

Welcome to Tiger's version of FAMILY FEUD. Your game comes with an electronic hand-held unit that includes theme music and sound effects from the TV show, a game cartridge, and a booklet containing 1600 audience-surveyed questions with responses (Figure 1).

Look for additional booklets and cartridges for use with your unit, each containing 1600 new questions with responses.



Figure 1

1. INSERTING THE BATTERIES

Open the battery compartment cover on the back of the unit by pushing in the direction of the arrows in Figure 2. Insert 4 “AA” (LR6) batteries according to the +/- engravings on the inside of the compartment as shown in Figure 2.

To ensure proper function:

Battery installation should be done by an adult.

Do not mix new & old batteries.

Do not mix alkaline, standard or rechargeable batteries.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being charged (if removable).

Rechargeable batteries are only to be charged under adult supervision (if removable).

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the toy.

The supply terminals are not to be short circuited.



Tiger recommends
DURACELL®
Batteries.

INSERTING THE CARTRIDGE

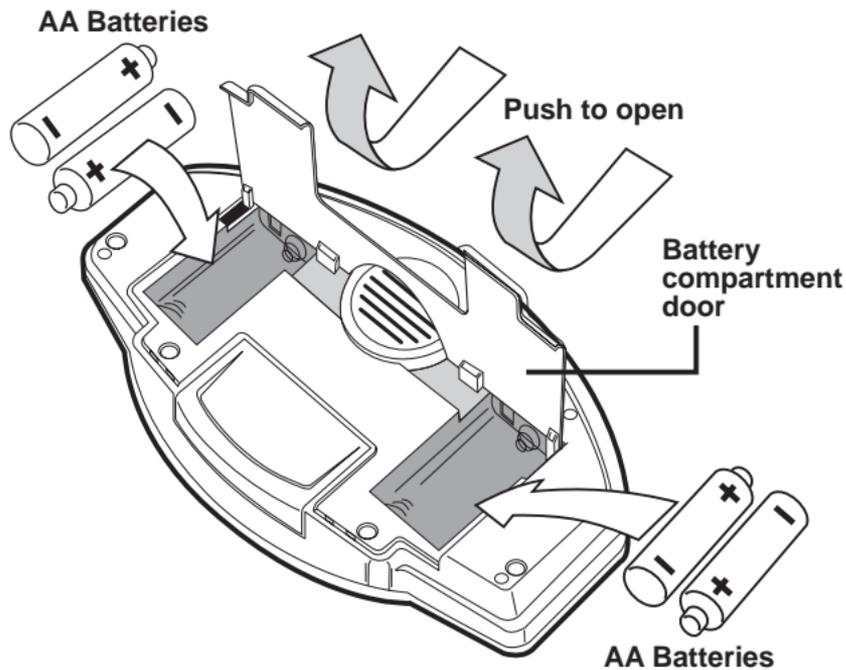


Figure 2

INSERTING THE CARTRIDGE

Slide the cartridge, with the label facing up, into the cartridge compartment on the back of the unit (Figure 3). You should feel the cartridge “click” into place.

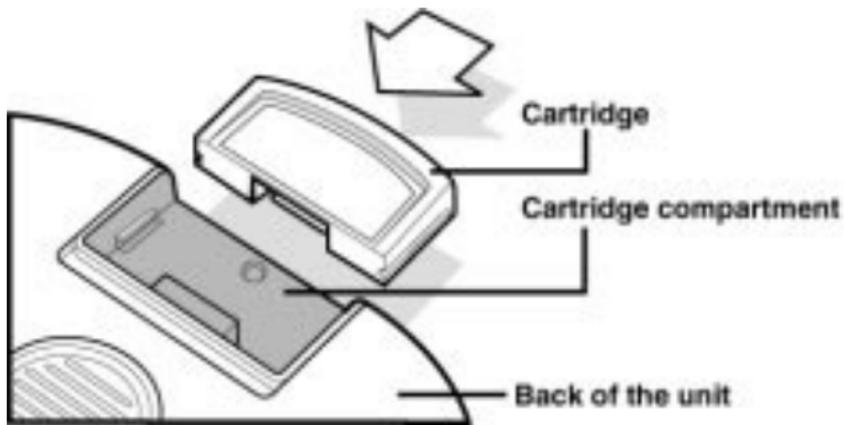
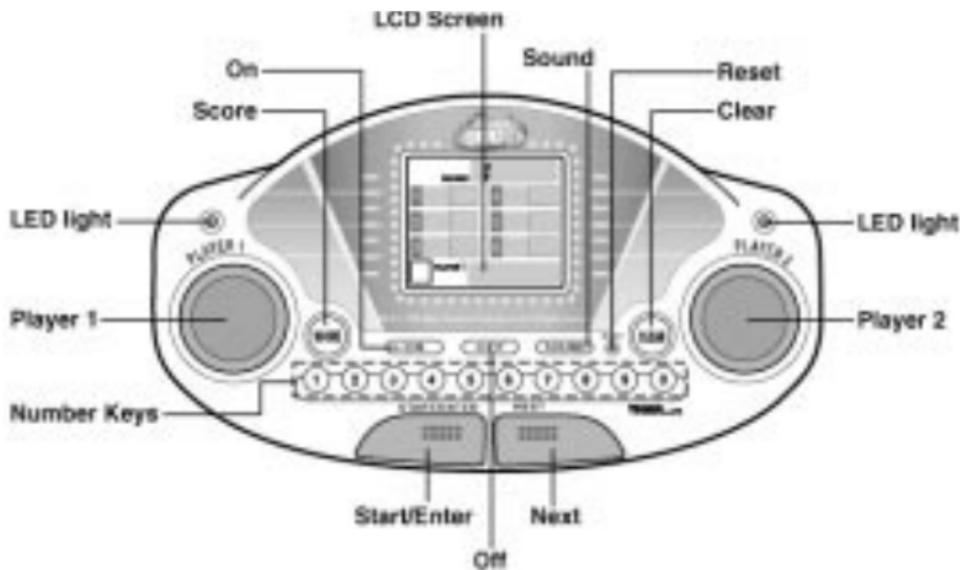


Figure 3

2. CONTROL GUIDE (Figure 4)



ON

- to turn on the unit

OFF

- to turn off the unit

NOTE: the unit will turn off automatically after three minutes of non-use

SOUND

- to turn on and turn off the sound

SCORE

- to check the players' scores at the end of all rounds, except the first round

CLEAR

- to undo the answer choice typed in before START/ENTER is pressed

PLAYER 1

- to select a one-player game
- used by Player 1 to buzz in and attempt to gain control of the board

PLAYER 2

- to select a two-player game
- used by Player 2 to buzz in and attempt to gain control of the board

NUMBER KEYS (1 - 0)

- to select the choices (1 - 15) that correspond to the responses in the booklet

START/ENTER

- to start each round
- to confirm your response choices and player selections

NEXT

- to automatically begin the next round with the next question from the booklet (cannot be used to start ROUND 1 or the BONUS ROUND)

RESET

- to reset the unit. Press the small button using the tip of a ball point pen. Please note: this will reset the game so that questions recently played may come up again. This will reset the MAX SCORE and delete it from memory.

LED LIGHTS

- indicates player's turn
- indicates which player has won the round

LCD SCREEN

- the screen that displays all of the information

LET'S PLAY THE FAMILY FEUD!

Please read all the instructions before attempting to play the game.

3. BOOKLET

Be sure the Family Feud booklet is placed on its easel so that both players have equal access to it. The booklet contains 1600 questions, 1 - 600 are regular round and 601 - 1600 are bonus round. Fifteen responses are given for each regular round question and five responses are given for each bonus round question. For ROUND 1 and ROUND 2 there are six responses with point values to be found and for ROUND 3 there are four responses with point values to be found. In the BONUS ROUND, you are looking for the response with the highest point total for five consecutive questions. **(For the remainder of the instructions, any response with point values will be referred to as a “correct response” and any response without point values will be referred to as an “incorrect response.”)**

Figure 5



EXAMPLE:

- #469 appears on the LCD
- Find #469 in the booklet (Figure 5)
- 15 choices are available: 6 are correct and 9 are incorrect
- The object is to find the response with the highest point value so that you gain control of the board.

4. TURN ON THE UNIT

Press the **ON** button to turn on the game. The Family Feud theme music will play for approximately 5 seconds. You can let the song play in its entirety, press **SOUND** to turn off the sound, or press **START/ENTER** to end the song. All three options will guide you to player selection.

5. SELECT THE PLAYERS

PLAYER 1 will be flashing on the LCD screen after the theme music has finished. Press either **PLAYER 1** or **PLAYER 2** to select the number of players (Figure 6).

If you select **PLAYER 1**: you play against the computer.

If you select **PLAYER 2**: you play against another person.

NOTE: If you are playing by yourself, the computer is always **PLAYER 2**. If you are playing against another person, decide before starting who will be **PLAYER 1** and **PLAYER 2**.



Figure 6

If you want to play a one-player game and the LCD screen is flashing **PLAYER 1**, press **START/ENTER** to begin **ROUND 1**.

NOTE: You do not have to press the **PLAYER 1** button if **PLAYER 1** is flashing on the LCD.

If you want to play a two-player game and the LCD is flashing **PLAYER 1**, press **PLAYER 2**, then press **START/ENTER** to begin **ROUND 1**.

6. ROUND 1

ONE-PLAYER GAME - Press **PLAYER 1** and then **START/ENTER** to begin **ROUND 1**. A question number is displayed that corresponds to a question in the booklet and the 90 second timer begins to count down (Figure 7).

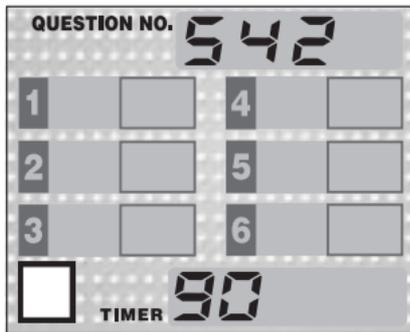


Figure 7

Once you have read the question in the booklet and identified what you think is the top response, press **START/ENTER** to stop the timer and begin the coin-toss. The purpose of the coin-toss is to determine which player goes first, since the computer can not buzz in.

NOTE: During the coin-toss, the unit alternates between **PLAYER 1** and **PLAYER 2**. The unit will randomly stop on **PLAYER 1** or **PLAYER 2**. The LED will be lit above the winner of the coin-toss.

After the coin-toss, if the computer is selected to go first (**PLAYER 2**), a guess is displayed for five seconds before it is revealed as a correct or incorrect response (Figure 8).

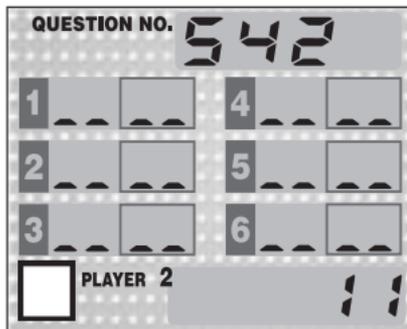


Figure 8

If **PLAYER 1** wins the coin-toss, 30 seconds are given to select a response (Figure 9). Using the number keys, type the number, 1 through 15, that corresponds to the response you selected. Press **START/ENTER** to confirm your answer (Figure 10).

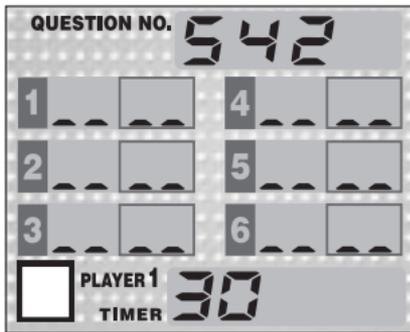


Figure 9

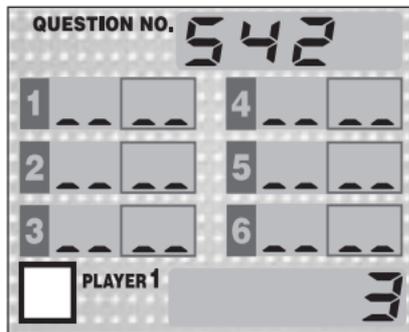


Figure 10

If you make a mistake inputting your answer, press **CLEAR** to delete your choice, then enter the response you want and press **START/ENTER**.

NOTE: You must press **CLEAR** before **START/ENTER**. Pressing **START/ENTER** will confirm your choice.

For the purpose of game play explanation, assume PLAYER 1 won the coin-toss and has entered a correct answer choice. Following is a step-by-step description of one scenario of game play.

1. A clang sound is heard and the guessed response number is revealed as the number one answer. SURVEY SAYS is heard and the point values are shown in the box next to the response number (Figure 11).

NOTE: If you have the sound off, nothing will be heard.

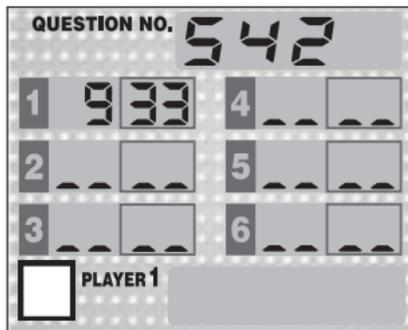


Figure 11

2. PLAYER 1 has 30 seconds to input another response from the remaining 14 choices.

3. A number is entered and **START/ENTER** is pressed (Figure 12).

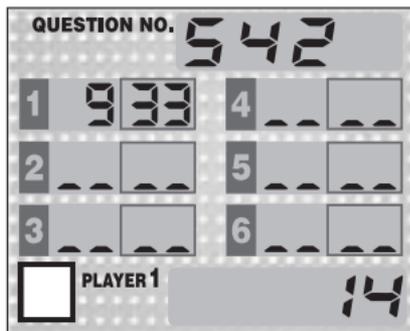


Figure 12

4. The number entered is incorrect, a razz is heard, and an X is shown on the bottom left corner of the LCD, indicating a strike (Figure 13).

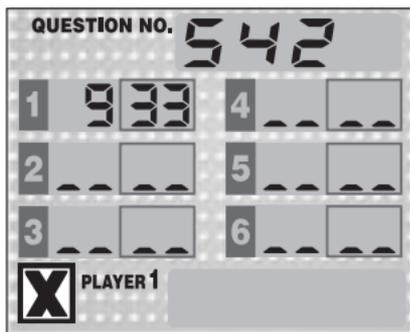


Figure 13

NOTE: The term “strike” means an incorrect response and is accompanied by a “razz” sound similar to the strike sound from the television show.

5. PLAYER 1 continues to guess until PLAYER 1 gets the other five correct responses or gets three strikes. Similar to the television game show, the game plays according to the popular three-strike rule. Be careful to keep track of the answers that have been guessed. The unit will not indicate that an incorrect response has already been selected.

- If PLAYER 1 guesses all remaining correct responses, the round is over and PLAYER 1 wins.
- If PLAYER 1 gets three strikes before the remaining correct responses have been revealed, PLAYER 2 has one chance to guess a correct response and win the round. If PLAYER 2 guesses an incorrect response, the round is over and PLAYER 1 wins.

NOTE: If several of the correct responses have the same point value, the unit will randomly determine their position on the board (Figure 14).

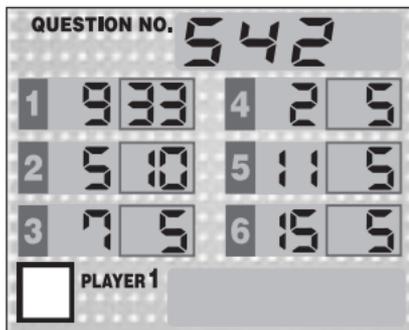


Figure 14

The unit will make several consecutive beeps indicating the round is over. The LED flashes above the **PLAYER** button that wins the round and the score of the round is shown for five seconds. The player that wins the round gets the points for all responses shown on the board (Figure 15). For further explanation see section **10. SCORING**.

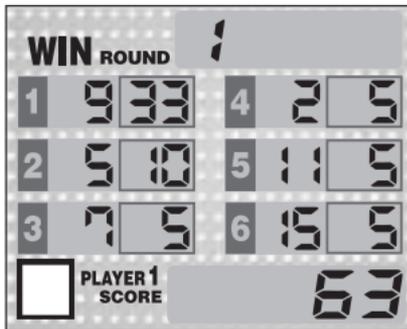


Figure 15

TWO-PLAYER GAME - The game play is the same as a one-player game with the exception of how each round starts.

After the game has been turned on, press **PLAYER 2** and then **START/ENTER** to begin **ROUND 1**. A question number is displayed that corresponds to a question in the booklet and the 90 second timer starts to count down. Both players have to find the question in the booklet and decide which is the top response.

Similar to the television show, when the players think they know the top response, they use their player button to buzz in. The first player to buzz in gets the chance to respond first. The LED above the player button will light up and the LCD will show the player number indicating the player who buzzed in first. **Respond quickly, because only five seconds are given to enter the response.**

If neither player buzzes in before the 90 second timer expires, an electronic coin-toss will decide who goes first. The player selected then has 30 seconds to type in a number 1 through 15 and press **START/ENTER**. The rest of the game play is similar to a one-player game.

ADDITIONAL GAME PLAY EXAMPLES - Following are three examples of game play based on PLAYER 1 winning the random coin-toss described earlier.

1. If PLAYER 1 selects a response that is not the top response, then PLAYER 2 has a chance to steal control of the board by guessing a response that is higher than the one guessed by PLAYER 1.
 - a) If PLAYER 2 guesses a response higher than PLAYER 1's guess, PLAYER 2 controls the board and continues to guess until PLAYER 2 guesses the remaining correct responses or gets three strikes.
 - i) If PLAYER 2 guesses the other four correct responses, the round is over and PLAYER 2 wins.
 - ii) If PLAYER 2 gets three strikes before the four remaining responses have been revealed, PLAYER 1 has one chance to guess a correct response and win the round. If PLAYER 1

- guesses an incorrect response, the round is over and PLAYER 2 wins.
- b) If PLAYER 2 guesses a response that is lower than PLAYER 1's response or incorrect, PLAYER 1 maintains control of the board and has to guess the other four or five correct responses or get three strikes.
 - i) If PLAYER 1 guesses the other four or five correct responses, the round is over and PLAYER 1 wins.
 - ii) If PLAYER 1 gets three strikes before the four or five remaining correct responses have been revealed, PLAYER 2 has one chance to guess a correct response and win the round. If PLAYER 2 guesses an incorrect response, the round is over and PLAYER 1 wins.
2. If PLAYER 1 selects an incorrect response, PLAYER 1 gets a strike and PLAYER 2 has a chance to steal control of the board. If PLAYER 2 gets control of the board by guessing a correct response, PLAYER 2 gets to guess until the other five correct responses have been revealed or PLAYER 2 gets three strikes.
- a) If PLAYER 2 guesses the other five correct responses, the round is over and PLAYER 2 wins.
 - b) If PLAYER 2 gets three strikes before the other five correct responses have been revealed, PLAYER 1 has one chance to guess a correct response and win the round. If PLAYER 1 guesses an incorrect response, the round is over and PLAYER 2 wins.

3. If PLAYER 1 selects an incorrect response, PLAYER1 gets a strike and PLAYER 2 has a chance to steal control of the board. If PLAYER 2 selects an incorrect response, PLAYER 2 gets a strike and PLAYER 1 is given another chance to guess a correct response. Play alternates between PLAYER1 and PLAYER 2 until either a correct response is guessed or both players have three strikes.
 - a) If both PLAYER 1 and PLAYER 2 gets three strikes and no correct responses have been chosen, the round is over and there is no winner.
 - b) If PLAYER 1 and PLAYER 2 each has one strike and PLAYER 1 guesses a correct response, PLAYER 1 continues to guess until the other five correct responses have been revealed or PLAYER 1 gets two more strikes. (Remember, PLAYER 1 already has one strike.)
 - i) If PLAYER 1 guesses all five remaining correct responses, the round is over and PLAYER 1 wins.
 - ii) If PLAYER 1 gets two strikes before the other five remaining correct responses have been revealed, PLAYER 2 has one chance to guess a correct response and win the round. If PLAYER 2 guesses an incorrect response, the round is over and PLAYER 1 wins.
4. If PLAYER 1 and PLAYER 2 each has two strikes and PLAYER 1 guesses a correct response, PLAYER 1 continues to guess until the other five responses have been revealed or PLAYER 1 gets one more strike. (Remember, PLAYER 1 already has two strikes.)

- a) If **PLAYER 1** guesses all five remaining correct responses, the round is over and **PLAYER 1** wins.
- b) If **PLAYER 1** gets one strike before the other five remaining correct responses have been revealed, **PLAYER 2** has one chance to guess a correct response and win the round. If **PLAYER 2** guesses an incorrect response, the round is over and **PLAYER 1** wins.

7. ROUND 2

After the score is displayed for **ROUND 1**, the LCD will indicate **ROUND 2** is ready to begin. **ROUND 2** begins by pressing either the **START/ENTER** or **NEXT** button. Press **START/ENTER** for a random question or press **NEXT** for the next consecutive question.

The game play for a one-player game and a two-player game is the same as described for **ROUND 1**, EXCEPT: in a one-player game, the player who lost **ROUND 1** will be the first to guess in **ROUND 2** (Figure 16).

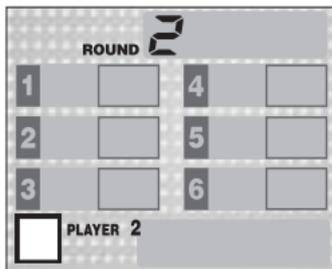


Figure 16

ONE-PLAYER GAME

As in ROUND 1, the player to win the round gets the points for all responses showing and the score for ROUND 2 is displayed for five seconds. The score for ROUND 2 is the sum of all the correct responses revealed, multiplied by two. For further explanation see section **10. SCORING**.

8. ROUND 3

After the score is displayed for ROUND 2, the LCD will indicate ROUND 3 is ready to begin. Start the round by pressing either **START/ENTER** or **NEXT**. In ROUND 3, the object is to pick the top four correct responses from the fifteen choices (Figure 17). Eleven of the fifteen are incorrect responses.

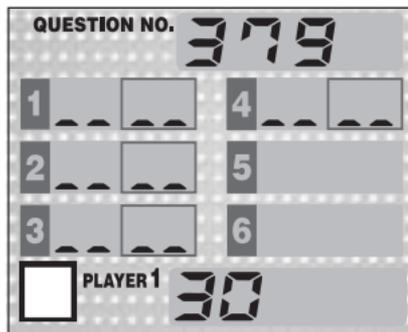


Figure 17

ONE-PLAYER GAME

As in ROUND 2, in a one-player game, the player who lost ROUND 2 will be the first to guess in ROUND 3. The game play for a one-player game and a two-

player game, with the exceptions mentioned above, is the same as described for ROUND 1.

As in ROUND 1 and ROUND 2, the player to win the round gets all the points showing. The score for ROUND 3 is the sum of all the correct responses revealed, multiplied by three. For further explanation see section **10. SCORING**.

9. BONUS ROUND

The player that has the highest cumulative score from ROUNDS 1, 2, and 3 will play the BONUS ROUND. The BONUS ROUND consists of five consecutive questions, each with five responses. The object is to guess the top response for all five questions.

NOTE: In a one-player game, if the computer ends up with the highest cumulative score, the game will end after ROUND 3.

The LCD will indicate which player will be participating in the BONUS ROUND. That player presses **START/ENTER** to start the timer and reveal the first question. The player will have 90 seconds to look up and answer all five questions (Figure 18). (Since the questions are consecutive, the first question will be the only one that takes time to lookup.) Input your choice by pressing the number, 1 through 5, that corresponds to the response you selected and press **START/ENTER** to confirm your answer. The next question number will

automatically be displayed. Continue until all five questions have been answered or the time has run out.

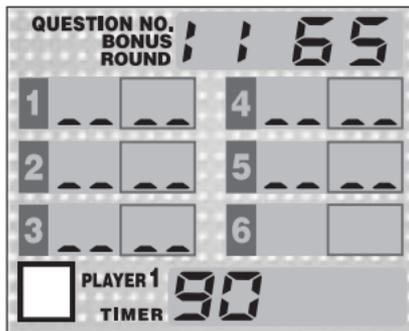


Figure 18

When the last answer has been entered or the time has run out, the unit will indicate a response is being revealed with the popular SURVEY SAYS speech, and show the point total associated with each survey response.

The score of the BONUS ROUND is the sum of the survey responses, multiplied by ten. If the sum of the responses totals more than 100 (before being multiplied by ten), a \$10,000 bonus will be added to the final score. For further explanation see section **10. SCORING**.

10. SCORING

Press **SCORE** at the beginning of **ROUND 2** or **ROUND 3** to show the cumulative score for each player (Figures 19 a & b). **SCORE** can also be pressed at the end of the game to show the final total for each player. When **SCORE** is pressed, **PLAYER 1**'s total will show for three seconds, then **PLAYER 2**'s total will show for three seconds. Each time the unit is turned on the **MAX SCORE** will be shown.

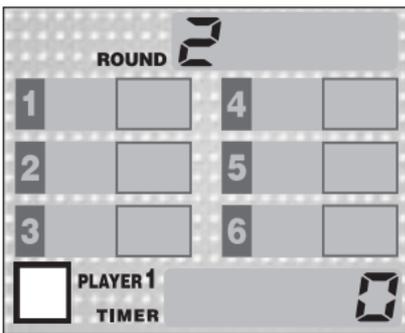


Figure 19a

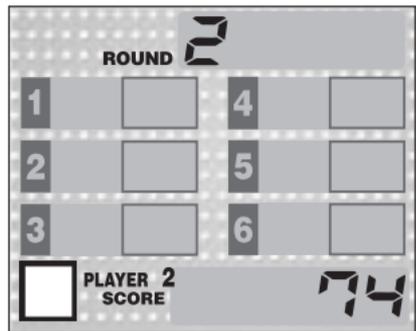
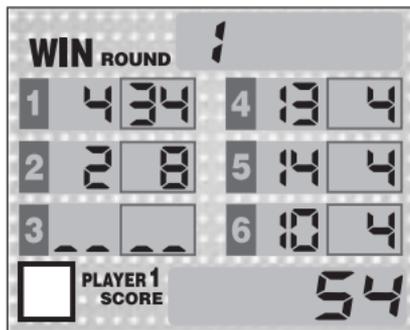


Figure 19b

Below is a round by round example of how the score is calculated (Figures 20 through 24).

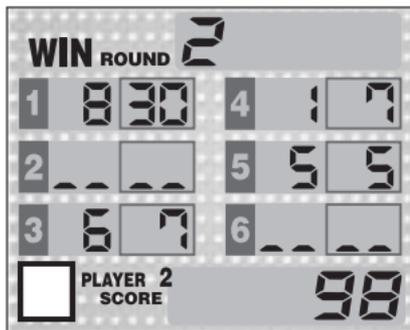
ROUND 1:



$$\text{Score: } 34 + 8 + 4 + 4 + 4 = 54$$

Figure 20

ROUND 2:



$$\text{Score: } (30 + 7 + 7 + 5) \times 2 = 98$$

Figure 21

ROUND 3:

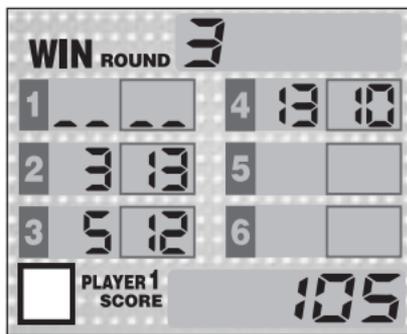


Figure 22

Score: $(13 + 12 + 10) \times 3 = 105$

BONUS ROUND

Possibility #1:

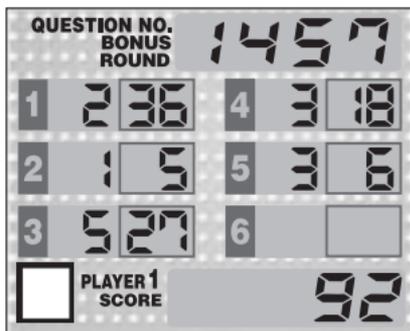


Figure 23

Score: $36 + 5 + 27 + 18 + 6 = 92$

BONUS ROUND

Possibility #2:

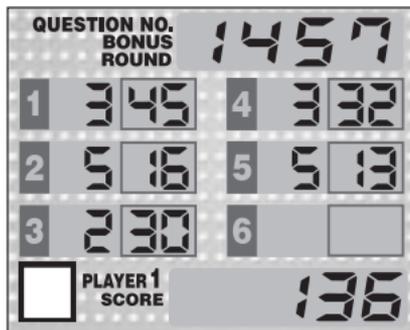


Figure 24

Score:

$$45 + 16 + 30 + 32 + 13 = 136$$

The following is an example of PLAYER 1's final score. Assume PLAYER 1 won ROUND 1, lost ROUND 2, won ROUND 3 and participated in the BONUS ROUND.

Final Score:

	ROUND 1	+	ROUND 2	+	ROUND 3	+	BONUS ROUND x 10	+	10,000	=	Final Score
Possibility # 1	54	+	0	+	105	+	(92 x 10)	+	0	=	\$1,079
Possibility # 2	54	+	0	+	105	+	(136 x 10)	+	10,000	=	\$11,519

In Possibility #1, the \$10,000 bonus was not given because the total points earned for the BONUS ROUND was 92 and did not exceed 100. In Possibility #2, the \$10,000 bonus was given because the total points earned in the bonus round exceeded 100.

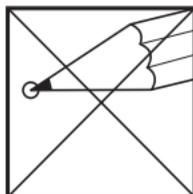
11. STARTING A NEW GAME

Press **START/ENTER** to start a new game. If the previous game was a one-player game, when **START/ENTER** is pressed, the new game will be a one-player game. To change the player mode, the unit must be turned off and turned on again.

12. CAUTION



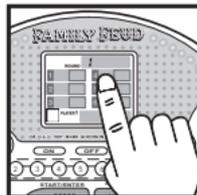
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the Reset button. Use a ball-point pen.



Clean only with a piece of soft dry cloth.



Do not press the liquid crystal display (LCD screen) and avoid heavy shock or the display may fail.

CAUTION

13. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$18.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
1000 N Butterfield Road, Unit 1023
Vernon Hills, IL 60061. U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at www.tigertoys.com