


Apple II  
e/c/GS  
with 128K  
(5.25" diskette)

Fast  
Action  
Fun!

# WIN, LOSE OR *Draw*<sup>TM</sup> Junior



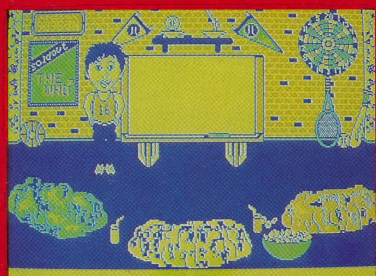
HI TECH  
  
EXPRESSIONS

The Exciting Computer Software Version  
of the Buzzer-Beating TV Game Show  
for Ages 8-15

# WIN, LOSE OR *Draw*<sup>TM</sup>

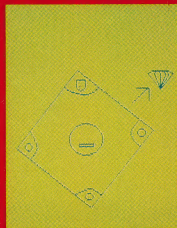
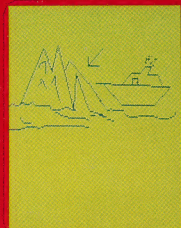
## Junior

Hey Gang! Round up  
Your Friends to Play the Hilarious  
Buzzer-Beating TV Game Show  
WIN, LOSE OR DRAW JUNIOR!



Take the challenge! Are you "the quickest on the draw"? Find out. Play the game that always erupts into a frenzy of laughter. Delight in the amazing picture puzzles that appear before your eyes each time a new round starts and the computer begins drawing the game's first clues.

Feel the tension mount as you and your teammates race against the clock to correctly guess the puzzle and score big points. Suddenly, a quick answer triggers everyone into winning action certain to continue for hours.



Win, Lose Or Draw Junior features:

- Over 100 brain-boggling picture puzzles of off-beat objects and crazy phrases
- Spine-tingling "Speed Round" excitement
- Single and multiple player options

WIN, LOSE OR DRAW JUNIOR is the  
"Hottest Ticket" to Fast-Action Fun for Ages 8-15!

PROOF OF PURCHASE

HI TECH

EXPRESSIONS

At The Heart  
of Family Fun

Published by Hi Tech Expressions ©Buena Vista Television  
All Rights Reserved



**WIN,  
LOSE  
OR  
Draw**  
*Junior*

APPLE IIe/c/GS

Side 1: Program  
Side 2: Questions



© Buena Vista Television, Inc.  
All Rights Reserved  
Published by Hi Tech Expressions



## HI TECH EXPRESSIONS REGISTRATION CARD

---

To be eligible for customer support on this product, include a copy of your original sales receipt and return it with this form to: Hi Tech Expressions, Registration Department, 584 Broadway, New York, New York 10012.

NAME \_\_\_\_\_ AGE \_\_\_\_\_ OCCUPATION \_\_\_\_\_

STREET \_\_\_\_\_ PHONE \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PLACE/DATE PURCHASED \_\_\_\_\_

PRODUCT NAME \_\_\_\_\_

Where did you first hear about this product?  Store  Ad  Article  
 Magazine  Newspaper  Other

Do you have any recommendations for improvement of this product? \_\_\_\_\_  
\_\_\_\_\_

Do you own any other Hi Tech Expressions products? \_\_\_\_\_ Which Ones? \_\_\_\_\_

Are there any other types of computer programs not presently on the market you would like to buy? Please explain:  
\_\_\_\_\_

Additional comments: \_\_\_\_\_

All of our customers are very valuable to us. By answering these questions, you have helped us to serve you better in the future. Thank you.

# WIN, LOSE OR *Draw*<sup>™</sup>



---

## QUICK START CARD

### OBJECT OF THE GAME

To be the first player to collect two scoring "chips" in each of the three puzzle categories: People, Places and Things.

When you correctly guess the person, place or thing drawn by the computer, you win a "chip" for the matching category. The computer keeps track of this for you by automatically dropping the "chip" into your personalized space on the on-screen scoreboard.

You can also win a chip during your turn as the "Sketcher". Nobody actually "sketches"--the computer does the drawing. When it's your turn to be Sketcher (once every three puzzles), you're not allowed to guess the answer. However, as the Sketcher, you win a chip for the chosen category if anyone else correctly guesses the answer to the puzzle.

### SET UP

The computer will ask you some basic questions to set up the game. Use the arrow keys to highlight your answers and then press RETURN or ENTER.

Every game is played with three players. If you play by yourself, the computer will create two computer opponents. If you play with a friend, the computer will give you one computer opponent. If you play with two friends, no computer opponents are needed.

---

# RULES

Each player is assigned a "buzz in" key. Use this chart to see which key to press:

## IBM and APPLE

### ONE PLAYER

Space Bar

### TWO PLAYERS

Player One: Z key

Player Two: ?/ key

### THREE PLAYERS

Player One: Z key

Player Two: Space Bar

Player Three: ?/ key

## COMMODORE

### ONE PLAYER

Space Bar

### TWO PLAYERS

Player One: Commodore key

Player Two: F7

### THREE PLAYERS

Player One: Commodore key

Player Two: Space Bar

Player Three: F7

The computer decides who will be the Sketcher first. This player is Player One. Player One selects the first category. Use the arrow keys to highlight the category, then press RETURN or ENTER to select.

As the computer draws the puzzle, Player Two or Player Three must guess the answer. Either of the two players may buzz in first to win the chance to type in their answer. Press RETURN or ENTER after typing the answer. Each player has two 15 second chances to guess the answer.

The player who solves the puzzle and the Sketcher each receive one scoring chip in the matching category. If nobody correctly guesses a puzzle in time, no chips are awarded.

Any player can trade in two chips for one chip to match a needed category. The computer will ask if any player wants to do this before the next puzzle is drawn.

You can turn the sound on or off. IBM users can press F1. Apple users can press the Tab key. Commodore users can lower the volume on their monitor.

## QUITTING A GAME

If you wish to quit the game early, press the ESC key (Commodore users: Turn off your computer).