



Instructions

Letter Frequency Charts & Solutions

For 2-4 players, ages 8 to adult

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OBJECT OF THE GAME

The object of **WHEEL OF FORTUNE** is to earn money by spinning the Wheel and solving a series of word puzzles on the *Puzzle Board*. The player with the most money after four rounds is the winner.

GAME CONTENTS

Spinner Assembly: Separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely onto the spinner card from the bottom side. Snap the spinner into the top of the collar.

1 **WHEEL OF FORTUNE Spinner Card and Spinner** – Divided into 24 spaces made up of various dollar amounts and special spaces; *Lose a Turn*, *Bankrupt* and *Free Spin*.

NOTE: The spinner=Wheel (spinner will be referred to as Wheel throughout these instructions).

1 **WHEEL OF FORTUNE Puzzle Board** – Divided into 3 rows, each row featuring 11 squares featuring a sliding cover. Squares are numbered from 1 to 33.

2 Legs

1 Set Display

1 Backing Board

24 **Puzzle Cards** – Each card features four word puzzles. Words used in each puzzle are surrounded by arbitrary letters to make it more difficult to decipher a puzzle without benefit of the Puzzle Board.

10 **Free Spin Tokens** – Players earn these on the Wheel.

Play Money

Called Letter Chart and Crayon – Used to keep track of letters called out by players during each round.

Instruction Booklet – Featuring letter frequency charts and puzzle solutions. **Avoid looking at these pages until necessary.**

PUZZLE BOARD ASSEMBLY

1. Locate the Puzzle Board Frame, the 33 covers and the legs. Carefully insert one end of a cover into the center slot of each space of the Puzzle Board Frame so that the two tabs slide easily into the track (see ill. 1).

2. Continue to slide the cover down gently so that the other end slips into place (see ill. 2). If a cover does not fit securely, try another in its place.

center slot blue cover



Illus. 1

Push down



Illus. 2

Gently Press
Onto Tab

Wheel of Fortune
Set Display

Tab

Illus. 3

Tab

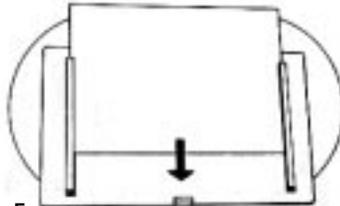
Tab

3. After all the covers have been inserted into the Puzzle Board Frame, gently press the Wheel of Fortune Set Display onto the four tabs bordering the front of the Puzzle Board Frame (see ill. 3).

4. Turn the Puzzle Board Frame over, and **from the bottom**, slide each leg into place (see ill. 4).

5. Take the backing board provided and insert it in between the slots in the back of the Puzzle Board Frame (see ill. 5). This board will conceal the puzzles on the flipside of the Puzzle Cards used during the game. It remains part of your Puzzle Board and should not have to be removed. Your Puzzle Board is now complete.

Illus. 4



Illus. 5

Before continuing and before the start of each and every round of WHEEL OF FORTUNE, make sure that all the covers are slid into their UP position. This will prevent accidentally revealing the puzzle to the players (see ill. 6).



Up Position

Illus. 6

PUZZLE SHEET

Each Puzzle Sheet features four word puzzles, two on one side and two on the other. Puzzles take the form of either a familiar phrase, place, person (real or fictional), title or thing.

Since a complete game is made up of four rounds, one Puzzle Sheet may be used per game, or, if you prefer, you may use different Puzzle Sheets for each round, or any combination.

Select a Puzzle Sheet at random and, with the covers slid into the **UP** position, slide it into the space between the backing board and the back of the Puzzle Board Frame. When you finish a round, you may remove the Puzzle Sheet, turn it upside down and reinsert it for the next puzzle. **However, be sure to reposition all of the covers into their UP position before reinserting any Puzzle Sheet into the Puzzle Board.**

PREPARATION

After assembling the Puzzle Board and inserting a Puzzle Sheet, place the Puzzle Board on a table or other secure level surface. Place the Spinner Card (Wheel) within easy reach of all players.

Select one player to be the "Banker." He or she will be in charge of distributing money to players as they correctly identify letters in the word puzzle.

Select one player to be the "Host." He or she will be in charge of checking the

letter frequency charts in this booklet to see if specific letters are part of a particular puzzle, how many times they appear in that puzzle and in what locations on the Puzzle Board. He or she will also mark off the letters on the Called Letter Chart as they are used in a round.

Each player spins the Wheel. The player who spins the highest dollar amount goes first and play proceeds to the left. You are now ready to play **WHEEL OF FORTUNE!**

THE PUZZLE BOARD

Before the first player spins the Wheel, all players should note the following information on the Puzzle Board.

Puzzle Type: There are many different puzzle types including: Person, Place, Phrase, Proper Name, etc.

Puzzle Number: The "Host" will use this information to check letters on the letter frequency charts in this booklet.

Black Spaces: Once a Puzzle Sheet has been placed in the Puzzle Board, you will be able to locate letter positions and tell how many words are in a puzzle by looking for the black spaces below the sliding covers. All other spaces may be ignored.

A few puzzles use apostrophe's ('). You will be able to tell which ones by looking in the title area once you insert a puzzle sheet in the board. If, for example, the puzzle sheet says "BEFORE AND AFTER" ' = 14 then you know that there is an apostrophe underneath cover 14. Before starting the round, move the cover down to reveal the apostrophe.

PLAYING

The first player spins the Wheel. The spinner must make at least one complete spin around the Wheel in order for it to be declared a valid spin. If the spinner stops on a line between two spaces, the player spins again.

If the spinner stops on a dollar amount, the first player will be able to name a letter he or she believes may be in the puzzle. **This letter must be a consonant** (vowels may only be purchased). The "Host" then turns to the correct letter on the frequency chart. Once there, he or she locates the puzzle number and reads off any position numbers that might be next to it. The Puzzle Board squares

corresponding to those numbers are uncovered (slide cover DOWN) to reveal the selected letter in the puzzle. **The "Host" should check only the chart that contains the frequency of the letter in question and should avoid looking at any information besides that pertaining to the puzzle being played.**

If the letter selected by the player is in the puzzle, the player receives the dollar amount spun on the Wheel from the "Banker." If the letter appears in the puzzle more than once, the dollar amount on the Wheel is multiplied by the number of times the letter appears and that amount of money is given to the player by the "Banker."

For example, suppose you are trying to solve Puzzle #7 which may be a five-word phrase. Player One spins the Wheel and the spinner stops on \$900. Player One then says "Is there a B?" The "Host" flips to the frequency chart that corresponds to the letter B and looks next to #7. What he or she sees is "4-9-16." This means that the Letter B appears three times in the puzzle at positions 4, 9 and 16 on the Puzzle Board. Those squares are uncovered and Player One receives \$2,700 from the banker - \$900 for each appearance of the letter B. The "Host" then marks off the letter B on the Called Letter Chart using the crayon.

The player continues to spin and ask for letters until he or she:

- asks for a letter not in the puzzle,
- asks for a letter already revealed in the puzzle,
- spins *Lose A Turn* or *Bankrupt* on the Wheel,
- asks for a vowel without purchasing it,
- purchases a vowel not in the puzzle,
- makes an incorrect guess as to the solution of the puzzle.

Should any of the above occur, the player's turn ends and the next player takes his or her turn.

Options

After the first player takes his or her first spin, all players may choose one of the following:

*Spin the Wheel *Buy a Vowel *Solve the puzzle

Spinning the Wheel

Should a player decide to spin the Wheel, he or she does so in the same

manner as the first player above. The Wheel is spun, a letter is asked for and, if the letter appears in the puzzle, dollars are awarded to the player. The only exceptions to this rule occur when a player spins *Lose A Turn*, *Bankrupt* or *Free Spin*.

Lose A Turn: If a player spins *Lose A Turn*, he or she ends his or her turn and forfeits his or her next turn.

Bankrupt: If a player spins *Bankrupt*, he or she ends his or her turn and returns to the “Banker” any money won so far **during the round**.

Free Spin: If a player spins *Free Spin*, he or she takes a Free Spin Token and continues with his or her turn. A player may use a Free Spin Token at any point in the round when he or she selects a letter not in the puzzle, spins *Lose A Turn* or spins *Bankrupt*. However, *Bankrupt* still results in a player losing all of his or her money won during the round. A player should announce his or her intention to use a Free Spin Token to the other players before actually doing so.

Buying a Vowel

A player may buy a vowel during his or her turn provided he or she has at least \$250. This amount is to be paid to the “Banker” before the “Host” checks to see if the vowel appears in the puzzle. If the vowel does appear, the player continues. If the vowel does not appear, the player ends his or her turn. The \$250 is *paid regardless of whether or not the vowel actually appears in the puzzle*. In the case of multiple appearances of the vowel asked for, the player does not have to pay the “Banker” any more money than the initial \$250.

Solving the Puzzle

Many players will continue to ask for letters even after the answer to the puzzle becomes obvious so that they can continue to win money before solving. A player should announce his or her intention to solve the puzzle to the other players before actually doing so.

After a player gives his or her solution to the puzzle, *only that player should check the WHEEL OF FORTUNE solutions* which appear in the back of this booklet. The player should locate the number of the puzzle and *quickly* glance at the correct solution before putting the book down.

If the player's solution is correct in every detail, including word order, the player wins and the round is over. All the squares above black spaces are uncovered to reveal the complete word puzzle.

If the player's solution does not match *exactly* the solution printed on the page, that player loses his or her turn. The player may choose to use a Free Spin if he or she has one available. The round then continues until a player solves the puzzle.

When the round ends, only the player who has solved the puzzle may keep his or her winnings for that round. All other players must return any money won during the round to the “Banker.” Players may keep their free spin tokens until the game is over. These tokens may be used anytime during a player's turn.

Players do not have to return any money won from previous rounds. Be careful to keep money won during previous rounds in a separate pile.

WINNING THE GAME

After four rounds, the player with the most money is declared the winner.

TIME ALLOTMENT

In general, players should take no more than five seconds to ask for a letter and no more than 10 seconds to solve a puzzle.

ADDITIONAL RULES

If a player wins a round with less than \$500 in his or her possession, the “Banker” awards the player the difference.(brings the player's winnings up to \$500)

Any extra word or words added to the puzzle will *not* be accepted and the player will be disqualified.

If a player begins to solve the puzzle and makes an error, the player *must* correct the error and solve the puzzle correctly. This correction must be made before the entire answer is given.

We invite your comments and inquiries concerning **WHEEL OF FORTUNE**.

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Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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