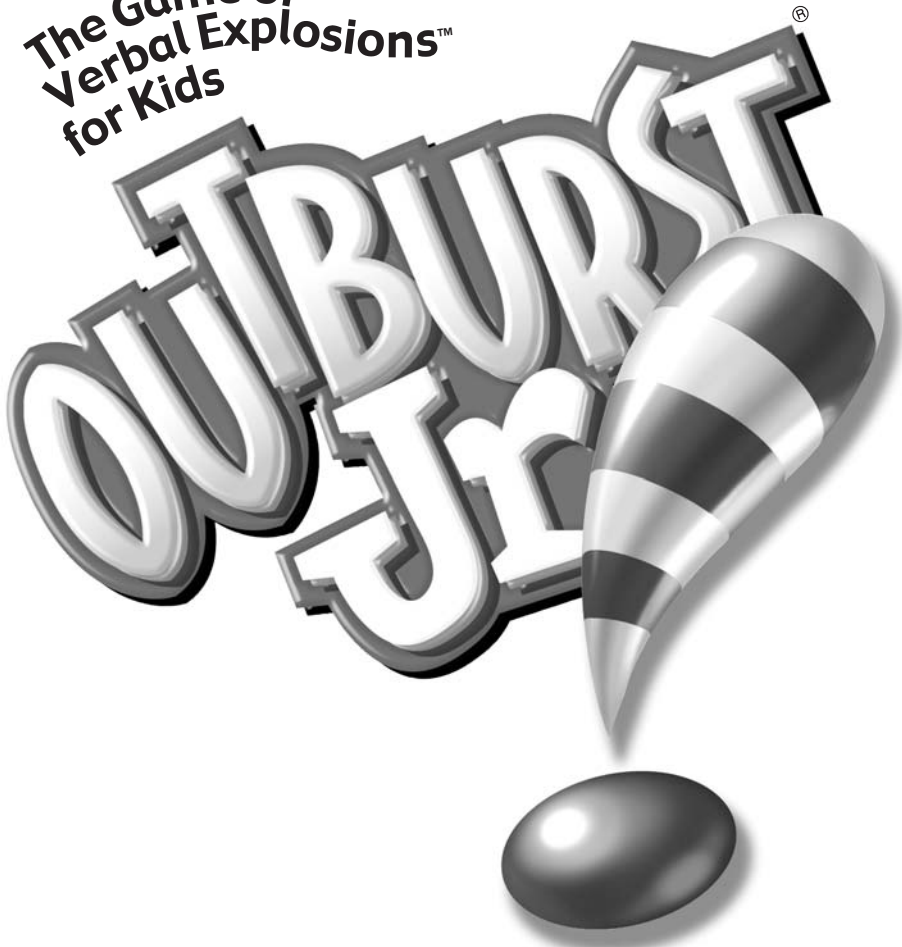




For Ages 7+  
Unlimited Players  
in 2 Teams

The Game of  
Verbal Explosions™  
for Kids



**CONTENTS**  
400 Outburst® Jr. Topics (200 Cards), 1 Card Viewer, 1 Scoreboard,  
2 Score Markers, 1 Timer, 1 10-Sided Die  
Please remove all components and compare them to the content list.  
If any items are missing, please call 1-800-524-TOYS.

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**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® JR.. To really understand everything about the game, you need to read all the rules before you play.

**A NOTE ABOUT TOPICS**

The Orange Topics are somewhat easier and should probably be used by younger players. This way, if the older players use the Green Topics, the game will be fair. If all of the players are the same age then use the color that's right for the group.

**BEFORE STARTING TO PLAY**

1. Players should divide into two teams. Each team selects a colored Score Marker and attaches it to the matching side of the Scoreboard. Slide Score Markers to START.
2. One player from each team rolls the die. The team that rolls the higher number goes first.

**PLAYING THE GAME**

A player on the opposing team (the team NOT going first) acts as the scorekeeper, takes the Viewer and slides all 10 buttons away from the center so the tabs don't show in the window. A Topic Card is selected and the topic is read out loud. 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 of the answers on the card, the scorekeeper says, "YES!" and slides the button next to that answer so that the tab appears in the window.

When the timer runs out, the scorekeeper should read those answers on the card that the Playing Team did **NOT** give.

If players insist they gave a certain answer but the scorekeeper 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. Move the Score Marker the correct number of points and then check to see if any Bonus Points should be awarded.

**BONUS POINTS**

At the end of a turn, a player from the Playing Team rolls the die. The number on the die reveals the Bonus Number for that round. For example, if the Playing Team rolls 4, then the #4 answer on the Topic Card is the Bonus Answer. If the Playing Team had guessed the #4 answer correctly, the team receives a 3-point bonus. If the answer wasn'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 OLDER PLAYERS**

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 "dinosaur" is an answer, don't say "dinosaur," say something like, "Hmmm, maybe a T-Rex is on the list."

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