Nintendo

GAME BOY™

DMG-WF-USA-3

WHEEL OF FORTUNE®

INSTRUCTION BOOKLET

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Nintendo

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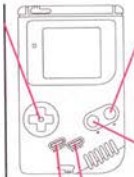
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GAMETEK

GameTek brings to Game Boy the biggest name in TV game shows—Wheel of Fortune®. Spin for your consonants, buy your vowels, solve the puzzle when you think you know the answer. Play alone, play with a friend, or play against the computer. Over 1,000 new puzzles! Win "cash" and "prizes."

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HOW TO USE THE CONTROLLER



CONTROL PAD

Pressing the arrowed tips:

a. Left or right moves the cursor to player selections (1/2/1 VS. COMPUTER), Y/N selections, and SPIN/BUY/SOLVE selections.

b. Left or right moves the power box to determine the strength of the wheel's spin.

c. Left or right, up or down, moves the cursor to desired letters, to DEL (Delete) and to END.

A BUTTON

a. Confirms your selections.

b. Starts the wheel spinning after you have selected SPIN.

B BUTTON

Not used.

START BUTTON

a. Starts the game.

b. Pauses and restarts the game.

SELECT BUTTON

Not used.

SETTING UP THE GAME

1. When the switch is turned on, the Nintendo® logo will be displayed, followed by the Wheel of Fortune® title screen.



2. When the Player Selection screen appears, use the left or right arrow on the Control Pad to select a 1-Player, 2-Player, or 1-Player-Versus-the-Computer game; confirm the selections with the A Button.



3. The Name Entering screen follows. In a 2-Player game, players decide in advance who is to go first. That player scrolls to the letters in his name (up to 5 letters), confirming each with the A Button, then scrolling to END and confirming with the A Button. (An incorrect letter can be "erased" by scrolling to DEL before scrolling to END.)

4. In play versus the computer, the name COMP automatically appears as the second player.

HOW TO PLAY ROUND ONE

1. The game screen opens with the Wheel of Fortune board displaying the category. It could be: PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS, FICTIONAL CHARACTER, or SAME NAME.
   a. Blank boxes show the number of puzzle letters and puzzle words.
   b. Players' names appear in order of play.

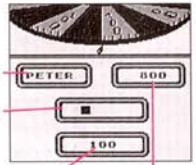
2. Player #1, your name flashes to start the game, and the cursor appears at SPIN.

3. The timer at the top begins a countdown (from 11 to 00) while you decide to SPIN (for a consonant), BUY (a vowel) or SOLVE (the puzzle).



   a. Players usually elect to SPIN for the first few turns until several letters appear on the board.
   b. You cannot buy vowels until you have at least $250 in your SCORE column for the current round.
   c. If you do not make a decision during the countdown, a buzzer sounds, and a message announces TIMER RAN OUT.

4. If you choose to spin, press the A Button while your name is flashing and the cursor is on SPIN. This brings up the display at the right:



a. Box 1 identifies the player who is spinning.

b. Box 2 displays the player's winnings in the current round.

c. Box 3 is the power box which determines the speed of the spin.

d. Box 4 is the value box, displaying boldly the dollar values as they change on the wheel.

5. Use the left or right arrow on the Control Pad to select the power of your spin. As the power box moves left to right, the speed and strength increase. Press the A Button to confirm the position.

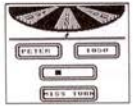
6. Press the A Button to start the wheel spinning.

7. When the wheel stops, the number on which it has stopped determines the value of the consonant you will be selecting during your turn. These are the only exceptions:



a. If the wheel stops on **B** (BANKRUPT), you lose all your winnings for the current round and play automatically passes to the other player.

b. If the wheel stops on **M** (MISS A TURN), you miss your turn and play passes to the other player.



c. If the wheel stops on **F**, you get a FREE SPIN, which you can use during that turn or save and use when the game offers it back at any time during that round if you enter an incorrect letter or land on **M** (MISS A TURN) OR **B** (BANKRUPT). If you choose to save your free spin, a 1 (or more if you land on FREE SPIN on subsequent spins) is entered in your **FS** (Free Spin) column.



8. ENTERING YOUR CONSONANTS:

When the wheel stops, the puzzle screen is displayed.

Use the Control Pad to select your consonant during the timed countdown (from 11 to 00); confirm your choice with the A Button.

a. If the consonant is correct:

1) A tone sounds for the number of times that letter appears, and the boxes for that letter flash on the game board.



2) The hostess turns over that letter, which is then removed from the alphabet selection box.

3) The value of the spin for that consonant is entered in your SCORE column. (If that consonant appears twice in the puzzle, your winnings are doubled; if three times, winnings are tripled, etc.)

4) You then continue to spin.

b. If your consonant is incorrect:

1) A buzzer sounds and the screen advises you THERE ARE NO R'S (for example).

2) That consonant is removed from the alphabet selection box.

3) Play passes to the other player.

9. BUYING A VOWEL:

You may choose to BUY a vowel as long as you have $250 in winnings in the round you are playing.

a. That $250 is deducted from your winnings whether that vowel is correct or not.

b. It is $250 regardless of how many times that vowel appears in the puzzle.

c. If you do not have $250, you will be offered only the choice of SPIN or SOLVE. The cursor will not confirm BUY, but will move back to SPIN.

d. That vowel is removed from the alphabet selection box.

10. You may continue to SPIN and enter a consonant or BUY a vowel until:

a. The letter you select is *not* in the puzzle.

b. The wheel stops on **B** (BANKRUPT) or **M** (MISS TURN).

c. You enter a vowel after you have selected SPIN.

d. You enter a consonant after you have selected BUY.
e. You give an incorrect solution to the puzzle.
f. Time runs out before you make your letter selection.
g. You press the A Button on a blank space representing a letter that has already been used (correctly or incorrectly).

11. When you complete your turn, pass the Game Boy to your opponent. You may pause the game to allow passing time by pressing the START Button.

12. Player #2 presses START to activate his turn. His name flashes to signal the beginning of play. Player #2 follows steps 1–11 as described for Player #1.

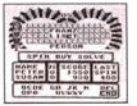
13. SOLVING THE PUZZLE:

During any of your turns, you may choose to solve the puzzle.



a. Scroll to SOLVE and confirm with the A Button.
b. A flashing box in the puzzle indicates the first missing letter to be entered.

c. Move the cursor across the alphabet; confirm your selection with the A Button. That letter will then appear in the flashing box.
d. The flashing box moves to the next missing letter; repeat step c.
e. When all the letters are filled in, move to END; confirm the completed puzzle with the A Button.



f. If your solution is *correct*, the winning music plays. Both players' scores flash to show the winnings being stored (a dollar amount for the winner and 0 for the loser), and the next round is announced. Press the A Button to store the winning score and bring up a new puzzle for Round Two.
g. If your solution is *incorrect*, play passes to the other player to SPIN, BUY, or SOLVE.

NOTE: Speed is essential since the timer is counting down to 00; accurate spelling is also essential—even one incorrect letter will make the response incorrect.

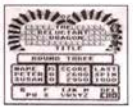
HOW TO PLAY ROUND TWO

1. The scores return to 0 as a new puzzle appears. Play proceeds as in Round One, with Player #2 starting.

2. At the end of Round Two, scores are displayed, followed by the cumulative scores of the winners of Rounds One and Two. Round Three is announced.







HOW TO PLAY ROUND THREE—THE SPEED-UP ROUND



1. The player box displays HOST as the spinning player and the wheel is spun automatically to determine the value of each consonant for that round. (Vowels do not earn any dollar value, but may be selected to help solve the puzzle.)

2. Player #1, you start the round. You do not have to spin. Simply move the cursor to a consonant or vowel.

   a. A correct consonant sends the hostess to the puzzle to turn the letters on the board, and the value (see #1 above) is entered in your SCORE column.

   b. A correct vowel is turned on the board by the hostess, but no money is added to your winnings.

3. After each correct guess, your name and SOLVE flash on the screen for a countdown (from 09 to 00).

4. With the timer counting down, decide if you want to solve the puzzle.

a. If you *do* want to solve the puzzle, press the A Button during the flashing countdown, then follow steps outlined in Round One, Step 13: SOLVING THE PUZZLE.

b. If you do not wish to solve the puzzle, let the timer run out. The round will continue with the other player.



5. At the end of Round Three the stored cumulative scores of Rounds One, Two, and Three are displayed. The winner's score flashes and the word WINNER is displayed. That player goes on to play the Final Round. Press the A Button to begin.

6. If the winner of a 1-Player-Versus-Computer game is the computer, it does *not* play the Final Round.

HOW TO PLAY THE FINAL ROUND

1. The name of the Final Round player is displayed alone on the screen, and he/she gets to select which grand prize to play for.



2. The first choice appears; press the down arrow on the Control Pad to see the other prizes. Confirm the selection with the A Button.



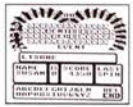
3. The category and game board are displayed, followed by the message: ENTER 5 CONSONANTS AND 1 VOWEL.

4. Make your letter selections and confirm each with the A Button; move to END and confirm with the A Button.



5. The game board reappears and the correct boxes light up. The hostess turns over any of your letters

that appear in the puzzle.



6. You are given a timed countdown from (35 to 00) to input the missing letters.

   a. Enter each missing letter as its box flashes; confirm each with the A Button.
   b. Move to END; confirm your completed answer with the A Button.

7. If your answer is correct, a congratulations message is displayed, along with the prize you have won.

8. If your answer is incorrect, you can continue to guess and enter different letters in the flashing boxes until you guess the correct answer or until the timer runs out. In either case, the correct answer is displayed.

9. Press the A Button to start a new game.

HINTS ON GAME PLAY

1. Correct spelling is essential when solving a puzzle. We recommend that you check the screen for all the letters you entered before you scroll the cursor to END and confirm your answer.

2. You can "erase" letters you may have entered incorrectly by scrolling the cursor to DEL (DELETE) and confirming it with the A Button.

3. Each time you guess a letter (correctly or incorrectly), that letter is eliminated from the alphabet on the screen.

4. When all consonants have been placed in the puzzle and only vowels are still missing, you will be permitted to confirm only BUY or SOLVE.

5. When all vowels have been placed in the puzzle and only consonants are still missing, you will be permitted to confirm only SPIN or SOLVE.

6. A numeral 1 (or 2 or more) appearing on the scoreboard between your NAME and SCORE is a reminder of the number of FREE SPINS you have accumulated. These are available for use only in the current round.

7. A flashing name on the scoreboard indicates the player whose turn it is.

8. A BANKRUPT stop on the wheel applies only to earnings in the current round. Winnings being stored from previous rounds are not affected by a BANKRUPT and remain stored for the final total.

9. The pause function of the START Button is active only during the human player's turn, not during a computer player's turn.

10. If a pause is accessed during a name-flashing sequence, that name may disappear from the screen; however, it will reappear when the game is restarted.

11. This Game Pak uses a program which will randomly access the puzzles. At the end of play, the entire puzzle file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Puzzles are selected at random by the computer, so although there are over 1,000 puzzles (places, things, people, events, etc.), repetition may occur. If it does, and you wish to reshuffle the file, turn your Game Boy off and then on. This will initiate a new game and reshuffle all the puzzles in the program.

CAUTIONS DURING USE

1. If you play for long periods, take a 10-to-15-minute break every hour or so.

2. This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.

3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.

4. Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.

5. Store the Game Pak in its protective case when not in use.

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