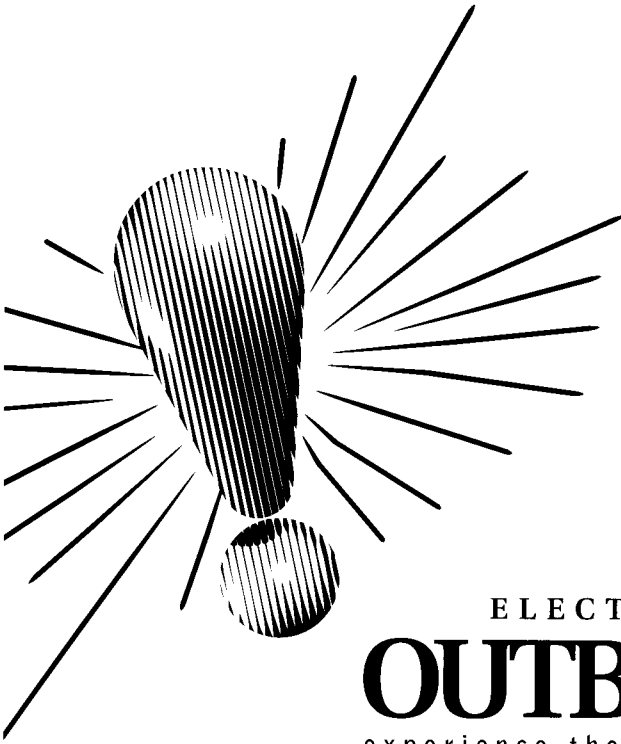


**Ages: Adult**  
**For 2 or More Players**  
**in Teams**



ELECTRONIC  
**OUTBURST**<sup>®</sup>

experience the next dimension  
of get together games™

platinum edition

**ALL ABOUT OUTBURST**

You have our permission to ooh and aah at the lights, sounds and other cool features of **OUTBURST Platinum Edition**.

As in other Outburst editions, players shout out their guesses hoping to match the Topic's ten target answers. Your answer might be a great one, but if it's not on the screen list, it doesn't count. Points are scored only by matching OUR ANSWERS. Yes, we know it's unfair, but it's devilishly good fun anyway!

Try playing the tough 6-answer skill level for something altogether new. And the come-from-behind challenge feature adds suspense to every game.

## A LOOK AT THE GAME UNIT

### ANSWER LIGHTS

Tracks the number of correct and not-guessed answers.

### SCREEN BUTTONS

Each identifies one of the target answers. The Scorekeeper tracks correct answers by pressing their corresponding screen buttons.

Screen buttons have other functions as well. The screen arrows tell you when to press what button.

**ON** Slide to open unit and begin screen, light and sound action.

**RESET** Press RESET if your game malfunctions.

**TOPIC**

Press to select a topic.

**ANSWER**

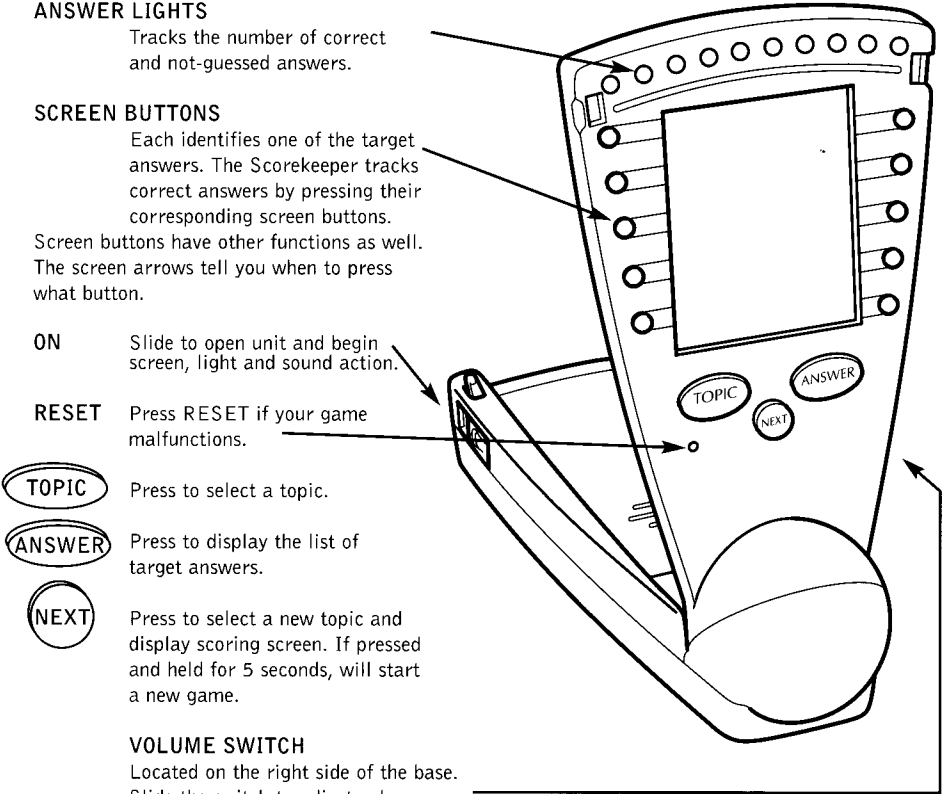
Press to display the list of target answers.

**NEXT**

Press to select a new topic and display scoring screen. If pressed and held for 5 seconds, will start a new game.

### VOLUME SWITCH

Located on the right side of the base. Slide the switch to adjust volume.



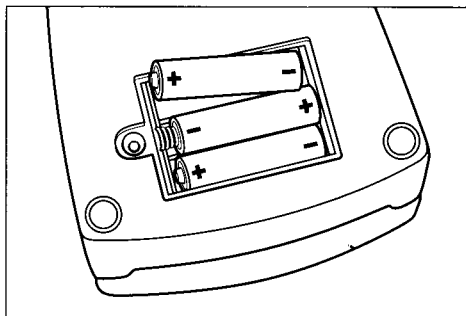
**Note:** The unit will automatically shut off after approximately 10 minutes if no button is pressed.

### BATTERY CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

## INSERTING BATTERIES

Loosen the screw on the battery door on the bottom of the unit, and remove. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.

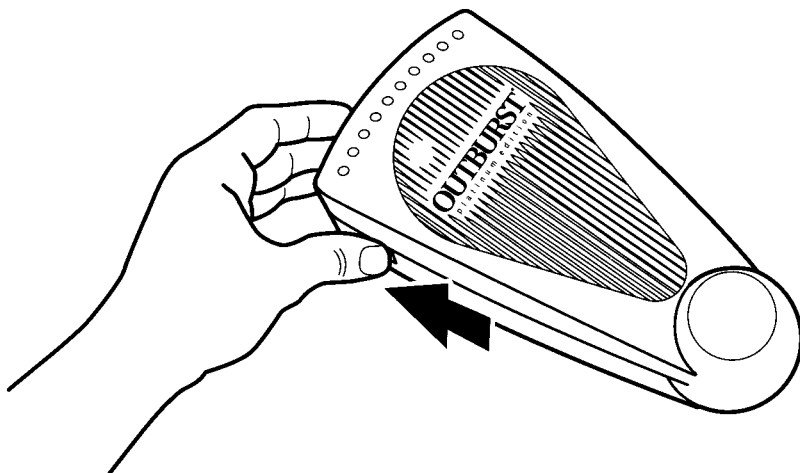


## OBJECT

Be the first team to score 60 points by guessing the most target answers that match the topics.

## GETTING STARTED

1. Divide players into Team A and Team B. It's OK if one team has more players. Each team chooses a Scorekeeper who operates the unit, announces the Topic and tracks correct answers for the other team.
2. Place the game on a tabletop and slide the ON button, as shown. Enjoy the lights, sounds and screen welcome!



3. **Skill Level:** Decide whether you want to play the easier 10-answer list or pick the more difficult 6-answer list. Press the SCREEN button so the arrow is pointing to the skill level you want.

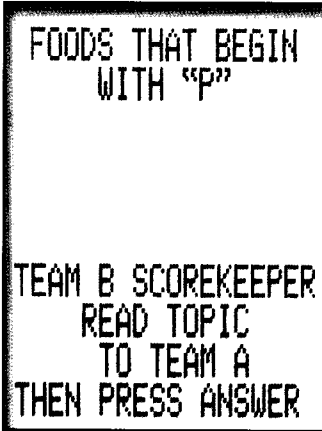
**Note:** You move the arrow by pressing the SCREEN button next to one of the two options.

4. Press the SCREEN button next to the arrow to start the game.

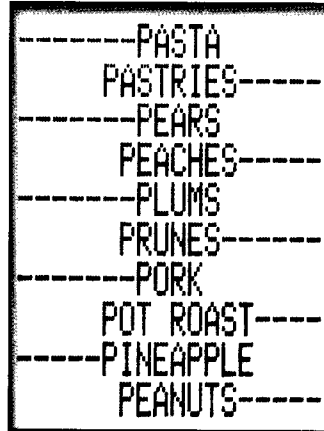
## PLAYING

1. Team A plays first. Team B's Scorekeeper controls the unit, presses the TOPIC button and reads it aloud. For example, the topic may be: FOODS THAT BEGIN WITH "P."
2. Team B's Scorekeeper then presses the ANSWER button and the answer list appears. The timer starts ticking.
3. Team A quickly shouts out answers. If anything called out is on the list, Team B's Scorekeeper presses its identifying SCREEN button and the answer disappears. An ANSWER LIGHT comes on for each correctly matched answer as the timer speeds up and time runs out.

TOPIC

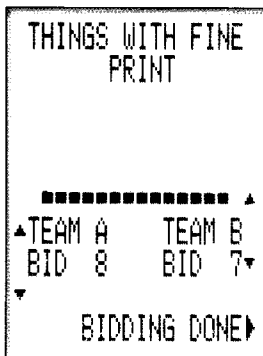


ANSWERS



4. Time's up! When Team A has either called out all the answers on the list or the timer stops, their turn is over.
5. Team B's Scorekeeper announces any not-guessed answers and can then:
  - Press the ANSWER button to review correct guesses.
  - Press the TOPIC button to review topic.
  - Press the NEXT button to continue.
6. It's now Team B's turn. Team A's Scorekeeper controls the unit. Play as above.

**SCORING:** Teams score 1 point for each answer they match on the list. The scoring screen with a running total of each team's points is displayed when the NEXT button is pressed at the end of a team's turn.



**CHALLENGING:** After one team reaches 45 points, a challenge option automatically appears giving the trailing team a chance to narrow the lead. Here's how to challenge:

1. Press the SCREEN button that indicates YES.
2. The bidding screen displays the topic. Both teams now bid on how many answers they hope to match on the list. Press the SCREEN buttons indicated by the arrows to raise and lower bids. The trailing team bids first. The highest bidding team wins the right to play.
3. Press the "BIDDING DONE" SCREEN button to start play.
4. If the team correctly matches or exceeds the number of answers bid, they win the points bid. If they fail, the opposing team wins the points (see sample shown).
5. Press the NEXT button to continue the game.

Team A outbid Team B with a bid of 8 and must match 8 answers on the list.

## WINNING

The first team to reach 60 or more points wins. Listen to the music and watch the lights flash as the screen celebrates the winner!

**To play a new game**, press the SCREEN button that indicates YES.

**To start a new game during another game**, press and hold down the NEXT button for five seconds.

## FOUL-UPS & FINGER-POINTING

**Note:** You cannot do any of these if the NEXT button has already been pressed.

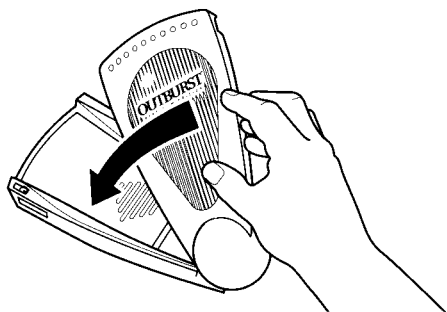
- During play, if you mistakenly press an incorrect SCREEN button, just press the same SCREEN button again. The answer reappears and is not scored.
- After time runs out, if a not-guessed answer is disputed, just press its SCREEN button and it becomes a correct answer.
- After time runs out, if you wish to view the list of correctly guessed answers, just press and hold down the ANSWER button. To remove a disputed answer from this list, press its SCREEN button while holding down the ANSWER button.
- To reread the topic anytime during play or after time is up, just press the TOPIC button.

## SCREEN LINGO

- We've shortened answers to fit on the screen. Some are abbreviated with initials; others are sprinkled with dashes to indicate dropped words.
- There are several "10 Degrees of..." topics. They ask you to name co-stars and sometimes spouses (or ex-spouses) of Hollywood stars.
- In a 6-answer list game, a topic like "NAME 7 DWARFS & 3 CHIPMUNKS" may display an answer list of just 6 dwarfs.

## Storage

To return Outburst to its closed position, rotate the upright screen to the right until you hear it click into place.



**Note:** After the game unit has been closed the lights and sounds will remain active for approximately 2 minutes before they fall asleep. The screen itself will remain active for approximately 10 minutes before it falls asleep. Neither of these features adversely affects battery life.

## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- To clean, wipe game with a soft, dry cloth. Do not use abrasive household cleaners.
- Do not disassemble the game.
- If the game malfunctions for any reason, press the RESET button. If that doesn't work, remove and replace the batteries, or try new batteries.

## FCC Warning

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec, J4H 3X6.

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