



REMOTE CONTROL™

Quick Start Card

OBJECT OF THE GAME

To win big, big points and beat the pants off everyone else. To show how much useless TV trivia you REALLY know!

Three contestants compete against each other to win the game. The two players with the most points at the end of two rounds go on to play the "Think Real Fast" end game.

SET UP

Use the Remote Control Yearbook to select your characters. Indicate how many people will play the game. There are one, two or three player options. If you choose one or two contestants, the computer will randomly select the other contestants for you. Use the up and down arrows to point to a contestant. Use the left and right arrows to turn the yearbook pages. After you select contestants, you can rename them. Follow the directions on the computer screen to personalize your game.

RULES

The game consists of Round 1 and Round 2. The two contestants with the higher scores play the end game, a "Think Real Fast" round.

The gameboard is an oversized TV screen. When a contestant chooses a channel, the category corresponding to the channel is revealed. A light on the monitor indicates the chosen channel. There are three questions per channel. When there are no more questions left in a category, that channel is closed and turns red.

There are nine channels or categories per round. Each channel contains

three questions of increasing point value. The point values are 5, 10, 15 for Round 1 and 10, 20 and 30 for Round 2. Non question and surprise channels, like Ranger Bob, automatically add or subtract 10 points in both rounds.

The computer randomly selects which contestant chooses the first channel. Pick a number, any number from 1 through 9. The category and the first question are revealed. Any player may answer by buzzing in first. Each player is assigned a "buzz in" key. The light under each contestant indicates who has control of the question. Use this chart to determine which key to press:

Three Players

Two Players

One Player

Player One: Z Key

Player One: Z Key

Use the Space Bar

Player Two: Space Bar

Player Two: ?/ Key

Player Three: ?/ Key

NOTE: Initially, a contestant has seven seconds to buzz in and indicate he/she knows the answer. Then, that player has twenty seconds to type in the correct response. If the contestant does not answer correctly, the other two players have five seconds to buzz in. That player is now in control as indicated by the light on the screen. Then, that player has twenty seconds to type in the correct response.

At the end of Round 1, the computer selects the contestant with the lowest score to start Round 2.

When Round Two ends, the two contestants with the higher scores play the "Think Real Fast" end game round. During the end game, the host asks short answer questions. The contestants have 30 seconds to type in one word answers as quickly as possible. Each correct answer is worth twenty-five points. The player with the highest score at the end of the "Think Real Fast" round wins!

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The questions and answers used in this game, including those relating to real personalities, have been developed as humorous entertainment for the enjoyment of the players and are not intended to be, and should not be, taken seriously.

