

Hasbro

# FAMILY GAME NIGHT™





**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system.
  - Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

## COMPLETE CONTROLS

### GENERAL GAMEPLAY

Select	ⓧ button
Go back	Ⓛ button/Directional buttons
Scroll through options	left analog stick or Directional buttons
Quit game	SELECT button
Pause menu	START button

## INTRODUCTION

All of your favorites are here, including YAHTZEE, BATTLESHIP, CONNECT 4, SORRY!, BOGGLE, and SORRY! SLIDERS. Featuring exciting new variations as well as classic play, you're assured countless hours of great family fun.

## STARTING THE GAME

From the Welcome! screen you can select whether to CHOOSE PLAYER or go to QUICK PLAY. Use the left analog stick or Directional buttons to select the option you want and press the ⓧ button. Select QUICK PLAY to go directly to the Game Room. Select CHOOSE PLAYER to go to the Player screen.

**NOTE:** Autosaving as a guest or playing via quick play will not save any rewards, customizations, or high scores.

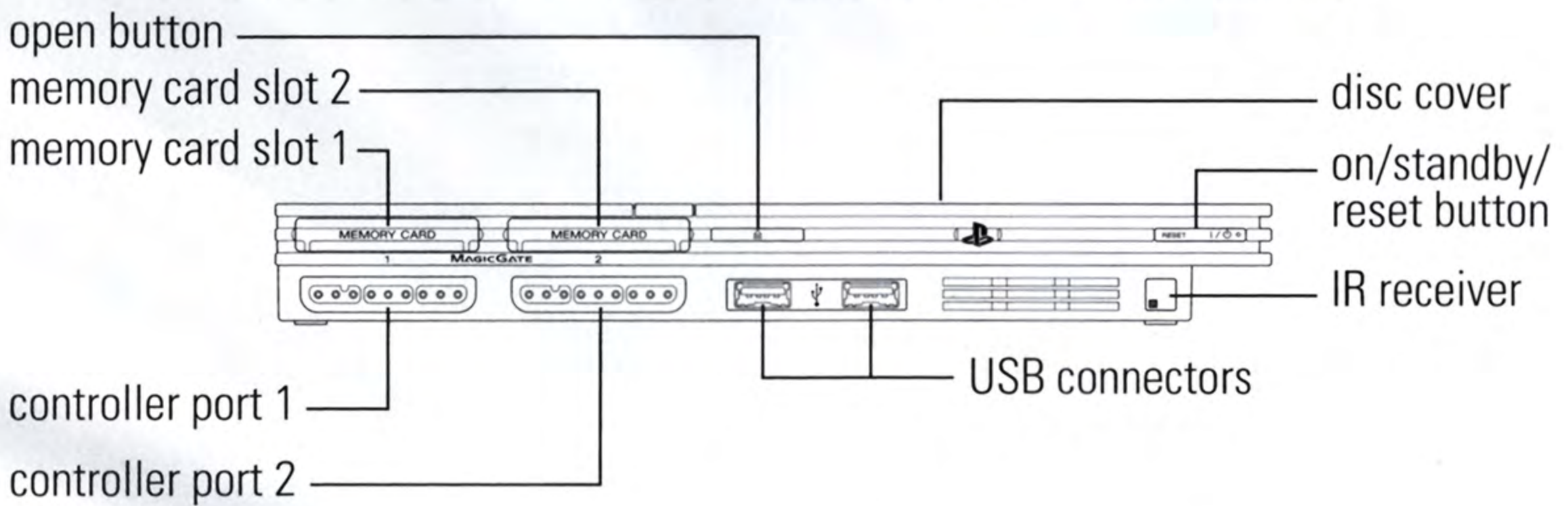
## PROFILES

To save your accomplishments in *HASBRO FAMILY GAME NIGHT*, you need to first create a player on the Create a Player screen. Multiple players can be saved within the game. At the Player screen, you are presented with the following options:

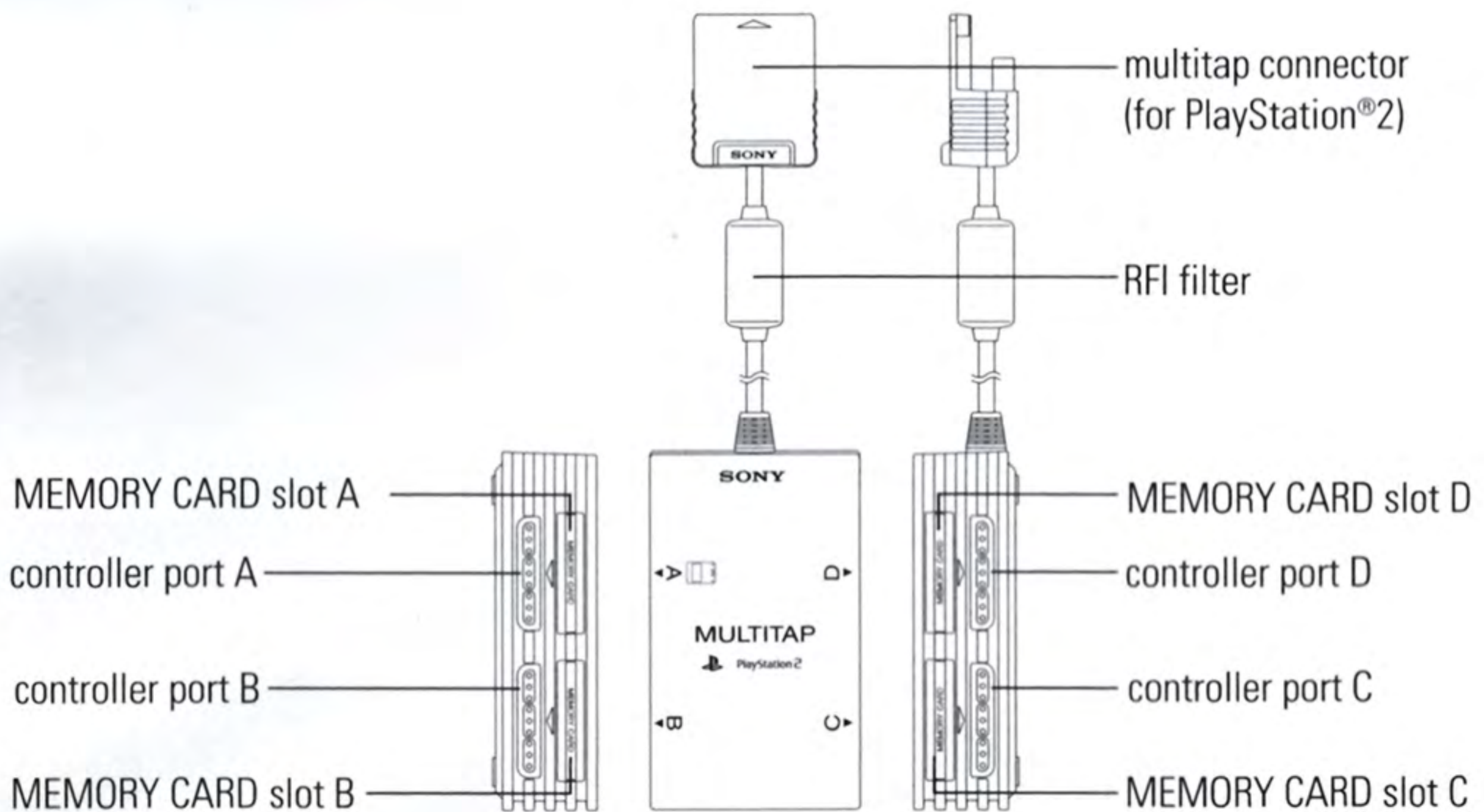
- Choose Existing** Select a previously created player by scrolling with the left analog stick or Directional buttons and press the ⓧ button to load the desired profile.
- Create New** Name your new player by scrolling through the letter wheel with the left analog stick and Directional buttons pressing the ⓧ button when the letter you want is highlighted. When you're done, select CONFIRM. Once you've named your profile, select an image on the Choose An Image screen, then select CONFIRM.
- Guest** Add additional non-profiled players to the play group.
- Add Player** Add additional saved players to the group of players.
- Remove Player** To remove a player from the group, highlight their player icon and press the ⓧ button when the prompts appears.



# GETTING STARTED



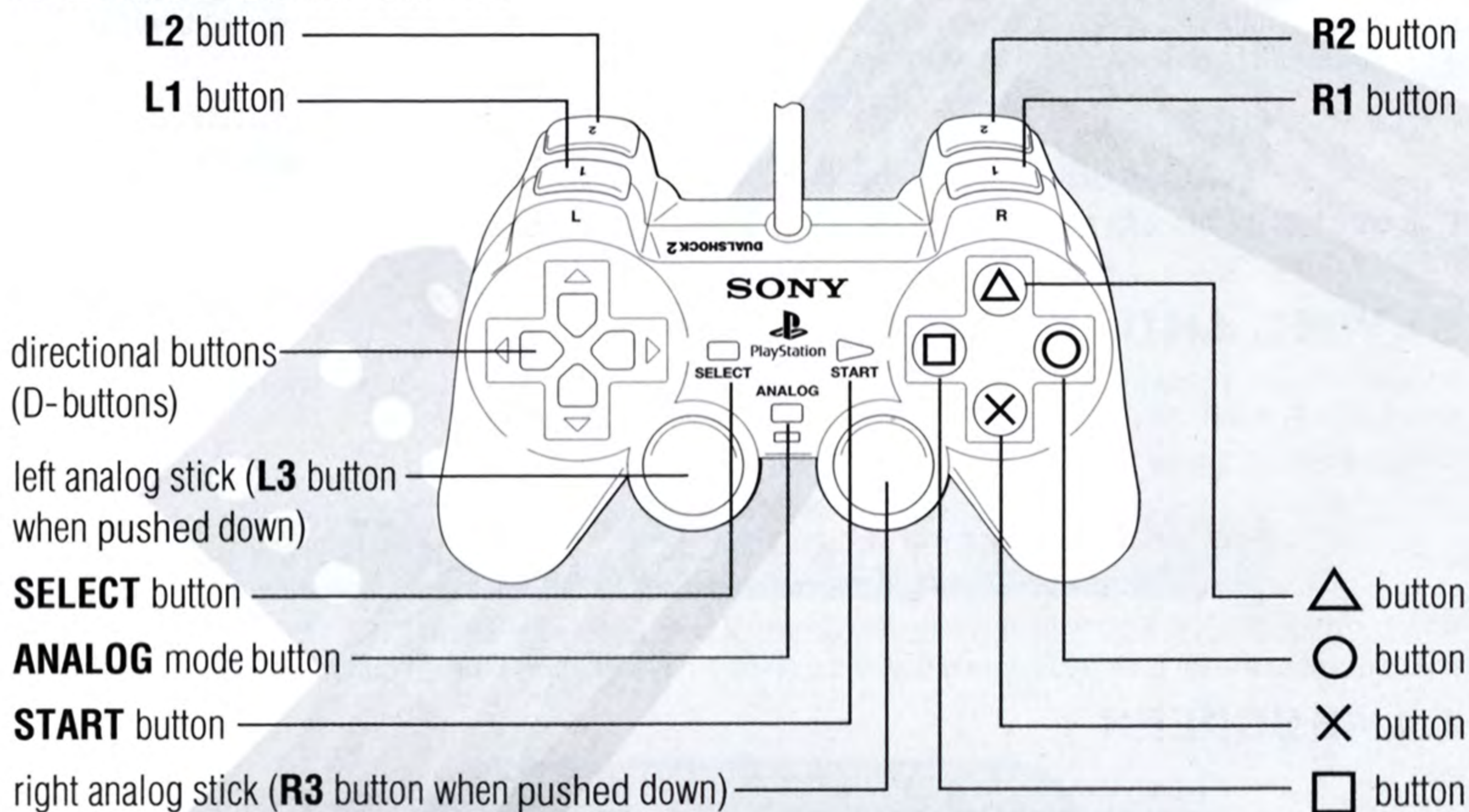
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
  2. Check that the system is turned on (the on/standby indicator is green).
  3. Insert the *HASBRO FAMILY GAME NIGHT* disc in the system with the label side facing up.
  4. Attach game controllers and other peripherals as appropriate.
  5. Follow the on-screen instructions and refer to this manual for information on using the software.
- NOTE:** When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.





# STARTING UP

## DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATIONS



# GAME ROOM

Once you've loaded your player and created your play group, it's time to get started. To get to the game selection screen, press the **×** button. From here, press the **×** button to open the My Stuff menu or select a game.

From the Games screen, press the left analog stick or Directional buttons to get the game you want to play, then press the **×** button. Be sure to review the rules every time you start a new game—select INSTRUCTIONS and press the **×** button when prompted. Once you know the rules, select PLAY and press the **×** button.

## MY STUFF

The My Stuff menu is your one-stop spot to change various game settings and enjoy the bonuses you earn.

## VIEW ROOM

Enjoy a quick tour of your decked-out game room.

## TROPHIES

You've worked hard to fill your trophy case. Pay it a visit here.

## THEMES

Change the décor of your game room. Choose from four themes: Boys, Contemporary, Girls, and Jungle.

## SETTINGS

- |                        |   |
|------------------------|---|
| <b>Hints</b>           | Turn hints ON/OFF or reset hints here. Default is set to ON.                |
| <b>Audio</b>           | Turn music and sound effects ON/OFF. Default for both options is set to ON. |
| <b>Vibration</b>       | Turn vibration ON/OFF. Default is set to ON.                                |
| <b>Mr. Potato Head</b> | Do you want Mr. Potato Head to host your games? Default is set to YES.      |
| <b>Save</b>            | Save your game if you have an active profile and memory card inserted.      |
| <b>Load</b>            | Load a previously saved game.   |



## CHANGE PLAYERS

Add or remove players from the group here.

## MY ROOM

Each game has a full set of furniture you can earn by beating goals of varying difficulty. Collect them all and decide which items you want to display in your room. Each game also has a number of special trophies to win—but you'll have to play hard to win them all!

# PLAYING THE GAME

Dive right into the fun with a play without save game. Select the number of players (1-4) and get ready for the time of your life.

## SAVING AND LOADING

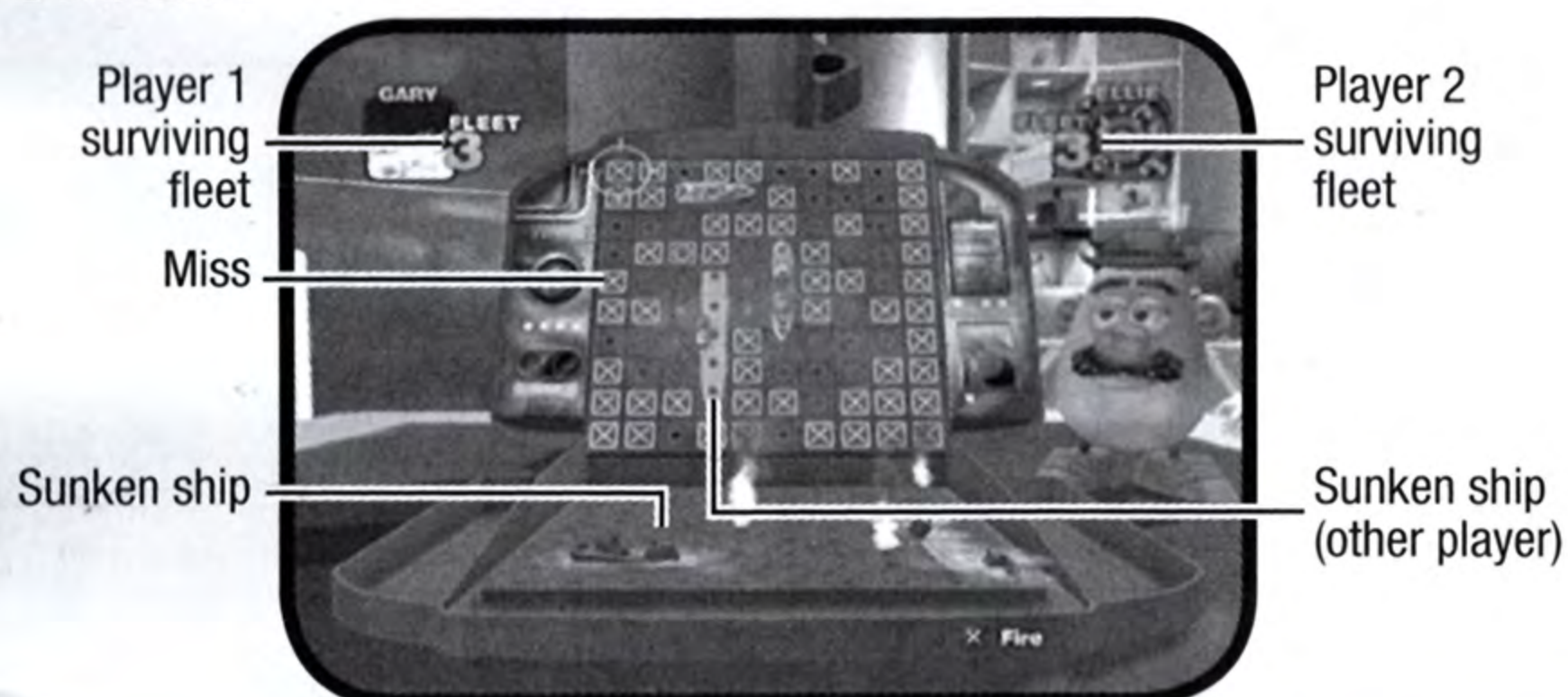
To load a player, press the **□** button to open the My Stuff menu. Select the Change Players menu and then select ADD PLAYER. You can now load or create a player, or play as a guest.

Autosave can be turned on or off via the Settings menu in My Stuff.

# BATTLESHIP

Ahoy! Can you sink the enemy fleet before your ships get sunk? Press the **⊗** button to start the ship placement phase or press the **□** button to auto-deploy. Once ships are placed, press the **□** button to begin the game.

## GAME SCREEN



## GENERAL CONTROLS

Action	Command
Place ship before play	<b>⊗</b> button
Rotate ship before play	<b>⊙</b> button
Select ship before play	Highlight ship and press the <b>⊗</b> button
Auto-deploy ships	<b>□</b> button
Start game after placing ships	<b>□</b> button
Place shot/Fire at enemy	Select point on radar grid with left analog stick or Directional buttons, then press the <b>⊗</b> button
Cancel shot	<b>⊙</b> button
Close case (when placing ships)	<b>R2</b> button

## GAME MODES

Select one of these possible game modes.

### CLASSIC

Play classic BATTLESHIP, with each player taking one shot per turn.



## SALVO

Bombs away! You get one shot per turn for every un-sunk ship in your fleet. Be strategic with every shot you take and take out your opponent's ships fast to knock down the number of shots they get to take at you.

## SUPER WEAPONS

Can't seem to score a hit? Don't worry, in Super Weapons you have a chance to collect a special power-up that you can use on your next turn.

## CUSTOM

Play with your own customized set of rules. To get started you must first select which main game mode you wish to base your game on.

## SETTINGS

From here you can tweak the setting for your games.

**AI Difficulty** Determine how tough the competition is—NOVICE, SMART, or GENIUS.

### Super Weapons Power Ups

**Reinforcements** This power-up gives you another boat (two spaces long) that is hidden on your side.

**Lucky Shot** Score a hit with this and you sink the entire enemy ship with one devastating blow.

**Heavy Shot** Launch this bad boy to hit five of your opponent's spaces in a cross pattern.

**Decoy** Decoys appear as a hit on your opponent's target grid but turn out to actually be a miss one turn later.

**Missile** This devastating weapon fires down a column until it hits a ship—but watch out! If it misses it continues down onto your column and may hit one of your ships!

## BOGGLE

Awake your inner-wordsmith with an entertaining game of BOGGLE. Choose your settings and your preferred game mode—Competitive or Word Hunt—then get right into a challenging game.



## GENERAL CONTROLS

Action	Command
Shake tray	□ button (hold) or move left analog stick
Select letter	Move left analog stick or Directional buttons to highlight the desired letter then press the ⊗ button
Deselect letter(s)	○ button
Complete word	⊗ button (tap twice on final letter of word)
Turn table	L2 button/R2 button
Panic Flip (at end of round)	○ button
Start next round	□ button



## GAME MODES

Choose from three different game modes or create your own. To shake the tray and rearrange the letters before you begin in all game modes, hold the **○** button.

### CLASSIC

Make as many words as you can in before time runs out.

### ADVANCED

Classic gameplay with a wicked twist. Panic Flip shakes the dice towards the end of the game to give you an extra rush to find new words, and Portal Cubes swap the first and last letters of any word you can score. The board changes after every word scored!

### WORD HUNT

Find as many of the words listed on the right side of the screen as you can before time runs out.

### CUSTOM

Make BOGGLE even more boggling with your own personal set of rules.

### GAME MODE

Play with your own customized set of rules. First, select which main game mode, (Competitive or Word Hunt) you wish to base your game on. Then tweak the settings to create your game.

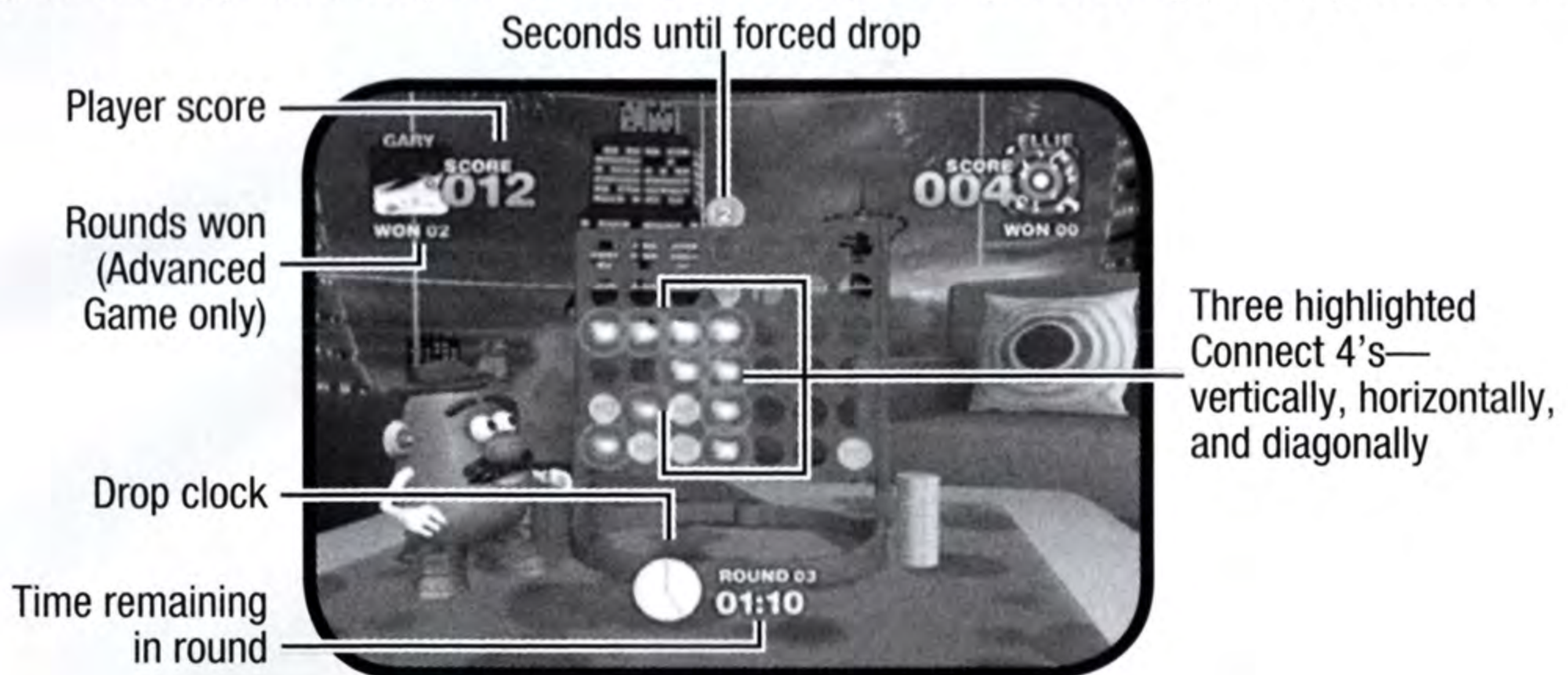
### SETTINGS

From here you can tweak the setting for your games.

- Advanced Controls** Hold the **⊗** button and drag the cursor over the letters to spell the words. Release the **⊗** button on the final letter.
- Portal Cubes** The first and last letters of a scored word swap places on the board.
- Panic Flip** The board is reshuffled when the round clock reaches :30.
- Auto-Rotate** Orient all letters in the same direction.
- Rounds** Set the number of rounds.
- Round Time** Set the length of your rounds.

## CONNECT 4

Easy to learn but difficult to master, CONNECT 4 is strategic fun for everyone. To get the game started, flip the chip on the table to determine who goes first by pressing the **⊗** button.



## GENERAL CONTROLS

Action	Command
Select column	Move left analog stick or Directional buttons left or right
Drop chip	<b>⊗</b> button
Swap chip	<b>○</b> button



## GAME MODES

Select one of three possible game modes or choose to build your own.

### CLASSIC

The first player to have four of their chips lined up horizontally, vertically, or diagonally wins.

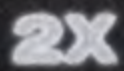




### ADVANCED

Rows of four are cleared from play and points are awarded. Chips above the cleared rows drop down to fill the space and may create chain reactions of new rows of four. The winner is the first player to reach the score limit or, if you're playing a timed game, the winner is whoever has a higher score when the time expires.

### POWER CHIPS

Advanced with a twist. This wild, unpredictable variation introduces chips with different powers that affect play.


#### POWER CHIPS DETAILS

-  **Double Score Chip**—Double your points every time you clear a row using this chip.
-  **Block Chip**—Only you can drop a chip on top of this “hand”-y chip. Perfect for stopping your opponent from scoring or setting up your own score!
-  **Bomb Chip**—Bombs away! This chip blows up when placed, taking out everything—except Heavy Chips—around it.
-  **Newton Chip**—Talk about a downer. This chip pushes an entire column down one whole spot. Use it to break your opponent's best-laid plans. And maybe his will.
-  **Heavy Chip**—Subtle as a sledgehammer, this big boy plows its way to the bottom row when placed, knocking out every chip that stands in its way.

### CUSTOM

Create your own exciting set of rules for Classic or Advanced games using the Settings menu. First select which main game mode—Classic, Advanced, or Power Chips—that you wish to base your game on.

### SETTINGS

From here you can tweak the setting for your games. Once you've made your changes, highlight ACCEPT and press the  button.

- AI Difficulty** Determine how tough the competition is—NOVICE, SMART, or GENIUS.
- Column Drop** Random columns drop while you play—they start to shake when they are about to drop!
- Drop Clock** Set how much time a player has to drop his chip before it drops automatically. Choose from 3, 5, or 10 seconds. Force Drop can also be disabled.
- Rounds** Determine how many rounds will be played in a match. Choose from 1, 3, 5, 7, or 9 rounds.
- Score Limit** Set a score limit.
- Time Limit** Set a time limit.

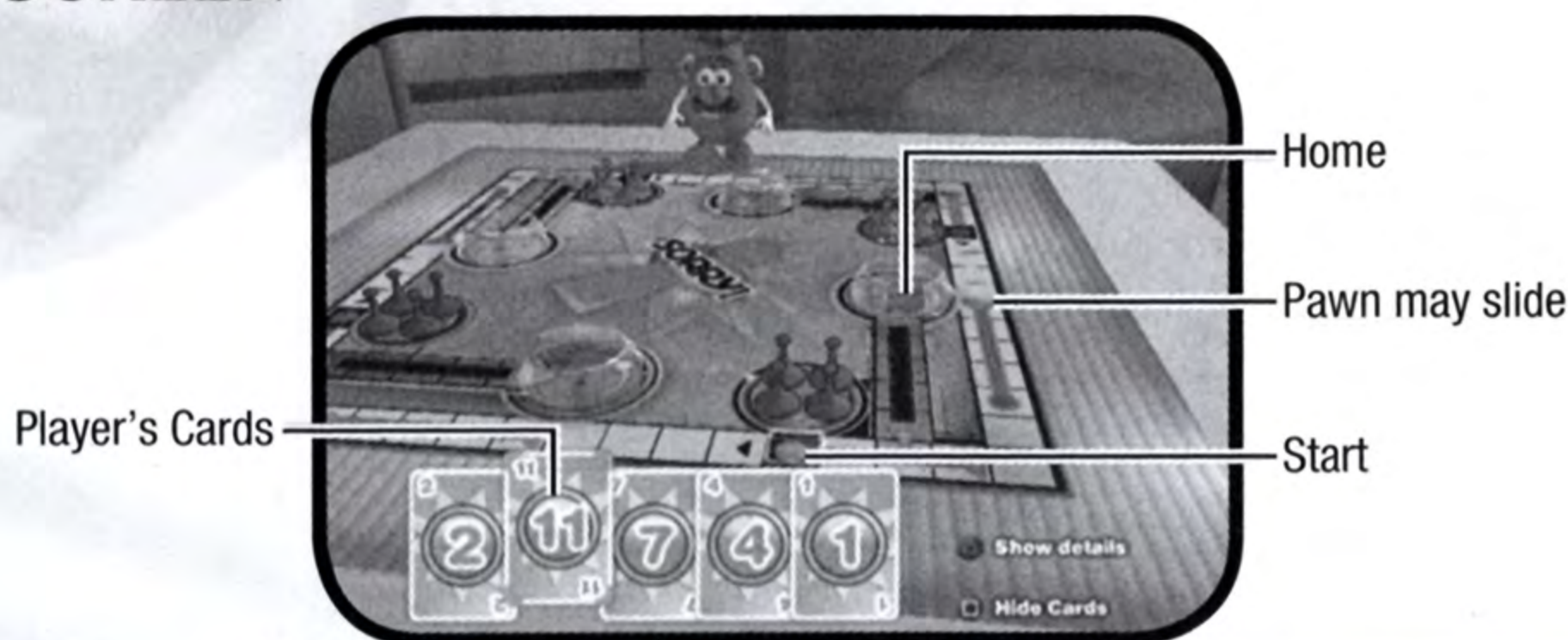




# SORRY!

Land on slides to advance forward, make strategic backwards moves, and use SORRY! cards to send your opponents all the way back to START as you race around the board for HOME.

## GAME SCREEN



## GENERAL CONTROLS

Action	Command
Select pawn	Highlight pawn by using the Directional buttons or the left analog stick then press the <b>X</b> button
Move pawn	Left analog stick
Show moves	Press the <b>X</b> button
Select card	Highlight desired card with the left analog stick or Directional buttons then press the <b>X</b> button
Discard card	Highlight desired card with the left analog stick or Directional buttons then press the <b>X</b> button
Show/Hide cards	<b>□</b> button
Show card details	<b>△</b> button

**NOTE:** At the start of the game you can only move a pawn off of START with a 1 or 2 card.

## CARDS AND FUNCTION

Each player is dealt a hand of cards that they select and then discard to move the pawns around the board.

Card	Action(s)
1	Move a pawn from START or move a pawn one space forward.
2	Move a pawn from START or move a pawn two spaces forward, and draw again regardless of whether you can move or not.
3	Move a pawn three spaces forward.
4	Move a pawn four spaces backwards.
5	Move a pawn five spaces forward.
7	Move one pawn seven spaces forward, or split the seven spaces between two pawns (for example, five spaces for one pawn and two for another).
8	Move a pawn eight spaces forward.
10	Move a pawn 10 spaces forward or one space backward.
11	Move 11 spaces forward or switch places with one opposing pawn; if you cannot move 11 spaces, you are forced to switch and instead can forfeit your turn.
12	Move a pawn 12 spaces forward.
Sorry! card	Move any one pawn from START to a square occupied by any opponent, sending that pawn back to its own START.



## GAME MODES

### CLASSIC

Play a standard game of SORRY!.

### BONUS CARDS

Special cards are introduced to the game, giving you even more ways to win.

- Freedom** All players with a pawn in START must move a pawn out onto the game board.
- Sideswipe** Move your pawn to the next corner and send anyone in the way back to START.
- Wipeout** All players on board return their furthest pawn HOME.
- Steal** Take an opponent's card (3- and 4-player games only).
- All Change** This card changes your entire hand for fresh cards.

### CUSTOM

Create your own fun variation of SORRY! by selecting one of the two main game modes above, and selecting from the following settings.

## GAME MODES

There are two different game modes to choose from:

- Standard** Play with traditional SORRY! rules.
- Advanced** Play SORRY! with bonus cards.

## SETTINGS

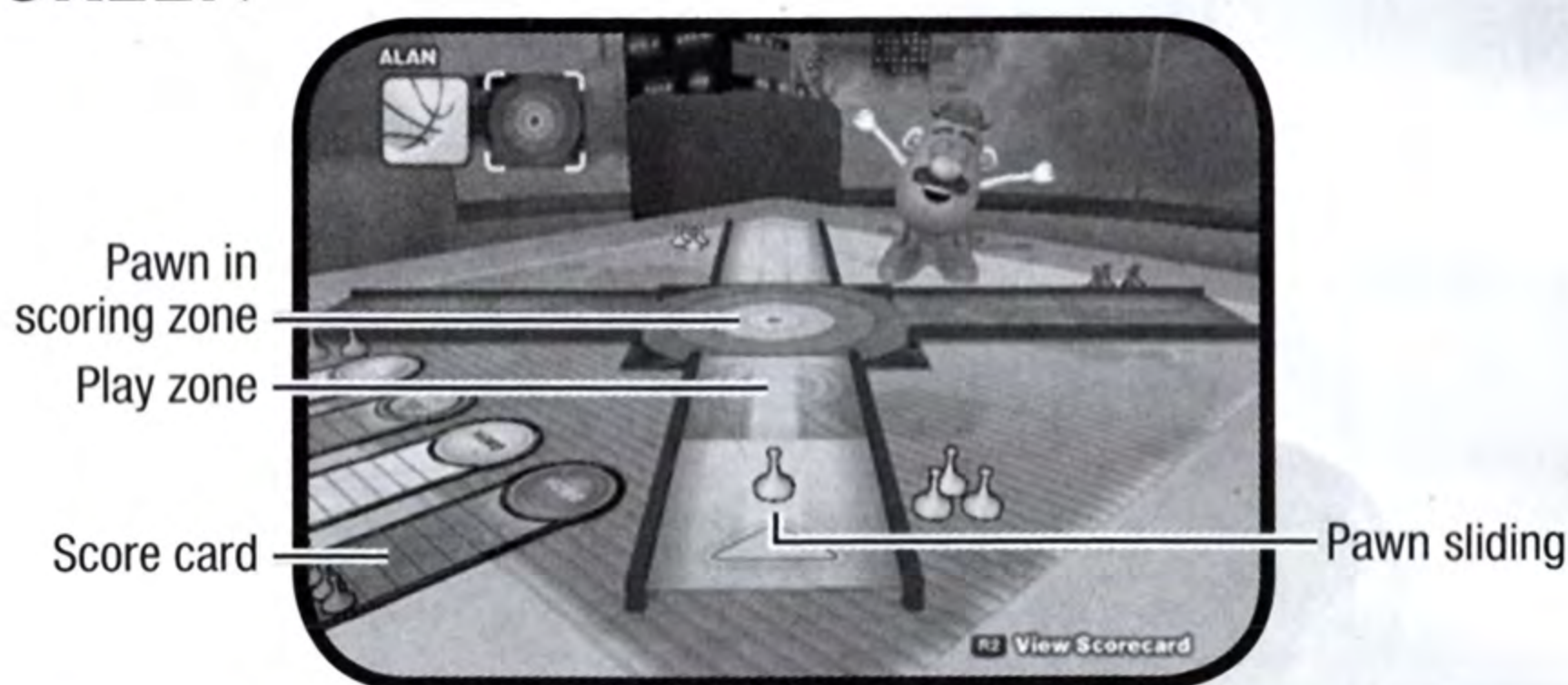
From here you can tweak the setting for your custom game even more.

- AI Players** Set the number of CPU opponents from 0 to 3.
- AI Difficulty** Determine how tough the CPU competition is—NOVICE, SMART, or GENIUS.

## SORRY! SLIDERS

The best parts of SORRY! take over in this crazy party game as players slide and bump their pawns to victory.

### GAME SCREEN



## GENERAL CONTROLS

Action	Command
Move pawn left/right	<b>L1</b> button/ <b>R1</b> button
Slide pawn	Press either the left analog stick or right analog stick <b>↓</b> then <b>↑</b> in the direction you wish to send the pawn
Position pawn on Scoreboard	Use left analog stick or Directional buttons to position pawn then press the <b>⊗</b> button
See scoreboard	<b>R2</b> button (hold)
Score automatically	<b>△</b> button



# GAME MODES

## CLASSIC

The classic battle for position that is SORRY! SLIDERS.

## ADVANCED

Put your timing to the test in this challenging mode where the HOME circle spins counter-clockwise.

## BATTLE BOXES

All players take turns one after the other to slide their pawns and collect power-ups. On each player's next turn they use the power-ups. The winner is the first to get all their pawns HOME.

## CUSTOM

Create your own wild version of SORRY! SLIDERS.

## GAME MODES

Select one of four possible game modes.

**Race for Home** Start with the traditional rules for SORRY! SLIDERS.

**Danger Dots** Watch out for the white dots on this red target board. Pawns that slide onto the dots are removed from board.

**Instant Sorry!** Pawns that slide into the hole in the middle of this green target board are removed from board.

**Instant Home** Pawns slid into the hole in the center of this yellow board send a scoring pawn straight to HOME.

## SETTINGS

Tweak the settings for your custom game.

**Turn Table** Make the HOME circle target board spin counter-clockwise.

**Battle Boxes** Choose whether to have power-ups appear on the board or not.

**AI Players** Set the number of CPU opponents from 0 to 3.

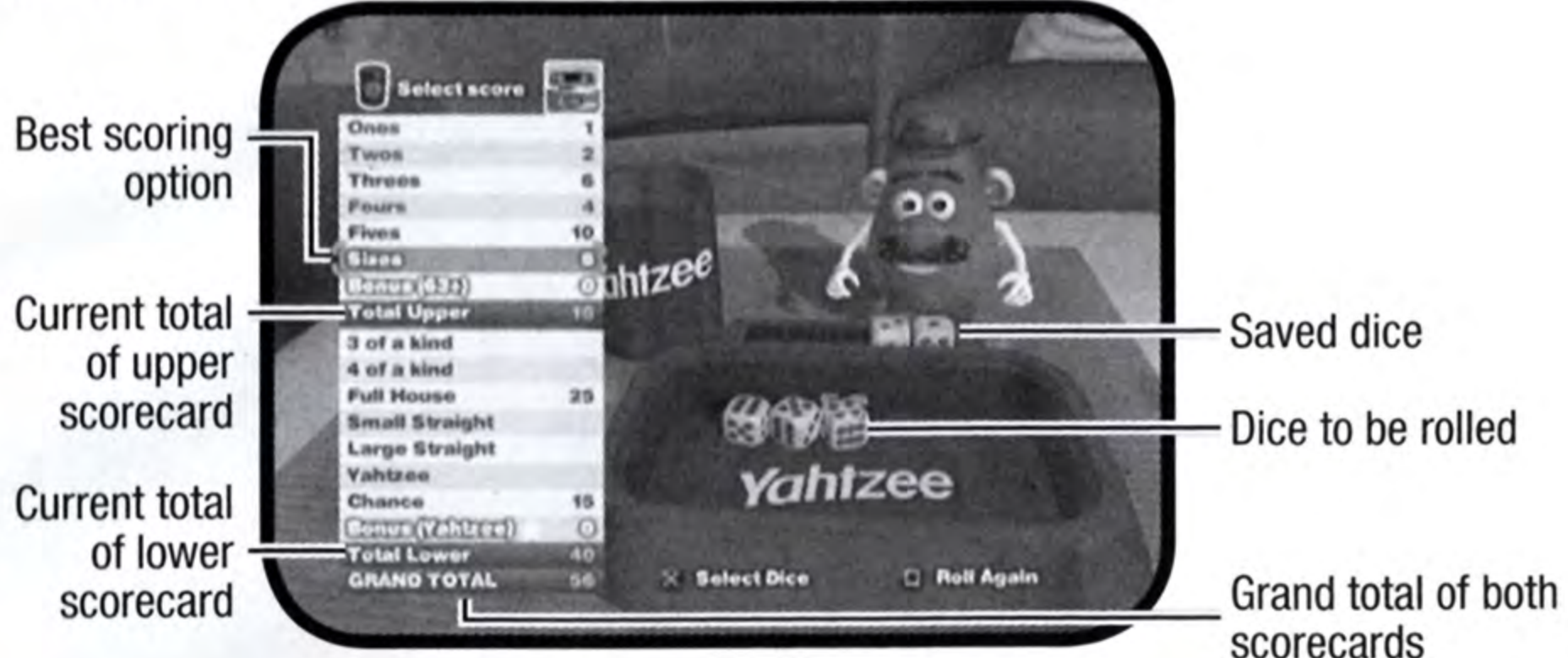
**AI Difficulty** Determine how tough the CPU competition is—NOVICE, SMART, and GENIUS.

**KO Penalty** Pawns that slide off the board or go into the scoring hole are sent back to START.

# YAHTZEE

You get all the excitement and strategy of the classic dice game without worrying about the math. What could be better?

## GAME SCREEN







## GENERAL CONTROLS

Action	Command
Roll dice	⏏ button or move left analog stick
Select saved dice	Highlight die with left analog stick or Directional buttons and press the ⓧ button
Deselect a saved die	Highlight die with left analog stick or Directional buttons and press the ⓧ button
Select score box	Press left analog stick or Directional buttons to highlight desired score box and press the ⓧ button
Set wild die value	Highlight die with left analog stick or Directional buttons and press the ⓧ button until die displays desired value



## GAME MODES

Select one of four possible game variations

### CLASSIC

The classic YAHTZEE game.

### ADVANCED

Classic YAHTZEE with Wild Dice.

### BLOCK OUT

Score higher in a category than your opponent to steal that category from them.

### CUSTOM

Create your own wild set of YAHTZEE rules.

### GAME MODE

There are four different game modes to choose from:

- Normal** Play with traditional YAHTZEE rules.
- Block Out** Score in a category before your opponent and block it!
- Reverse** Each player decides how to score their opponent's rolls. Keep the other players' scores low and race to be the first to fill the scoring meter on the right side of the screen!
- Half-Card** Play with just the lower portion of the scorecard.

### SETTINGS

From here you can tweak the setting for your custom game even more.

- Wild Dice** Not getting the dice you want? Throw some wild cards into the mix. Wild dice glow red and are automatically saved for you.
- AI Players** Set the number of CPU opponents from 0 to 3.
- AI Difficulty** Determine how tough the CPU competition is—NOVICE, SMART, and GENIUS.
- Player Shuffle** Randomly decides the order of players.
- Player Stealing** Steal a score if you score more in that category than the other player when playing Block Out.

### TIPS

Want to end your turn before your third roll? Set all your dice aside and press the ⏏ button.

Your scorecard automatically highlights your various scoring possibilities and point totals with every roll. Use this information to guide your strategy.

Scratch (sacrifice) a scoring box the same way you fill one in—move the left analog stick or Directional buttons up or down to highlight it then press the ⓧ button.



# PARTY MODE

Be the life of the party with a number of fast-paced mini-games based on all the classics in *HASBRO FAMILY GAME NIGHT*.

## GAME MODES

Select one of three possible game variations.

- Short** A 10-round party game.
- Medium** A 20-round party game.
- Long** A 30-round party game.

Once you've selected your game mode, press the left analog stick to select the game you wish to play with press the **X** button. To start the mini-game, select GO and press the **X** button.

## GAMES

### YAHTZEE

- Match** Match the pattern! Move the dice left and right to match them up.
- Shaker** Shake the dice as far as you can! See how far they travel in the cup!
- Dice Spinner** Stop the dice spinning for a high score. Stop the dice spinning one by one.
- Weighted Dice** Race to find the weighted dice! One die will ALWAYS be the same number. You have one chance to pick it from the rest.

### BATTLESHIP

- Chase the Boat** Keep your ship away from the target. If your ship is hit four times, it sinks! Try to stay afloat until time runs out.
- Match the Pattern** Move the ships on the ocean grid to match the pattern on the target grid before the time runs out.
- Sink The Ship** You have five shots to sink the ship. If you miss or the boat survives, you lose!
- Invisible Boats** Score points for hits on invisible ships!

### CONNECT 4

- Blitz** Score points for clearing your opponent's chips.
- One Shot** Clear the board with one chip.
- Pattern Match** Match the pattern. First one to make a mistake loses. If the board is perfect, you BOTH win!
- Final Move** Find the Connect 4! You have one chance to find it!

### BOGGLE

- Survival Mode** Spell words to earn more time. Each word you spell adds time to the clock. See how long you can play for.
- Fog of Words** Find words to win. The letters are hidden.
- Words Shake** Shake the board for the highest score. The total for the board recorded last is your score for this round.
- Words Flip** Turn the cubes for a high score. The total score for the board changes when you change the letters. Get the highest score!

### SORRY! SLIDERS

- Other Side** Collect Battleboxes! You have one chance to slide between the pawns and collect all three boxes.
- Bowlarama** Clear the pawns from the board. You have two chances to clear as many pawns from the board as possible.
- Speed Way** Slide your pawn as fast as you can. Your score is based on how fast your pawn travels, so wind up and let 'er go.
- Target Pulse** Clear as many of the ghost pawns as you can. You have one chance to use the Aftershock to pulse the other pawns off the board.



# LIMITED 90-DAY WARRANTY

## Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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## RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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