

OUTBURST® JUNIOR

RULES

For 2 or more players in teams / Ages 7 and up

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OBJECT: To be the first team to score 50 points. Each team is given a topic and one minute to yell out answers that might—*might*—be listed on the Topic Card. Each time you yell out one of the 10 answers on the card, you score one point. No matter how good you think an answer is, if it isn't on the Topic Card, it doesn't count!

EQUIPMENT: 79 OUTBURST® JUNIOR Topic Cards (158 topics) • Viewer/Card Holder • Wipe-off Score Card • Crayon • 60-second Timer

The Topics: The red topics are somewhat easier and may be used by younger players while older players use the green topics. If all the players are the same age, use just one set; if they're all over 10, mix up the sets.

SETUP:

- Decide if you will play red, green, or a mix of topics. Rearrange the cards in the Viewer if necessary.
- Have a tissue handy for erasing crayon marks on the Card Holder.
- Place the timer in the hole in the Score Card.
- Divide into two teams. (It's okay if they're not even.)
- Select one player—preferably someone responsible and fair—to be the M.C. (master of ceremonies) in charge... because things are going to get a little hectic! (The M.C. plays too.)
- The team with the youngest player plays first.

GAME PLAY

1. The M.C. pulls a card from the back of the deck, reads the topic to the Playing Team (the ones yelling this turn!), and places the card in the front of the pack so it shows through the Viewer.
2. The Playing Team calls out a number between 1 and 10. This becomes the Bonus Number Answer for the round. If somebody calls out that answer during the turn, it's worth an extra 3 points!
3. Turn over the Timer: The Playing Team has one minute to yell out answers. Each time an answer matches one on the Topic Card, the player holding the Viewer says, "Yes!" and marks off that answer in the blank circle to the right. (Be careful not to mark on the red film.)
4. When the time's up, the M.C. awards the Playing Team one point for each "correct" answer and 3 extra points if they got the Bonus Number Answer. The M.C. erases the old score and marks the new score on the Score Card, and hands the viewer and the card deck to the opposing team.

WINNING: Teams alternate turns until one team reaches 50 points and wins!

Note to Adults and Big Brothers and Sisters:

It's okay to help younger kids by giving them hints. For example, if you think "dog" is an answer, hint by saying, "Gee, Lassie might be on the list."



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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