



Bible Blurt!

For 3 to 12 players - Ages 8 to adult

THE OBJECT

Be the first player or team to move your pawn clockwise from start along the colored path back to start. You move your pawn by being the first player or team to blurt out a word defined by a *Defunition*.*

*A *Defunition* is a real definition to a word from the New International Version of the Bible or any of a number of Bible dictionaries.

THINGS YOU SHOULD KNOW

1. The orange and purple pawns are used only in the junior version. (*See junior version rules*)
2. The blue side of the cards is easier to play than the red side. Please keep this in mind for younger blurters.
3. Bible Blurt can be played in teams or individually. The rules assume you are playing individually.

THE SET UP

1. Players choose a red, yellow, blue or green pawn and place it at Start.
2. Place the card box within its lid, and always draw cards from the Draw end of the box.
3. All the players roll the die, and the highest roll determines the first Reader.

THE PLAY

1. We suggest having an NIV Bible handy when playing. This is not necessary for play, but will enhance your **Bible BLURT!** experience!

2. The Reader rolls the die. This number determines the number of spaces the Defunition will be worth, *and* which Defunition will be read.

EXAMPLE:

Reader rolls a 1, 2 or 3 - read the top Defunition on the card.

Reader rolls a 4, 5 or 6 - read the bottom Defunition on the card.

3. The selected Defunition is read aloud. It can be read slowly or quickly, but everyone playing needs to clearly hear the Defunition.

4. Players *blurt* out answers with no penalty for wrong guesses. The first player to *blurt* the correct word, moves their pawn the number of spaces rolled by the Reader.

5. **Judging who answers correctly** - The Reader decides who answered correctly first. In a tie, another Defunition is read only to the two players who tied.

There should be no arguing while playing Bible BLURT! When in doubt over a tie, read another Defunition!

6. Once a Defunition is read, place the card in the Discard end of the box, with the played side of the card facing outward.

7. After each turn, pass the card box clockwise. A new player reads each turn.

8. If no one blurts the correct word, the Reader gives players a hint by clearly stating the first letter of the answer. If no one is able to answer correctly, the card box is passed clockwise to a new Reader, and another Defunition is read, until a player answers correctly.

ONE-ON-ONES

1. **If a player lands on a space already occupied, a One-on-One is initiated!** A One-on-One pits two players against each other in a race for the correct word. *Other players do NOT participate, but help to judge the winner.* The two players are *blurting* for the number of spaces rolled by the Reader.

EXAMPLE: The blue pawn lands on a space occupied by the yellow pawn. The blue player and the yellow player now go One-on-One! A neutral player (green or red), draws a card and reads any Defunition aloud. If the blue player defeats the yellow, the yellow pawn moves back to where the blue pawn came from. If the yellow player wins the One-on-One, the blue player must return their pawn to the space where their move originated.

Helpful hint: Before a one-on-one, use the die as a marker and place it in front of the player who will be reading when the One-on-One is over.

2. **Another way a One-on-One can happen is when a player lands on a space that matches the color of their pawn.** When this occurs, a player may initiate a One-on-One with *any* player ahead of them in the game.

EXAMPLE: The red player lands on a red space. They choose to move to a space occupied by the green player. Again, a neutral player draws a card and reads any Defunition aloud. If the red player blurts the correct word first, the green player must move their pawn back to the red space where the red player's pawn came from! If the green player wins, the red pawn goes back to the red space where their move originated, and play continues.

3. Players may *only* initiate a One-on-One with a player *ahead* of them in the game.

4. Players can not use the same colored space to initiate a One-on-One when being sent back to it after losing a One-on-One, nor on their next move.

5. Players may only initiate a One-on-One with a single player at one time.
6. If neither player answers correctly after the first letter of the answer is given, then the player initiating the One-on-One loses their turn and must place their pawn back where their move originated.
7. To enhance play, after a One-on-One the Reader should look up the scripture reference provided below the answer and read it aloud. This is not a necessary element of **Bible Blurt!**, but will give players an opportunity for reflection, if not a small break from the frantic play!

THE WINNER

The winner is the first player to return to the start space, after circling the game board. The exact roll is not needed to win. Have fun!

RULE VARIATIONS

HOLD THAT THOUGHT!

In the "*Hold that Thought!*" version, an incorrect guess eliminates that player from play until the answer is guessed. So *blurt fast, but blurt carefully!* Anything blurted by mistake could cost you your turn!

NAME THAT WORD!

Whenever a six is rolled, the Reader announces the number of words a Definition contains. Players take turns bidding how many words they need to guess the correct word. When no one will go lower in word count, the player with the lowest bid must... "*Name that Word!*" The Reader only reads the bidden number of words, while the low bidder tries to guess.

EXAMPLE: The green player says "*I can name it in 5 words.*" The red player says "*I can name it in 4 words.*" If no player is willing to go lower, everyone yells "*Name that Word!*" If the red player can name the word after hearing only the first 4 words of the Definition, they move ahead 6 spaces. If they miss it, they move back 6 spaces! No one other than the low bidder can give an answer in this variation of **Bible BLURT!**

JUNIOR VERSION RULES

FOR YOUNGER PLAYERS

- There are no One-on-Ones
 - No die is used
 - Six players may participate by adding the orange and purple pawns
 - All players or teams will need paper and pencil
1. Parents or teachers read the top Definition from the blue side of the cards aloud. These generally define simpler words.
 2. Players *write* the word or person they think the Definition describes. *NOTE:* Depending on the level of those playing, the

Reader may want to give the first letter of the word.

3. Players should concentrate on spelling the best they can, and hide their answer from other players. (In team play, teammates may whisper to each other to decide on the answer and its spelling. Players on a team take turns being the writer of the word.)

4. Parents or teachers check all the answers for the correct word with the correct spelling.

SCORING:

Correct word with correct spelling - move 4 spaces

Correct word with incorrect spelling - move 3 spaces

Incorrect word - do not move

The winner is the first player to return to the start space, after circling the game board. In a tie, the winner is the player who had the least amount of spelling mistakes throughout the game.

It is our hope that when playing Bible BLURT! you will learn more about God's Word and the life and ministry of Jesus Christ. The scripture references are provided for words found in the NIV Bible. Please read the verses aloud in the course of play whenever possible. Ten percent of all royalties collected from the sales of this game go to support Christian ministries in the United States.

Sunday School Teachers and Youth Leaders: The **Bible BLURT!** game board is available for sale in transparency form for use with an overhead projector. We provide the transparency, and scoring chips for use with the original game. Call or write us today for more information!

At **Patch Products**, we pride ourselves in producing the highest quality playthings for you and your family. If you have any problem concerning any of our products, please contact us immediately. We will be sure to correct the problem promptly and courteously.

Bible BLURT!

The Bible Game of Word Racing

c/o Patch Products, Inc.

P.O. Box 268, Beloit, WI 53512-0268

1-800-524-4263

<http://www.patchproducts.com>

Contents: 1,200 Definitions on 300 Bible BLURT! cards, 6 colored pawns, die, game board and rules.

(C)1997 Keys Publishing Company, Inc. Bible BLURT!(R) is a trademark of Keys Publishing Company, Inc. All rights reserved. Manufactured and distributed under license by Patch Products, Inc., Beloit, WI 53511.