

"FAMILY FEUD" IBM VERSION

In "Family Feud", your family becomes the contestants on the popular T.V. show. The computer game is action-packed and quick-paced, just like the real thing! Play with two families or match wits with a computer-selected opponent.

LOADING INSTRUCTIONS

Boot DOS disk (version 2.11 or greater).

At the A> prompt, insert the Family Feud disk into drive A with the label up and close the drive door.

Type **MENU** and press **RETURN**.

SETTING UP THE GAME

Respond to the questions as they are presented.

To select a name from the Champions List, use the Up Arrow and Down Arrow keys to move the cursor to the desired name, then press **RETURN**. Press **ESC** to continue without making a selection.

If you selected a one-family game, the opposing family will be selected by the computer.

To correct a typing or spelling error, use the **BACK SPACE** key.

Music plays while you are selecting players and entering their names. If you get called away from the computer at this point, you can press **F1** to toggle the music off or on.

RESPONSE KEY

To give a response during the face-off:

One family game	—Press SPACEBAR
Two family game	—Family one: Press " A "
	Family two: Press " L "

ANSWERING QUESTIONS

To answer a question, type your answer and press **RETURN**. The computer gives you one strike for each incorrect answer.

PLAYING THE GAME

Two families compete against each other to answer questions. They try to give answers that match the answers given most often in a survey of 100 people. The first answer listed on the game board is the one given most frequently, followed by the second most frequent answer, and so on.

The game begins by presenting a question. The family who responds first wins the opportunity to answer first ("wins the face-off"). If the response of the first family is not the one given most frequently, the opposing family gets an opportunity to answer the same question. The family with the highest match has the choice of going first or passing to the opposing family.

The computer will then give each family member 30 seconds to match their answer with the remaining answers on the board. If they are able to match all the answers, they win the points accumulated for each match. However, if the family fails three times to make a match (three strikes), the opposing family has one chance to "steal" the question by matching one of the remaining answers on the question board. If they succeed, they win the total points shown. If they fail, the points will be awarded to the first family.

FAST-MONEY ROUND

This is a bonus round for the family with the most points. The computer selects two family members for the Fast-Money round and gives each of them the same five questions. To earn points, their answers must match responses given by 100 people in the survey. Don't peek at each other's answers! You have 15 seconds to respond to each question. After the first player has given all five answers, the program shows the frequency with which the people surveyed answered each question. The program then poses the same five questions to the second family member.

If the combined total score of the Fast-Money round is 200 or more, an additional 10,000 points is awarded.

The top ten winners are shown on the Champions List.