



Junior Edition CARD GAME

Contents:
88 Wheel of Fortune Junior Edition Puzzle Cards (with 176 Puzzles!)
20 "Wheel" Cards (18 Wheel Value Cards, 1 Lose a Turn, and 1 Bankrupt)
Instructions

OBJECT:

Earn the most money by drawing Wheel Value Cards and solving the puzzle!

SET UP:

Select one player to "host" the game. Host will need a pad and pencil to keep track of score and puzzle letters. Separate the Wheel Deck from the Puzzle Deck. The youngest player goes first.

SPINNING THE WHEEL:

On each contestant's turn he/she takes the 20 cards from the Wheel Deck and shuffles them. When adequately shuffled, flip over the top card in the deck. This is the value for that "Spin". This 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 TV Game Show!)

For example, if a contestant shuffles and draws a "\$1000" card from the Wheel deck and then asks for the letter "N", which appears 3 times in the puzzle; he/she will earn \$3000 (3 X \$1000) added to the score for that round.

Each new spin is conducted in the same manner of shuffling and revealing the top card.

Note: We've given you a head-start by showing you the letters R, S, T, L, N and E and their location (if any) on the puzzle. There is no need to call these letters out again.

GAME PLAY:

To play the game, contestants take turns "spinning the wheel" (drawing from the Wheel deck) and guessing consonants to solve the puzzle. To begin each round, the host will read aloud the category for the puzzle and will draw out the spaces for the puzzle as they are indicated on the card on a separate sheet of paper. After the category has been announced, the first contestant may "spin the wheel" and guess a consonant in the puzzle.

If the contestant calls out a letter that is part of the puzzle, the host will write down where that letter appears in the puzzle and will record the score. 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 part of the puzzle, the host will write this letter down below the puzzle to alert all contestants that this called letter is not in the puzzle, and play will move to the next contestant.

BUYING A VOWEL:

Once a contestant has earned enough money in his/her bank, he/she may buy a vowel for \$250 to help solve the puzzle. Buying a vowel must occur BEFORE a contestant spins the wheel on their turn. A vowel will cost \$250 no matter how many times it appears in the puzzle. A contestant may buy a vowel consecutively so long as that player has enough money banked to do so.

BANKRUPT AND LOSE A TURN CARDS:

There are two 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: No letters may be guessed. Play will move to the next contestant.

BANKRUPT: No letters may be guessed. Host shall erase that player's accumulated earnings for that puzzle AND play will move to the next contestant.

WINNING THE ROUND:

When a contestant feels confident enough to solve the puzzle, he/she may do so BEFORE spinning the wheel. Upon successfully solving the puzzle, the host will record that contestant's total score before beginning the next round.

WINNING THE GAME:

The contestant who earns the most total prize money after three puzzle cards have been played is the Wheel of Fortune Junior Edition Card Game WINNER!

Variation for 2 Player Game:

To play The Wheel of Fortune Junior Edition Card Game with just two players, players will take turns being the host and contestant while trying to solve 3 puzzles each. Play is the same as in a normal game, however if the contestant loses his/her turn by incorrectly guessing a letter or the puzzle itself, or by drawing a Bankrupt or Lose a Turn card, it is noted by the host, and they lose 1 Turn. Players have up to 3 turns to correctly solve the puzzle. If the puzzle is solved correctly within 3 turns, the contestant's score is totaled and it is the other player's turn to be the contestant. The player with the most accumulated winnings after each player has played through 3 puzzles is the Winner.

Distributed by Endless Games, Inc.
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Age 8-12
2 - 4 Players
Item#884

