

WHEEL OF FORTUNE®

2 OR MORE PLAYERS
AGES 8 TO ADULT

No. 7077

CONTENTS

- 1 WHEEL OF FORTUNE SPINNER
- 1 PUZZLE BOARD/INSTRUCTION SHEET
- 50 PUZZLE CARDS (100 puzzles)
- 10 FREE SPIN TOKENS
- WHEEL OF FORTUNE MONEY

OBJECT

Earn money by spinning the WHEEL and solving a series of word puzzles on the BOARD. The player with the most money after 4 rounds is the WINNER.

THE PUZZLE CARDS

1 Slide the deck of (50) Puzzle Cards into the Puzzle Board frame. Use this instruction sheet/puzzle board as the backing. Each card features two word puzzles, one on each side. After each round, remove the card you have just solved, turn it over and reinsert it at the back of the deck, in front of this back sheet. In a later game, the unused puzzle on its reverse side will be facing forward. REMEMBER BEFORE you remove a card to go to the next puzzle, be sure to reposition all the doors in their UP positions and move all the slides to the LEFT.

2 You can tell how many words are in a puzzle and how many letters are in each word by looking at the numbered spaces under the doors. Unnumbered spaces are the spaces between words.

3 Puzzle categories are either a familiar Phrase, Place, Person/People (real or fictional), Family (2 members), Title or Thing. Other categories include: Before & After, where one word links a 2-part puzzle, i.e. "Bob Hope Diamond"—the word "Hope" links the first part of the puzzle, "Bob Hope", with the second part, "Hope Diamond"; and Star & Role, where the puzzle is an actor and the character they portrayed.

TO PLAY

1 Each player spins the Wheel and the one who spins the highest dollar amount goes first. Play proceeds to the left.

2 Before beginning to play, remove the front Puzzle Card, as it may have been seen by players during assembly.

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

4 If the spinner stops on a dollar amount; the player names a consonant letter he believes may be in the puzzle. (Vowels must be purchased.) The player then goes to the letter on the Board and moves the slide to the RIGHT to find out the location or locations, if any, of that letter in the puzzle. If the slide reveals that the letter is present in the puzzle, he then flips DOWN the corresponding numbered door(s) to reveal the selected letter in the puzzle.

5 If the letter selected is in the puzzle, the player receives the dollar amount spun on the Wheel. If the letter appears in the puzzle more than once, the dollar amount spun is multiplied by the number of times the letter appears.

NOTE: Slides that have been opened should remain opened so that players don't ask for a letter that's already been selected.

- 6** The player continues to spin and ask for letters until he:
- asks for a letter not in the puzzle,
 - asks for a letter that has already been selected
 - spins Lose A Turn or Bankrupt
 - asks for a vowel without purchasing it
 - purchases a vowel not in the puzzle
 - makes an incorrect guess at solving the puzzle.

Should any of the above occur, the player's turn ends and it is the next player's turn.

7 On each turn after his initial one, a player may choose to do any one of the following: "Spin the Wheel," "Buy a vowel," or "Try to solve the puzzle." In general, players should take no more than 5 seconds to select a letter and no more than 10 seconds to solve a puzzle.

If he decides to spin the Wheel, he follows instructions 4 and 5 above, unless he spins Lose A Turn—in which case his turn is over, or Bankrupt—in which case his turn is over and he must return to the bank any money he has won so far during the round. NOTE: Players should keep money won during previous rounds separate from money won in the present round.

In order to buy a vowel, the player must have at least \$250. This amount must be paid to the bank before he checks to see if the vowel appears in the puzzle. If the vowel does appear, the player continues. If the vowel does not appear, his turn is over. NOTE: The \$250 is paid regardless of whether or not the vowel appears in the puzzle, and even if the vowel appears more than once, the player only pays \$250.

8 If a player spins Free Spin, he takes a Free Spin Token and continues his turn. He may use

his token at any point in the round—when he selects a letter not in the puzzle, spins Lose A Turn, or spins Bankrupt. However, Bankrupt still results in his losing all the money he's won so far in the round. Players should announce their intention to use a Free Spin Token before actually doing so.

SOLVING THE PUZZLE

1 To continue to win money, many players keep spinning and selecting letters even after the puzzle solution becomes obvious. A player should announce his intention to solve the puzzle before giving his answer aloud.

2 If a player begins to solve the puzzle and makes an error, the player must correct the error and solve the puzzle correctly before the entire answer is given.

3 After a player gives his solution, that player checks to see if he is correct by pushing the long slide to the RIGHT to reveal the puzzle solution to himself only.

If the player's solution is correct in every detail, including word order, the player wins and the round is over. All of the doors are then flipped open to reveal the complete word puzzle. NOTE: The word "The" if added to the puzzle will not be accepted and the player will be disqualified.

If the player's solution does not match exactly the solution behind the long slide, the player quickly pushes the slide back to cover the solution, forfeits all his money from the round, and is out of the round. The round then continues until another player wins.

4 When a round ends, only the player who has solved the puzzle may keep his winnings for that round. All other players must return any money won during the round to the bank. NOTE: Players do not have to return any money won from previous rounds. Players may also keep any Free Spin Tokens to use in future rounds until the game is over.

ROUND VALUES

The winner of Round 2 receives a BONUS of \$100.
The winner of Round 3 receives a BONUS of \$200.
The winner of Round 4 receives a BONUS of \$300.
The player with the most money after four rounds is the WINNER.

Playing Hint:

Humidity may affect the fit of the puzzle cards in the Puzzle Frame. For easier access to the puzzle cards, remove a dozen (12) puzzles from the Puzzle Frame and place into the box.

Detach assembly instructions from puzzle board

