



Disney EDITION

Knowledge of English Required
Connaissance de l'anglais
nécessaire



FAMILY FEUD DISNEY EDITION BOARD GAME RULES

The way you play this game is a bit different to the TV Show, so read through the rules before you start.

Hey parents, play along with all the sounds from the show using the free Gamestar Family Feud Buzzer apps, available from the App Store and Google Play.

OBJECT OF THE GAME

To have the most points at the end of the game by guessing the most popular survey answers.

GETTING READY

- Get the cards, scoreboard and dry erase marker ready.
- Choose who will be the Host, then everyone else divide into two teams (try to make the teams even).
- Teams: Choose a team name, a Captain (Player 1), and the order in which you'll take turns (who'll be Player 2, Player 3, etc).
- Write your team names on the Scoreboard.

For a 3-player game, one player acts as Host, with the remaining two playing against each other.

THE HOST

The Host reads out questions, writes down answers, adds up scores, and makes decisions like who the fastest person was to raise their hand or who's taking too long to answer. The Host's decisions are final!

NOTE: You might need a calculator to add up the scores.

THE SCOREBOARD

The Scoreboard is divided into 3 sections:

1. Face Off Answer Section
2. Fast Money Answer Section
3. Scorecard Section

In the Face Off rounds, the answers and points are written on the Face Off Answer section, with the number 1 answer and its points placed at number 1, the number 2 answer and its points placed at 2, and so on.

Strikes are recorded in the Strike Boxes (X).

FACE OFF – ROUND 1

- Player 1 on each team goes first in the one-on-one Face Off.
- The Host draws a Face Off card, announces how many answers are on the card, and reads out the question.
- The fastest player to raise their hand gets to answer.
NOTE: They have to answer straight away, or they lose their turn.

'PASS OR PLAY'

- If their answer is the top answer on the card, they have the choice to 'Pass or Play' - this means that they can choose for their team to guess the rest of the answers on the card, or they can pass the round to the other team to guess the answers instead.
- But, if their answer is not the top answer, Player 1 from the other team has a chance to answer. If their answer has a higher score than Player 1 from the first team, they can choose for their team to 'Pass or Play' instead. If their answer is lower though, control goes back to the first team.
- Player 2 from the team that is now playing gives their answer next, then Player 3, etc., until all the answers have been guessed or they get 3 strikes.
- As correct answers are given, the Host writes them down, along with their scores on the Face Off Answer Board, making sure to match their places with the Face Off card.
- If a player gives a wrong answer, their team gets a strike (X) on the Scoreboard.
- If a team gets all the answers correct without getting 3 strikes, the Round is over, and the Host writes the team's total Face Off Round 1 score on the Scorecard.

'WHAT IF'S'?

1. What if both Player 1s give an answer that isn't on the card? Or give answers that have equal scores? Then Player 2 from each team attempts, then Player 3 and so on. In a 3-player game, each player gets another chance, taking turns, until the question is in play.
2. What if a team gets 3 strikes before they get all the answers on the card? Then the other team can try to STEAL their points. Look at the Steal Rules below to see how this works.

STEAL RULES

Try to steal the other team's points to win!

- If a team gets 3 strikes, the other team can try to steal their points for that round by guessing a correct answer that hasn't been revealed yet.
- The team can quickly decide together what the answer is, then the Captain gives a final answer to the Host.
- If the answer is on the card, they win the other team's points.
- BUT, if the answer isn't on the card, the other team keeps the points – PHEW!

FACE OFF – ROUND 2 AND ROUND 3 – DOUBLE POINTS

These are the same as Round 1, except a new player from each team is chosen for the one-on-one Face Off.

At the end of each round the Host adds up the Face Off score, doubles it (x2) and writes it on the Scorecard.

FAST MONEY – TRIPLE POINTS

Each team chooses one player for this round. After each question is read, the Fast Money players give one answer each, the player whose team has the highest Face Off score answers first. They have to answer quickly – it's Fast Money! – and the Host can decide if they're taking too long. Here's how it works:

- The Host draws a Fast Money card, covers the back of it with the Mickey Mouse Card and reads out the first question.
- Player 1 (from the team with the highest Face Off score) answers first – no one else can help them.
- If they give an answer that's not on the card, the Host says "Try again" and the player gets one more chance to answer.
- If they can't think of an answer or take too long, they lose their turn.
- The other player now gives their answer. They can't give an answer that's already been played.
- The Host writes the answers (but not the scores) for the first question on the Scoreboard.
- The Host then reads out the second question, and so on, until the card is finished.
- The Host can now reveal the points for each answer and write them on the board.
- The Host adds up each player's scores, triples them (x3) and writes them on the Scorecard.

WINNING THE GAME

At the end of the Fast Money round, the Host adds up each team's total game scores.

The team with the highest score wins!



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WARNING: CHOKING HAZARD – Small parts. Not suitable for children under three years.
ATTENTION ! DANGER D'ÉTOUFFEMENT – Contient de petits éléments. Ne convient pas aux enfants de moins de trois ans.

CONTENTS : 150 X FACE OFF QUESTION CARDS, 50 X FAST MONEY CARDS, 1 X DRY ERASE SCOREBOARD, 1 X MICKEY MOUSE CARD HOLDER, 1 X DRY ERASE MARKER.

CONTENU : 150 CARTES FACE-À-FACE, 50 CARTES ARGENT COMPTANT, 1 TABLEAU D'AFFICHAGE À EFFACER, 1 SUPPORT DE CARTE MICKEY MOUSE, 1 FEUTRE EFFAÇABLE À SEC.

