SEGA™

WHEEL of FORTUNE®

SEGA™ CD™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

SONY IMAGESOFT™

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+

A B C D E F G H I J L K L M

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Manual Design: Beeline Group

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

N O P Q R S T U V W X Y Z

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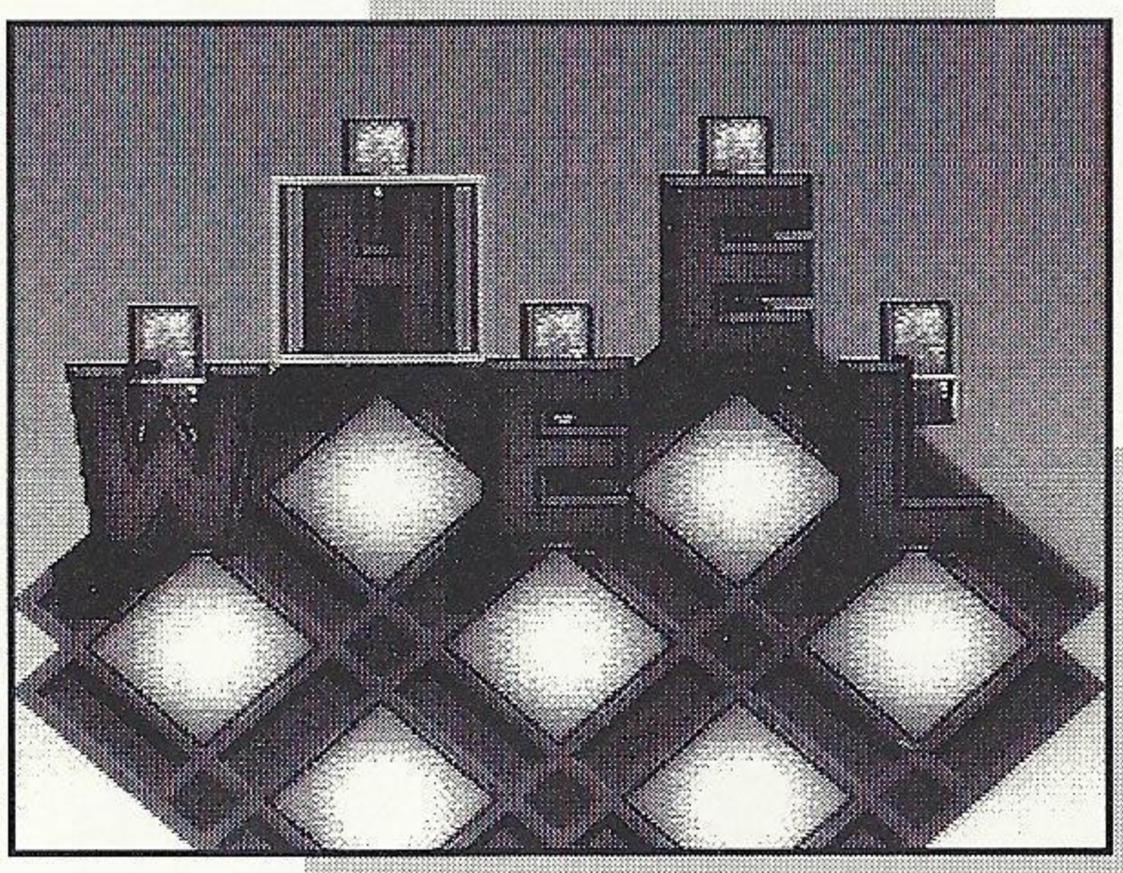
A B C D E F G H I J K L M

SPIN THE WHEEL OF FORTUNE!

Welcome to America's favorite TV word game show — now on your Sega CD system!

Letter by letter, consonant by vowel, you'll enjoy solving *Wheel of Fortune*'s tricky word puzzles — and piling up cash and other prizes as you win.

Vanna White, everyone's favorite "lady of letters," is here in fully digitized animated form. Along with all kinds of interesting on-screen contestant "types" to choose from... lifelike versions of the spinning wheel and the puzzle board... and lots of fun, realistic sound effects. *Wheel of Fortune* on your Sega CD System is just like the real thing on TV. And even more fun, because you are the contestant.



2 N O P Q R S T U V W X Y Z

One, two, or three players can play *Wheel of Fortune*. When playing alone, or with one other person, you can choose to go up against a formidable computer-controlled opponent if you like. If you win, you get the right to go on to play another game.

Up to three games can be saved in progress and resumed at a later time. The game automatically saves as you play.

Let's spin the wheel, with *Wheel of Fortune*.



A B C D E F G H I J K L M

GAME CONTROLS

1 Player Game

- Use one Control Pad in control Port #1.

2 Player Game

Using two Control Pads

- Player one uses Control Pad #1.
- Player two uses Control Pad #2.

Using one Control Pad

- Players one and two take turns using the Control Pad.

3 Player Game

- Using three Control Pads via a licensed Multi-Tap adaptor
  - Player one uses Control Pad #1.
  - Player two uses Control Pad #2.
  - Player three uses Control Pad #3.

Using Two Control Pads

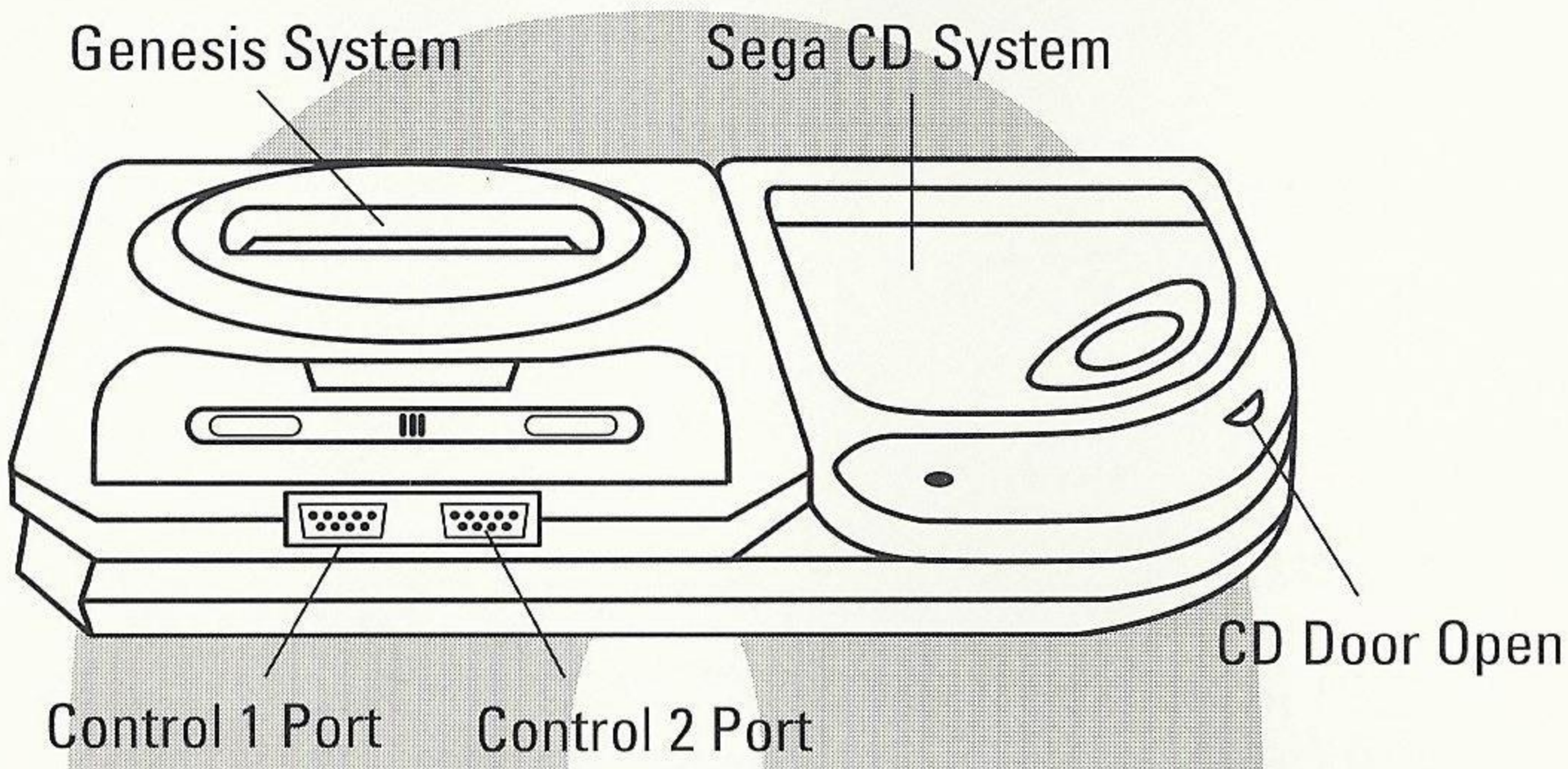
- Player one uses Control Pad #1.
- Player two and three take turns using Control Pad #2.

Using one Control Pad

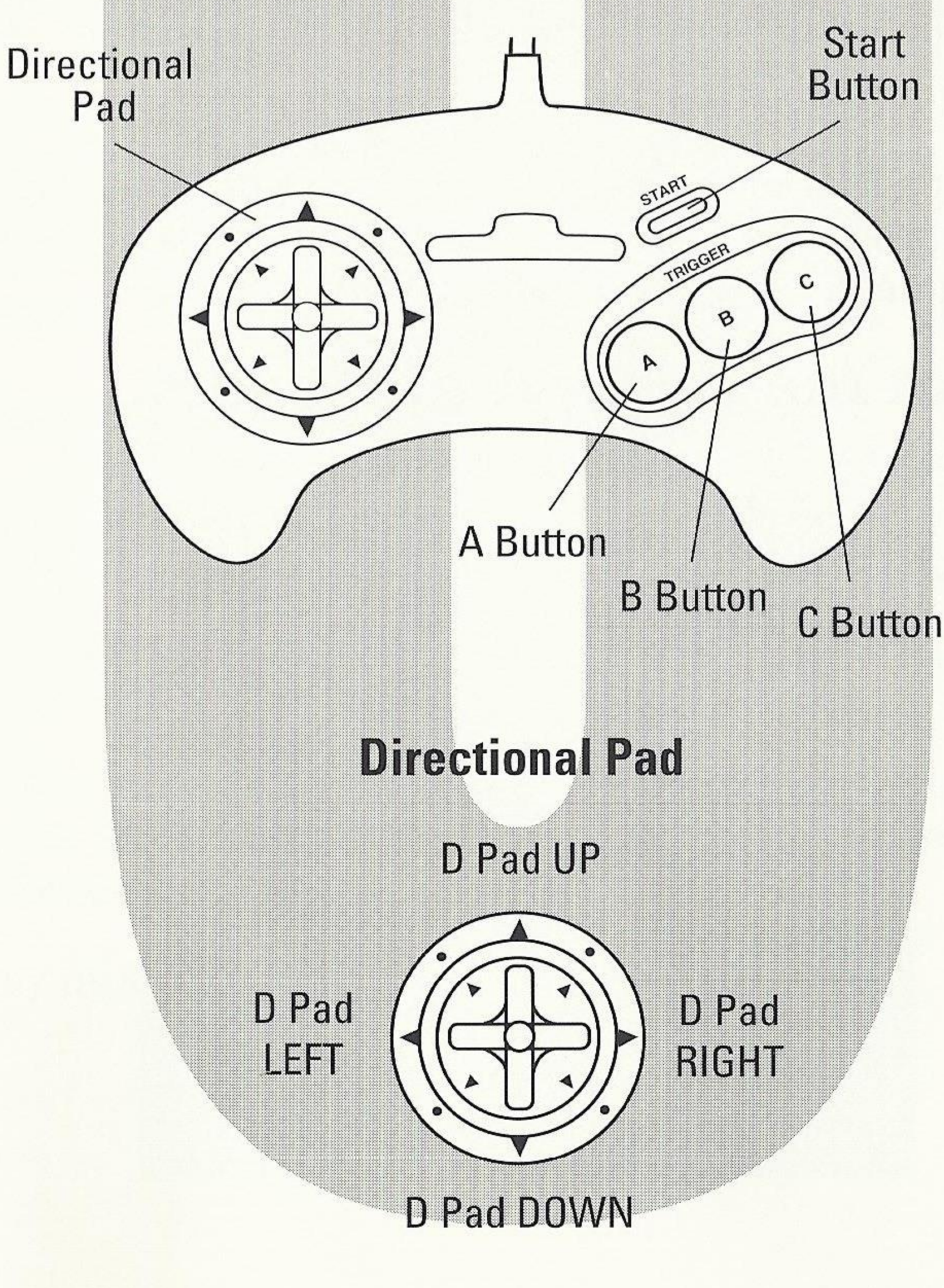
- All three player share the Control Pad.

4 O P Q R S T U V W X Y Z

Sega CD System



Control Pad



Directional Pad

HOW TO PLAY

To make your selections while setting up play, press the Directional Pad right and left to scroll through your options and press the A Button or START to choose the on-screen or highlighted option.

Select a Game

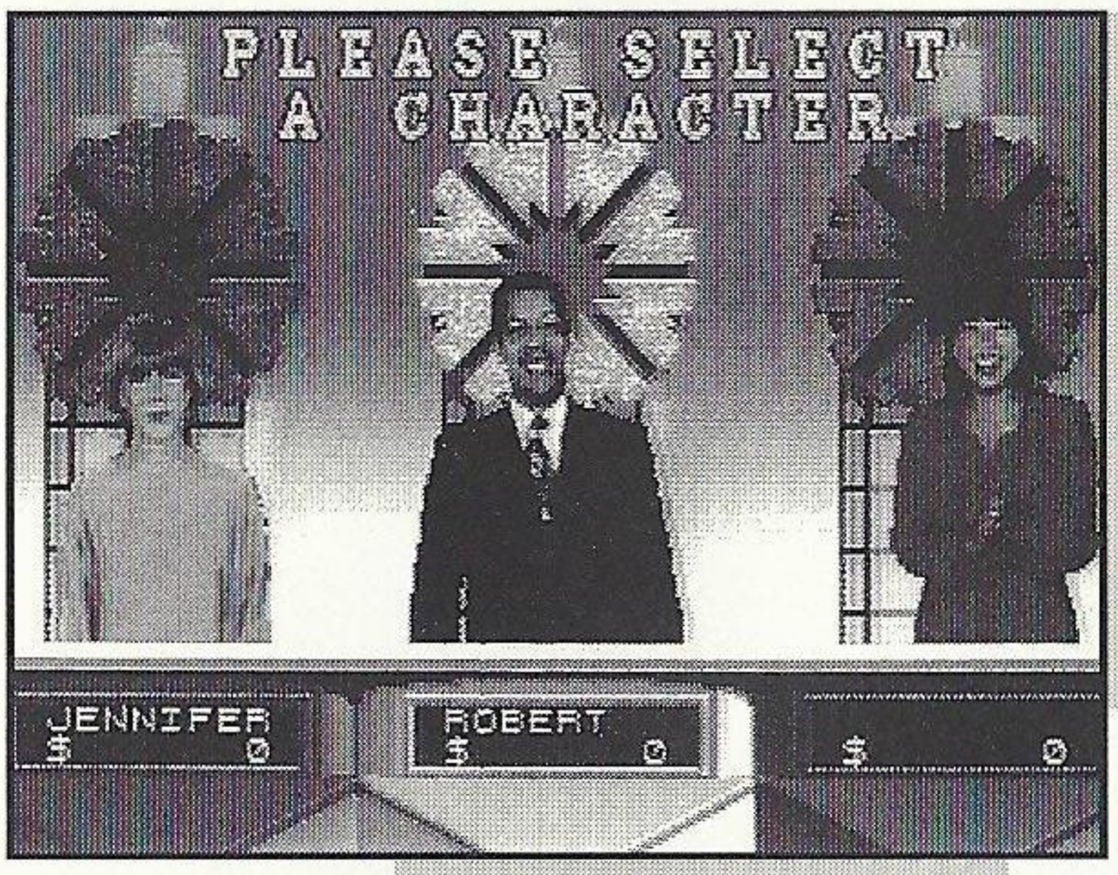
When play begins, you first select a game from any that have been saved in progress. As you press the Directional Pad right and left to scroll through available games, the contestant personalities and names appear at the podiums as each available game number appears at the top of the screen. Press START to select the game shown.

To start a new game, select a game number, then you will be prompted as to whether you would like to start a new game or continue a saved game.

Select the Number of Players

When starting a new game, you must specify the number of players. One, two, or three people can play. When one or two people are playing, you may choose to face a computer opponent.

Select Personalities and Enter Names



For each contestant, you must specify whether he or she is a human-controlled or a computer-controlled *Wheel of Fortune* player. Press UP on the Directional Pad to make that player a computer opponent.

For each contestant, use the Directional Pad left and right arrows to select an on-screen personality, and press the A Button. Then enter a name. When entering names, use the Directional Pad to scroll left and right through the letters. Press the A Button to enter each highlighted letter. To delete letters, you can either select the <— sign or press the B Button. When you're finished entering each name, select END or press the C button.

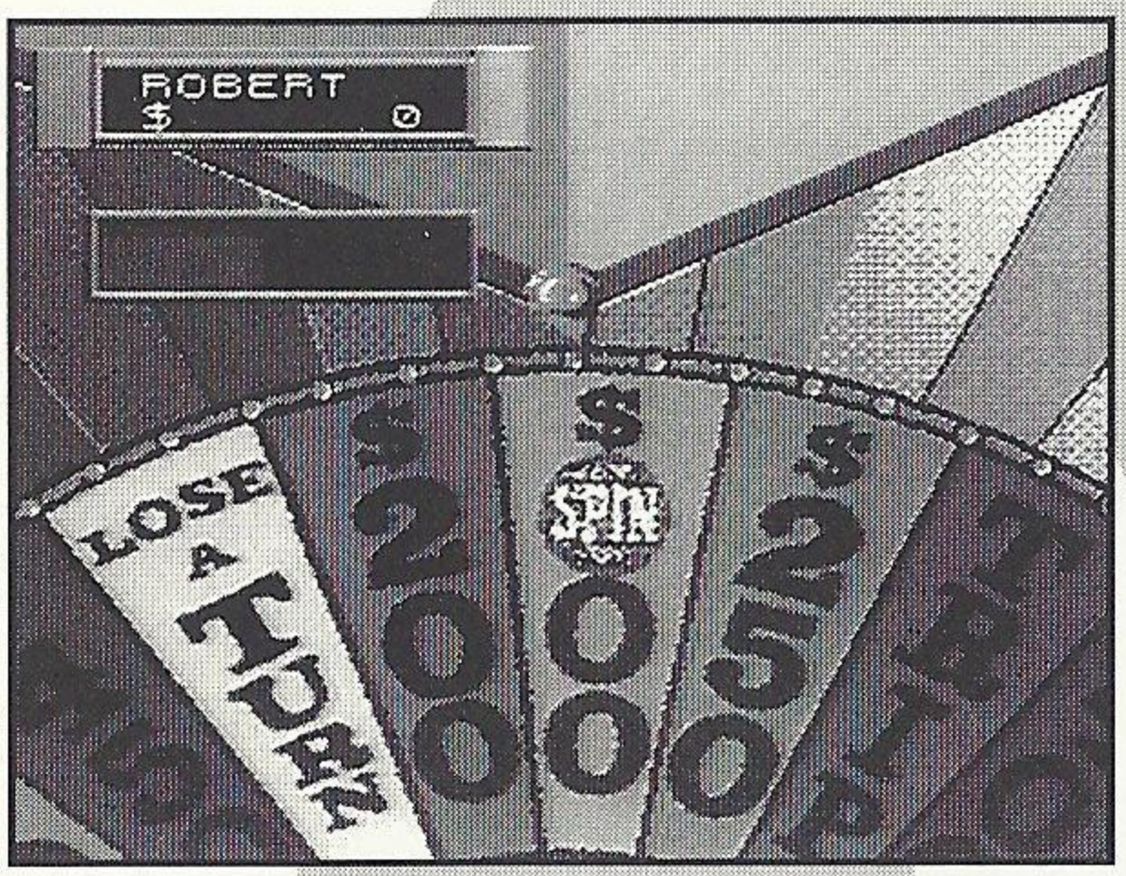
Gameplay and Rules

Each game of *Wheel of Fortune* consists of four regular rounds and a Bonus Round. The Bonus Round is played only by the player who has the most money at the end of four regular rounds. There's a different word puzzle to solve in each round.

At the start of each new round, new spaces are added to the Wheel. Some represent larger dollar values. Others represent special prizes and bonuses.

Play proceeds as follows.

Puzzle Revealed. Categories include "Title," "Place," "Person," "Before and After," and so forth. Aside from the arrangement of letter spaces and blanks, the category is your only real "clue" to the solution of the word puzzle.

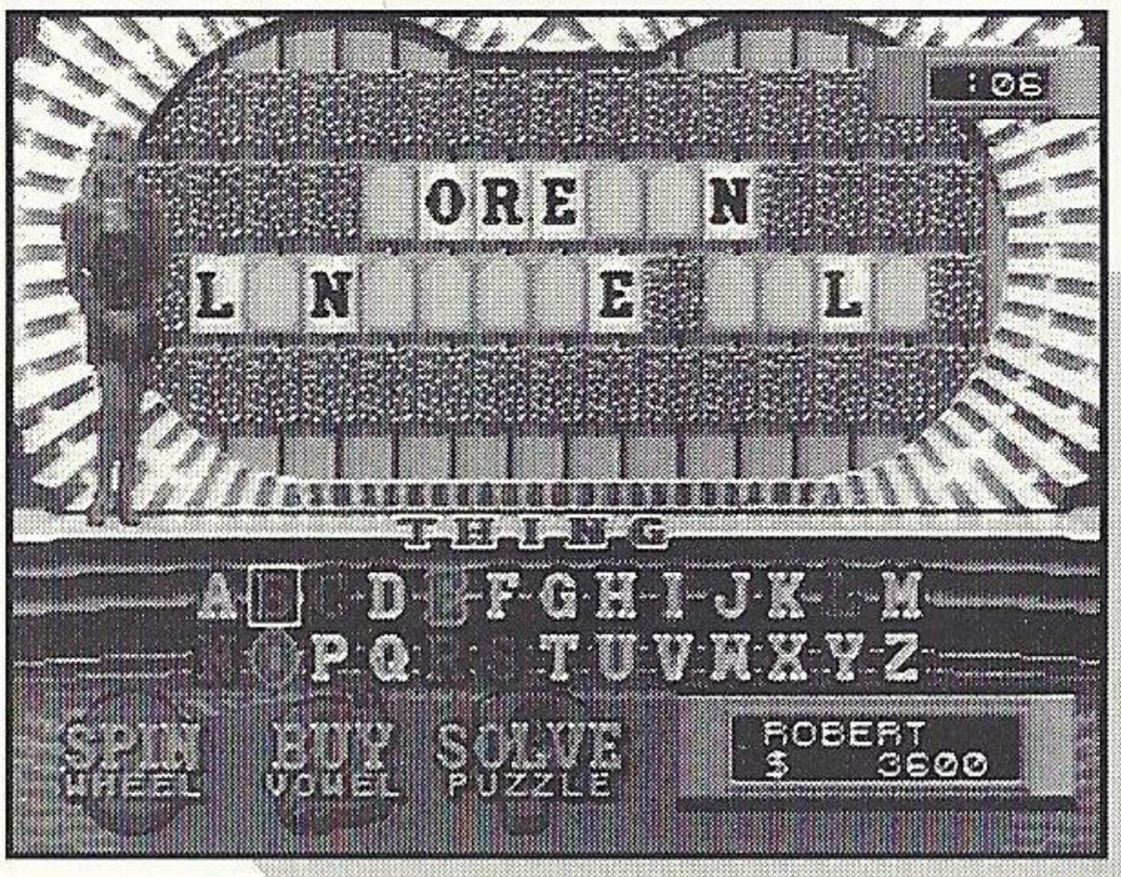


Spin the Wheel. Contestant 1 starts Round One by spinning the Wheel. Vanna always reminds you of whose turn it is.

To spin the Wheel, press the A button on your Control Pad. The spin energy bar on the screen stretches through red to yellow to green, then recedes. For the maximum spin, release the A Button when the bar is at the maximum green. You must spin the wheel into the green, or you'll have to spin again at least one full revolution.

If the Wheel lands on **LOSE A TURN**, the right to spin passes immediately to the next player. If the Wheel lands on **BANKRUPT**, you lose all the money you've won during the current round, but not your winnings from previous rounds.

If the Wheel lands on **FREE SPIN**, you must ask for a consonant and that consonant must appear in the puzzle in order for you to collect a Free Spin. To use a Free Spin, see page 11.



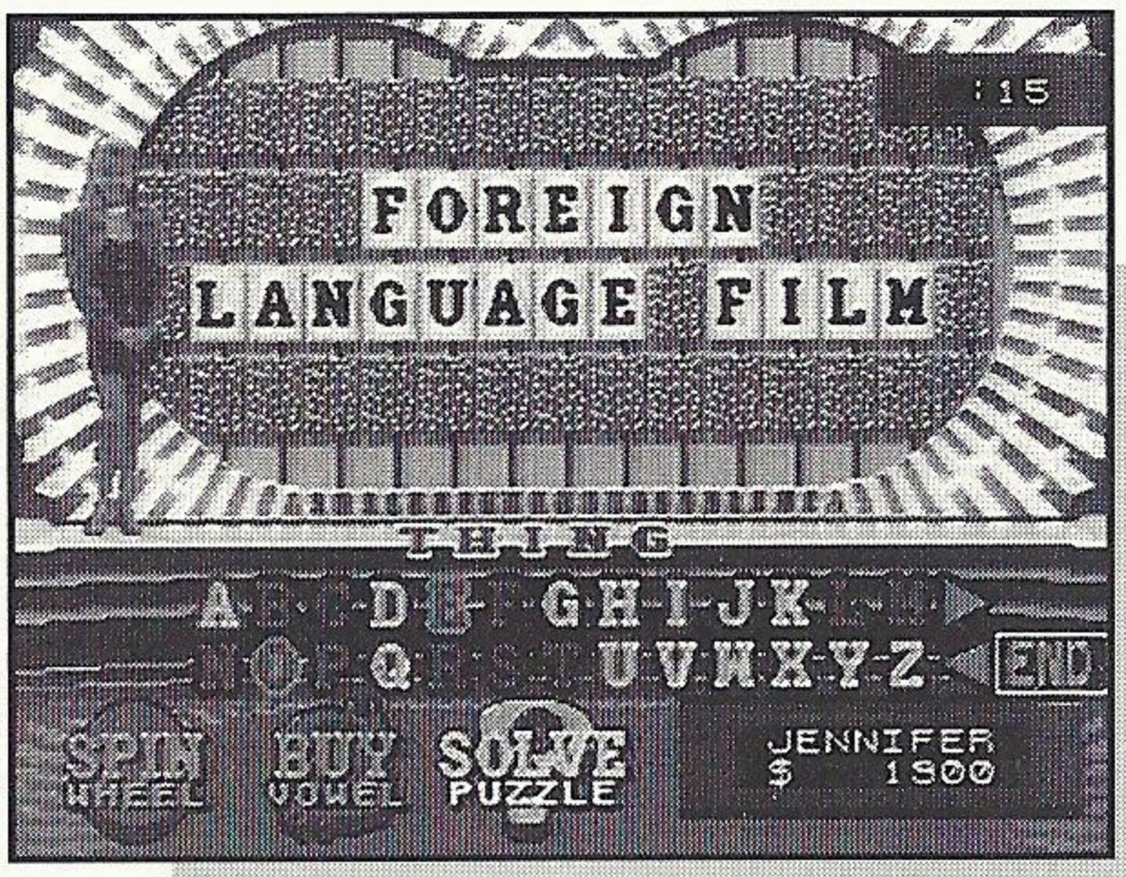
If the wheel lands on a dollar amount or other prize, you go to the game board. You then have 15 seconds to ask for a consonant. A clock on the screen counts down the time. If you choose a consonant which is in the puzzle it will be revealed and it is still your turn. You may choose to SPIN WHEEL, BUY VOWEL, or SOLVE PUZZLE. Use the Directional Pad to highlight your choice and then press the A Button to confirm your selection.

Asking for a consonant. To ask for a consonant, use the Directional Pad on your Control Pad to highlight the consonant you want, then press the A Button.

If the consonant you ask for is in the puzzle, Vanna reveals it and you're credited with the dollar amount shown where your spin of the Wheel landed. If the consonant is in the puzzle more than once, each of its appearances is revealed, and you are credited with the dollar amount times the number of appearances of the consonant. However, if you have landed on a prize and have chosen a consonant that appears in the puzzle more than once, you will be credited for that prize only once.

Buying a vowel. You must have at least $250 to buy a vowel. To buy a vowel, use the Directional Pad to highlight the BUY A VOWEL icon and press the A Button. Now use the Directional Pad to highlight the vowel you wish to buy and press the A Button to confirm your choice.

If you ask to buy a vowel which does not appear in the puzzle, or ask to buy a vowel which has already been bought and revealed in the puzzle, you lose your turn.



Solving the puzzle. When you choose to solve the puzzle, you have 60 seconds to enter the proposed solution. A clock in the upper right corner of the screen ticks down the time.

Starting with the first blank space in the puzzle, a highlight square moves automatically to each successive blank space. For each blank space, use the Directional Pad to highlight and the C button to enter each letter in your proposed solution.

To move the highlight square left and right through the puzzle, select < and >. To delete any wrong character you enter, move the highlight square over it, then enter a new letter. To complete your answer, enter END.
To "give up" if you realize you don't know the answer and don't want to wait for the clock to tick down, simply enter END.

Your answer must be exactly correct and complete, letter for letter. Spelling counts.

If you offer a wrong solution, the turn passes to the next contestant.

If your solution is correct, you win the money and prizes (see below) you have accumulated in that round.

If you solve the puzzle with no money in your account you will be awarded $200.

Use a Free Spin. When the Wheel lands on LOSE A TURN or BANKRUPT, or when you ask for a letter that does not appear in the puzzle or if you try to solve incorrectly, you may use any Free Spin you've won to keep the turn. (Even when you have a FREE SPIN disc to use, you will still lose all your money whenever the Wheel lands on BANKRUPT). If you have a Free Spin to use, Vanna will ask you if you want to use it or PASS. If you choose to PASS, you will retain your FREE SPIN but lose your turn. Press the A or B Button to highlight your choice, then press the C Button.

Special prizes. In rounds two, three, and four, special prizes appear on the Wheel. These prizes — which include jewelry, trips, and "SURPRISE" items — are just like the dollar amounts on the Wheel. When the Wheel lands on one of the prizes, the player who spun the Wheel must ask for a consonant and it must appear in the puzzle for the prize to be credited to the player's account. At the end of the round, the dollar value of any special prizes won by the player who won the round will be added to his or her score.

When no consonants are left. When only vowels remain uncovered in the puzzle, the contestant with the spin must either offer a solution for the puzzle or buy a vowel or vowels and then offer the solution. If the player offers to buy a vowel and it turns out not to be in the puzzle, the player is not permitted to offer a solution to the puzzle and the turn passes to the other player. If the player offers an incorrect solution to the puzzle, the turn passes to the other player. When no vowels are left, your only options are SPIN or SOLVE PUZZLE.

Speed-Up Round. Sometime during the fourth round, Vanna may announce the Speed-Up Round. She will give the Wheel a final spin to determine the value of all remaining consonants; vowels are worth nothing. Each player takes a turn in selecting one letter; vowel or consonants. If it appears in the puzzle, he/she gets 50 seconds to try to solve the puzzle. Enter your letters as usual or, if you cannot solve the puzzle, enter END to pass to the next player. Players continue to select a letter until the puzzle is solved.

The Bonus Round. The player who has WON the most money at the end of four rounds wins the game, and gets to go on to play the Bonus Round.

At the start of the Bonus Round, the player must select one of five bonus round puzzles, represented by the letters W, H, E, E and L on the screen. Use the Directional Pad on your Control Pad to highlight the one you want, then press the C Button.

As you go to the puzzle board, the Bonus Round puzzle appears. Vanna will show you the R, S, T, L, N and E, then ask you to select three more consonants and one more vowel. You make your selections in the usual way. When you've finished, the clock appears, and you have 60 seconds to solve the puzzle. If you win, you'll be told about your prize, and its cash value will be added to your winnings. Even if you do not solve the puzzle, Vanna will reveal what prize you played for.

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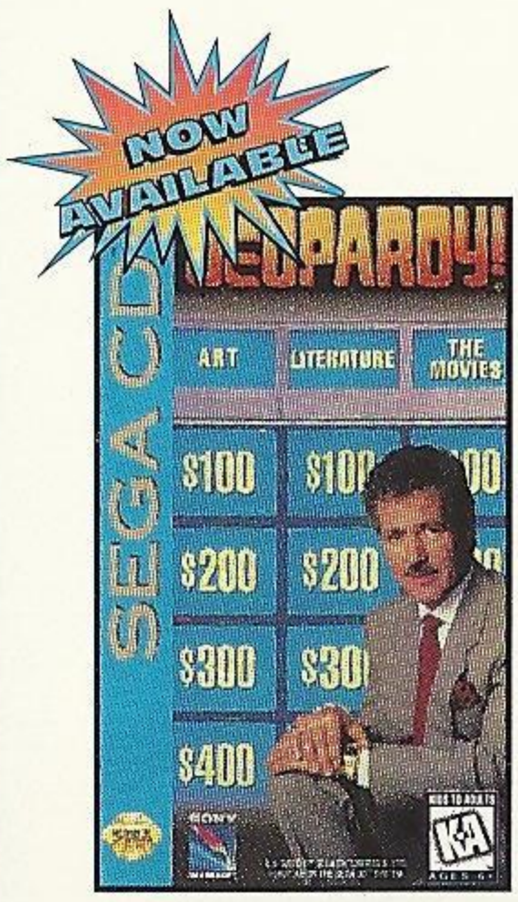
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Check out Jeopardy!® for the Sega CD.



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- **Based on one of the most popular syndicated game shows in America.**
- **Complete with Jeopardy! stage set, theme music and sound effects from the actual show, Daily Doubles and Final Jeopardy! contests.**



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