FAMILY GAME NIGHT 4

THE GAME SHOW

MANUAL

CONTENTS
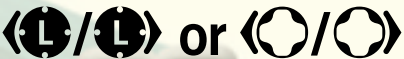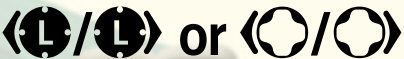
General Gameplay Controls for KINECT®

Highlight a menu option or game	Hold your hand over the menu option or game icon
Select a menu option or game	Hold your right hand over the menu option or game icon and wait until the blue circle fills completely
Pause game and open the KINECT guide	Hold your left hand out at your side

General Gameplay Controls for Xbox 360® Controller

Highlight a menu option	⟨L/L⟩ or ⟨○/○⟩
Select	Ⓐ
Go back	Ⓑ/◀ BACK
Pause menu	▶ START

Enjoy five new versions of HASBRO™ classics with the whole family. There's SORRY!™ SLIDERS, SCRABBLE™ FLASH, YAHTZEE™ BOWLING, BOP IT™, and CONNECT 4™ BASKETBALL. Get ready for game night with a fast-paced game show twist!

The main menu is where you select game show mode, start playing one of the available games, open the options menu, or view your awards.

In the game show mode all five games are automatically selected for you and you begin with either BOP IT™ or CONNECT 4™ BASKETBALL. You can also play each of the games individually.

After Selecting a Game

When you select an individual game to play, you are taken to that game's menu. Select the number of players, choose to play the standard mode or variant mode, and then start the game.

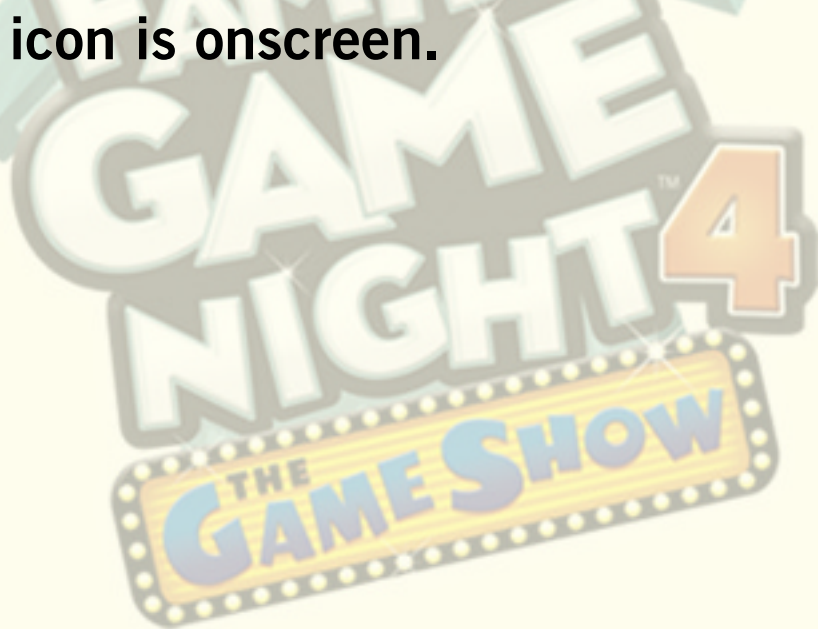## After Selecting the Game Show

When you select the game show mode, choose the number of players, and then head into the set of five games. There is one player assigned to each team.

Saving and Loading

The game uses an autosave feature. Your achievements are saved, but not your in-game progress. Do not turn off the system while the autosave icon is onscreen.

After the game show introduction with your host, MR. POTATO HEAD™, players are given their first MONOPOLY™ Crazy Cash Card, which can be converted into MONOPOLY Crazy Cash at the end of the show, along with any other cards you win. After each game, the winner receives another MONOPOLY Crazy Cash Card.

At the end of all five games, the winner is the player with the most MONOPOLY™ Crazy Cash! The MONOPOLY Crazy Cash Cards have a wide range of values, so the underdog still has a chance to make a comeback. You're going to have to win as many MONOPOLY Crazy Cash Cards as you can to secure a victory!

Push your sliders down the track and into the scoring zone. Try to land your sliders in the center for the most points! Land outside the targets and you'll be sorry! Each player gets two attempts per round and is awarded the total points earned from both sliders.

Keep in mind that sliders that land in, or are knocked into, the SORRY! zone can be knocked back into the scoring zone for more points!

NOTE: In the case of a tie, the players enter a slide off! Each player has one slide, and the player that earns the most points wins! If the players happen to earn the same number of points, the game is decided with a coin toss.

SORRY! SLIDERS Game Screen

Players' names

Players' scores

Power gauge

Slider

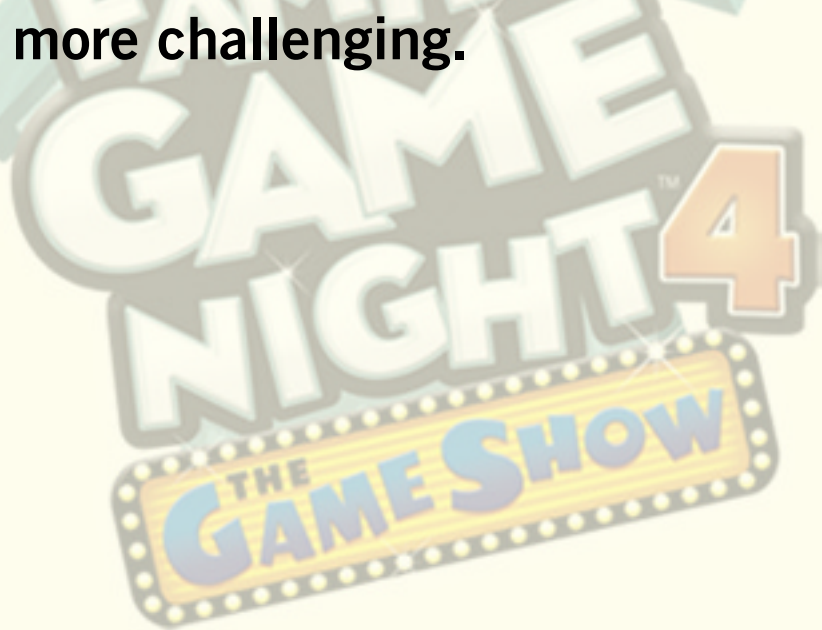**Target**

SORRY! SLIDERS Sumo

This variant on SORRY! SLIDERS adds sumo sliders to the scoring zone! When your sliders run into sumo sliders, they bounce, making targeting more challenging.

General Controls for KINECT

Adjust your slider position	**With your hands in front of your chest, step left or right**
Aim your slider	**With your hands in front of your chest, twist your body left or right**
Push your slider forward	**Thrust your hands forward, away from your body**

General Controls for Xbox 360 Controller

Adjust your slider position	‹L/L›
Confirm your slider position	Ⓐ
Aim your slider	‹L/L›

General Controls for Xbox 360 Controller (Cont.)

Push your slider forward	🅡 and then 🅡̂ (The faster you move 🅡̂, the harder you push)
Practice pushing your slider	🆁🆃 (pull and hold) while moving 🅡 and 🅡̂ to practice pushing without moving your slider
Select a new slider position	🅑

Players take turns arranging SCRABBLE FLASH tiles to find three- to five-letter words. Each player has 30 seconds to find a word during a turn, and once a word has been used once, it can't be used in that game again. Each letter is worth one point. The first player to 25 points wins!

SCRABBLE FLASH Game Screen

Player 1's points and words

Player 2's points and words

Letter tiles

SCRABBLE Five-Letter Flash

This single-player-only version of the game has you finding as many five-letter words as possible before time runs out. No need to commit to a word in this mode; as soon as one is found, it's counted. The set of letters resets after each word is found.

General Controls for KINECT

Select tile	**Hold right hand over tile**
Lift tile/Place tile down	**Lift right hand up/ lower right hand**
Move tile	**Move right hand left or right**
Commit to word	**Slide the COMMIT button with your left hand**

General Controls for Xbox 360 Controller

Select tile	⟨Ⓛ/Ⓛ⟩
Lift tile/Place tile down	Ⓐ
Move tile	⟨Ⓛ/Ⓛ⟩
Commit to word	Ⓧ
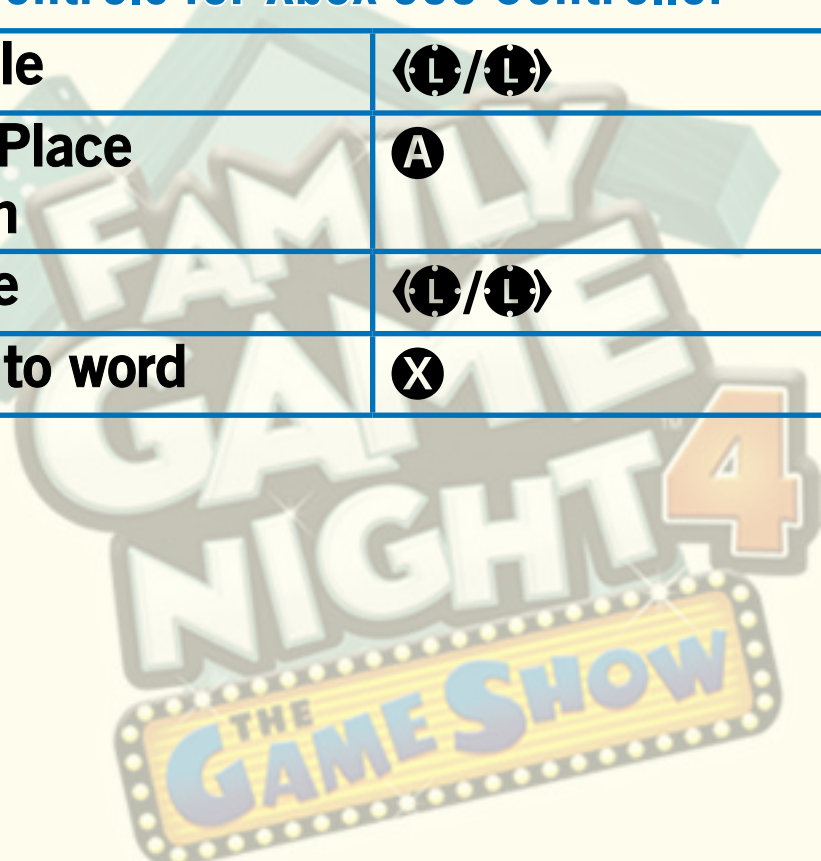
Roll your bowling ball down the YAHTZEE BOWLING lane to hit a set of five pins. The pins serve as your YAHTZEE dice! See what type of hand you have, and if you'd like, re-bowl some of the pins to try for different numbers. You can re-bowl twice per hand.

There are nine different hands, and they are ranked from highest to lowest in terms of value (See *Possible Rolls* on p. 25). The player with the highest-ranking hand wins the bowling frame. The player to win two out of three frames, wins!

YAHTZEE BOWLING Game Screen

Players' current hands

Pins and their numbers

Possible Rolls

YAHTZEE	Five of the same number
4 of a kind	Four of the same number
Large straight	Five consecutive numbers (1, 2, 3, 4, 5 or 2, 3, 4, 5, 6)
Full House	Three of a kind and a pair
Small straight	Four consecutive numbers (1, 2, 3, 4 or 2, 3, 4, 5 or 3, 4, 5, 6)
3 of a kind	Three of the same number
Two pair	A set of pairs
Pair	Two of the same number
Pointless	A hand with no value

YAHTZEE Bowling Crazy Lane

This version contains additional pins. The game automatically forms the best hand from the pins you collected, and any extra pins are discarded.

General Controls for KINECT

Adjust your aim	With your hands in front of your chest, twist your body left or right
Bowl	Thrust your hands forward, away from your body

General Controls for KINECT (Cont.)

Select pins	After bowling, highlight your pins with your right hand and swipe your hand up to select or deselect a pin (hold your right hand over the Done icon and wait until the blue circle fills completely to continue)

General Controls for Xbox 360 Controller

Adjust your aim	‹L/L›
Bowl	R and then R̂
Practice bowling	RT (pull and hold), then move R/R̂
Select pins	After bowling, highlight your pins and press A to discard them
Done	X

Rhythm and sound come together with quick reaction times in one of the easiest games to pick up and most devilishly difficult to put down. Use your ears, your hands, and your brain to make sure you're doing what the game asks by twisting, pulling, whacking, kicking, and of course bopping in the BOP IT Boptagon!

BOP IT Game Screen

Bop It!

Players' life bars

Time limit

Twist it! Twist it!

Whack It!

Twist It!

Kick It!

Pull It!

Solo and Versus Mode

Both Solo mode and Versus mode are like playing tug-of-war. Each player has the same number of lives to start, and is given the same commands. When one player makes a mistake, a life is taken away and given to the other player. The first player to completely fill up their life bar or the player who has more lives when time is up, wins!

BOP IT Extreme

Play with two additional commands, Honk It! and Crash It!, to up the difficulty!

General Controls for KINECT

Bop It!	Swing your arm up and forward
Twist It!	With your hands at your chest and elbows out, twist your body from side to side
Pull It!	Hold your right hand out to your right and swing it to the left

General Controls for KINECT (Cont.)

Whack It!	**Swing your left arm to the left**
Kick It!	**Kick forward**
Honk It!	**Push out with one hand like you're honking a car horn**
Crash It!	**Bring your hands together like you're crashing cymbals together**

BOP IT™

General Controls for Xbox 360 Controller

Bop It!	Ⓐ
Twist It!	Rotate Ⓛ/Ⓡ clockwise 360 degrees
Pull It!	Ⓛ/Ⓡ
Whack It!	LT
Kick It!	RT
Honk It!	LT and RT
Crash It!	‹Ⓛ› and ‹Ⓡ›

Hit the **CONNECT 4 BASKETBALL** court! The goal of this game is to shoot your team-colored basketballs into the **CONNECT 4** columns to line up four in a row. Players receive their first ball at the same time, and then gain a new ball after both balls have landed in a spot.

The first player to have four balls in a row wins the round, and the first player to win two out of three takes the overall win!

CONNECT 4 BASKETBALL Game Screen

CONNECT 4 columns

Team basketballs

CONNECT 4 BASKETBALL Speed Shot

In this version of the game, you receive your basketballs even faster after shooting. This lets you take even more shots without waiting for your opponent's next move!

General Controls for KINECT

Aim your ball	With your hands in front of your chest, rotate your body left or right
Shoot	Thrust your hands forward and up, like you are shooting a basketball

General Controls for Xbox 360 Controller

Adjust your aim	⟨**L**/**L**⟩
Shoot	**R** and then **R̂**