

"FAMILY FEUD"™

NEW 8th EDITION

QUESTION GAME BASED ON T.V. SHOW

INSTRUCTIONS

FOR 2 OR MORE PLAYERS

Welcome to "Family Feud"—the Milton Bradley version of the T.V. game show that pits two families, teams or players against each other in a friendly fight for honor—and money!

As in the T.V. show, each game represents a survey of 100 people. Only identical answers given by two or more people were considered in the surveys; therefore, the numbers on the game sheets do not always total 100. The questions in the survey are from the T.V. show, and so is the game format — with some variations. Players try to match their answers with the most popular survey answers, which are listed in descending order of popularity. The object: to get to the Fast Money Bonus Round and win \$5,000! It's a game of teamwork, guesswork and imagination that will give you some laughs along the way, whether you win or lose!

OBJECT:

To select the most popular answer and win the most money.

GAME SETUP:

1. Assemble the gameboard according to the instructions printed on the inside of the box cover.
2. Punch out the Strike Indicator and the 3 "X" markers from the cardboard sheet and place them to one side of the gameboard. Then separate the money by dollar value, and place it to the other side of the gameboard.
3. Tear off the yellow pages from the front of the Game Sheet Pad. These pages contain game play instructions, a list of questions for a 2-player game, and scoring sheets for the Fast Money Bonus Round. The white pages contain the survey questions and answers.
4. **EMCEE DUTIES:** Choose a player to be the Emcee. This player will be responsible for setting up and reading the questions, operating the gameboard and Strike Indicator, and giving out the prize money. For a 3 or more player game, the Emcee sets up the game as follows (see page 2 for special 2-player game instructions):
 - a. Set the gameboard in front of you so that you can operate it easily from the back, and all players can see it from the front.
 - b. Close all of the slides completely, and turn the knob on the back of the gameboard to position 1.
 - c. Tear a page from the Game Sheet Pad, and fold it along the dotted line so that the Question #1 and Question #2 half of the sheet is facing you, as shown in Figure 1. Be sure to push the game sheet down into the frame as far as it will go.
 - d. Divide the remaining players into 2 teams. Try to make the teams as evenly balanced as possible.

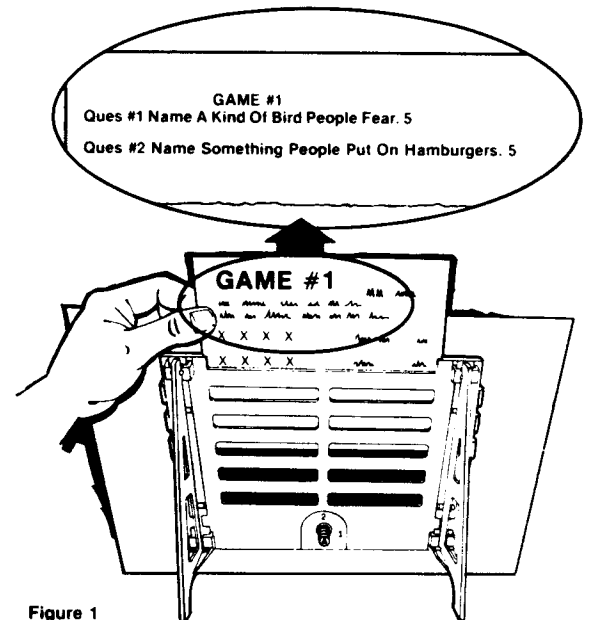


Figure 1

GAME PLAY:

FOR 3 OR MORE PLAYERS

The rules in this section apply only to games including an Emcee and at least 1 player on each side. For special 2-player game rules, see page 2.

A. The Face-Off

In this part of the game, the players compete for control of the question. The team who gives the more popular answer to the question wins the face-off and gains control of the question.

1. Each team chooses a player to compete in the face-off.
2. The Emcee reads aloud Question #1 (each face-off question has 5 answers). When either of the players thinks of an answer, that player raises his or her hand. The Emcee decides who responded first.
3. The first player to respond must answer the question immediately. If the player's answer matches one of the answers on the board, the Emcee pulls the corresponding slide to show the answer (this rule applies throughout the game). *Please Note:* Players failing to respond immediately, according to the judgement of the Emcee, lose a turn in the face-off.
 - a. If the player gives the most popular answer (the top answer on the board), then that team wins the face-off. See B., The Feud, for what happens next.
 - b. If the player gives an answer that doesn't appear on the board — or fails to match the most popular answer — the player on the other team now has a chance to answer the question.

4. The player on the other team wins the face-off if he or she gives a more popular answer than the other team gave. If not, the face-off continues according to the following rules:
 - a. If the second player gives a *less* popular answer than the first player gave, the first player's team wins the face-off.
 - b. If *both* players give an answer that does not appear on the board, two other representatives are chosen to try again in the same order, until a winner is determined. In a 3-player game, each player gets another chance, in turn, until a winner is determined.
5. The Emcee then takes an amount of money equal to the combined value of the open slides (correct answers), and places it on the table in front of the gameboard.

B. The Feud

1. The winner of the face-off now has 2 options:
 - a. **PLAY** — The player or team can try to match all of the answers on the board before getting 3 strikes (incorrect answers); *or*
 - b. **PASS** — force the other player or team to play. Now the Feud begins.
2. **QUESTION #1** — Players on the controlling team take turns guessing the remaining answers to Question #1. *Please Note:* As in the T.V. game, collaboration among teammates is *not* allowed! In a 3-player game, the player on the controlling team tries to answer all the remaining questions. All of the remaining answers must be guessed before 3 strikes are made.

Emcee Duties: Whenever a player gives a correct answer, the Emcee pulls the corresponding slide open, and adds the dollar value to the prize money in front of the gameboard. When a player guesses incorrectly, or does not answer within a reasonable amount of time (as determined by the Emcee), it counts as a strike. The Emcee gives a player a strike by placing one of the "X" markers on the Strike Indicator, beginning on the Strike One square.

Winning The Round: If the controlling team or player answers all the remaining questions without getting 3 strikes, the Emcee awards that team or player the prize money, which is the total dollar value of all the correctly answered questions.

If the controlling team or player makes 3 strikes before answering all of the remaining questions, the opposing team or player takes control of the question and is allowed *one guess* to try to match *any* remaining answer. If the opposing team or player answers correctly, they win the round. If they don't answer correctly, the team or player who originally controlled the question wins the round.

The team or player who wins the round takes the prize money and keeps it until the end of the match.

3. **QUESTION 2#** — After closing all the slides, the Emcee turns the gameboard knob to position 2 and reads Question #2. Beginning with the face-off, play proceeds by the same rules as Question #1.
4. **QUESTION #3** — To prepare for Question #3, the Emcee returns the gameboard knob to position 1 and closes all the slides. The Emcee removes the game sheet from the plastic frame and folds it inside out, then inserts it back into the frame with Question #3 facing back toward him or her. The Emcee then reads Question #3, and play proceeds by the same rules as Questions #1 and #2, with one exception: the dollar value of each correct answer is worth *double* the amount shown.

The team or player with the most amount of prize money at the end of the 3 rounds plays the Fast Money Bonus Round.

IN CASE OF A TIE: In the unlikely event that both teams or players are tied after Question #3, they both play the Fast Money Bonus Round.

C. The Fast Money Bonus Round

The team or player who wins the most prize money during rounds 1, 2 and 3 can now begin the Fast Money Bonus Round. If the team consists of:

- one player, that player plays.
- two players, both play.
- three or more players, the team chooses two players to play.

GAME VARIATION: In a conventional game of Family Feud, players are *not allowed* to collaborate during the Fast Money Bonus Round. If the players on both teams agree, however, each team can collectively choose the answers.

1. The Emcee takes a yellow score sheet and a pencil to write down the scores, then turns the gameboard knob to position 2 and opens all 10 slides. This reveals 6 survey answers, from left to right, on each of the 5 lines.
2. The Emcee reads aloud the first Fast Money question (FM 1). If there is one player playing, that player chooses two answers from the six correct answers shown across the first line of the board. If there are two players, both players choose one answer each. *Please Note:* The object of the Fast Money Bonus Round is to choose the two most popular answers; therefore, both players cannot choose the same answer.
3. The Emcee writes the point value for each chosen answer on the score sheet and announces the total for that question. Then the Emcee reads aloud the second question (FM 2). Two answers are chosen from the 6 survey answers across the second row and scored in the same way as the first question. Then the third, fourth and fifth Fast Money questions are played in the same way.
4. When all five Fast Money questions have been completed, the Emcee totals the point value for all the chosen answers. If the total is 200 or more, the team or player wins \$5,000. If the total is less than 200, the team or player wins \$5 for each point. For example, a score of 175 would total \$875 (175 × 5) in prize money.

If both teams or players played the Fast Money Bonus Round and tied, the team or players keep their money, and another game must be played to determine a winner.

WINNING THE MATCH

The team or player with the most prize money after 3 games and 3 Fast Money Bonus Rounds wins the match.

GAME PLAY:

FOR 2 PLAYERS

When there are only 2 players, both players share Emcee duties. One player acts as the Emcee, and is responsible for setting up and operating the gameboard, and reading the questions. The other player acts as the Banker, and is responsible for handing out the prize money. The Strike Indicator is not used. Each player is responsible for his or her own scoring with paper and pencil.

1. The player acting as Emcee sets up the gameboard as described in Step 4 of GAME SETUP on page 1. The Emcee is *not allowed* to look at the answers on the game sheet while inserting it into the frame. It may be helpful to place a piece of scrap paper over the game sheet while inserting it into the frame, then remove it after the sheet is in position.
2. The questions for 2-player games are listed on yellow pages 4 through 7. The Emcee finds the game which corresponds to the game sheet, and reads Question #1.
3. Both players take a paper and pencil and secretly write down what they think are the 5 survey answers to the question, in any order.
4. The Emcee opens each slide on the gameboard, one at a time. When either player sees an answer on the gameboard that matches an answer on his or her list that player writes down the number to the right of the answer, which represents the dollar value. When all the survey answers have been revealed, each player adds up the dollar values of the matching answers on his or her list. The player with the highest total receives that amount of money from the Banker. The other player receives nothing. In case of a tie, both players receive the same amount of money. This rule applies to Questions #1, #2, and #3.
5. Question #2: The Emcee closes all the slides and turns the gameboard knob to position 2, then read

- Question #2 from the yellow sheet. Question #2 is played the same way as Question #1.
6. Question #3: The Emcee closes all the slides and turns the gameboard knob back to position 1. The Emcee removes the game sheet from the frame and folds it inside out (without looking at any of the answers), then inserts it back into the frame with Question #3 facing back toward him or her. Now the Emcee reads Question #3 from the yellow sheet. Question #3 is played the same way as Questions #1 and #2, except that the dollar values are worth *double* the amount shown.
 7. After Question #3 is played, both players add up the amount of money they have won. The player with the most money plays the Fast Money Bonus Round. In case of a tie after Question #3, both players play the Fast Money Bonus Round.
 8. THE FAST MONEY BONUS ROUND: in the 2 player game, the Fast Money Bonus Round is played the same way as in the 3 or more player game, with the other player acting as the Emcee. The rules for winning the match are the same as for a 3 or more player game.

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