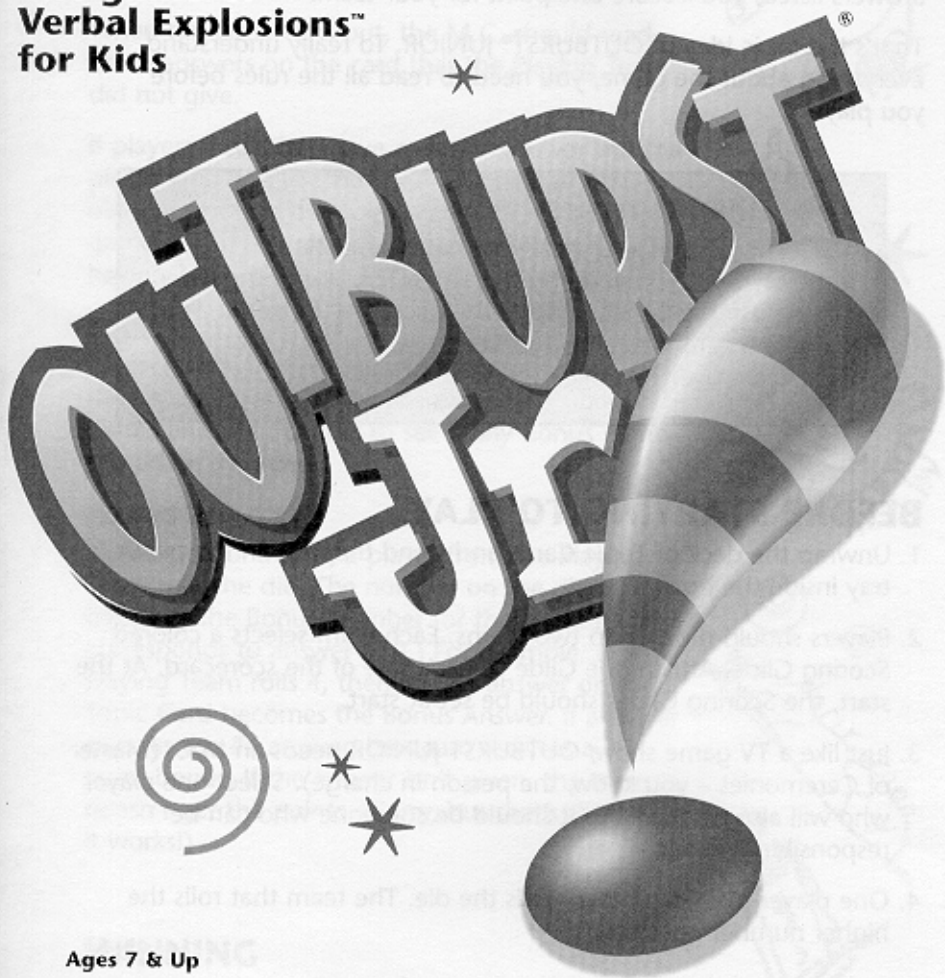


**The game of
Verbal Explosions™
for Kids**



Ages 7 & Up

**2 or More
Players in Teams**

CONTENTS

OUTBURST® JUNIOR Topic Cards, Card Viewer, Gameboard,
2 Scoring Glides, Timer, 1 10-Sided Die

RULES OF PLAY

Two teams compete in a game of quick thinking and fast talking. Each team is given a Topic and one minute to yell out answers that might be listed on the Topic Card. Each time you yell out one of the 10 answers listed, you'll score one point for your team.

That's the basic idea of OUTBURST® JUNIOR. To really understand everything about the game, you need to read all the rules before you play.

A NOTE ABOUT TOPICS

The Yellow Topics are somewhat easier and should probably be used by younger players. This way if the older players use the Orange Topics the game will be fair. If all of the players are the same age; then use one set, or if the players are over 10, mix and use all of the Topic Cards.

BEFORE STARTING TO PLAY

1. Unwrap the deck of Topic Cards and stand them up in the plastic tray inside the box.
2. Players should divide into two teams. Each team selects a colored Scoring Glide. Attach one Glide to each side of the scorecard. At the start, the Scoring Glides should be set at start.
3. Just like a TV game show, OUTBURST JUNIOR needs an M.C. (Master of Ceremonies – you know, the person in charge). Select one player who will also be the M.C. It should be someone who can be responsible and fair.
4. One player from each team rolls the die. The team that rolls the higher number goes first.

PLAYING THE GAME

At the start of a turn, the Playing Team rolls the die to determine which response will be worth 3 bonus points (see "BONUS POINTS").

A player on the other team takes the Viewer and makes sure that all of the Sliding Tabs are hiding their check marks. A Topic Card topic is read out loud and then the timer is turned over.

The Playing Team has one minute to yell out as many appropriate answers as possible. Each time an answer matches one on the card, the player holding the Viewer says, "YES!" and slides the tab next to that answer so the check mark shows.

When the timer runs out, the M.C. should read those answers on the card that the Playing Team did not give.

If players insist they gave a certain answer but the player who had the Viewer didn't hear it – it's okay. Give them the point... after all, it's only a game. It's silly to squabble. Remember, you're having fun!

SCORING

Each correct answer is worth 1 point. The M.C. moves the Scoring Glide the correct number of points and then checks to see if any Bonus Points should be awarded.

BONUS POINTS

At the start of a turn, a player from the Playing Team rolls the die. The number on the die becomes the Bonus Number for that round. (Zero corresponds to answer #10.) For example, if the Playing Team rolls 4, then the #4 answer on the Topic Card becomes the Bonus Answer. If a player guesses the #4 answer, the team receives a 3-point bonus. If the answer isn't given, the team doesn't get the points. (Sorry, but that's the way it works!)

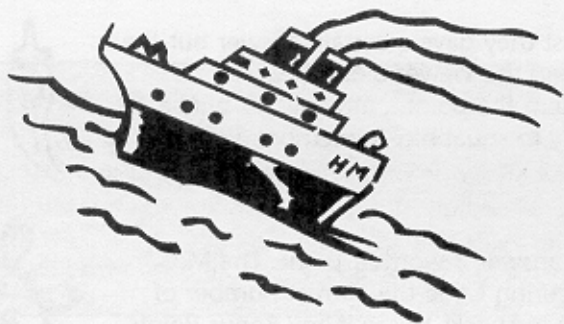
WINNING

The first team to score 50 points wins the game.

NOTE TO ADULTS AND BIG BROTHERS AND SISTERS

It's okay to help little kids who want to play but may not know enough stuff. Give them hints. For example, if you think "dog," is an answer, don't say "dog," say something like, "Gee, Lassie might be on the list."





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. Tel: 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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