

XBOX 360

# WHEEL OF FORTUNE



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**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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## XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries)

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings)

## INTRODUCTION

### IT'S TIME FOR “AMERICA’S FAVORITE GAME SHOW”: WHEEL OF FORTUNE!

Put your puzzle solving skills to the test and win it all by advancing to the Bonus Round. Join host Pat Sajak and Vanna White as you guess letters to solve puzzles in a wide range of categories. Spin the wheel, select consonants and buy vowels to fill in the missing blanks. Solve the puzzles to win virtual cash and prizes. Just don't land on Bankrupt or it is back to \$0!

Make it all the way through with the highest cash/prize total to advance to the Bonus Round. Solve the Bonus Round puzzle and you could drive away in a brand new car. You might even be lucky enough to win the ultimate prize, One Million Dollars!

## SETUP

1. Insert the Wheel of Fortune® Game Disc into the disc slot of the Xbox 360® console and select the Wheel of Fortune® Game from the Xbox 360 Dashboard.
2. The front-end introductory sequence will play and advance you to the main menu to begin gameplay.
3. Follow the prompts to select or create an Xbox 360 Gamer Profile.
4. Follow the prompts to either create save data or continue without saving.

## CONTROLS



## STARTING A GAME

Upon selecting "PLAY" from the main menu, you will enter a game lobby and Player 1's currently selected avatar will appear. At any point in the lobby, a second and third player can join by pressing start. Player 2 and Player 3 are prompted to select an Xbox Live Profile and then a pre-made contestant avatar is provided to them. From the lobby, you have access to the following options:

### START

This will start the game with the chosen number of players and settings.

### Xbox LIVE

This will allow you to start or join an online game. Selecting this will give you the following options:

- **Host Private Game:** Host a game that only people you invite can join.
- **Host Public Game:** Host a game that anyone can join.
- **Join Public Game:** Joins a public game lobby.

### Stage Select

Lets you select a location from those available. You start out with the Classic stage and must win Bonus Rounds to unlock new stages.

## TYPING / LETTER ENTRY

When it is your turn to guess a letter or if you decide to solve the puzzle, a virtual keyboard appears on the bottom of the screen. Letters are selected by highlighting the letter using the Directional Buttons and pressing the A Button to confirm. Previously selected letters are grayed out so you do not select them again.

The same virtual keyboard is used to solve a puzzle. Blank puzzle spaces are automatically selected in sequence and highlighted; the player supplies a letter using the same method as above, applying it to the currently selected blank space.

Letters are again selected by highlighting the letter using the Directional Buttons and pressing the A Button to confirm. Once all of the letters are filled in, you press the Y Button to confirm your solution or highlight and press the A Button. Should you make a mistake during the letter entry phase, press the B Button to back up one space on the letter puzzleboard.

## SPINNING THE WHEEL

To spin the wheel during your turn, press the A button when the on-screen power meter is at the desired level. The power meter level determines the strength of your spin.

## WHEEL OF FORTUNE RULES

**Set Up:** In a single-player game, the player always occupies the red (leftmost) position behind the wheel. Two-player games use the red and adjacent (yellow) positions. In three-player games, all three positions (red, yellow, and blue) are used.

**Objective:** The object of the game is to solve a word puzzle by guessing the letters it contains. Each instance of a correctly guessed letter in the puzzle earns the player money. To determine how much money each letter in the puzzle is worth, players spin a large wheel with different money values, prizes and penalties on it.

**Puzzles:** The puzzle is revealed on the Puzzle-board as a series of white rectangles representing letters. Each puzzle has an appropriate category, such as "Phrase."

**Player Turn:** On his/her turn, each player spins the wheel. If the wheel lands on a wedge with a prize or money value, the player is allowed to guess a consonant. If the puzzle contains that letter, all instances are revealed and the player receives either the money value of the wedge, times the number of letter instances added to his/her score, or the prize.

If the player correctly guesses a letter, he/she still has control of the wheel and spins again until they guess incorrectly or land on one of the penalty wedges (Bankrupt or Lose A Turn). While the player has control of the wheel, he/she may also choose to buy a vowel, which deducts \$250 from his/her total. All instances of the vowel are revealed. The player may also choose to solve the puzzle. If correct, the round is over and the player is awarded the cash and prizes in his/her bank for that round. Only the player who wins the round is allowed to keep his/her winnings from that round.

**Bankrupt:** The player loses his/her turn and all money and prizes won during that round. Prizes and money won in previous round(s) are unaffected except for the Wild Card, 1/2 Car Tag and Million Dollar Wedge.

**Lose a Turn:** The player loses a turn, but keeps all of his/her money and prizes.

**Free Play:** The Free Play wedge is available up until the Final Spin. The player's first action or game decision after landing on the Free Play wedge is free of any penalty or consequence. The player has the following options:

1. He/she may call a consonant. If it's in the puzzle, the player receives \$500 for each consonant in the puzzle and his/her turn continues. If it's not in the puzzle or has already been called, the player does not lose his/her turn.
2. The player may call for a vowel without being charged \$250. If the vowel is not in the puzzle or has already been called, the player does not lose his/her turn.
3. The player may attempt to solve the puzzle. If he/she is incorrect, the player will not lose his/her turn.

After using the Free Play, the player may then either spin the wheel as usual, buy a vowel (if he/she has \$250), or solve the puzzle.

During subsequent spins for the remainder of the game, if the player again lands on the Free Play wedge, the same procedure/choice of options as outlined above is followed. There is no limit to the number of times a player may land on Free Play.

If the player has a Wild Card in his/her possession and lands on the Free Play wedge – and then calls consonant that is in the puzzle (receiving \$500 each time it appears in the puzzle), he/she may then use the Wild Card to call another consonant (receiving an additional \$500 each time it appears in the puzzle).

**Wild Card:** The Wild Card is placed on the wheel at the beginning of Round 1 and removed at the end of Round 3 if unclaimed. The Wild Card can be used to call another consonant at the same dollar value as the prior spin. The Wild Card can also be used in the Bonus Round to guess an additional consonant.

**Jackpot Wedge:** The Jackpot wedge is placed on the wheel at the beginning of Round 1. The starting amount is \$5,000 and increases by the dollar value of each spin in Round 1. If any player lands on the Jackpot, \$500 goes into the Jackpot amount. If a player calls a consonant on a Jackpot, each instance is also worth \$500. To win the Jackpot the player must: (1) spin the wheel; (2) land on the Jackpot wedge; (3) call a consonant that is in the puzzle; and then (4) solve the puzzle immediately.

**Mystery Wedge:** There are two Mystery Wedges placed on the wheel at the beginning of Round 2. The face value of a Mystery Wedge is \$1,000; the back face is either \$10,000 or a Bankrupt. If a player lands on a Mystery Wedge, and calls a consonant in the puzzle, the player has two choices: 1.) turn over the Mystery Wedge or 2.) choose not to turn over the Mystery Wedge and take \$1,000 for each instance of the chosen consonant. If the Mystery Wedge is revealed, the other Mystery Wedge becomes a normal money wedge with a value of \$1,000.

**Million Dollar Wedge:** If a player spins and lands on the Million Dollar Wedge and calls a letter that's in the puzzle, he/she picks up the Million Dollar Wedge. In order to keep the Million Dollar Wedge, the player must solve the puzzle for that round. If, after claiming the Million Dollar Wedge, the player lands on Bankrupt at any time, the Million Dollar Wedge is surrendered and is no longer in play.

If the player gets to the Bonus Round with the Million Dollar Wedge, the \$100,000 Bonus Wheel envelope is replaced with a Million Dollar envelope. (The \$100,000 envelope is not available to be won in any Bonus Round in which the Million Dollar envelope is on the Bonus Wheel.) If the player's spin of the Bonus Wheel lands on a slot with the Million Dollar envelope and the player successfully solves the Bonus puzzle, then he/she wins \$1,000,000. Please refer to the Bonus Round section

**Prize Wedges:** These wedges feature prizes that may be won. The prizes for the game include virtual dream vacations. To win a prize a player must: (1) spin the wheel; (2) land on the Prize wedge; (3) call a consonant that is in the puzzle; and then (4) solve the puzzle without landing on Bankrupt. Players can view the prizes they have won in the Extras Menu.

**Gift Tag:** At the beginning of a selected round, a special "Gift Tag" disc is placed on the wheel. If a player lands on this disc and guesses a correct consonant the Gift Tag goes into the player's bank. If he/she guesses incorrectly, the Gift Tag remains on the wheel and the turn passes to the next player. If a player has a Gift Tag when he/she solves the puzzle, he/she wins the Gift Tag along with any other cash accumulated during the round. If won, the retail value of the prize(s) is included in the player's score for that round.

**1/2 Car Tag:** Two 1/2 CAR license plates are on the wheel in the 1st, 2nd, & 3rd rounds. To win the prize car, a player must collect two of these plates before the end of the 3rd round.

In order to collect each plate, a player must:

- 1) land on the wedge which holds the plate
- 2) call a correct consonant to pick the plate up (each consonant will be worth \$500)
- 3) go on to solve the puzzle in that round without hitting "Bankrupt".

If the player were to land on Bankrupt in subsequent rounds, he/she would lose the plate. To win the car, a player will need to possess both plates. At the top of each of the first three rounds of regular game play, there will always be 2 plates featured (even if 1 plate has been claimed in a prior round). Once a car is won, the other players will not be able to continue to play for the prize. The Wild Card may not be used to claim another 1/2 car plate. The Wild Card may be used to call an additional consonant (\$500 per letter).

**Prize Puzzle:** As indicated at the beginning of Round 3, there is a Prize Puzzle that awards the winner with a virtual prize trip relating to the puzzle solution. In order to win the virtual trip, a player must successfully solve the puzzle. Jim Thornton will then describe the trip location the player won and its virtual dollar value. Players do not need to have won any money prior to or during the Prize Puzzle round to win the trip prize.

**Toss-Ups:** In a Toss-Up, players are given the category and letters are randomly revealed one at a time until a player buzzes in and solves the puzzle. An incorrect guess disqualifies the player for the rest of the puzzle.

The player who solves the first Toss-Up wins \$1,000. The player who solves the second Toss-Up wins \$2,000 and starts Round 1. Round 2 is started by the player to the left of the second Toss-Up winner; the remaining player starts Round 3. A final \$3,000 Toss-Up is played before Round 4. The final Toss-Up winner spins first in Round 4

**Final Spin:** The Final Spin occurs during the 4th round. When it happens, Pat Sajak announces this is the Final Spin and gives the wheel a spin. Consonants are worth \$1,000 plus whatever Pat lands on. While vowels are worth \$0, they can be helpful in solving the puzzle. Choosing letters and solving the puzzles are handled as they are normally in regular gameplay except that once a player correctly guesses a letter, he/she has a limited time to either solve the puzzle or pass play to the next player.

**Bonus Round:** The player with the highest cash and prize total gets to play an extra Bonus Round. He/she spins a smaller Bonus Wheel with 24 wedges. Each wedge contains an envelope with a secret prize value inside. When the wheel lands on an envelope, the envelope is selected and gameplay proceeds to the Bonus Round puzzle. The player is given the category of the puzzle and any letters that match R, S, T, L, N or E are revealed. The player then selects three more (or four, if they have a Wild Card) consonants and a vowel. All instances are revealed and the player has a limited amount of time to solve the puzzle. If the player reaches the Bonus Round with the Million Dollar Wedge, the \$100,000 envelope on the Bonus Wheel is replaced with a \$1,000,000 envelope.