

# BLURT!

The Webster's Game of Word Racing!

**Ages 10 & Up**  
**For 3 to 12 Players or Teams**  
(See junior version rules for ages 7 to 9)

**Here's What You Get:**  
1200 Definitions on 300 Cards,  
Game Board, 6 Pawns, Die

## Rules of Play

### **Get Ready:**

- Put the Game Board in the center of the table.
- Everybody choose a pawn and place it on "Start." Important: Choose ONLY the red, yellow, blue or green pawns. The orange and purple pawns are used only in **Blurt! Jr.** (See rules to **Blurt! Jr.** on back.)
- Everybody roll the die. If you roll the highest number, you're the first Reader.

### **Play Blurt!**

#### **If you're the Reader:**

- Roll the die to determine the number of squares the first player to answer correctly will get to move, AND which Definition to read.
- Draw a card from the "Draw" end of the card box. If you rolled a 1, 2, or 3, read the top Definition on the card; 4, 5, or 6, read the bottom one.
- Read the Definition out loud so everybody can hear.

#### **If you're not the Reader, you get to blurt:**

- As the Reader gives the Definition, blurt out the word you think it defines.
- There's no penalty for wrong answers.
- You can blurt as many times as you want until somebody gets the correct word.
- If you're the first one to blurt the correct word, move your pawn the number rolled.

#### **If you're the Reader:**

- You decide who blurted correctly first.
- If there's a tie, read another Definition. Only the players who tied can blurt.

- Place the card in the "Discard" end of the box and pass the box to your left.
- The person on your left becomes the next Reader, and everybody takes turns being the Reader.

### **The Showdown**

- If you land on a square that's already occupied by another pawn, there's gonna be a Showdown!
- The two players on the square have a Definition read to them by another player.
- If you're first to blurt the correct word, you win the showdown and may remain on the square.
- If you're not first, you have to go backward the amount of squares shown on the die.

### **The Takeover**

- If you land on a square that matches the color of your pawn, this is your big chance to challenge another player and takeover his or her square!
- Place your pawn on the same square with the player you want to challenge.
- Play the same way as you would in a Showdown, except the winner remains on the lead square, and the loser has to go back to the square from which the challenger came.

You can only initiate a Showdown or a Takeover when you first land on a square that is either occupied, or that matches the color of your pawn. No matter the outcome of a Showdown or Takeover, neither player may initiate a second one until after they have moved to a different square on the board by blurring in regular play.

### **Winning!**

The first one to return to "Start," after going all the way around the Game Board, is the . . . WINNER! You don't have to land there by exact count.

# BLURT!® JUNIOR

For 3 to 6 Players, Ages 7 to 9

## Team Play

You can play in teams just the same way you would as individuals. When you're the Reader, the others on your team cannot blurt answers, but can help you decide who on the other team(s) blurted first. The card box is passed from team to team, instead of from player to player.

## Rule Variations

### Blurt with a Twist

If you have mastered **Blurt!** and would like to add some variations to the rules, here are a couple of ideas . . . and feel free to make up your own!

### No Second Chances

You only get one chance to blurt, so you better be sure you're right. If you blurt the wrong word, you must remain silent until somebody else gets it, or until another Definition is read.

### Blurt That Word!

Whenever a six is rolled, the Reader counts and announces the number of words in the Definition. If you get to blurt, start bidding against other players on how many words of the definition you think you'll need to hear in order to guess the correct word. You only get one guess!

It might go something like this, "I can blurt it in 6 words!"

"Oh yeah, well I can blurt it in 5 words."

"I can blurt it in 4."

"Then blurt that word!"

If you're the low bidder, you get a chance to blurt all by yourself. If you're right, move ahead six squares, but if you're wrong, go back six.

Play is very similar to regular **Blurt!**, but there are a few differences:

- Read only the top Definitions from the blue sides of the cards (these generally define simpler words).
- Everybody will need some scratch paper and a pencil.
- There are no Showdowns or Takeovers.
- You can use all six pawns.
- You don't use the die.

## Play

- Parents or teachers are always the Readers and kids are the players.
- Players don't blurt out loud, but WRITE the word they think the Definition defines. They should try hard to spell the word correctly, and should not let any of the other players see their paper.
- Depending on the level of the kids playing, the Reader may want to give the first letter of the word they are defining.
- The Reader checks all the answers for the correct word with the correct spelling. Players score on the Game Board as follows:

Correct word, spelled correctly . . . Move ahead 4 squares

Correct word, spelled wrong . . . Move ahead 3 squares

Incorrect word . . . Don't move

## Winning!

The first one to return to "Start", after going all the way around the Game Board, is the . . . WINNER! You don't have to land there by exact count. If there's a tie, the Reader reads a Definition to the tied players. The first to blurt the correct word out loud is the champ!

## Teachers!

The **Blurt!**® Game Board is available in Transparency form for classroom use with an overhead projector. Contact us for more information.

G6849



\*Definitions reprinted by permission of Houghton Mifflin Company from WEBSTER'S II RIVERSIDE CHILDREN'S DICTIONARY. Copyright © 1984 by The Riverside Publishing Company. Blurt!® is a registered trademark of Keys Publishing Co. All rights reserved. ©2001 Keys Publishing Co. Manufactured and distributed under license by Mattel, Inc. 333 Continental Blvd., El Segundo, CA 90245 U.S.A. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867. Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A. Consumer Affairs 1 (800) 524-Toys.