



FAMILY GAME NIGHTTM 4

THE
GAME SHOW

MANUAL



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General Controls

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General Gameplay Controls for PlayStation®Move motion controller

Highlight a menu option	PlayStation®Move motion controller
Select	Move button
Go back	⊙ button
Calibrate	SELECT button
Pause menu	START button

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General Controls

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General Gameplay Controls for Wireless Controller

Highlight a menu option	left stick or directional buttons
Select	⊗ button
Go back	⊙ button
Pause menu	START button

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Game Night Done Right!

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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!



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Game Night Done Right!

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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.

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Game Night Done Right!

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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.

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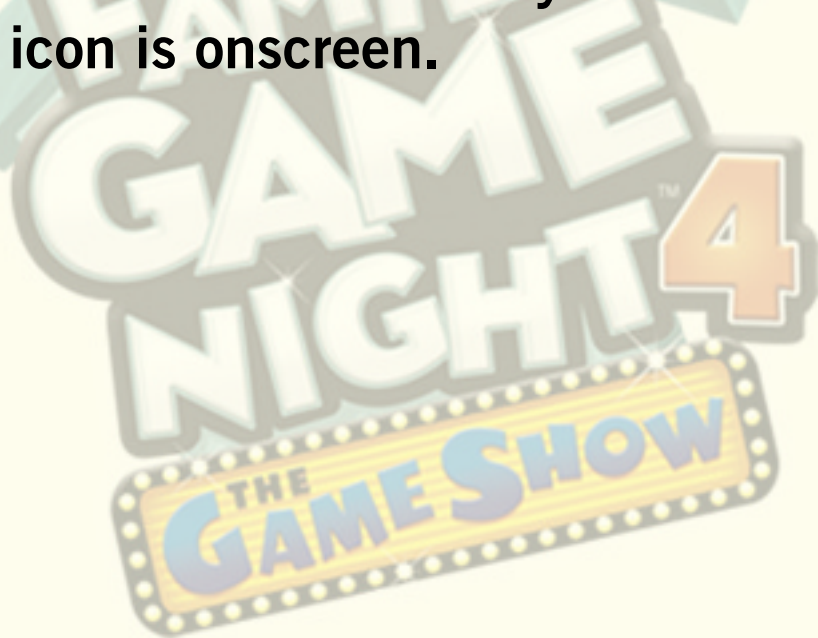
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Game Night Done Right!

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Saving and Loading

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



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Your Game Show

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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.

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Your Game Show

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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!

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SORRY!TM SLIDERS

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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.



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SORRY!™ SLIDERS

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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.

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SORRY!™ SLIDERS

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SORRY! SLIDERS Game Screen

Players' names

Players' scores

Power gauge



Slider

Target

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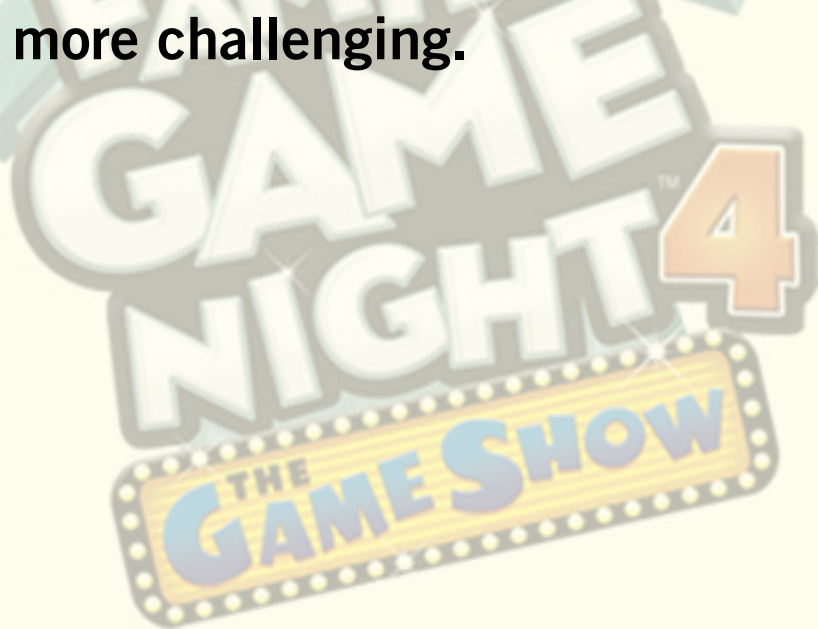
Close
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SORRY!TM SLIDERS

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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.



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General Controls for Motion Controller

Adjust your slider position	Move the motion controller ←/→
Confirm your slider position	Move button
Aim your slider	Twist the motion controller ←/→; hold T button to keep your arrow from moving

General Controls for Motion Controller (Cont.)

Push your slider forward	T button (hold) and thrust the motion controller forward, then release T button near end of push
Practice pushing your slider	T button (hold) while moving the motion controller forward to practice your pushing without moving your slider
Select a new slider position	T button

General Controls for Wireless Controller

Adjust your slider position	left stick ←/→
Confirm your slider position	⊗ button
Aim your slider	left stick ←/→
Push your slider forward	right stick ↓ and then ↑ (the faster you move right stick ↑, the harder you push)

General Controls for Wireless Controller (Cont.)

Practice pushing your slider

R2 button (press and hold) while moving right stick ↓ and ↑ to practice your pushing without moving your slider

Select a new slider position

○ button

SCRABBLE™ FLASH

19

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!

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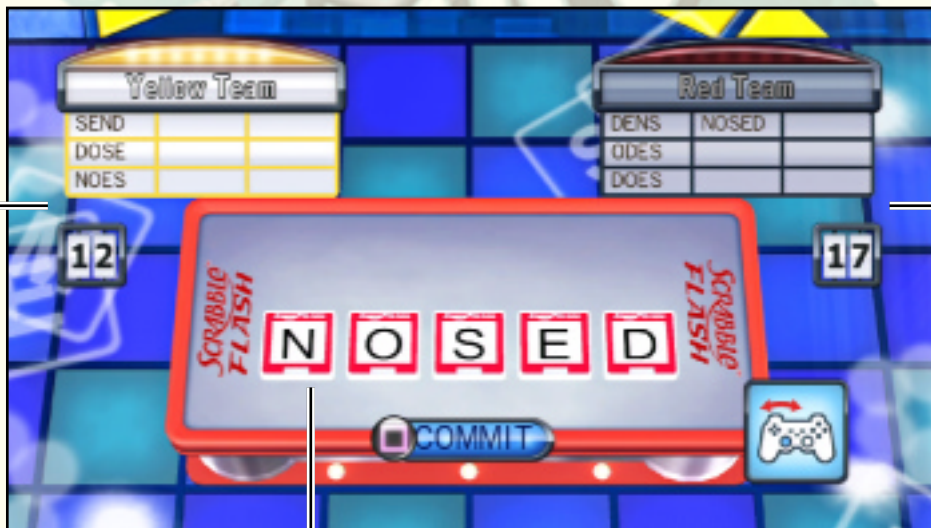
SCRABBLE™ FLASH

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SCRABBLE FLASH Game Screen

Player 1's
points and words

Player 2's
points and words



Letter tiles

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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 Motion Controller

Select tile	Aim with the motion controller
Lift tile/Place tile down	Move button
Move tile	Move the motion controller
Commit to word	Aim at the COMMIT button with the motion controller and press Move button, or press T button

General Controls for Wireless Controller

Select tile	left stick ←/→
Lift tile/Place tile down	⊗ button
Move tile	left stick ←/→
Commit to word	Ⓚ button



YAHTZEE™ BOWLING

24

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. 26). The player with the highest-ranking hand wins the bowling frame. The player to win two out of three frames, wins!

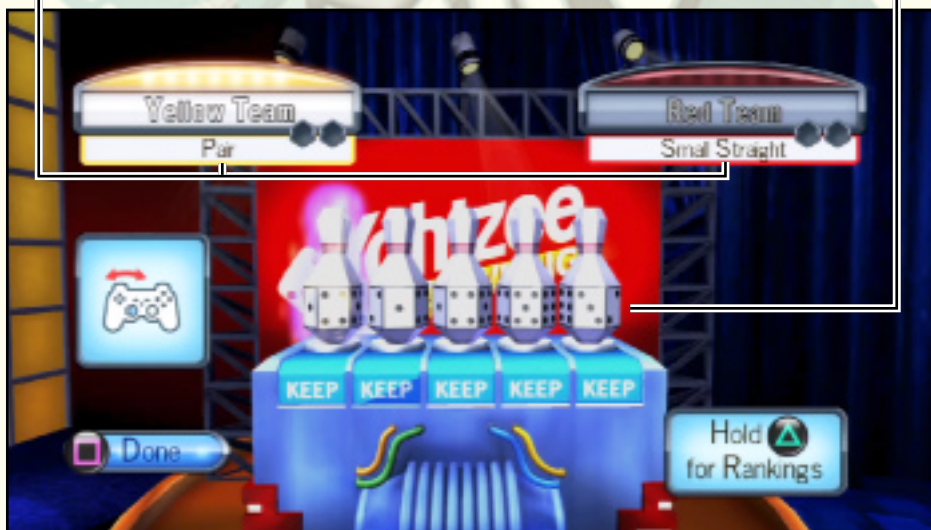
YAHTZEE™ BOWLING

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YAHTZEE BOWLING Game Screen

Players' current hands

Pins and their numbers



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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

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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.



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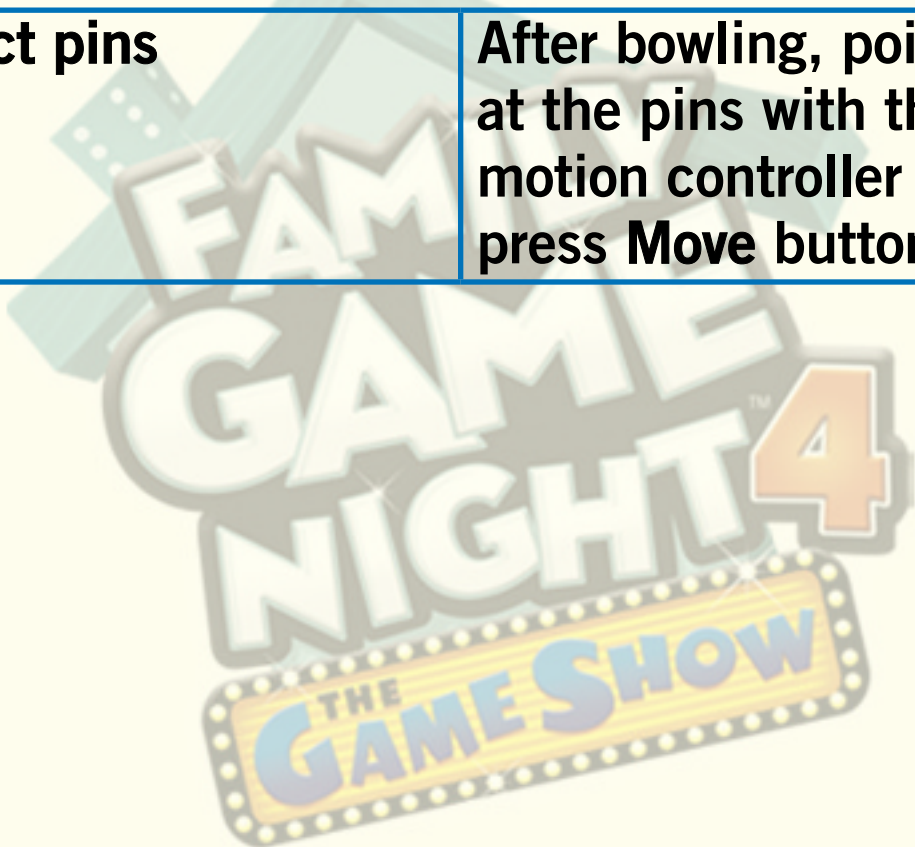
General Controls for Motion Controller

Adjust your aim	Twist the motion controller ←/→
Bowl	T button (press and hold) while swinging the motion controller, then release T button at the end of your swing

General Controls for Motion Controller (Cont.)

Select pins

After bowling, point at the pins with the motion controller and press **Move** button



General Controls for Wireless Controller

Adjust your aim	left stick ←/→
Bowl	right stick ↓ and then ↑
Select pins	After bowling, highlight your pins and press ⊗ button to discard them
Done	⏏ button

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



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 Motion Controller

Bop It!	Move button
Twist It!	Twist the motion controller ←/→
Pull It!	Move button (press and hold) + T button (press and hold), then pull the motion controller toward you

General Controls for Motion Controller (Cont.)

Whack It!	Swing the motion controller ↓
Kick It!	T button
Honk It!	Move button + T button
Crash It!	Swing the motion controller to the side

General Controls for Wireless Controller

Bop It!	⊗ button
Twist It!	left stick ← and rotate 360 degrees
Pull It!	left stick ↓
Whack It!	L2 button
Kick It!	R2 button
Honk It!	L2 button + R2 button
Crash It!	left stick → + right stick ←

CONNECT 4™ BASKETBALL

37

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!

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CONNECT 4™ BASKETBALL

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CONNECT 4 BASKETBALL Game Screen

CONNECT 4 columns



Team basketballs

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SELECT

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 Motion Controller

Adjust your aim	Aim with the motion controller
Confirm your position	Move button (after selecting a column)
Shoot	Hold your hand up with the motion controller upright, and then make a throwing motion

General Controls for Wireless Controller

Adjust your aim	left stick ←/→
Shoot	right stick ↓ and then ↑

