



WHERE ONE WORD IS WORTH A THOUSAND LAUGHS!

AGES 13 & UP • 3 OR MORE PLAYERS

CONTENTS

280 BLEEP cards, 100 FILL cards, 20 ACTION FILL cards FQC (Funniest, Quirkiest or Choice) Die

OBJECT

Be the first player to go out by having all of your BLEEP cards selected by a judge.

SETUP

Choose the youngest player to be the first judge and have them deal 5 BLEEP cards face down to each player including themselves. Players may look at their cards once received.

PLAY

The judge starts each round by tossing the die to determine how the BLEEP cards will be judged (Funniest,

Quirkiest, or Choice). The judge then draws the top FILL card from the pile and follows the directions below. However, if the judge selects a DRAW or PASS card, see ACTION CARDS.

If a "F" for funniest or a "Q" for quirkiest is tossed: the judge reads the top FILL card aloud, and each player selects one of their BLEEP cards that they feel best fits, placing it face down on the playing surface. The player to the right of the judge gathers and shuffles all of the submitted BLEEP cards. The judge will then FILL in the BLEEP, selecting the card they feel was best played according to the die (Funniest, Quirkiest, or Choice) after reading each BLEEP card aloud. All players except the judge and round winner must draw another BLEEP card, and the cards played during that round are removed from play for the rest of the game. Turn then passes to the left.

If a "C" for Judge's Choice is tossed the judge reads the top FILL card to him/herself. The judge needs to state the criteria of which the response will be judged on. The criteria may be any the judge desires: disturbing, happiest, silliest, saddest, logical, outrageous, grossest, attractive, repulsive, thoughtful, glamorous, obnoxious, etc. For example: the response that Aunt Betty would find the silliest. Then each player chooses one of their Bleep cards and places it face down on the playing surface. Play continues as previously explained.

ACTION CARDS

There are 20 ACTION FILL cards to be played as follows:

Draw: When the judge selects a "DRAW" card from the FILL pile they alone must take one BLEEP card and add it to their hand. The round ends and turn passes to the left.

Pass: When the judge selects a "PASS" card from the FILL pile ALL players including the judge will PASS their BLEEP card(s) in hand to the left or right. The judge chooses the direction to pass. The round ends and turn passes to the left.

Note: Players do not use any of their BLEEP cards when a judge has selected an ACTION FILL card (DRAW or PASS) from the FILL pile.

WINNING

The first player to go out by having all of their BLEEP cards selected wins the game!



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