
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00683
99164
WHEEL OF FORTUNE®
Now You're in the Game!
WITH MANY NEVER-BEFORE-SEEN PUZZLES TO SOLVE!
WHEEL OF FORTUNE
HASBRO Interactive™

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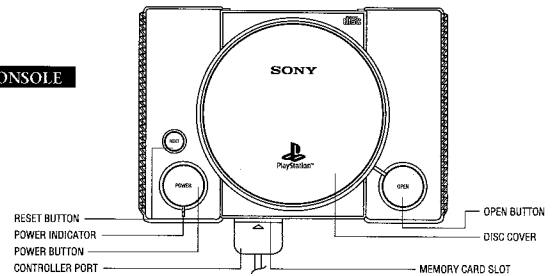
Getting Started

Important! *Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save the list of high scores.*

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Wheel of Fortune* disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the START button.

Note: *You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play, and you must leave the card in Memory card slot 1-A of your Multi-tap if you are using one.*

CONSOLE



Controlling Wheel of Fortune®

Up to three human players can play *Wheel of Fortune* together. They must all use Controller number 1 and pass the controller to each other to take a turn. Controller number 2 is disabled.

Valid control visuals will generally appear on-screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation version of *Wheel of Fortune*.

Directional Buttons

Use the directional buttons to move around on the puzzle board, toggle through button choices, or to navigate through menu choices.

✖ Button: Use this button to select menu items.

▲ Button: Use this button to spin the wheel, press DONE when solving a puzzle, and to move backwards in menus.

● Button: Use this button to solve the puzzle, move the cursor to the right on the puzzle board when solving the puzzle, and to say YES to a Free Spin.

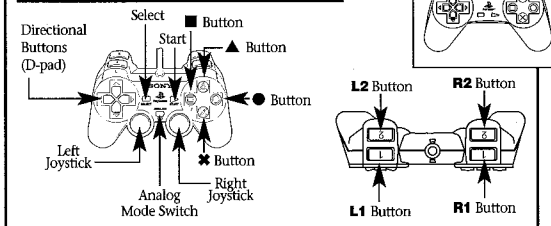
■ Button: Use this button to buy a vowel, move the cursor to the left on the puzzle board when solving the puzzle, and to say NO to a Free Spin.

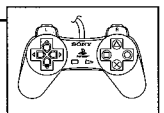
L1: Hold this button to focus the camera on the letter board and the puzzle board. Release the button to return to the normal view.

R1: Not Used. **L2:** Not used. **R2**: Not Used.

NOTE: Compatible only in Digital and Vibration mode.

DUAL SHOCK™ ANALOG CONTROLLER





◀ NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined above.

WHEEL OF FORTUNE®

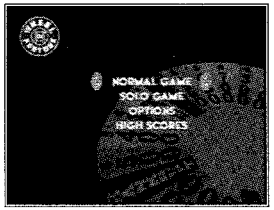
Welcome to Wheel of Fortune®!

America's favorite television game show now comes to your PlayStation® with dynamic, high resolution graphics, exciting sets, fantasy prizes and a variety of gameplay modes. Featuring Vanna White as your host, *Wheel of Fortune* for the PlayStation® features over 2,000 puzzles created by the writers of the hit TV show. Now you can compete with friends at home for fantasy cash and fantasy prizes!

Grab hold and give the Wheel a big spin! Don't forget to clap and yell out "big money!" Call a letter, buy some vowels and solve the puzzle! But don't get too greedy or you may land on "Bankrupt!"

How to Win?

Players win individual rounds by solving puzzles for money and prizes. At the end of the game, the total value of cash and prizes for all rounds is calculated for each player. The player with the greatest dollar value at the end of the game is the winner and gets a chance to play the Bonus Round.



The Main Menu

This is where you start games, set gameplay options, and view the high scores. To navigate through the screens, simply use the up and down directional buttons. To make a selection, press the ✖ button. To "back up" at any time, press the ▲ button.

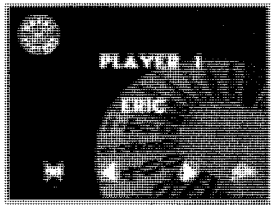
Normal Game

In normal play, you compete against players (both human and/or computer) to win as much money and valuable fantasy prizes as you can. Select this item to start a "normal" game with up to 3 human or computer players.

Next, using the left and right directional buttons and the ✖ button, select from "1, 2 or 3" for the number of human players. Computer players will be automatically added accordingly, to total a three-player game. Next, using the left and right directional buttons, select the game length you would like to play. Standard game length is 15 minutes. You can also choose to play a 10 minute or 20 minute game, or a game consisting of 3, 4 or 5 rounds. When the desired game length is selected, press the ✖ button. You will then be prompted to enter player names. See **Entering Player Names** below. Computer players will be automatically labeled as "Computer."

Entering Player Names: To enter a new player name, use the directional buttons to browse the available letters; then use the ✖ button to select the letter. Press the ● button to insert a space. If you

make a mistake, use the ■ button. When finished, highlight DONE and press the ✖ button. If you don't wish to enter a name, highlight DONE and press the ✖ button. You will then be referred to as Player A, B or C.



Solo Game

Select this item to start a solo game. Next, using the left and right directional buttons, select the game length you would like to play. Standard game length is 15 minutes. You can also choose to play a 10 minute or 20 minute game, or a game consisting of 3, 4 or 5 rounds. When the desired game length is selected, press the ✖ button. You will then be prompted to enter player names. See **Entering Player Names** on page 7.

In solo play, you compete against the timer to win as much fantasy cash and fantasy prizes as you can. You are allowed up to 8 Free Spins. (The number of Free Spins granted depends on the game length selected.) Each time you choose a letter which is not in the puzzle, you will hear a buzzer and one of your Free Spin tokens will be taken away. If you choose a letter which is not in the puzzle, and have no Free Spins remaining, the game is over. If you have completed at least one round and are one of the top 5 scorers, your name will go on the High Scores list.

Options

Highlight this selection and press the ✖ button to view and change game options. Use the up and down directional buttons to move through the different options. To leave the options menu, press the ▲ button or highlight the DONE selection and press the ✖ button.

Timer Speed Normal/Fast/Slow: You can control the pacing of the game by adjusting the amount of time allowed to make decisions, select letters, solve puzzles, etc. The default is set to "NORMAL." Highlight this selection and press the left and right directional buttons to toggle between "NORMAL," "FAST" and "SLOW." To allow more time for events, set this to "SLOW." Conversely, to allow less time, set this to "FAST."

Videos Normal/Minimal: You can control the amount of in-game video usage. The default is set to "NORMAL." Highlight this selection and press the left and right directional buttons to toggle between "NORMAL" and "MINIMAL." **Note:** *Any full-screen videos may be cancelled by pressing the START button.*

Resolution High/Low: You can set your display to either High or Low resolution. **Note:** *Fewer exotic backgrounds are available in High resolution.*

Location: You can chose the exotic location in which the game is set. Highlight this selection and press the left and right directional buttons to pick the location.

Sound Volume: Use the left and right directional buttons to increase or decrease the volume of the sounds within the game. The default setting is 100. This number can be varied from 0 to 127, where 0 represents no volume and 127 represents the loudest setting.

Video Volume: Use the left and right directional buttons to increase or decrease the audio volume of the videos within the game. The default setting is 100. This number can be varied from 0 to 127, where 0 represents no volume and 127 represents the loudest setting.

VIBRATION ON/OFF: If you are using a DualShock™ Controller you can turn the vibrations on or off.

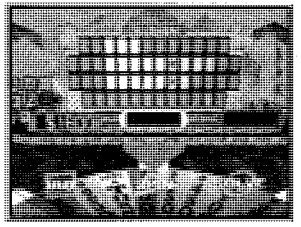
CREDITS: Highlight this selection and press the ✖ button to view credits.

DONE: Highlight this selection and press the ✖ button to return to the Main Menu.

High Scores

You will need to have a memory card to use this feature. Highlight this selection and press the ✖ button to view the top 5 high scores of previous winners. You can use the left and right directional buttons to view high scores of the various game modes. Press the ▲ button when done to return to the Main Menu.

Playing Wheel of Fortune®



During the game, you can press the START button to pause the game. Use the up and down directional buttons to select RESUME or QUIT and then press the ✖ button. If you pick QUIT, your game will be lost.

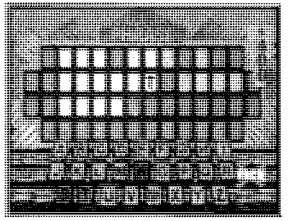
Spinning the Wheel

To spin the wheel, use the ▲ button. If a DUAL-SHOCK controller is connected and VIBRATION is set to ON in the Options menu, you will feel the controller vibrate during the wheel spin.

Picking a Letter

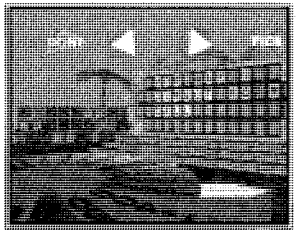
To pick a letter, use the left and right directional buttons to move through the letter chooser. Letters which are available to be chosen will be highlighted in blue as you move over them. Letters which are not available will be dimmed and the cursor will automatically skip over them. When you are on the letter desired, press the ✖ button. After spinning the wheel, you have approximately 20 seconds to "call" a letter. After successfully calling a letter which is in the puzzle, you have approximately 20 seconds to spin again, buy a vowel or solve the puzzle. If more than 20 seconds elapse, control will be transferred to the next player.

Buying a Vowel



To buy a vowel, use the ■ button. Available vowels will then be presented in blue as you move over them. Vowels which are not available will be dimmed and the cursor will automatically skip over them. Use the left and right directional buttons to move through the available vowels and press the ✖ button when you wish to buy a vowel. Vowels cost $250 each time one is bought, whether or not it is in the puzzle. This amount is automatically deducted from your existing funds. You must have at least $250 on hand to be eligible to buy a vowel. After successfully buying a vowel that is in the puzzle, you will have approximately 20 seconds to spin again, buy another vowel or solve the puzzle. If more than 20 seconds elapses, control will be transferred to the next player.

Solving the Puzzle



To solve the puzzle, use the ● button. Use the left and right directional buttons to move through the available letter carousel and press the ✖ button when you wish to enter the letter into the puzzle. You will automatically be taken to the next letter entry. If you make a mistake, use the ■ and ● buttons to move to the letter position you wish to modify and change the letter. When you wish to enter your response, press the ▲ button. You have a limited amount of time to solve the puzzle. The length of time varies depending on game timers and the number of letters which are missing in the puzzle.

The Official Rules

A General Overview

Wheel of Fortune is a game in which three players compete to solve word puzzles in an effort to win fantasy cash and fantasy prizes. When a player correctly solves a puzzle, the cash and/or prizes in his/her bank for that round is his/hers to keep. The other two players' banks for that round are erased. The "winner" is the player who has won the highest cumulative dollar value in both fantasy cash and fantasy prizes for those rounds played with the three players. The winner then gets to play the "Bonus Round."

During Solo play, the player is allowed as many as 8 Free Spins during the game, depending on the type and length of game being played. When these spins are used up, the game is over and the solution to the current puzzle is revealed.

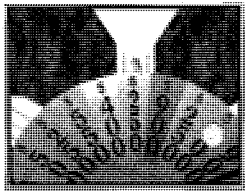
The Actual Game

Wheel of Fortune is played in rounds. Each round begins with the introduction of a word puzzle. The solution will be the name of a person (fictional or real), a place, a thing, etc. The squares on the gameboard, behind which are the letters of the puzzle, are clearly distinguishable from the other squares. Therefore, the number of letters and/or words in the puzzle is easily discerned. The player chosen to go first becomes the red contestant on the left of the screen and will start the first round. The yellow player (middle) will start the second round, and the blue player (right) will start the third round. At the start of his/her turn, the player may spin the wheel, buy a vowel (provided they have $250) or solve the puzzle. For the purposes of the game, "Y" is considered a consonant.

The Wheel

The wheel is divided into wedges and is made up of various dollar values and special wedges such as "Lose A Turn," "Bankrupt," "Free Spin," and "Jackpot." The game begins with the spinning of the wheel by the first player. If the wheel stops on a dollar wedge, the player will be asked to pick a consonant. If the letter is in the puzzle, the dollar value goes into the player's bank. If the letter appears more than once, the dollar figure (except for the $10,000 wedge) will be multiplied by

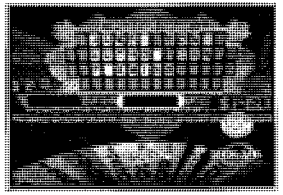
the number of times that letter appears in the puzzle. Play continues with that player until he/she correctly solves the puzzle or he /she:



a) Asks for a letter not in the puzzle;
b) Lands on "Lose A Turn" or "Bankrupt";
c) Purchases a vowel that is not in the puzzle;
d) Incorrectly guesses the solution to the puzzle.

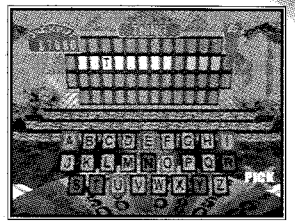
If, at any time, the player lands on the "Bankrupt" wedge, the player loses everything credited to him/her during that round, including any cash and/or prizes. **Important!** *The player does not lose any of the cash and/or prizes awarded in prior rounds. Once a player wins a round, that cash and/or prizes is his/hers to keep.*

Free Spin



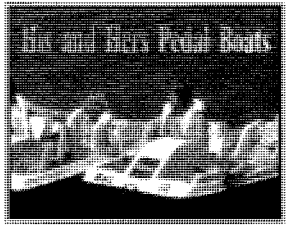
When a player lands on "Free Spin" and then selects a letter that's in the puzzle, he/she gets the Free Spin token but not the dollar value of the wedge. Subsequently, players may land on that wedge and collect the dollar value. A Free Spin token may be used when the player asks for a letter or vowel not in the puzzle, when the player lands on "Bankrupt" or "Lose A Turn," or makes an incorrect attempt to solve the puzzle. The Free Spin token may be carried over and used during any round of the game, except for the Speed-up Round or the Bonus Round. If a Free Spin opportunity arises, you will be prompted with "USE FREE SPIN?" and asked to respond YES or NO. Press the ● button for YES and the ■ button for NO.

Jackpot



In the "Jackpot" Round, a Jackpot wedge is placed on the wheel and a Jackpot graphic is displayed in the upper left corner of the screen. The Jackpot starts at $5,000 and is increased progressively by the dollar value of each spin of the wheel, whether or not a player guesses a correct consonant. If a player lands on the Jackpot wedge and selects a consonant found in the puzzle, they are given no immediate value for the wedge. If, however, they immediately solve the puzzle correctly, they win the Jackpot amount.

Prizes

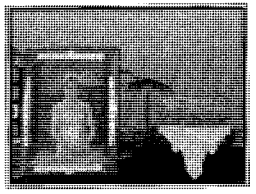


At the beginning of some rounds, a "Prize" or "Surprise" wedge is placed on the wheel. If the player lands on one of these wedges and selects a correct consonant, the Prize or Surprise is credited to the player. However, the player must win the round by solving the puzzle before the Prize or Surprise is actually awarded. The dollar value of the Prize or Surprise will be added to the player's total score if the player wins the round. If, during the round, the player hits Bankrupt, the prize or Surprise must be given up – along with all cash won during the round.

Speed-up Round

At the end of a timed game, an alarm will sound indicating that time is running out. Vanna will spin the wheel and the resulting dollar amount will be the value for all consonants. Vowels will neither earn nor cost a player money. Starting with the current player, each player will guess one letter in turn and will have a chance to solve the puzzle after each correct guess. (Refer to **Picking a Letter** on page 11 for instructions on picking letters.) If a player does not guess or guesses incorrectly, control will transfer to the next player. Play continues between players until the puzzle is solved correctly.

Bonus Round



The player who has the greatest dollar value in cash and prizes at the end of the main game will play a Bonus Round. The Bonus Round player will first choose a card. Use the left and right directional buttons to move between cards. Press the ✖ button to pick the card. This card contains a fantasy prize which is awarded if the player solves the Bonus Round puzzle. Next, all of the letters R, S, T, L, N and E in the puzzle will be revealed. The player may then pick three more consonants and one vowel. (Refer to **Picking a Letter** on page 11 for instructions on picking letters.) All correct letters will be shown in the puzzle. The player will then have 10 seconds to solve the puzzle. (Refer to **Solving the Puzzle** on page 12 for instructions on solving.)

Note: *If the computer is winning after the main game, there will be no Bonus Round.*

Hasbro Interactive's Web Sites

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at :

http://www.hasbro-interactive.com

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

Online Store

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home.