

WHEEL OF FORTUNE BINGO

2-4

7+

SPIN THE WHEEL AND MATCH THE LETTERS!

CONTENTS

Game Spinner, Double-Sided Wheel Card, 80 Green Cubes, 20 Blue Cubes, 55 Double-Sided Puzzle Cards, and one Jackpot Card.

Please remove all contents from the package and compare them to the above list.

OBJECT

To have the most points after one player has completed three cards.

SET UP

1. Place the game spinner with the double-sided wheel card in the center of all the players.
2. Place the jackpot card in the center of all the players and place three blue cubes on the card.
3. Give each player a puzzle card.

GAME PLAY: WHEEL SIDE #1

- The youngest player goes first and spins the wheel.
- If the arrow lands on a wedge with letters, each player looks at the phrase on their puzzle cards to see if any letter on their card matches one of the letters on the wedge. **NOTE: IF THE WEDGE ALSO HAS A BLUE CUBE ICON ON IT, PLACE ONE BLUE CUBE ON THE JACKPOT CARD.**
- If there is a matching letter, they take a green cube from the pile and place it on the corresponding letter on their card. If that letter appears more than once on your card, you may put a cube on it every time it appears. **NOTE: YOU MAY ONLY MATCH ONE LETTER PER WEDGE. IF TWO OR MORE OF THE LETTERS MATCH YOUR CARD, YOU MAY ONLY CHOOSE ONE.**
- If there is punctuation (hyphens, apostrophes, commas, etc.) necessary to solve the puzzle, those spaces are free and no cube is necessary.
- The next player to the left then takes their turn and spins the wheel.
- Play continues until one player covers all the letters on their puzzle card with green cubes. That player keeps that card and earns the points indicated in the lower-right hand circle.
- The player then returns their green cubes to the pile and takes a new puzzle card. All other players continue to play the same card.

SPECIAL WEDGES



FREE PLAY 1: The spinner may place a green cube on any letter of their choice on their puzzle card. All other players may also put a green cube on the same chosen letter, but only if it shows up more than once on their cards. They may then put a green cube on all instances of this letter on their cards.



JACKPOT: Only the spinner collects all the blue cubes from the jackpot card. **NOTE: ONCE ALL THE CUBES HAVE BEEN REMOVED, PLEASE RE-SET THE JACKPOT CARD WITH THREE NEW BLUE CUBES. IF THERE ARE NO MORE BLUE CUBES AVAILABLE TO ADD TO THE JACKPOT CARD, EACH PLAYER SHOULD WRITE DOWN THEIR BLUE CUBE TOTALS, THEN THEY SHOULD PLACE ALL THE BLUE CUBES BACK TO THE CENTER AREA TO BE ADDED TO THE JACKPOT CARD.**



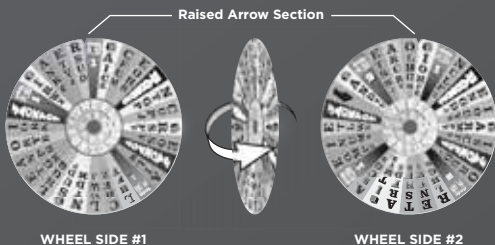
BANKRUPT: Only the spinner must remove all green cubes from the line on their card that has the most cubes on it.

WINNING

As soon as one player has completed three puzzle cards, all other players get one more spin each of the wheel, then the game is over and all the players tally their points. Players get the number of points for each card they have completed, as indicated on the card, and one point for every blue cube they have collected.

GAME PLAY: WHEEL SIDE #2

For a different challenge, use side #2 of the double-sided wheel card. Simply remove the plastic wheel from the base, flip it over and use the holes to push the card off the wheel. Next, flip the card over to side #2 and when placing back on the plastic wheel, make sure the arrow cut-out **LOCKS** in position with the raised arrow section on the plastic wheel.



The game is the same with a few differences:

FREE PLAY: There are now four different Free Play spaces. Two spaces have the number 1, and two spaces have the number 2 on it.

FREE PLAY 1: Landing on a Free Play 1 allows the spinner only to place a green cube on any letter of their choice on their puzzle card.

FREE PLAY 2: Allows the spinner only to place a green cube on two different letters on their card. **NOTE: REMEMBER TO COVER ALL INSTANCES OF THE LETTER ON YOUR CARD WITH A GREEN CUBE.**

HANDS: Only the spinner may select one letter from another player's puzzle card and remove all green cubes covering that letter. All cubes removed should be put back into the green cube supply.

ADVANCED GAME PLAY

To make things even more challenging:

- If the arrow lands on a wedge with letters, the spinner decides which letter will be the "active" letter.
- All the other players may look at the phrase on their puzzle cards to see if any letter on their cards matches the "active" letter on the wheel.
- If there is a matching letter, all the other players may take a green cube from the pile to cover all instances of that letter on their card.

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