Unleash a ton of word-blabbing fun with Blurt, the hilarious game of rapid word recall!

Object of the Game

Be the first player or team to move your game piece around the path and back to the start space. Players or teams earn the right to move their game piece by being the first to blurt out a word after hearing its definition or “clue.”

Set Up

◆ Players or teams choose a red, orange, purple, or green game piece and place it in the start space ( ).

◆ The blue and yellow pieces are used only in the junior version of Blurt (see back page of this guide).

◆ Place the card box so that the DRAW end is visible. Always draw cards from the DRAW end of the box and place used cards at the opposite DISCARD end.

◆ Decide which side of the cards to use or leave that decision to each card Reader. The side with the stars has easier questions.

◆ Players roll the die. The player with the highest roll will be the first Reader.

Contents

- 300 cards (1,800 clues – 2 playing levels)
- 6 game pieces
- Die
- Colorful Jumbo Game Board
- Blurt cards

The Winner!

The first player or team to return to start after circling the game board wins the game. If there is a tie, the player or team that had the fewest spelling mistakes during the game is the winner.

How to Play

1. A parent or teacher reads the top clue from the side of the Blurt cards with the stars. These generally define simpler words.

2. Players or teams do not blurt out guesses. Instead they write down the word they think the clue defines.

3. Players or teams write down the word, trying to spell the word as best they can and hiding it from other players or teams. In team play, teammates may whisper to each other to decide on their answer and its spelling. Players on a team take turns being the writer of the word.

4. The Reader checks all the answers for the correct word with the correct spelling.

5. Players move their pieces according to the following rules:

   ◆ Correct word, correctly spelled – Move game piece four spaces
   ◆ Correct word, incorrectly spelled – Move game piece three spaces
   ◆ Incorrect word – Do not move game piece

NOTE: Depending on the age and experience of players, the Reader may want to read the first letter of the target word.

The Junior Version Rules

(for players ages 7 to 9)

In the junior version of the game, there are no One-on-Ones or Color-coded One-on-Ones! No die is used. Players move their pieces on the game board according to the rules in Step 5 below.

Set Up

◆ Add the blue and yellow game pieces to accommodate more players or teams.

◆ Provide paper and pencil for each player or team.

How to Play

1. Add the blue and yellow game pieces to accommodate more players or teams.

2. Provide paper and pencil for each player or team.

3. Players or teams write down the word, trying to spell the word as best they can and hiding it from other players or teams. In team play, teammates may whisper to each other to decide on their answer and its spelling. Players on a team take turns being the writer of the word.

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NOTE: Depending on the age and experience of players, the Reader may want to read the first letter of the target word.

The Winner!

The first player or team to return to start after circling the game board wins the game. If there is a tie, the player or team that had the fewest spelling mistakes during the game is the winner.
**How to Play**

1. The Reader rolls the die. The number rolled determines which clue on the card to read aloud and how many spaces on the game board the clue is worth.

2. Players blurt out the word they think the clue defines. Players may blurt multiple times. There is no penalty for wrong answers.

3. The first player or team to blurt correctly moves ahead on the game board the number of spaces rolled on the die.

4. Pass the card box clockwise to the next player or team to become the new Reader.

**Who decides who blurted first?**

In individual play, the Reader judges who answered correctly first. In team play, the Reader’s teammates DO NOT answer, but help the Reader decide who blurted correctly first.

**What if it’s a tie?**

If two players or teams answered at the same time, another clue is read ONLY to those who tied. The Reader or the Reader and teammates judge the winner.

**“That’s not fair!”**

When in doubt as to who was the first to blurt the correct word, read another clue!

**“We give up!”**

If no one answers correctly, the card box is passed clockwise to a new Reader who rolls the die and reads a new clue.

**The Winner!**

The first player or team to return to start after circling the game board wins the game. An exact roll of the die is not needed.

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**Bonus Blurts**

Where players land on the board may earn them extra opportunities to blurt!

**One-on-One!**

If a player or team lands on an already occupied space, that player or team challenges the occupying player or team to a One-on-one! A neutral player draws a card and reads any clue.

- If the challenger blurted correctly first, then the occupier loses the space and moves his or her game piece back to the space from which the challenger came.
- If the occupier blurted correctly first, then the challenger returns to the space from which he or she came.

**Color-coded One-on-One!**

If a player or team lands on a space that matches the color of their own game piece, they may challenge any player or team ahead of them in the game. This is a great way to move ahead of any or ALL your opponents in one Blurt round. The challenger moves to the space of the player or team challenged. A neutral player draws a card and reads any clue.

- If the challenger blurted correctly first, then the leader yields the space and moves his or her game piece back to the space from which the challenger came.
- If the leader blurted correctly first, then the challenger returns to the space from which he or she came.

**Advanced Play Options**

Here are two challenging rule variations for more advanced play.

**Hold That Thought**

In this version of Blurt, you can only guess once. If you blurt the wrong answer, you are eliminated until another clue is read. So blurt fast, but blurt carefully! Anything blurted by mistake may help opposing players!

**Name That Word**

Whenever a six is rolled, players or teams compete to win the opportunity to guess a word from a specified number of words in its clue.

1. Reader tells players the number of words in the clue (16).

2. Players bid the number of words in which they think they can identify the word.

3. The player or team that bids the lowest number of words wins the opportunity to guess the word. Only that player or team may guess.

4. The Reader reads only the number of words in the clue bid by the player or team (5).

5. If the player or team names the word correctly, they move ahead six spaces. If they miss it, they move back six spaces.

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**The First Player or Team to Return to Start**

After circling the game board, the first player or team to return to start wins the game. An exact roll of the die is not needed.

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**Splat, Plop, Splash**

These are some of the words you might hear during a game of Blurt.

- Splat
- Plop
- Splash
- Drip

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**Color-Coded One-on-One!**

If a player or team lands on a space that matches the color of their own game piece, they may challenge any player or team ahead of them in the game. This is a great way to move ahead of any or ALL your opponents in one Blurt round. The challenger moves to the space of the player or team challenged. A neutral player draws a card and reads any clue.

- If the challenger blurted correctly first, then the leader yields the space and moves his or her game piece back to the space from which the challenger came.
- If the leader blurted correctly first, then the challenger returns to the space from which he or she came.

**NOTE:** Even though a neutral Reader is chosen, the order in which the next player or team becomes the Reader remains the same.

**Helpful Hint:** Use the die as a marker to note from where a move originated.

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**The First Player or Team to Return to Start**

The first player or team to return to start after circling the game board wins the game. An exact roll of the die is not needed.
Who decides who blurted first?
In individual play, the Reader judges who answered correctly first. In team play, the Reader’s teammates DO NOT answer, but help the Reader decide who blurted correctly first.

“What’s not fair!”
When in doubt as to who was the first to blurt the correct word, read another clue!

What if it’s a tie?
If two players or teams answered at the same time, another clue is read only to those who tied. The Reader or the Reader and teammates judge the winner.

“We give up!”
If no one answers correctly, the card box is passed clockwise to a new Reader who rolls the die and reads a new clue.

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