

Bible **BLURT!** Card Game

3 to 5 Players • Ages 8 & Up

Contents:

312 Bible **Blurt!** Definitions on 52 Cards, Rules

Object:

Collect ten cards by being the quickest to blurt the answers to ten definitions.

Set Up:

- We suggest having an NIV Bible handy when playing. This is not necessary for play, but will enhance your Bible **Blurt!** experience.
- The first reader holds on to the deck to start.

Play:

- Players will pass the deck clockwise around the table, taking turns reading the definitions aloud.
- The reader should take a card from the bottom of the deck (to avoid seeing the next word) and memorize the answer before he or she reads the definition.
- As the reader reads a definition, everybody try to blurt out the correct answer as fast as you can.
- If you're the first, you get to keep the card.
- The reader judges who answered correctly first. If the reader can't tell who was first, another definition is read only to the players in question.
- If nobody gets the correct answer, the reader gives the first letter of the word as a clue. After the clue, if nobody is able to get the correct answer, the card is placed at the top of the deck, which is passed to the next reader.
- The definitions are flagged by six different colored Bibles. Read only the definitions of one color as you go through the entire deck, and then move to definitions of the next color and so on, to avoid repeats.

•The **def**initions are flagged by six different colored Bibles. Read only the **def**initions of one color as you go through the entire deck, and then move to **def**initions of the next color and so on, to avoid repeats.

Winning:

The first player to collect ten cards, after all players have been the reader an equal number of times, is the winner.

In the Event of a Tie:

Only the players involved in the tie continue to play as before. A non-tying player should be the reader. Any players who don't score in the tie-breaking round are eliminated from play. Play enough words to determine a winner.

For Youngsters:

The top three **def**initions on each card that are highlighted are a bit easier than the others. When playing with younger kids, use these **def**initions.

For a Bible Blurt! Marathon:

Instead of collecting ten cards to win, play all the **def**initions of one color in the whole deck. When the deck is used up, everybody count your cards. The player with the most cards wins!

•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 Christian ministries in the United States.

If you like this game, you'll love our Bible **Blurt!**® board game!

