# WHEEL OF FORTUNE™
## for IBM/TANDY

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

## LOADING INSTRUCTIONS

Please see disk label for loading instructions.

Color monitor is optional. Game operates correctly without a CONFIG.SYS file.

NOTE: If you are using a monochrome monitor and are unable to read the screen clearly, load the game by typing your load command followed by **MONO** at the A**>** prompt.

## SETTING UP THE GAME

After the initial screen is displayed, hit any key to begin.

Choose number of players:

| | |
|---|---|
| ONE PLAYER GAME | — Press **F1** |
| TWO PLAYER GAME | — Press **F3** |
| THREE PLAYER GAME | — Press **F5** |

If you select a one or two player game, your opponents will be selected by the computer. Computer players are indicated by an '∗' following their name.

After entering your name, press **RETURN.**

At prompt, hit **any key** to start a round.

Press **BACKSPACE** to correct an entry.

Pressing the **END** key while the wheel is spinning interrupts the game when the wheel stops. You may then exit the game or continue.

## SOUND TOGGLE

Press **F9** to toggle sound on and off.

## PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the hidden letters.

Names are highlighted (in green on a color monitor) on the score board to indicate whose turn it is. The player can choose to:

| | |
|---|---|
| Spin the wheel | — Press **F1** |
| Buy a vowel | — Press **F3** |
| Solve the puzzle | — Press **F5** |

NOTE: The cost of a vowel is $250; therefore, players cannot buy vowels until they have won at least $250 in the *current* round.

When all vowels contained in the puzzle are shown, the choice to buy vowels is not available.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle.

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on BANKRUPT or LOSE TURN.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at BANKRUPT, you lose only those winnings accumulated in the *current* round.

If the wheel stops at FREE SPIN, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

To solve the puzzle, enter the missing letters. Press **BACKSPACE** to correct errors. Press **ENTER** when done.

## ROUND TWO and ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of BANKRUPT spaces and the highest value on the wheel and the new category are displayed. When the round starts, you will see a new scoreboard indicating scores from the previous round.

## BONUS ROUND

The player who has accumulated the highest amount of winnings in the three previous rounds plays the bonus round.

To select the prize you will play for:

- use DOWN ARROW key to move the pointer down
- use UP ARROW to move the pointer up
- press **RETURN**

The player is asked to choose five consonants and press **RETURN,** then one vowel and press **RETURN.** Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

To solve the puzzle, enter the missing letters. Press **BACKSPACE** to correct errors. Press **ENTER** when done.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR.**

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## WHEEL OF FORTUNE™
## for COMMODORE

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

## LOADING INSTRUCTIONS

Please see disk label for loading instructions.

**Commodore 128 Users:** Run in Commodore 64 mode.

## SETTING UP THE GAME

You can choose:

- PLAY WHEEL OF FORTUNE
- QUIT

Use **CRSR VERTICAL ARROW** key to move hand down
Use **SHIFT/CRSR VERTICAL ARROW** key to move hand up
Press **RETURN** to select choice

Choose number of players:

| ONE PLAYER GAME | — Press **F1** |
| TWO PLAYER GAME | — Press **F3** |
| THREE PLAYER GAME | — Press **F5** |

If you select a one or two player game, your opponents will be selected by the computer.

After entering your name, press **RETURN.**

Press **F1** to begin play.

When prompted to "Insert a question, puzzle or game disk," take this disk out of the drive and turn it over. Put it back in the drive and close the drive door.

## PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the missing letters.

A pointer on the score board indicates whose turn it is. The player can choose to:

| Spin the wheel | — Press **F1** |
| Buy a vowel | — Press **F3** |
| Solve the puzzle | — Press **F5** |

NOTE: The cost of a vowel is $250; therefore, players cannot buy vowels until they have won at least $250 in the *current* round.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle.

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on BANKRUPT or LOSE TURN.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at BANKRUPT, you lose only those winnings accumulated in the *current* round.

If the wheel stops at FREE SPIN, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

## ROUND TWO AND ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of BANKRUPT spaces and the highest value on the wheel are displayed. When the rounds start, you will see a new scoreboard indicating scores from the previous round and the new category.

## FINAL ROUND (ROUND FOUR)

The player who has accumulated the highest amount of winnings in the three previous rounds plays the final round.

To select the prize you will play for:

- use CRSR VERTICAL ARROW key to move the pointer down
- use SHIFT/CRSR VERTICAL ARROW to move the pointer up
- press **RETURN**

The player chooses five consonants and one vowel. Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR.**

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## WHEEL OF FORTUNE™
### For APPLE

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

## LOADING INSTRUCTIONS

Please see disk label for loading instructions.

**Apple II GS Users:** After loading, select normal speed from the control panel. Consult your user's manual for instructions.

## SETTING UP THE GAME

After the initial screen is displayed, hit any key to begin.

Choose number of players:

ONE PLAYER GAME    — Press **1**
TWO PLAYER GAME    — Press **2**
THREE PLAYER GAME — Press **3**

If you select a one or two player game, your opponents will be selected by the computer. Computer players are indicated by an '*' following their name.

After entering your name, press **RETURN.**

When prompted to "Insert a question, puzzle or game disk," take this disk out of the drive and turn it over. Put it back in the drive and close the drive door.

At prompt, hit any key to start a round.

Press **DELETE** to correct an entry.

## SOUND TOGGLE

When it is your turn to spin the wheel, you may turn the sound of the program off and on using the CTRL and S keys at the same time.

## MOTION TOGGLE

Another option you have when it is your turn to spin is to stop the girl on the screen from moving, this will speed up your game considerably. To stop the movement, you use the CTRL and W keys at the same time.

## PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the hidden letters.

Names are highlighted (in light blue) on the score board to indicate whose turn it is. The player can choose to:

Spin the wheel    — Press **1**
Buy a vowel      — Press **3**
Solve the puzzle — Press **5**

NOTE: The cost of a vowel is $250; therefore, players cannot buy vowels until they have won at least $250 in the *current* round.

When all vowels contained in the puzzle are shown, the choice to buy vowels is not available.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle. •

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on BANKRUPT or LOSE TURN.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at BANKRUPT, you lose only those winnings accumulated in the *current* round.

If the wheel stops at FREE SPIN, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

To solve the puzzle, enter the missing letters. Press **DELETE** to correct errors. Press **RETURN** when done.

Note: While the time clock is ticking you may:

- press **Control S** to toggle sound on and off.
- press **Control W** to toggle the hostess' walk on and off.

## ROUND TWO AND ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of BANKRUPT spaces and the highest value on the wheel and the new category are displayed. When the round starts, you will see a new scoreboard indicating scores from the previous round.

## BONUS ROUND

The player who has accumulated the highest amount of winnings in the three previous rounds plays the bonus round.

Enter the appropriate letter to select the prize you wish to play for.

The player is asked to choose five consonants and press **RETURN,** then one vowel and press **RETURN.** Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

To solve the puzzle, enter the missing letters. Press **DELETE** to correct errors. Press **RETURN** when done.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR.**