

# Family Feud Host Guide

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This guide explains how to operate the Family Feud game as a host.

## Before the Game

### Managing Questions

Click "**Manage Questions**" on the title screen to customize questions before starting.

In the question manager you can:

- **Add New Question** - Create custom questions with answers and point values
- **Edit** - Modify existing questions
- **Delete** - Remove individual questions
- **Reset to Defaults** - Restore the original 25 questions

When creating/editing questions:

- Enter the survey question text
- Add answers with point values (higher points = less common answers)
- Optionally add "accepted variations" for flexible answer matching (e.g., "TV" for "Television")
- Answers are automatically sorted by points when saved

## Starting the Game

1. Enter team names (or keep the defaults)
2. Click "**START GAME**"
3. Click "**New Round**" to load the first question

## During Gameplay

### The Game Screen

- **Scoreboard** - Shows team names, scores, and which team is active (highlighted)
- **Round Info** - Current round number and accumulated points for this round
- **Strikes** - Three X marks that appear when wrong answers are given
- **Question** - The current survey question
- **Answer Board** - 8 slots showing hidden answers (fewer if question has fewer answers)
- **Guess Input** - Where players type their guesses

### Player Guessing

Players type answers in the guess input and press Enter or click "**GUESS**".

The game uses flexible answer matching:

- Exact matches work
- Partial matches work (e.g., "pizza" matches "pepperoni pizza")

- Accepted variations work (configured per answer)
- Fuzzy matching catches similar spellings

Correct guesses automatically reveal the answer and add points to the round total. Wrong guesses automatically add a strike.

## Host Controls

| Button              | What It Does  |
|---------------------|---|
| <b>New Round</b>    | Loads a random unused question, resets strikes and round points             |
| <b>Switch Team</b>  | Changes which team is currently playing (visual indicator moves)            |
| <b>Add Strike</b>   | Manually adds a strike (use when players give wrong verbal answers)         |
| <b>Award Points</b> | Gives accumulated round points to the active team, resets round points to 0 |
| <b>Reveal All</b>   | Shows all remaining hidden answers (typically used at round end)            |

## Manual Answer Reveal

Below the host controls are numbered buttons (1-8) to reveal specific answers directly. Use these when:

- A player says a correct answer verbally that didn't match when typed
- You want to show answers in a specific order
- The automatic matching didn't recognize a valid answer

You can also click directly on any answer row to reveal it.

## Scoring Strategy

### Typical round flow:

1. Click "**New Round**" to start
2. Decide which team goes first (use "**Switch Team**" if needed)
3. Let players guess - correct answers reveal automatically
4. Wrong guesses add strikes automatically
5. After 3 strikes, click "**Switch Team**" - the other team gets one chance to steal
6. Click "**Award Points**" to give the round points to the winning team
7. Repeat for 5 rounds

### When to Award Points:

- After 3 strikes, switch teams and let them try to steal with one guess
- If they get it right, award points to the stealing team
- If they miss, award points to the original team
- You can also award points at any time to end a round early

## Strike System

- 3 strikes and the round is over for that team

- After 3 strikes, a message appears: "3 strikes! Other team can steal!"
- Switch to the other team and give them one guess
- If they guess correctly, reveal that answer and any remaining answers
- Award points to whichever team deserves them

## Game End

- The game has 5 rounds total
- After awarding points in round 5, the winner screen appears automatically
- Shows final scores and declares the winner (or tie)
- Click "**PLAY AGAIN**" to return to the title screen

## Tips for Hosts

1. **Read questions aloud** - The question displays on screen but players may not see it
2. **Use verbal guessing** - Let players shout answers, then type them in or manually reveal
3. **Be flexible with matching** - Use manual reveal buttons for answers the system didn't catch
4. **Control the pace** - Use "Switch Team" to manage turn order, don't rely only on strikes
5. **Build suspense** - Reveal All at the end to show what answers were missed
6. **Prepare questions** - Use the question manager before the game to add relevant questions for your group