

Family Feud – Rules of Play

GAME DESCRIPTION

Family Feud Live

The main objective of the game is to predict which sector of the wheel will stop under the wheel clapper. You can bet on the number bet position to get regular payouts and on the 4 mini-game positions to gain more multipliers and increase your winnings.

Also, the **Mystery Multiplier** is waiting for you in each round, increasing payouts if awarded to your bet position.

Betting Flow

- If a game round is in progress when you enter the table, please wait for the next one and then place your bets.
- To place a bet, choose a chip and place it on the betting position.
- You can place several chips on different betting positions simultaneously or use the **Bet on All** button to place bets on all bet positions at once.
- The timer in the game window shows how much time you have left to place your bets.
- After the **No More Bets** signal, the game round begins.
- Winnings are paid for the winning bets at the end of each game round.
- To play a game round, place your bets again or use the **Rebet** button.
- To skip a turn, simply do not place any bets on the table.

Game Flow

- Place your bet on any of the following bet positions: **1, 2, 3, 4, 5, Survey Says, Super Survey, Fast Money, or Buzzer Round**. All number positions are divided into **Gold** and **Blue** parts, representing the **Gold** or **Blue** team, respectively.
- After all the players have placed their bets, the presenter spins the wheel:
 - If the spin result is **1, 2, 3, 4, or 5**, the round result is announced, players are paid according to their bets, and the game round is ended.
 - If the spin result is **Survey Says, Super Survey, Fast Money, or Buzzer Round**, the corresponding mini-game is triggered.
- Every round, one betting position is randomly chosen to be boosted with a **Mystery Multiplier**. It is applied to the result in case the corresponding sector is selected on the wheel (see the **Rules** section for more info).
- Once the result and payout have been determined, the game ends, and a new betting round begins.

Rules

The main game

The main game is played with a wheel featuring 54 sectors labelled with bet positions:

- 16 sectors for **1**: 8 **Gold**, and 8 **Blue**
- 12 sectors for **2**: 6 **Gold**, and 6 **Blue**
- 8 sectors for **3**: 4 **Gold**, and 4 **Blue**
- 6 sectors for **4**: 3 **Gold**, and 3 **Blue**
- 4 sectors for **5**: 2 **Gold**, and 2 **Blue**
- 3 sectors for **Survey Says**
- 2 sectors for **Fast Money**
- 2 sectors for **Buzzer Round**
- 1 sector for **Super Survey**

If the spin result is sector **1**, **2**, **3**, **4**, or **5**, regardless of color, the result is announced, and the game round is ended. Players are paid according to their bet and payout on the winning position (see the detailed info in the **Payout** table).

Then, the new betting round begins.

If the spin result is **Survey Says**, **Super Survey**, **Fast Money**, or **Buzzer Round** sector, the corresponding mini-game is triggered. Players who bet on this position join as participants; other players join as watchers. Once the mini-game results have been determined, the game round ends, and the new betting round begins.

Mystery Multiplier

Every round, after the betting time, one betting position is additionally assigned a **Mystery Multiplier**. It is chosen randomly from the following possible values:

- For numbered betting positions: $\times 2$, $\times 3$, $\times 5$, $\times 10$, $\times 15$, $\times 25$, $\times 50$, $\times 100$.
- For mini-games betting positions: $\times 2$, $\times 3$, $\times 5$, $\times 10$.

The **Mystery Multiplier** can be assigned to only one betting position in one round. For the number positions, it is assigned to a specific color: **Gold** or **Blue**.

A **Mystery Multiplier** is applied if the corresponding sector is selected on the wheel and:

- Substitutes the payouts for betting position if the spin result is **1**, **2**, **3**, **4**, or **5** of the appropriate color. Please note that the initial bet is returned to the player.
- Multiplies all base multipliers of each of the mini-games, if triggered. Please note that the initial bet is not returned to the player.

Example 1:

The player bets 25 on the number position 3, and the base multiplier $\times 3$ is shown. The **Mystery Multiplier** $\times 5$ fell on 3 **Blue**. The result of the wheel spin is sector 3 **Blue**. The player receives $25 \times 5 + 25$ (initial bet) = 150.

Example 2:

The player bets 25 on the number position 3, and the base multiplier $\times 3$ is shown. **Mystery Multiplier** $\times 5$ fell on 3 **Blue**. The result of the wheel spin is sector 3 **Gold**. The **Mystery Multiplier** is not assigned, the player receives $25 \times 3 + 25$ (initial bet) = 100.

Example 3:

The player bets 25 on the **Buzzer Round** mini-game position. The **Mystery Multiplier** $\times 5$ fell on the **Buzzer Round** sector. The player participates in the mini-game and receives the $\times 35$ multiplier. The total multiplier is $35 \times 5 = 175$. The player receives $25 \times 175 = 4375$.

Survey Says Mini-Game

Players are presented with a game board: 6 cells numbered from 1 to 6. Each cell corresponds to an answer to the posted survey question.

Each cell is assigned the multiplier which is also presented to players. This multiplier is chosen randomly from the following values: $\times 5$, $\times 6$, $\times 7$, $\times 8$, $\times 9$, $\times 10$, $\times 12$, $\times 15$, $\times 18$, $\times 20$, $\times 25$, $\times 30$, $\times 40$, $\times 50$. If the **Mystery Multiplier** is assigned to the mini-game betting position in the main game, it is presented to players and multiplies all the mini-game multipliers.

Then, all multipliers hide, cells are shuffled and marked with a question mark (?), and the question appears in Steve Harvey's "**Survey Says...**" speech balloon. The player has to select 1 cell; if the choice isn't made in the allotted time, it is made at random.

The game board's cells flip one by one, revealing answers with multipliers assigned to each cell. The players' win is their bet increased by the multiplier assigned to the cell they have chosen.

Super Survey Mini-Game

Players are presented with a game board: 8 cells numbered from 1 to 8. Each cell corresponds to an answer to the posted survey question.

Each cell is assigned the multiplier which is also presented to players. This multiplier is chosen randomly from the following values: $\times 3$, $\times 4$, $\times 5$, $\times 6$, $\times 7$, $\times 8$, $\times 10$, $\times 12$, $\times 15$, $\times 20$, $\times 25$, $\times 30$, $\times 40$, $\times 50$, $\times 70$, $\times 75$, $\times 100$, $\times 125$, $\times 200$. If the **Mystery Multiplier** is assigned to the mini-game betting position in the main game, it is presented to players and multiplies all the mini-game multipliers.

Then, all multipliers hide, cells are shuffled and marked with a question mark (?), and the question appears in Steve Harvey's "**Survey Says...**" speech balloon. The player has to select 3 cells; if the choice isn't made in the allotted time, it is made at random.

The game board's cells flip one by one, revealing answers with multipliers assigned to each cell. The players' win is their bet increased by multipliers assigned to all cells they have chosen.

Fast Money Mini-Game

Players are presented with the game board: a 2×5 grid with 10 cells indicating their multipliers. The multiplier is assigned to a particular cell, in order from bottom to top, from right to left: $\times 2$, $\times 3$, $\times 5$, $\times 7$,

×8, ×10, ×12, ×15, ×18, ×20. If the **Mystery Multiplier** is assigned to the mini-game betting position in the main game, it is presented to players and multiplies all these multipliers.

The multipliers are then played in the same order. One of the events is randomly selected:

- The multiplier is activated and assigned to the player with the active bet. Each next activated multiplier is added to the previous ones, increasing the total winnings accordingly.
- Strike appears (like in the TV show). The cell is marked as **X**, and the multiplier is not assigned to the player.

A total of up to three **Strikes** can appear in the mini-game round.

If three Strikes appear on the cells, the mini-game is interrupted immediately after the third Strike, and all players with an active bet receive the winnings multiplied by the sum of the multipliers received.

If the third Strike does not occur or occurs on the last cell, the game ends, and all players with an active bet receive their winnings multiplied by the sum of the received multipliers.

Buzzer Round Mini-Game

Players are presented with the game board: a 1x5 grid with 5 cells indicating multipliers. They are sorted by levels in ascending order, from the bottom up: ×20, ×25, ×35, ×60, ×100. If the Mystery Multiplier is assigned to the mini-game betting position in the main game, it is presented to players and multiplies all these multipliers.

For each level starting from the bottom, the player can choose one of two options:

- Take the multiplier and make a **Cash Out** by pressing the **Cash Out** button,
- Continue the game and move to the next level to get the bigger multiplier on the next level (no player's action required).

The final winnings will increase by the value of the final multiplier received.

For every level's multiplier, there is a risk of the **Buzzer** ringing after the allotted time to choose is over and before moving to the next level. This risk increases from the bottom up:

- From the first (bottom) to the second level: 25.00%,
- From the second to the third level: 33.33%,
- From the third to the fourth level: 45.45%,
- From the fourth to the last (upper) level: 42.11%.

If the **Buzzer** rings, the player who did not select the **Cash Out** option only receives the consolation prize ×5, and the game round ends.

If the **Buzzer** doesn't ring, the player gets a multiplier of the current level and advances to the next if they don't select the **Cash Out** option.

Return to Player and Payout Table

Wheel Sector Wager Paytable		
Wager	Pays	Return to Player
1	1 - 100 : 1	96.00%
2	2 - 100 : 1	96.00%
3	3 - 100 : 1	96.00%
4	4 - 100 : 1	96.00%
5	5 - 100 : 1	96.00%
Survey Says	4 - 499 : 1	96.00%
Super Survey	11 - 3999 : 1	96.00%
Fast Money	4 - 999 : 1	96.00%
Buzzer Round	4 - 999 : 1	96.00%