

As soon as all letters chosen have been filled in, the contestant will have 10 seconds to solve the puzzle. (Host flips the sand timer over)

During the 10 seconds the contestant may give more than one answer. However, the correct answer must be started prior to the sand timer running out.

If the contestant solves the Bonus Round puzzle the host reveals the prize or cash amount of the chosen Bonus Round Prize card. The players total winnings are announced and the player receives a handshake from the host. The game is now over.

If the contestant fails to correctly solve the Bonus Round, no prize is awarded and the game is over.

Variation for 2 Player Game:

To Play the Wheel of Fortune card game with 2 players, each player draws a puzzle card. Players take turns as the host/scorekeeper or contestant.

If the contestant loses his/her turn (by calling out a letter not in the puzzle, by drawing a Bankrupt card, or by drawing a Lose a Turn card) it is noted by the host. Players have up to 3 turns to correctly solve the puzzle. If he/she solves the puzzle correctly, the contestant's score is totaled and written on the scoreboard. Players then switch roles for the next puzzle.

The player with the most accumulated winnings after each player has played through 3 puzzles is the Winner, and moves on to the Bonus Round for a chance to win big.

Additional Game Notes:

During the normal play of the game, if a contestant asks for a consonant before spinning the wheel, he/she will be instructed to spin the wheel, and if a dollar amount is attained he/she will be held to the letter previously requested.

A contestant may solve the puzzle without spinning the wheel.

If a contestant has less than \$1,000 in his/her bank and solves the puzzle, his/her dollar value will be raised to \$1,000.

*As a general rule, players should decide to spin, buy a vowel, or solve the puzzle within 5 seconds.



© 2008 Calton Productions, Inc. Wheel of Fortune™ is a registered trademark of Calton Productions, Inc. All rights reserved.
Distributed By Endless Games, Inc. South Amboy, New Jersey
Visit Our Website at: www.endlessgames.com
The Endless Games Logo is a Registered Trademark of Endless Games, Inc.

For 2-4 Players, Ages 8 and up.

WHEEL OF FORTUNE

Components:

- 25 "Wheel" Cards (20 Wheel Value Cards, Lose Turn, Bankrupt, Free Spin, Jackpot, and Escape)
- 100 "Puzzle" Cards featuring 3 puzzles PLUS one Bonus Round puzzle (in black) - per card
- 5 Bonus Round Prize Cards (\$25,000/ \$30,000/ \$40,000/\$100,000/ New Car)
- 1 Wipe Off Puzzle Board
- 1 Wipe Off Score Board
- 1 Dry Erase Marker
- 1 ten-second sand timer (for Bonus Round)
- 1 Instructions Sheet

Goal:

Win the most cash and prizes at the end of 3 rounds then solve the Bonus Round Puzzle to become the "Big Winner".

Set Up:

Separate the Wheel deck from the Puzzle Deck.

In Round 1, remove the Jackpot and Escape Trip cards from Wheel deck.

In Round 2, add the Jackpot card.

In Round 3, remove the Jackpot card. Add the Escape Trip card.

For a 3 or 4 player game, choose one person to act as host and scorekeeper.

Note: The host will not be competing as a contestant

Before each new puzzle, wipe off the puzzle board and cross-out spaces that do not apply to the next puzzle.

Spinning the Wheel:

On each contestant's turn he/she takes the Wheel deck and calls aloud any number from 1-23. 1 is a very soft spin. 23 is a very hard spin.

NOTE: In Rounds 2 and 3, there are 24 Wheel Cards so call out any number from 1-24.

This contestant then counts aloud to his/her number as he/she flips over cards in the Wheel deck. If the contestant calls out "5" - for example, he/she would count "1, 2, 3, 4, 5" as he/she flips each card over to reveal the wheel value stopping on the 5th card.

The contestant's card represents the value for the number of times his/her chosen letter (consonant) appears in the puzzle. (Just as on the Wheel of Fortune Game Show)

After each spin, that card is reinserted in the deck, and the deck is shuffled for the next spin.

Playing the Game:

To play the game, contestants take turns "spinning the wheel" (drawing cards from the Wheel deck) and guessing consonants to solve the puzzle.

Each Puzzle Card features one full game on it (3 Puzzles, plus 1 Bonus Round Puzzle)

NOTE: The scoreboard grid enables the scorekeeper to quickly and easily tally each contestant's earnings per spin. The board is set up as a grid with each wheel value going across the top, and the contestants' names along the side. When contestant 1 spins for \$800, and gets three letter "S's" – for example – the scorekeeper simply writes in 3 hash marks ("/ / /") in the \$800 square for that contestant. At the end of the round, the person who solves the puzzle will have his/her score totaled up and recorded on the scoreboard.

To begin each round, the host will read aloud the category for the puzzle. After the category is announced, the first contestant may "spin the wheel" and guess a consonant in the puzzle.

If a contestant calls out a letter that is part of the puzzle, the host will use the wipe-off puzzle board to record where that letter appears in the puzzle. The host shall also cross off the chosen letter on the used letter board below the puzzle so that all players can keep track of what letters are still available for guessing.

It is still that contestant's turn and he/she may choose to spin again, buy a vowel, or solve the puzzle.

If a contestant calls out a letter that is not a part of the puzzle, the host will alert all contestants that this letter is not a part of the puzzle. He/she will then cross off that letter on the used letter board and play will move on to the next contestant.

Buying a Vowel:

Once a contestant has earned enough money in his/her bank for that round, he/she may buy a vowel for \$250 to help solve the puzzle.

Buying a vowel may occur at any time during a contestant's turn, but must be done BEFORE he/she spins the wheel.

A vowel will cost \$250 no matter how many times that vowel appears in the puzzle.

A contestant may buy a vowel consecutively so long as that player has enough money banked to do so.

Free Spin, Bankrupt, & Lose a Turn:

There are three cards in the Wheel deck that do not have a monetary value assigned to them. Should a contestant draw one of these cards, he/she must take the following action:

- **Lose a Turn:** Place the card back in the Wheel deck. Play moves on to the next contestant.
- **Bankrupt:** Place the card back in the Wheel deck. Play moves on to the next contestant AND scorekeeper shall erase all accumulated earnings for that player in THAT SAME puzzle round.
- **\$300 Free Spin:** Contestant keeps this card and it may be used anytime up to the bonus round if he/she:
 1. Calls out a letter that is not a part of the puzzle.
 2. Draws a Lose a Turn card
 3. Draws a Bankrupt card (although he/she will still lose his/her accumulated earnings to this point).

Jackpot and Escape Trip Spaces:

The Jackpot Card is added to the Wheel deck at the beginning of Round 2. The Jackpot dollar value is set at \$10,000.

Should a contestant draw the Jackpot card, he/she must call out a consonant that is in the puzzle, and then correctly solve the puzzle.

If the contestant correctly solves the puzzle as described above, he/she will win the \$10,000 Jackpot amount in addition to the dollar value in his/her bank, and the round is over.

NOTE: If the contestant, after drawing the Jackpot card, calls out a consonant that is not in the puzzle; OR calls out a consonant that is in the puzzle but is incorrect in solving the puzzle, the contestant loses his/her turn. (Should the contestant have a Free Spin card, he/she may play it after any of these instances to solve the puzzle and win the amount he/she has in his/her bank – NOT the Jackpot amount)

The Escape Trip card is added to the Wheel deck at the beginning of Round 3.

If a contestant draws the Escape card, he/she must select a consonant that is part of the puzzle in order to hold onto the card.

If the contestant selects a consonant that is in the puzzle and eventually solves the puzzle for Round 3, he/she wins the Escape Island Getaway prize package in addition to the dollar value in his/her bank.

Winning the Round:

When the contestant feels he/she has enough letters showing to solve the puzzle, he/she must state that he/she'd like to solve the puzzle BEFORE spinning the wheel. Upon successfully solving the puzzle for that round, that contestant's score will be totaled and written on the scoreboard.

NOTE: Should a contestant be unsuccessful in his/her attempt to solve the puzzle, play continues to the next contestant.

Winning the Game:

Once 3 puzzle rounds have been played, the contestant with the most cumulative earnings wins the main game and goes on to play the Bonus Round to become the "Big Winner"!

Bonus Round:

The contestant who has won the main game (3 Rounds) moves on to the Bonus Round for additional cash and prizes.

Before the round begins, the host shall wipe off the puzzle board and cross out spaces that don't apply to the Bonus Round puzzle. The contestant will pick 1 of the Bonus Round Prize cards but the host will not reveal the prize or cash amount.

Next, the host shall read aloud the category and then fill in wherever the following letters where they appear on the puzzle board: R, S, T, L, N, and E.

Be sure these letters are also crossed off the used letter board.

The player then chooses 3 additional consonants and 1 additional vowel for the host to fill in on the board, and cross off of the used letter board.