



**Thank you for purchasing this Pacdude Games Software! If you have any questions regarding the usage, or to report any bugs, please e-mail me at [cory@pacdudegames.com](mailto:cory@pacdudegames.com) and I'll get back to you as soon as I can.**

Let's play the Feud!

### **Rules**

Each round of Survey Says begins with a toss-up between two opposing players, with the host asking a survey question that was previously posed to a group of 100 people. (Example: "Name the hour that you get up on Sunday mornings.") A certain number of answers are concealed on the board, starting with the most popular. In order for an answer to be on the board, at least 2 people have to agree on that within the survey.

The first player to buzz in gives an answer; if it is the most popular, his/her team immediately wins the toss-up. Otherwise, the opponent responds as well and the higher-ranked answer wins. If both players' responses contain equal values, then whoever gave the first answer wins the toss-up for the team. If neither player's answer is on the board, the other eight players have a chance to respond, one at a time from alternating sides, until an answer is found. The team that wins the toss-up may choose to play the question or pass control to their opponents.

The team with control of the question now tries to win the round by guessing all of the remaining concealed answers, with each member giving one answer in sequence. Giving an answer not on the board, or failing to respond within the allotted time, earns one strike. If the team earns three strikes, their opponents are given one chance to steal the points for the round by guessing any still-concealed answer; failing to do so awards the points to the team that originally had control.

Answers are worth one point for every person in the 100-member survey who gave them. The winning team in each round scores the total points for all revealed answers to that question, including those given during the toss-up but excluding the one used to steal (if applicable).

The first team to score 300 or more points wins the game and moves on to the Fast Money Round.

The winning family selects two of its members to play this round. The first member has 20 seconds to answer five survey questions, with the second member sequestered backstage so that he/she cannot see or hear the answers. After the point values are revealed and totaled, the board is cleared and the second member is given 25 seconds to answer the same five questions. If this member duplicates a previously given answer, he/she is allowed to give a different one. Either player may pass on a question and return to it after all five have been asked, if there is still time on the clock. If the two members accumulate 200 points or more between them, the family wins the grand prize.

### **About the Software**

The Survey Says Software can run on either by itself or with the optional Connect software. See page 3 for the Connect software instructions.

## **Keyboard Commands**

### **Starting the Game**

Make sure the Caps Lock key is off at all times. To start the introduction, which plays the Survey Says theme and makes the board light up Hollywood style, hit the T key.

The bottom row of lights on the board indicate what question will be played next. At the start of the game, the first light is dimmer than the rest. That indicates question 1 will be played. To start the Face-Off, hit the F key.

### **The Face-Off**

Preface every question with the phrase: "100 people surveyed, top x answers on the board." Once that phrase is said by the host, hit the Space Bar. The answers will load up on the board. Complete reading the question.

If you have USB buzzers provided by Pacdude Games, then players will buzz in using those. If not, you may map your own buzzer system. Our input keys are the A key for the left team and the L key for the right team. Once a team has buzzed in, they will give an answer. If the answer is on the board, hit the corresponding key on the keyboard. If the third answer is given, hit the 3 key.

If a player at the Face-Off gives an answer not on the board, hit the C key. A strike will pop up.

Whichever team gives the higher answer gets control of the board.

In the event you need to reset the buzzers, hit the B key. The buzzers will unlock.

### **Playing a Question**

Players can not confer with each other. A player must give an answer. If the answer is on the board, hit the corresponding key on the keyboard. If the player gives an answer not on the board, at this point, hit the X key. That will start counting strikes. If a team gives three incorrect answers, the bank locks and the opposing team gets a chance to steal by giving one final answer.

If the opposing team correctly answers, they get the points in the bank. Hit the left or right arrow keys to assign points to the left or right team, respectively. The bank is locked and any remaining answers can be revealed by hitting the number keys.

### **To The Next Question**

Hit the Up arrow to advance the question indicator on the bottom of the screen to the next light. That loads up the next question. Hit the F key to wipe the board clean and start a new round. Continue from the start of the Face-Off.

### **Fast Money Round**

To get to the Fast Money Bonus Round, hit the 0 key. The Fast Money Round is played with two players from the winning team. One player gives answers first; the other remains in isolation. If the performance of the combined players exceeds 200 earned points, the team wins the bonus round.

Hit the Up Arrow Key to load up the 20 second timer for the first player. After the host reads the first question, hit the Down Arrow Key to start the clock. Hit the Tab key to position the cursor in the first text field. Type in the answers that the player gives. Hit the Tab key to move to the next box. If the player finishes answering questions before time runs out, hit the Left Arrow Key. To move on to the revealing part of the answers, hit the Right Arrow Key.

The host will re-read the first question, then prompt to reveal the answer. Hit the Space bar. Type in the amount of points the answer is worth. BE CAREFUL! There is no visual feedback of the numbers you are typing. (If you make a mistake, hit the ` key, to the left of the 1 key. You'll hear a thunk sound, letting you know the value's been cleared.) Hit the Space Bar to reveal the answers and add the value of the points to the bank. Continue until all five answers have been revealed. Hit the Down arrow key to hide the answers and bring out the next player.

Follow the same pattern for the second player. If the second player duplicates an answer, use the Up arrow key to buzz to prompt for a different response.

Use the + (Shift+Equals Key) Key to return to the main game.

**Game Format**

The game's first and second round are Single Point rounds. The third round is a Double Points round. The fourth round on are Triple Point rounds. If at any point, you'd like to reset the scores and the multiplier, you can hit the R key.

## **Connect Software Instructions**

### **Starting the Game**

Open the Board and the Connect Software. Put the board on your display screen (Go into your display options and uncheck "Mirror displays" or similar wording to have two desktops to work with). Make sure your display screen is projecting at 720p or lower, to increase performance. Click the Family Feud logo at the top the Control screen to make the theme song and introduction lights play.

### **The Face-Off**

To start each round, click the "Faceoff" button on the Control screen. Preface every question with the phrase: "100 people surveyed, top x answers on the board." Once that phrase is said by the host, hit the Load Answers button. The answers will load up on the board. Complete reading the question.

If you have USB buzzers provided by Pacdude Games, then players will buzz in using those. If not, you may map your own buzzer system. Our input keys are the A key for the left team and the L key for the right team. You may also click the Right Team or Left Team Buzz In buttons to signal that that team has buzzed in. Once a team has buzzed in, they will give an answer. If the answer is on the board, hit the corresponding key of the 8 small buttons in the middle of the screen. If the third answer is given, hit the 3 key. It will then disappear..

If a player at the Face-Off gives an answer not on the board, hit the Faceoff Strike button. A strike will pop up.

Whichever team gives the higher answer gets control of the board.

In the event you need to reset the buzzers, hit the Reset Buzzers key. The buzzers will unlock.

### **Playing a Question**

Players can not confer with each other. A player must give an answer. If the answer is on the board, hit the corresponding button. If the player gives an answer not on the board, at this point, hit the Main Strike button. That will start counting strikes. If a team gives three incorrect answers, the bank locks and the opposing team gets a chance to steal by giving one final answer.

If the opposing team correctly answers, they get the points in the bank. Hit the Left Win or Right Win buttons to assign points to the left or right team, respectively. The bank is locked and any remaining answers can be revealed by hitting the corresponding buttons.

### **To The Next Question**

Hit the Next Question button to advance the question indicator up to the text question. That loads up the next question. Hit the Faceoff button to wipe the board clean and start a new round. Continue from the start of the Face-Off.

### **Fast Money Round**

To get to the Fast Money Bonus Round, hit the Fast Money button. The Fast Money Round is played with two players from the winning team. One player gives answers first; the other remains in isolation. If the performance of the combined players exceeds 200 earned points, the team wins the bonus round.

Hit the Show Timer button to load up the 20 second timer for the first player. After the host reads the first question, hit the Start Timer button to start the clock. Use the mouse to highlight the dummy answers and replace them with the answers that the player gives. If the player finishes answering questions before time runs out, hit the End Timer Early button. Add the correct point values to the given answers in the numbered boxes next to each answer, then hit the Lock in Answers button to send the answers to the board.

The host will re-read the first question, then prompt to reveal the answer. Hit the Move Through button to reveal the response, then hit the Move Through button to reveal the answers and add the value of the points to the bank. Continue until all five answers have been revealed. Hit the Round Two button to hide the answers and bring out the next player.

Follow the same pattern for the second player. If the second player duplicates an answer, use the Duplicate Answer button to buzz to prompt for a different response.

Click on the "Back to Main Game" to return to the main game.

### **Game Format**

The game's first and second round are Single Point rounds. The third and fourth rounds are a Double Points round. The fifth round on are Triple Point rounds. If at any point, you'd like to reset the scores and the multiplier, you can click the Reset Button.

## Keyboard Commands Index

All these commands work even with the Control software. To use them, click on the game board.

### Main Game

T - Plays Theme Song, Starts Light Show (Stops Automatically)

F - Start the Next Round With A Face-Off

Space - Load The Answers On The Board

SHIFT-2: Load up familyfeud2.xml

SHIFT-3: Load up familyfeud3.xml

SHIFT-4: Load up familyfeud4.xml

SHIFT-5: Load up familyfeud5.xml

SHIFT-6: Load up familyfeud6.xml

SHIFT-7: Load up familyfeud7.xml

SHIFT-8: Load up familyfeud8.xml

SHIFT-9: Load up familyfeud9.xml

SHIFT-0: Load up familyfeud10.xml

SHIFT-1: Load up familyfeud1.xml

A - Left Team Buzzes In

L - Right Team Buzzes In

Z - Faceoff Strike

1-8 - Reveal Answers 1-8

X - Cycle Through Strikes

Strike 1

Strike 2

Strike 3, Lock Bank

Strike 1, Settle Game

Left Key - Left Team Wins Round

Right Key - Right Team Wins Round

R - Reset Game

Up Key - Queue Up Next Question

Down Key - Queue Up Previous Question

0 (Zero) - Go to Fast Money Round

## Fast Money Round

### Player One Entry

Up Arrow - Show Timer

Tab / Click First Entry Box - Focus Entry into Box to Type

Down Arrow - Start Timer

Left Arrow - Finish Before Time's Up

Right Arrow - Move to Reveal

### Player One Reveal

Space Bar - Reveal Answer

1-0 Keys - Type in Answer's Value (3, 4 for 34 points, for example)

` - Erase Value

Space Bar - Reveal Value, Add to Bank

Down Arrow - Move to Player Two Entry

### Player Two Entry

Up Arrow - Show Timer, Reveal First Answers

Tab / Click First Entry Box - Focus Entry into Box to Type

Down Arrow - Start Timer

Up Arrow (After Timer Starts) - Duplicate Answer

Left Arrow - Finish Before Time's Up

Right Arrow - Move to Reveal

### Player Two Reveal

Space Bar - Reveal Answer

1-0 Keys - Type in Answer's Value (3, 4 for 34 points, for example)

` - Erase Value

Space Bar - Reveal Value, Add to Bank

Down Arrow - Move to Player Two Entry

Shift+= (Plus Sign) - Back to Main Game

## Editing XML

You can use any of the .xml files as a template. You can also open up the XML files in any web browser and get a printable version of the cards.

Notepad++ on a PC (<https://notepad-plus-plus.org>) or TextMate on a Mac(<https://macromates.com>) are both great text editor to use.

All XML documents use <open> and </closed> tags to parse data. If you open a tag, it has to be closed. The first tag is always <FamilyFeud> and the last tag is always </FamilyFeud>.

Each main game question is wrapped up in a <Round> tag, numbered from 1 to up to 30.

```
<Round1>
  <TopAnswers>8</TopAnswers>
  <Question>Name something a wife might have to force her husband to wear.</Question>
  <Answer>TIE/TUX/SUIT*56</Answer>
  <Answer>HER PANTIES/BRA*6</Answer>
  <Answer>A SWEATER*5</Answer>
  <Answer>HIS UNDIES/THONG*5</Answer>
  <Answer>WEENIE BEANIE*4</Answer>
  <Answer>WEDDING RING*4</Answer>
  <Answer>A SHIRT*4</Answer>
  <Answer>HER DRESS*4</Answer>
</Round1>
```

The first tag is always the Top Answers. That tells the game how many answers are in play during this question.

The Question tag is next. The question is fed into the Control program, as well as the print out sheet.

The Answer tags are next. Put the answers in all capital letters. After the answer, type an asterisk then the amount of points the answer is worth.

Close everything with a closed Round tag.

Continue until Round30, if desired.

The final tag is the Fast Money round. These tags don't actually appear in game. They're purely for the print out. The five questions follow the same format, except that the Top Answers tag is omitted.

Save files as familyfeud1.xml or whatever you want. If you go over 10 files, put new XML files in a different folder, and move the .exe files into that folder to play those rounds.