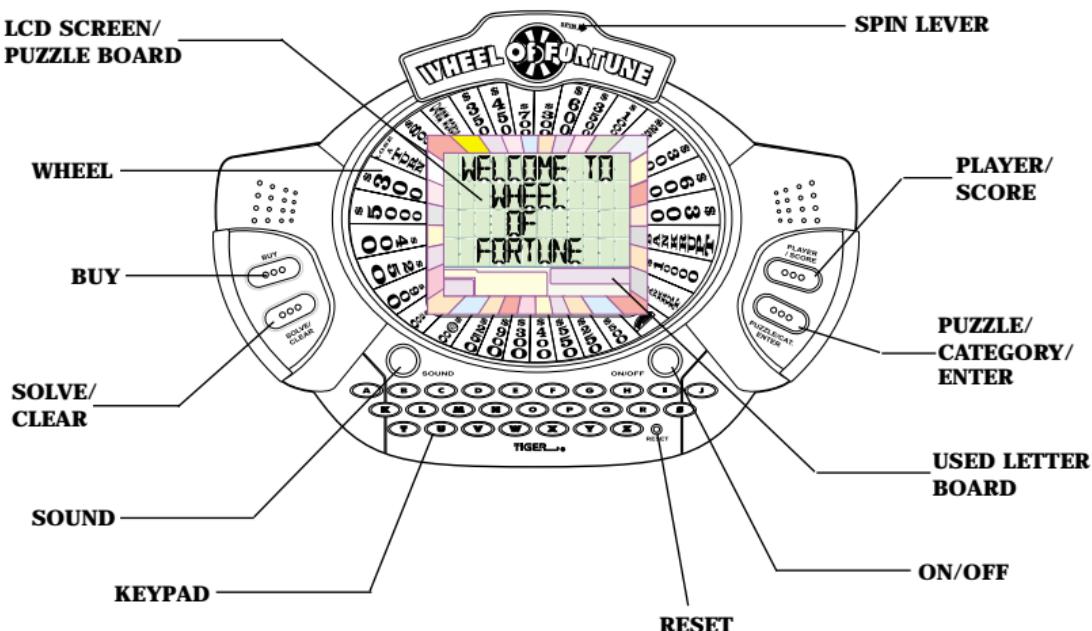


CONTROL GUIDE

Welcome to Tiger's electronic **Wheel of Fortune Deluxe!** Before you start to play, there are a few things you should know.

GAME UNIT



CONTROL GUIDE

SPIN LEVER – lever moves to the right to “SPIN” the wheel

PLAYER/SCORE – used to choose the number of players at the beginning of the game and to check players’ cumulative scores during a game

PUZZLE/CAT./ENTER – used to bring up the puzzle at the beginning of the game, to check the puzzle category during a round and to confirm the answer when solving the puzzle

USED LETTER BOARD – shows the letters available to be used

ON/OFF – used to turn unit on and off

RESET – used to reset game unit

KEYPAD – letters of the alphabet, in order, used to choose letters and to type in puzzle

SOUND – used to turn sound on and off

SOLVE/CLEAR – used to solve the puzzle, to clear mistyped letters when solving the puzzle, and to lighten LCD contrast level

BUY – used to buy vowels and to darken LCD contrast level

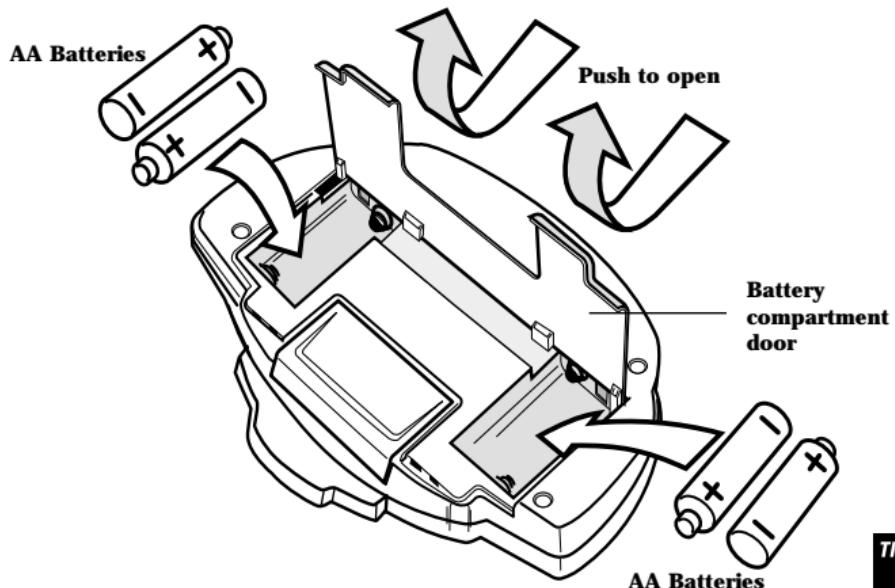
WHEEL – the segments on the wheel represent the prize value of each spin

LCD SCREEN/PUZZLE BOARD – displays game information and puzzles

INSERTING THE BATTERIES

INSERTING THE BATTERIES

To insert the batteries, open the battery door by pushing in the direction of the arrows and lift. Insert 4 "AA" (LR6) batteries. Make sure to align the "+" and the "−" signs. Close the battery door.



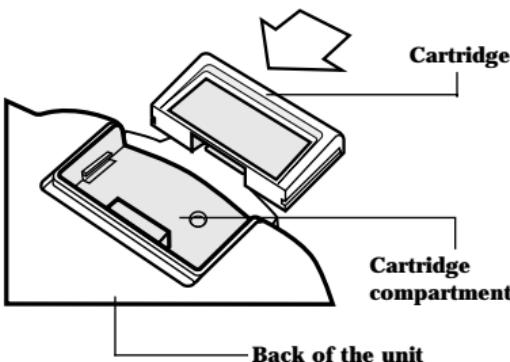
INSERTING THE CARTRIDGE

To ensure proper function:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short circuited
- Replace batteries at the first sign of erratic operation

INSERTING THE CARTRIDGE

With the unit turned off, slide the game cartridge into the compartment on the back of the unit. The cartridge should be inserted with the label facing you.



PLAYING THE GAME

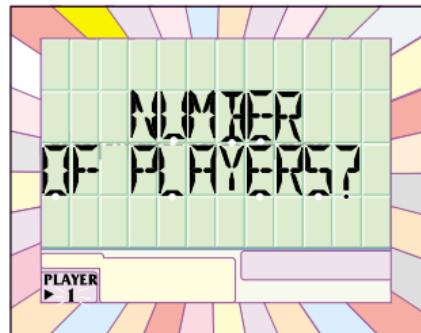
LET'S PLAY

1. Press the **ON/OFF** button. The theme music will begin playing and the screen will display, "WELCOME TO WHEEL OF FORTUNE." At any time during the theme music, or once it has ended, press **ENTER**. The MAXIMUM SCORE recorded on your game unit will be displayed.
2. The screen will automatically change to display, "NUMBER OF PLAYERS?" The number of players will be displayed in the lower left-hand corner of the screen. Press the **PLAYER/SCORE** button to change the number of players. When the correct number of players is displayed, press **ENTER**.

If you choose 1 PLAYER, you will be Player 1 and the computer will be Player 2.

If you choose 2 PLAYERS, Player 1 and Player 2 will be real players, and the computer will be Player 3.

If you choose 3 PLAYERS, all players will be real players. There will be no computer player.



While you are in this screen, you can adjust the screen contrast. You must adjust the contrast **before** you choose the number of players. Press the **BUY** button to make the screen darker. Press the **SOLVE/CLEAR** button to make the screen lighter. Press the buttons as often as needed to reach the desired contrast.

PLAYING THE GAME

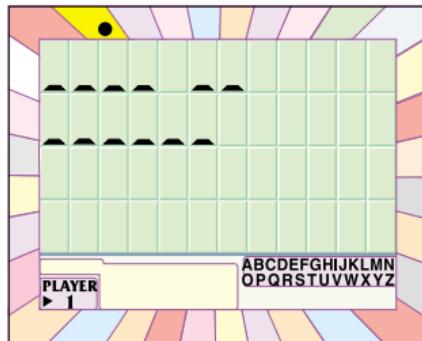
3. The screen will display “ROUND 1.” Next, the screen will display “CATEGORY” and one of the nine categories included in the game.

NOTE: To check the category name at any time during a round, press the **PUZZLE/CAT./ENTER** button.

4. The screen will automatically change to show the blank lines of the puzzle. The USED LETTER BOARD will be displayed in the lower right-hand corner. The player whose turn it is will be displayed in the PLAYER field in the lower left-hand corner. The score displayed belongs to the player whose turn it is.
5. On each turn, a player has three choices: **SPIN**, **BUY A VOWEL**, or **SOLVE**. Each option will be explained separately.

SPIN – Players earn money by spinning the wheel and guessing letters that appear in the puzzle.
Slide the **SPIN LEVER** to the right. The pointer will move around the outside of the LCD screen and stop on a wheel segment.

Use the keypad to make your letter choice. Once a letter is chosen, it will disappear from the USED LETTER BOARD.



PLAYING THE GAME

If the letter you guessed is in the puzzle, you will hear a bell and the letter will appear in its proper place or places in the puzzle. The dollar amount awarded for the spin is the value of the wheel segment, multiplied by the number of appearances of the letter. The prize won for the spin will be displayed on the screen, then added to your cumulative score for the round. Your cumulative score is displayed in the SCORE field at the bottom of the screen. Also, by making a correct letter choice, you keep control of the wheel.

EXAMPLE: On your spin, the pointer stopped on the wheel segment with a value of \$250. You guessed the letter "G." It appeared in the puzzle two times. Your prize would be $\$250 \times 2$ or \$500.

If you guess a letter that is not in the puzzle, you will hear the "audience" groan. Your turn is over and play moves to the next player.



BUY A VOWEL – The only way to guess a vowel is to buy one. The cost is \$250 for each vowel chosen. No matter how many times it appears in the puzzle, the cost is only \$250.

You must have won at least \$250 in the round before you can use this choice. If you try to buy a vowel without enough money, you will hear a double "buzz" to let you know that you can't use this option—you must SPIN or SOLVE.

To buy a vowel, press **BUY**. Use the keypad to choose a vowel – "A," "E," "I," "O" or

PLAYING THE GAME

“U.” As on the TV show, “Y” is not considered a vowel in this game. If you bought a vowel that is in the puzzle, you will hear a bell and the vowel will appear in its proper place or places. If you bought a vowel that is not in the puzzle, your turn is over and play moves to the next player.

SOLVE – If you think you know the answer, you can solve the puzzle. Press **SOLVE**. Use the **KEYPAD** to type in the missing letters. The first letter you type will be placed in the first blank spot, the second letter in the second blank spot, and so on. When you have finished typing your answer, press **ENTER**.

If you make a mistake, press **CLEAR**. All the letters you typed on this turn will be erased and the blank lines will be displayed again. Correctly type the missing letters as described above. If you want to change your answer, you must press **CLEAR** before you press **ENTER**.

If you correctly solve the puzzle, you will hear the “audience” applaud and you get to keep the money you earned in the round. Only the player who solves the puzzle keeps the money earned in the round. If you have no prize money, but correctly solve the puzzle, you win the house minimum. The house minimums are as follows:

Round 1 \$250

Round 2 \$500

Round 3 \$750

If you incorrectly solve the puzzle, you will hear the “audience” groan. Your turn is over and play moves to the next player.

BONUS ROUND

6. When the puzzle has been solved, the round is over. The unit will display the cumulative score for each player. Round Two and Round Three are played in the same way as Round One. Player 2 starts Round Two and Player 3 starts Round Three. If there are only two (2) players, Player 1 will start Round Three.
7. The player with the most money at the end of three rounds is the winner and moves on to the BONUS ROUND.

BONUS ROUND

The player with the highest cumulative score at the end of three rounds gets to play the BONUS ROUND. Only one player plays in this round.

NOTE: If the computer player has the most money at the end of three rounds, NO BONUS ROUND is played.

1. The unit will display BONUS ROUND, the player number who is active in the round, and the letters "W", "H", "E", "E" and "L".
2. Just like on the show, choose "W," "H," "E" or "L." This will determine the amount of the prize for which you are playing. If you choose "E," the computer will randomly choose one of the two.
3. The screen will display the category, then the blank lines for the puzzle will appear. The pointer will



TWO-TIER PUZZLES

- At the end of the BONUS ROUND, the game is over. The unit will display, "GAME OVER", to play again, press ENTER.

TWO-TIER PUZZLES

Just like the TV show, Tiger's Wheel of Fortune Deluxe includes several two-tier puzzle categories, such as *WHERE ARE WE?* and *FILL-IN-THE-BLANK*. These puzzle categories are played a little differently than the other categories.

- The first screen of these puzzles is played in the same manner as all other puzzles. However, the player who solves the first tier of the puzzle gets the opportunity to win an additional \$2000 by solving the second tier of the puzzle.
- After the first screen is solved, the category name will be displayed on the screen. Then, blank lines for the second tier puzzle will appear on the screen.
- Use the **KEYPAD** to type your answer. When you have finished, press **ENTER**. Remember, the first tier (screen) is a clue to help you solve second tier (screen).
- If you are correct, an additional \$2000 will be added to your score. If you are incorrect, the correct answer will appear on the screen and you will win ONLY the money you accumulated while solving the first tier.

SPECIAL WHEEL SEGMENTS

You may notice that there are some segments on the wheel that don't have dollar amounts on them. Following is an explanation of these special wheel segments.

LOSE A TURN – This segment is active in Round 1, Round 2 and Round 3. If you land on this segment, your turn is over and play moves to the next player.

CASH BONUS – This segment is active in Round 2 and Round 3. If you land on this segment, the unit will award a value of \$500, \$1000, \$1500, \$2000, \$2500 or \$3000. The value will be chosen randomly. The unit will display the value of the segment when the player lands on it. However, the amount will ONLY be awarded if that player is the one who SOLVES the puzzle. Once a player lands on this segment, it becomes inactive for the rest of the round. In other words, only one player can land on this segment in the round.

BANKRUPT – This segment is active in Round 1, Round 2 and Round 3. If you land on this segment, you lose all money you have accumulated in the round. Also, your turn is over and play moves to the next player.

JACKPOT – This segment is active in Round 3 only. If you land on this segment, and you choose a consonant that appears in the puzzle, you will be awarded \$20,000. The prize is NOT multiplied by the number of times the letter appears in the puzzle. In other words, whether the letter appears one time or five times, the prize is \$20,000. As with any of the regular segments, if the letter you choose is NOT in the puzzle, you do not get the JACKPOT.

FREE SPIN – This segment is active in Round 1 and Round 2. If you land on this segment, and you choose a consonant that appears in the puzzle, you will be awarded ONE FREE SPIN, regardless of how many times the letter appears in the puzzle. You must use your FREE SPIN in the turn it is received. As with any of the regular segments, if the letter you choose is NOT in the puzzle, you do not get the FREE SPIN.

EXAMPLE: You spin and land on FREE SPIN. You guess the letter “R.” It appears twice in the puzzle. Because of this, you get awarded the FREE SPIN. You spin again and guess the letter “Y.” This does not appear in the puzzle. Normally, this would mean your turn is over. However, since you have a FREE SPIN, you keep control of the wheel until you guess another incorrect letter.

USING YOUR WHEEL OF FORTUNE DELUXE WITH ORIGINAL WHEEL OF FORTUNE CARTRIDGES FROM TIGER

Your Wheel of Fortune Deluxe is compatible with the original Wheel of Fortune cartridges by Tiger Electronics. With the unit turned off, insert the cartridge and follow the instructions outlined previously.

Automatic Shut Off

Your unit will shut off automatically after 3 minutes of non-use.

Resetting your game unit

If your game starts behaving erratically and/or becomes unresponsive, use a ball point pen to press **RESET**.

CAUTION

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 RESET switch. Use a ball-point pen.



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

WARRANTY

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$19.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the

defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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