

WHEEL OF FORTUNE™ for COMMODORE 64/128

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.

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.

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 round starts, 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**.