

# WIN, LOSE OR *Draw*

## Object of the Game

Players guess real or fictional names, places, titles or phrases as the computer reveals parts of a drawing. Each game has two rounds plus a Speed Round. The team with the most money at the end of the Speed Round wins.

## Game Play Information

Play this game alone or in teams. If you play alone, the computer plays the role of the opposing team. Follow the directions on your computer screen to set-up teams and begin play.

- Use your keyboard to input all information. Type a word and then press the Enter or Return key to indicate your guess.
- Press the Tab key (Commodore Users: Press F1) to skip a picture and move to the next one during the Speed Round
- A clock is displayed on the screen for use with all parts of the game that require a timer. The clock counts down to zero during game play.
- All drawings are traced to the screen to simulate a hand rendered drawing. While the picture is drawn, type in as many words as needed to guess the correct answer. When a word is guessed correctly, it is displayed in the upper right corner of the screen.
- Apple/IBM Users: Press Esc to quit.

## Rules

In Rounds One and Two each team has one minute to guess the answer as the computer draws clues on the screen.

Seconds	Earnings
15	\$500
20	\$400
25	\$300
30	\$200
31 or more	\$100

If a team does not correctly guess the answer in the one minute time limit, the other team will have a chance to guess. If neither team guesses correctly, play continues and the score remains the same.

The team that is ahead at the end of Round Two goes first in the Speed Round. Each team has ninety seconds to guess as many one word pictures as possible. Each correctly guessed word is worth \$100.

At the end of the Speed Round, the winning team earns an extra \$1,000.

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