

WHEEL OF FORTUNE is a registered trademark of
Califon Productions, Inc.
© 1995 Califon Productions, Inc. All right reserved.
Computer source code © 1995 Tiger Electronics, Inc.

TIGER ELECTRONICS, INC.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

TIGER ELECTRONICS (UK) LLC.
Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England.

0520753137B



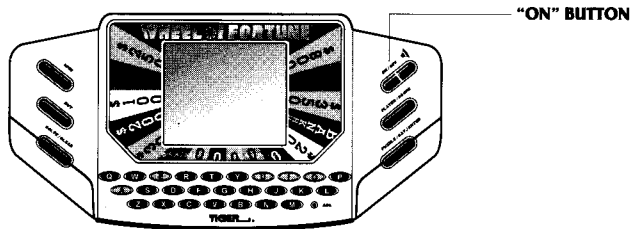
Model No.: 7-531
For Ages 8 and Up

75311WTIE-4

**This is your own Wheel of Fortune game.
 The game is very easy to use. So let's play!**

1. TURN ON THE UNIT

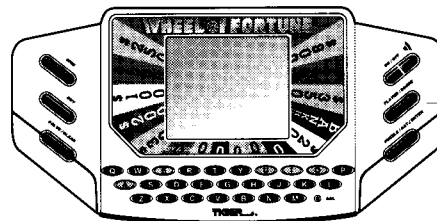
Press the ON button to turn on the game.



2. SELECT NUMBER OF PLAYERS

Press the PLAYER button to select number of players. This is the button marked PLAYER/SCORE. This button actually has two functions. The first function allows you to pick the NUMBER OF PLAYERS AT THE BEGINNING OF EACH GAME.

The second function allows you to examine the score of the players spinning during play.



"PLAYER/SCORE" BUTTON

After turning ON the game, PLAYER 1 flashes. Each time you hit the PLAYER button, you change the player selection. This is shown on the screen as the Player numbers 1,2 or 3 will flash on screen.

■ If you select **PLAYER 1...**

You play against the computer.

■ If you select **PLAYER 2...**

You and a friend and the computer each play. The computer will be "Player 3."

■ If you select **PLAYER 3...**
 You and two friends play
 (3 real players, no computer player).

AFTER YOU CHOOSE THE NUMBER OF PLAYERS, PRESS THE ENTER BUTTON.

3. START ROUND 1

Pressing the **ENTER** button locks in the number of players and brings you into **ROUND 1**. This button is marked **PUZZLE/CAT./ENTER** and has three functions.

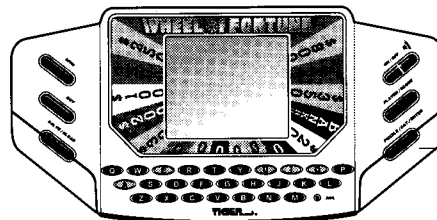
When you press the **ENTER** button, the puzzle for **ROUND 1** will appear on screen and for a brief moment, the category for **ROUND 1** will also appear.

Player 1 always begins **ROUND 1**. (Player 2 begins **ROUND 2** and player 3 begins **ROUND 3**). There are 3 rounds plus a **BONUS ROUND**. All players play 3 rounds and the player with the highest score plays the **BONUS ROUND**.

Also use **PUZZLE/CAT./ENTER** for two other functions. During play, it's easy to forget the category. Press this button at any time during play and the **CATEGORY (CAT.)** will briefly flash on screen.

CATEGORIES that randomly appear throughout play are: **PERSON... PEOPLE... PHRASE... PLACE... EVENT... TITLE... THING... THINGS** and **FICTIONAL CHARACTER**.

You also use this button to bring up the next **PUZZLE** to begin **ROUNDS 2, 3** and the **BONUS ROUND**.



"PUZZLE/CAT./ENTER" BUTTON

4. SPIN, BUY or SOLVE

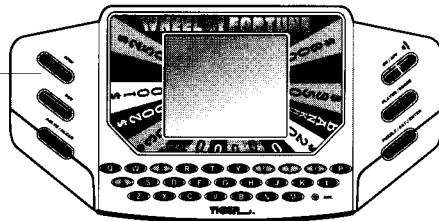
During the first 3 rounds of play, players take turns controlling the spin. When it's your turn, you have a choice to **SPIN**, **BUY** or **SOLVE**.

You'll notice there are three buttons on the left hand side of your unit, marked **SPIN**, **BUY** and **SOLVE/CLEAR**.

You'll know when it's your turn by examining the blue box that shows **PLAYER 1**, **PLAYER 2** or **PLAYER 3** on the lower left hand side of the screen.

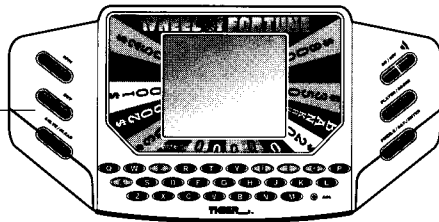
At the beginning of each round, you always choose to **SPIN**.

"SPIN" BUTTON



Once you have earned at least \$250 through spins, you can choose to **BUY** vowels. As on the show, each vowel costs \$250.

"BUY" BUTTON



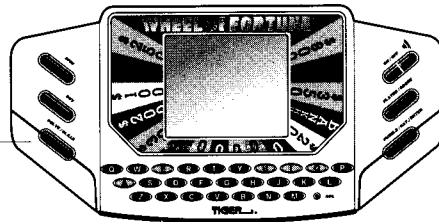
Once enough letters in the puzzle are revealed, you can try to **SOLVE** the puzzle.

The **SOLVE** button has two functions: to **SOLVE** the puzzle and to **CLEAR** (correct) errors when solving.

When you think you know the answer to a puzzle, you press the **SOLVE** button. Then you use the 26 letter keyboard to type in your answer starting with the first letter missing in the puzzle and then continuing in order. If the same letter appears twice in your puzzle you will need to input it twice while in the SOLVE mode.

As you type in your answer, if you make a mistake, you press the **SOLVE/CLEAR** button to **CLEAR** away the letters you typed — and then type your answer correctly. (This is described more fully in section 9.)

"SOLVE/CLEAR" BUTTON

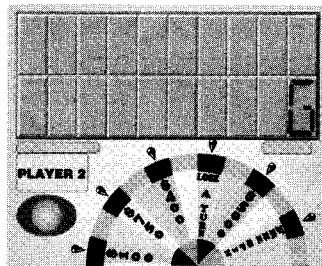


5. SPIN

Player 1 begins ROUND 1 by pressing **SPIN** to spin the wheel! When the wheel stops spinning, it will usually land on a dollar amount. Then use the 26 letter keyboard to type in a consonant you believe fits the puzzle.

On the keyboard, consonants are colored PURPLE. Vowels are colored BLUE. As on the television show, "Y" is considered a consonant.

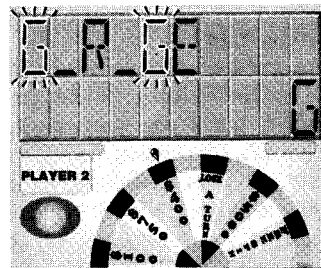
The consonant you choose will display briefly in the lower right hand corner of the letter board. If the consonant doesn't appear, press again a little harder.



TYPE IN A CONSONANT. IT APPEARS BRIEFLY IN THE LOWER RIGHT HAND CORNER OF THE SCREEN.

If you guess a correct consonant, you will hear a little bell ring and the consonant will show up in its proper spots in the puzzle. You will also be awarded with the dollar amount spun on the wheel. Guessing correctly also allows you to **KEEP YOUR TURN**.

When you guess a correct consonant, for instance a "G", all "G's" in the puzzle will appear and you receive the full dollar amount for each "G". So if you spin the wheel and the dollar amount was \$400 and you guessed consonant "G" and there are two "G's" in the puzzle, you are awarded \$800 in addition to seeing the location of both "G's" in the puzzle.



WHEN YOU GUESS A CORRECT CONSONANT, YOU WILL HEAR A LITTLE BELL AND THE CONSONANT WILL APPEAR IN THE PUZZLE. YOU ARE AWARDED THE DOLLAR AMOUNT OF THE SPIN.

If you guess an incorrect consonant, you will hear a BUZZER and you are NOT awarded any money and you **LOSE** control of the spin. The spin passes to the next player.

6. KEEPING THE SPIN

You keep spinning and earning money until:

- you choose a letter that is not in the puzzle.
- you incorrectly try to solve the puzzle.
- you spin the wheel and land on **LOSE A TURN** or **BANKRUPT**.
- there are no consonants left in the puzzle.

If you try to spin and there are only vowels remaining in the puzzle, you'll hear a buzzer sound and the wheel will not spin.

When you spin and land on **BANKRUPT**... you lose your turn and the money you earned in that round.

When you spin and land on **LOSE A TURN**... you lose the turn.

When you spin and land on **FREE SPIN**... if you guess a correct consonant, you earn an extra spin for that turn. The **FREE SPIN** must be used immediately. So after guessing a correct consonant, you keep spinning as normal, but if you guess an incorrect consonant, you maintain the spin. You cannot save a **FREE SPIN** for later in the game!

(If after spinning a **FREE SPIN**, your first guess is an incorrect consonant, you are **NOT** awarded a **FREE SPIN**. Also note, you cannot guess vowels when in the **SPIN** mode. If you guess a vowel you will lose your turn. While in the **SPIN** mode the unit will only acknowledge consonants.)

7. TIME LIMIT

You must always **SPIN**, **BUY** or **SOLVE** within 30 seconds after typing in the previous letter or you lose your turn.

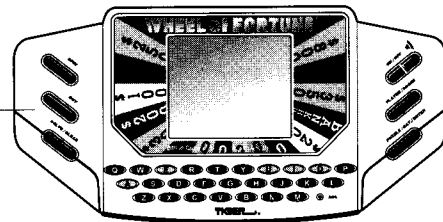
8. BUY (to buy a vowel)

Once you have earned \$250 by spinning in a current round, you can press **BUY** to buy a vowel. Each vowel costs \$250. If there is more than one of that vowel in the puzzle, it still only costs \$250. For instance, if you press **BUY** and then type in vowel "A" and there are three "A's" in the puzzle, it still only costs you \$250 not \$750!

As with consonants, as soon as you type in a vowel, it appears in the lower right hand corner, then you hear a bell and the vowel appears in the puzzle if you're correct. When you choose a correct vowel, you **KEEP** the spin.

If you select an incorrect vowel, you hear the **BUZZER** and the spin passes to the next player.

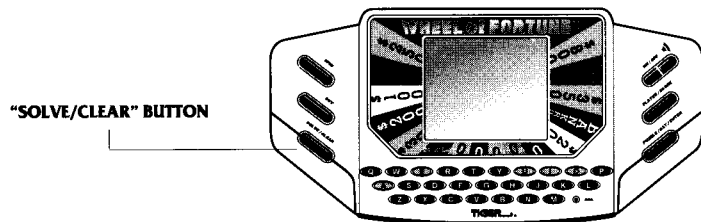
"BUY" BUTTON



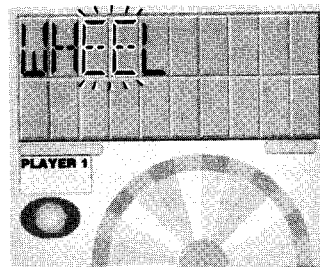
9. SOLVE (to solve the puzzle)

At any time during your turn, you can choose to **SOLVE** the puzzle. Press the **SOLVE** button.

(Remember that this button has two functions: **SOLVE** and **CLEAR**. More on **CLEAR** feature in just a moment!)

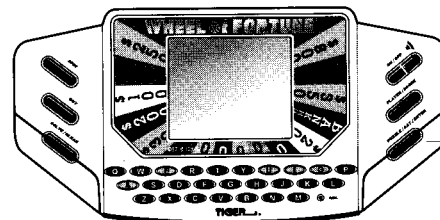


After pressing the **SOLVE** button, use the 26 letter keyboard to type in all the remaining letters of the puzzle. The first letter you type goes in the first blank letter spot. Even if a letter is repeated, you must type it again in its correct position in the puzzle.



WHEN SOLVING A PUZZLE, YOU TYPE IN THE MISSING LETTERS. YOU MUST TYPE IN ORDER. SO THE FIRST LETTER YOU TYPE WILL GO IN THE FIRST EMPTY SPACE ON THE PUZZLE. THE SECOND LETTER YOU TYPE GOES IN THE SECOND EMPTY SPACE, ETC. WHEN SOLVING THE PUZZLE, YOU MUST TYPE IN EVERY MISSING LETTER. SO IF THERE ARE TWO "E's" MISSING FROM THE PUZZLE, YOU MUST TYPE THEM BOTH INTO THEIR CORRECT SPOTS IN THE PUZZLE.

When you finish solving the puzzle (by typing in all the correct letters), press the **ENTER** button to confirm your letter choices.



AFTER TYPING IN ALL THE LETTERS TO SOLVE THE PUZZLE, PRESS THE "ENTER" BUTTON TO CONFIRM YOUR LETTER CHOICES.

If you are correct, the word **WINNER** appears on screen.

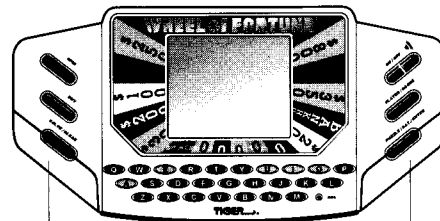


"WINNER" APPEARS ON SCREEN WHEN YOU SOLVE A PUZZLE CORRECTLY.

If you solve the puzzle correctly, you win all the money you've acquired during the round. If you solve the puzzle with no money or less than \$250, you receive the "House Minimum" of \$250.

Players who don't solve the puzzle do not get to keep the money total they've acquired during the round.

If you make a mistake while typing in your solution, you can press the **CLEAR** button at any time (as long as you haven't pressed ENTER yet) and all the letters pressed in **SOLVE** mode will disappear. Then retype your answer.



"CLEAR" BUTTON

"ENTER" BUTTON

PRESS THE "CLEAR" BUTTON AT ANY TIME BEFORE YOU PRESS "ENTER" TO ERASE ALL THE LETTERS YOU TYPED IN DURING SOLVE MODE. THEN RETYPE YOUR ANSWER AND PRESS THE "ENTER" BUTTON.

If after pressing the **ENTER** button, you have typed in an incorrect solution to the puzzle, you lose control of the spin and the game returns to the regular mode with the next player deciding whether to **SPIN**, **BUY** or **SOLVE**.

10. ALTERNATING PLAY

Whenever a player loses a turn by making an incorrect guess or spinning **BANKRUPT** or **LOSE A TURN**, the next player takes a turn. Play alternates among the players until someone solves the puzzle.

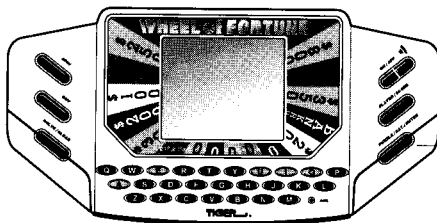
11. THE COMPUTER PLAYER

The computer player is pretty smart. During its turn, the computer will guess letters just like you. The computer will also buy vowels and try to solve the puzzle. So try to solve the puzzle before the computer player does!

12. ROUNDS 2 AND 3

The game pauses after the puzzle is solved in ROUND 1. Press the **PUZZLE** button to receive a new puzzle to start each new round.

Remember this is the **PUZZLE/CAT./ENTER** button. You press the button to begin each new round with a PUZZLE...and to call up the CATEGORY when you forget the puzzle's category...and you use the **ENTER** function to confirm your letters when you are in SOLVE mode.



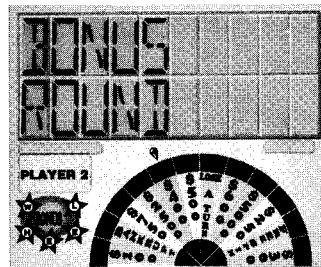
PRESS THE "PUZZLE/CAT./ENTER" BUTTON TO BEGIN ROUNDS 2 AND 3 WITH A NEW PUZZLE.

"PUZZLE/CAT./ENTER" BUTTON

13. THE BONUS ROUND

There are 3 regular rounds of play. The player who wins the most money during the first 3 rounds plays the BONUS ROUND.

The word **BONUS ROUND** appears on screen along with the player number for the winning player and the word **WHEEL** in the bottom left corner.

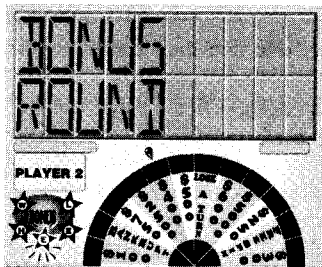


ONLY THE PLAYER WHO WINS THE MOST MONEY DURING THE FIRST 3 ROUNDS PLAYS THE BONUS ROUND. THE WINNING PLAYER WILL SEE HIS/HER PLAYER NUMBER APPEAR ON SCREEN ALONG WITH THE WORDS "BONUS ROUND" and "WHEEL".

With the word **WHEEL** on screen, use the keypad to choose a letter among "W", "H", "E" or "L".

(If you choose "E", the unit will randomly choose one of the "E's" in **WHEEL** for you.)

Once you choose a "W", "H", "E" or "L", the dollar amount flashes on the wheel that you can win in the **BONUS ROUND**. The bonus money you play for is 10 times the amount shown on the wheel!

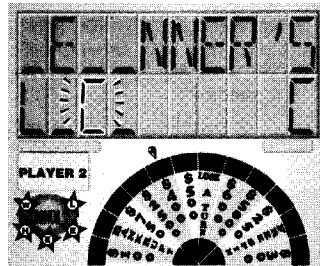


IN THE BONUS ROUND, YOU PLAY FOR 10 TIMES
THE AMOUNT SHOWN ON THE WHEEL AFTER
SELECTING YOUR "W", "H", "E" OR "L"!

The consonants "R", "S", "T", "L", "N" and the vowel "E", are automatically given to you for solving the bonus puzzle. These letters will be shown on screen in their proper place in the puzzle.

Then, you use the 26 letter keyboard to type in three more consonants and one vowel of your own choosing. Consonants must be typed in first.

NOTE: To see the **CATEGORY**, press the PUZZLE/CAT./ENTER button any time prior or during the period when you enter the 3 consonants and one vowel. Once the vowel is entered, you are then in SOLVE MODE and can no longer refer back to the category (see SOLVE MODE p.20).



TYPE IN 3 CONSONANTS AND ONE VOWEL OF
YOUR OWN CHOOSING. THE CONSONANTS
MUST BE TYPED IN FIRST AND THEN THE ONE
VOWEL.

You do not need to press **ENTER** after choosing your three consonants and one vowel. The game will automatically put them into the puzzle if they are correct. If they are incorrect, you will hear the BUZZER.



IF YOU ARE CORRECT WITH ANY OF THESE CHOICES, THEY WILL APPEAR IN THE PUZZLE ALONG WITH ALL "R's", "S's", "T's", "L's", "N's" and "E's".

Once you input the 3 consonants and 1 vowel, a timer begins. You have 40 seconds to solve the bonus puzzle.

In **SOLVE** mode, you can no longer refer back to the category. If you try to do so the game will think you are guessing and entering your puzzle. Be sure to have all the missing letters entered before pressing **ENTER**.

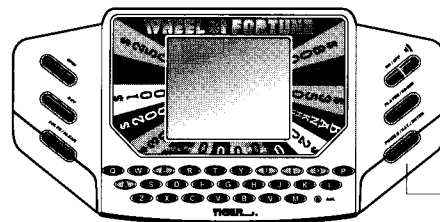
As with regular puzzle solving, if you type an incorrect letter, press the **CLEAR** button and then retype your answer. When you are finished typing your answer, press the **ENTER** button again to confirm your solution. If you solve the puzzle correctly, the bonus amount will appear on screen and will be added to your score!

That's it! Now, wasn't that easy—and enjoyable, too!

14. PLAY AGAIN

After the **BONUS ROUND** is complete, press the **PUZZLE** button to begin a new game from **ROUND 1**. Once again, you must choose the number of players for the game.

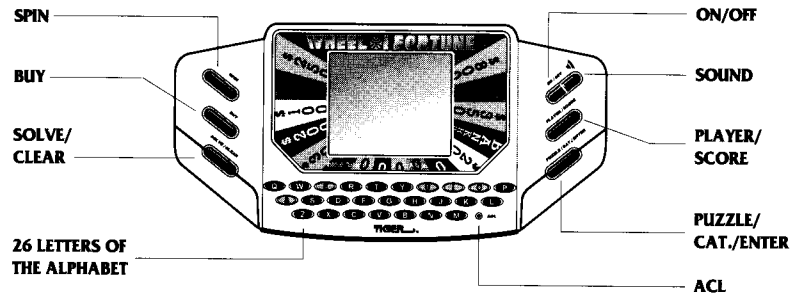
If you would rather not listen to the theme music, simply press the **ENTER** button once. It will jump immediately into **ROUND 1**.



TO SKIP THE MELODY, PRESS THE "ENTER" BUTTON AS SOON AS THE MELODY BEGINS TO MOVE IMMEDIATELY TO THE START OF ROUND 1.

"ENTER" BUTTON

15. CONTROL GUIDE



ON/OFF

- to turn on the unit
- to turn off the unit

SOUND

- to control sound: on or off

PLAYER/SCORE

- to choose the number of players before ROUND 1 begins
- to check the score of the player spinning at any time during play

PUZZLE/CAT./ENTER

- to call up the puzzle for rounds 2, 3 and the bonus round before play begins
- to recheck the category of the puzzle at any time during play
- to confirm your solution in the Solve mode
- to skip the melody once the melody starts playing before round 1 begins

SPIN

- to spin the wheel

BUY

- to buy a vowel

SOLVE/CLEAR

- to solve the puzzle
(Press SOLVE and then type in solution. Press ENTER to confirm your solution.)
- to clear mistakes while solving the puzzle
(If you make a mistake in **SOLVE** mode, press **CLEAR** and all the letters you typed in **SOLVE** mode will disappear from screen and then you retype your solution. When you are done retyping, remember to press **ENTER** to confirm your solution.)

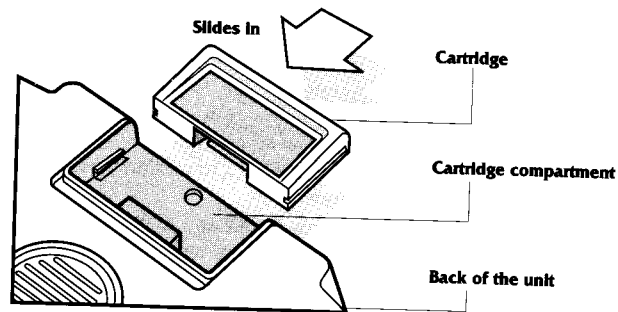
26 LETTERS OF THE ALPHABET

- your unit contains a keyboard with the 26 letters of the alphabet (consonants are colored purple, vowels are colored blue)

ACL BUTTON

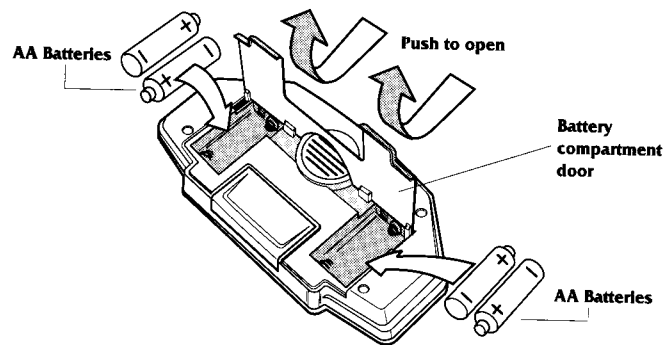
- to reset your game. Please note: this will reset the game so the puzzles will start at the beginning but it **DOES NOT** reset the MAX SCORE. The MAX SCORE will still remain.
- press the small button using a ball point pen.

16. INSERTING THE CARTRIDGE



On the back of the unit, the cartridge easily slides in/out of the cartridge compartment. Additional cartridges are sold separately.

17. INSERTING THE BATTERIES



To insert the batteries, remove the battery compartment cover at the back of the game by pushing in the direction of the arrow. Insert 4x 1.5V AA"/"UM-3"/LR6 batteries or equivalent (not included) making sure to align "+" and "-" as shown.

To ensure proper function:

DO NOT MIX OLD AND NEW BATTERIES.

DO NOT MIX ALKALINE, STANDARD (carbon/zinc) OR RECHARGEABLE BATTERIES.

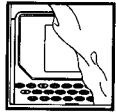
Battery insertion/replacement should be done by an adult

Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

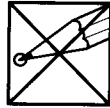
18. CAUTION



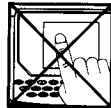
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

19. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR DEPT.

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

20. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc.(TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned **MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE** to:

Tiger Electronics, Inc. Repair Dept.

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, USA.

- 1) Pack the product carefully in the original box or use a good-quality carton with packing materials.
- 2) Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.