

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. 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.

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

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

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 who had the fewest spelling mistakes during the game is the winner.

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RISQUE D'ÉTOUFFEMENT. Petites pièces.
Interdit aux enfants en dessous de 3 ans.
ERSTICKUNGSGEFAHR. Kleine Teile. Nicht geeignet
für Kinder unter 3 Jahren.
PELIGRO. No conveniente para niños menores de 3 años por
ser susceptible de producir piezas pequeñas que pueden ser ingeridas

For 3 to 12 players

EI-2917
Ages 7+



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



WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



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.

splat,
plop,
splash

drip

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!"

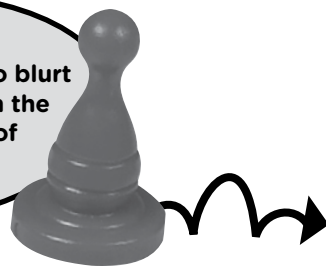
When in doubt as to who was the first to blurt the correct word, read another clue!

"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.

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.

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.



Bonus Blurts

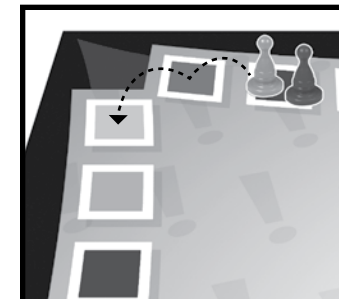
Where players land on the board may earn them extra opportunities to blurt!

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* blurts 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* blurts 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.

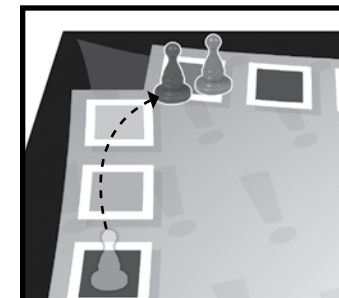


Orange loses the One-on-One and moves his or her piece back to Purple's space.

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* blurts 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* blurts correctly first, then the challenger returns to the space from which he or she came.



Purple lands on a purple space and challenges Green to a Color-coded One-on-One.

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.

I can name it in 10 words!

I can name it in 8 words!

I can name it in 5 words!

A curved piece of wood...

BOOMERANG!