

Party Amarillo, LLC

Family Feud Style Game

PLEASE PROVIDE A TABLE AND 2 ELECTRICAL OUTLETS FOR THE GAME.

TO ASSEMBLE THE GAME:

1. The game can be transported in a car.
2. The game must be located in a flat area less than 50' from a 20 amp dedicated outlet.
3. Do not use more than 50' of electrical cords. We will provide the cords for your use.
4. Do not expose the game to direct heat.
5. The unit **MUST** be located inside a tent, a shelter, or used indoors.
6. Open the box and place the unit on the box top. Plug the game into an electrical outlet. Attach the 2 microphones to the top of the game. The microphones are activated after the answer button is pressed.
7. Attach the P.A. System to the game using the red colored cord.
8. Attach the Game Host microphone into the P.A. System as labeled. Plug the P.A. System into the electrical outlet.

GAME HOST READ HERE:

1. The game must always be supervised by an adult.
2. A Game Host is to be provided by the customer.
3. Do not use in high winds, wet conditions, or other unsafe weather conditions.
4. Do not allow food or drinks around the game console.
5. Do not allow the Game Host to swing the microphone.
6. The volume can be adjusted on the P.A. System. If feedback occurs, move away from the speaker.
7. Use caution that the game does not get knocked off the podium.
8. A trivia book is provided or you can develop your own questions.
9. Keep it FUN for the contestants.

TO PLAY GAME MANIA:

1. Contestants will step up to the microphones to play.
2. The Game Host will ask a question.
3. The first contestant to know the answer will push the button and respond in the microphone.
4. If the answer is wrong, the Game Host will press "wrong" and the player will lose one point. If the contestant has 0 points, the game will not record negative scores.
5. If the answer is correct, the Game Host will press "correct" and the player will score one point.
6. If the player presses the button and then wants to pass, the Game Host will press "pass". No score will be applied and the game will just proceed.
7. To reset and clear the score, the Game Host will press the "function" and "pass" keys at the same time, and you now are ready to start a new round.
8. The electronics have a sleep mode. After 15 minutes the machine will "go to sleep". Press any button on the remote to continue. Data will not be lost.
9. Please report any damage to us. All equipment must be returned on time.