



For ADULTS
Unlimited Players in 2 Teams

OUTBURST REMIK

CONTENTS

600 Outburst® Remik Topics (300 Cards) • 1 Scoreboard • 1 Card Viewer
2 Score Markers • Timer • 6 Pass Chips • 10-Sided Die • 6-Sided Die

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697.

Most people learn games from other people, not from the rules. But at some point, somebody has to read the rules in order to figure out what's going on. Besides, the people you learn from rarely know what they're talking about!

RULES OF PLAY

OUTBURST® Remik is a game of topics. Each card has a HEADLINE, a TOPIC and 10 TARGET ANSWERS. Each card is printed on both sides, but only one side is played at a time.

OUTBURST® Remik is played in teams. No matter how many people are playing, divide the players into two teams. Teams should sit together (unless you've been serving chili!).

Because OUTBURST® Remik is fast-paced and addictive, things can get a little wild. In an effort to rein in the bedlam, each team selects one player to serve as their CAPTAIN. The CAPTAINS will maintain playing order, card selection, scoring, etc. This requires reasonably authoritative people who happen to be honest (politicians need not apply!).

The basic concept is that each team must try to correctly match as many of the 10 TARGET ANSWERS as possible during their one-minute turn. One point will be awarded for each TARGET ANSWER guessed correctly.

PREPARING TO PLAY

- Remove the Card Tray from the box and place it on the table.
- Divide players into 2 teams. It doesn't matter if one team has 1 more player than the other (besides, the extra guy might not be the sharpest knife in the drawer).
- Each team takes 3 PASS CHIPS and 1 SCORE MARKER. Attach your SCORE MARKER to the matching-colored track on the Scoreboard and slide it to START.
- Take the Card Viewer and slide all 10 buttons away from the center so the tabs don't show in the window. This is the start position.
- One member of each team rolls the white 10-sided die. The team with the highest roll plays first.
- THIS IS REALLY IMPORTANT – to avoid any misunderstandings, one of the CAPTAINS must get all of the players' attention, stand up, and read aloud the following little speech:

ATTENTION

THIS GAME IS UNFAIR!!!

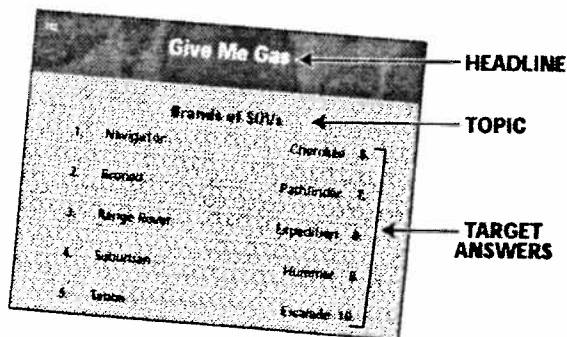
IT IS POSSIBLE FOR THERE TO BE ADDITIONAL
APPROPRIATE ANSWERS FOR MANY TOPICS. YOU MAY
THINK OF ONE THAT IS NOT ON THE LIST.
TOOOOO BAD!

YOUR GOAL IS TO MATCH THE *TARGET ANSWERS* ON THE
CARD. YOU MAY HAVE A GOOD ANSWER,
BUT IF IT'S NOT ON THE CARD,
DEMS DA BERRIES!!!

BEGINNING PLAY

The CAPTAIN of the opposing team (the team NOT playing first) selects a Card from the Card Tray. Since the CAPTAIN is also a PLAYER on one of the teams, it is important that there be no hint of cheating. (Who, me?) The CAPTAIN does not attempt to read the TOPIC or the TARGET ANSWERS (which are obscured anyway).

The CAPTAIN reads aloud the HEADLINE printed at the top of the card, and then asks the Playing Team, "Play It?" or "Pass It?" No more than 30 seconds should be given for reaching this decision.



PLAYING IT

If the Playing Team thinks they know where the HEADLINE is going (or is willing to risk it) and elects to "Play It," the opposing team's Captain places the Card into the Card Viewer and repeats the HEADLINE...and then (pausing for maximum effect) announces the actual TOPIC.

The timer is turned over and the Playing Team has one minute to provide answers to the TOPIC. Team members are encouraged to yell out answers at the same time (it adds to the fun and can really annoy the opposing Captain who is trying to keep score).

Each time one of your team members yells out an answer, the opposing Captain announces "yes" or "not on the card" depending on whether the answer is among the TARGET ANSWERS on the Card. If the opposing Captain yells out "yes," then he/she also slides the button next to that answer over so the tab shows. We recommend having a team member assist the Captain in spotting the answers.

When the timer runs out, the opposing Captain reads aloud in numerical order the answers that were **not** given. The opposing Captain then announces the number of correct answers given. Slide the Playing Team's SCORE MARKER one space on the Scoreboard for each correct answer.

Note: Sometimes our #10 answers can be pretty offbeat. Enjoy the moment.

In the event of a disputed answer, one that is claimed to have been given but wasn't heard by the opposing Captain – be lenient. Remember...it's just a game! (Besides, you can always get even later! 😊)

Before the round officially ends, determine if any BONUS POINTS have been won. Have one member of the Playing Team roll both dice. The purple die represents the number of Bonus Points to be awarded. The number on the white 10-sided die represents one of the ten TARGET ANSWERS on the card. The Playing Team earns the Bonus Points showing on the purple die if they correctly guessed the answer corresponding to the number on the white die. Example: If the purple die shows a 2 and the white die shows an 8, then the Playing Team earns 2 Bonus Points if they got the #8 answer correct. If they didn't...tooooo bad!

PASSING IT

If the Playing Team cannot figure out what the HEADLINE suggests the TOPIC will be (or if they have and are worried) they may elect to "Pass It." The Playing Team simply announces, "We'll pass it to the other team," and places one PASS CHIP out of play. Each team is allowed to pass on three Cards per game.

The opposing CAPTAIN puts the PASSED CARD aside and pulls out a REPLACEMENT CARD, which the Playing Team must play immediately. (A REPLACEMENT CARD can never be "Passed.")

After a Team has completed a REPLACEMENT CARD, and the appropriate points are awarded, the other Team will then play the Card PASSED to them immediately. REMEMBER: While the REPLACEMENT CARD was being played, the other team has had the opportunity to consider what the TOPIC may be for the PASSED CARD!

Note: A Team is not allowed to PASS on a Card that was PASSED to them.

WINNING THE GAME

The first team to score 60 points and reach FINISH wins the game, and has the official opportunity to face the losing team and give them a rousing "Na-Na-Na-Na-Na-Na."

PLAY CHECKLIST

The following checklist is for those of you who have actually read all of the preceding rules. It is not meant to be a substitute for actually reading the complete rules. You may refer to this checklist if you have questions as you begin to play the game.

1. The CAPTAIN of the opposing team selects a Card and reads the HEADLINE printed at the top to the Playing Team.
2. The Playing Team decides whether to "Play It" or "Pass It."
3. If the Playing Team decides to "Play It," the Card is inserted into the Card Viewer and the TOPIC is read aloud. The timer is turned over and the Playing Team now has one minute to provide appropriate answers for the TOPIC.
4. Answers are shouted and buttons on the Card Viewer are moved to the correct TARGET ANSWERS.
5. When the timer runs out, the opposing Captain adds up the correct responses. One point is awarded for each correct TARGET ANSWER. Bonus Points are awarded if the team has given the bonus TARGET ANSWER.
6. The number on the white 10-sided die is the number of the TARGET ANSWER that must be given in order to win Bonus Points. The purple die indicates the number of Bonus Points awarded.
7. If the Playing Team decides to "Pass It," it must place one PASS CHIP out of play. The Card is then set aside and will be played by the opposing team on their next turn. But first, the original team must select a REPLACEMENT CARD and play it.
8. The SCORE MARKER is moved the appropriate number of spaces on the Scoreboard. The first team to score 60 points and reach FINISH wins!

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