

Catholic BLURT!

The Catholic Game of Word Racing!

Get Ready:

- Put the Game Board in the center of the table.
- Everybody chooses a pawn and places it on “Start.” Choose either red, yellow, blue or green.
- Shuffle the Game Cards and place about 50 of them in a basket near the game board. Put an empty basket nearby for the discards.
- Everybody rolls the die. If you roll the highest number, you’re the first Reader.

How To Play Blurt!

If you’re the Reader:

- Roll the die. It determines the number of squares the first player to answer correctly will get to move, AND which Definition to read.
- Draw a card from the “Draw” end of the card box. If you rolled a 1, 2, or 3, read the top Definition on the card; 4, 5, or 6, read the bottom one.
- Read the Definition out loud so everybody can hear.

If you’re not the Reader, you get to blurt:

- When the Reader gives the Definition, blurt out the word(s) you think it defines.
- There’s no penalty for wrong answers.
- You can blurt as many times as you want until somebody gets the correct answer.
- If you’re the first one to blurt the correct answer, move your pawn the number of spaces rolled by the Reader.

If you’re the Reader:

- You decide who blurted correctly first.
- If there’s a tie, read another Definition. Only the players who tied can blurt.
- Place the card in the “Discard” basket and pass the basket with the Game Cards to your left.
- The person on your left becomes the next Reader, and everybody takes turns being the Reader.

The Showdown

- If you land on a square that’s already occupied by another pawn, there’s gonna be a Showdown!
- The two players on the square have a Definition read to them by another player.
- If you’re first to blurt the correct word(s), you win the Showdown and may remain on the square.
- If you’re not first, you have to go backward the amount of squares shown on the die.

The Takeover

- If you land on a square that matches the color of your pawn, this is your big chance to challenge another player and takeover his or her square!
- Place your pawn on the same square with the player you want to challenge.
- Play the same way as you would in a Showdown, except the winner remains on the lead square, and the loser has to go back to the square from which the challenger came.

You can only initiate a Showdown or a Takeover when you first land on a square that is either occupied, or that matches the color of your pawn. No matter the outcome of a Showdown or Takeover, neither player may initiate a second one until after they have moved to a different square on the board by blurring in regular play.

Winning!

The first one to return to “Start,” after going all the way around the Game Board, is the . . . WINNER! You don’t have to land there by exact count.

Team Play

You can play in teams just the same way you would as individuals. When you’re the Reader, the others on your team cannot blurt answers, but can help you decide who on the other team(s) blurted first. The card basket is passed from team to team, instead of from player to player.

Rule Variations

Bible Blurt! with a Twist

If you have mastered Catholic Blurt! and would like to add some variations to the rules, here are a couple of ideas... and feel free to make up your own!

No Second Chances

You only get one chance to blurt, so you better be sure you’re right. If you blurt the wrong word(s), you must remain silent until somebody else gets it, or until another Definition is read.

Blurt That Word!

Whenever a six is rolled, the Reader counts and announces the number of words in the Definition. If you get to blurt, start bidding against other players on how many words of the definition you think you’ll need to hear in order to guess the correct word(s). You only get one guess!

It might go something like this,

“I can blurt it in 6 words!”

“Oh yeah, well I can blurt it in 5 words.”

“I can blurt it in 4.”

“Then blurt that word!”

If you’re the low bidder, you get a chance to blurt all by yourself. If you’re right, move ahead six squares, but if you’re wrong, go back six.

Make It Your Own

You can also make up definitions yourself and play with your class. You can make it specific to what you have been learning and to the kids in your class.