

GAMETEK

WHEEL OF FORTUNE[®]

INSTRUCTION MANUAL

GAMETEK

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SEGATM

1 TO 3
PLAYERS

GAME GEARTM
COLOR PORTABLE VIDEO GAME SYSTEM

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

PRESENTING WHEEL OF FORTUNE featuring VANNA WHITE for your SEGA GAME GEAR™ SYSTEM. With over 2,000 new puzzles, great graphics, and sound effects, you'll feel as if you're actually in the studio with Vanna White. Soon you'll experience the challenge and intrigue of America's favorite TV game show.

THANK YOU for purchasing the Gametek "Wheel of Fortune featuring Vanna White" cartridge for your Game Gear System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Game Gear Cartridge. Please save your manual in a convenient place for future reference.

Gametek Customer Support:

Game Hint and Tip Line: 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

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STARTING UP

- 1 Set up your Game Gear System by following the instructions in your Game Gear System Instruction Manual.
- 2 Make sure the power switch is OFF. Then insert the Wheel of Fortune featuring Vanna White cartridge into the Game Gear.
- 3 Turn the power switch ON. In a few moments, the title screen will appear.
- 4 If the title screen doesn't appear, turn the power switch OFF. Make sure that your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

NOTE: Wheel of Fortune featuring Vanna White can be played with up to three players.

Insert Sega Cartridge



HOW TO USE YOUR GAME GEAR



Start Button

*Pauses/Unpauses the Game

D (Directional) Button

*Moves Cursor

Button 1

Skips Credits

Locks in choice during game.

Skips to next screen.

Skips Wheel Screen.

Stops Letter Choice during bonus round.

Button 2

Deletes errors made when entering name.

SETTING UP THE GAME

1. Select how many contestants will compete by moving the D Button left and right. Press Button 1 to lock in your selection. If you wish to compete against a computer player or players, please count them in at this time. For example, if you wish to play alone against 2 computer players, enter 3 contestants.



2. Now, select the number of computer players you wish to compete against. Make your selection by moving the D Button left or right. Lock in your choice by pressing Button 1.



3. At the prompt, enter the names of the human players in the order in which you wish to compete by moving the cursor over the desired letters and selecting them by pressing Button 1. The names being entered can be no more than 5 characters long. After you have entered each name, move the cursor over END and press Button 1. If you make a



mistake while entering a name, move the cursor over DEL and press Button 1 to delete each letter or press Button 2 to select DEL.

4. To choose your character, press the D Button left or right and press Button 1 to lock in your choice. This should be done for each human player.



5. If you're playing against a computer player or players, they will enter their own name(s) and contestant(s).

HOW TO PLAY ROUND 1

1. The screen opens with the Wheel of Fortune board displaying the category and the puzzle. The category could be: PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS, FICTIONAL CHARACTER, SAME NAME or BEFORE AND AFTER.

- The letters involved in the puzzle will be highlighted in gray.
- The players' names appear at the bottom of the screen.

- c. The round that you are in is displayed at the bottom of the screen.



2. A message will appear on the bottom of the screen indicating that it is Player #1's turn to play. Player #1 may choose to SPIN, BUY a vowel, or SOLVE the puzzle. (Players usually elect to SPIN for the first few times until several letters appear on the board.)



3. In order to buy a vowel, the player must have at least \$250 in winnings for the current round.

4. A player must make the decision to SPIN, BUY a vowel, or SOLVE the puzzle quickly, as the timer located in his/her score box is counting down. If the decision is not made within the allotted time, a message will come up on the screen indicating that the player has run out of time. If the player runs out of time, play passes to the next player.

5. CHOOSING TO SPIN

a. Player #1, if you decide to SPIN, lock in your choice by moving the cursor over SPIN and pressing Button 1.

b. After selecting SPIN, you will go to the contestant screen.



c. Press Button 1 to SPIN the Wheel.

d. The Wheel on the screen spins and the dollar value on the Wheel is displayed in a box to the bottom of the Wheel.

e. When the Wheel stops, the dollar value on which the Wheel lands determines the value of the consonant you will be selecting during your turn.



f. In addition to landing on a dollar amount, the following may happen:

1. If the Wheel stops on BANKRUPT, you will lose all of your winnings for the current round.
2. If the Wheel stops on LOSE TURN, you lose the chance to choose a letter and play passes to the next player.
3. If the Wheel stops on FREE SPIN, you will earn a FREE SPIN only if you choose a consonant correctly. You can use this FREE SPIN during any round, except the bonus round.



6. ENTERING YOUR CONSONANTS

Once the value of your letter is determined, the game directs you to ENTER A CONSONANT. Scroll right or left with the cursor to the letter of your choice and lock it in with Button 1.

- a. If the consonant is correct, its location lights up on the game board and Vanna turns over the letter. The value of the spin for that consonant is entered above your name. (If that consonant appears more than

once, the value of your spin is multiplied by the number of times that particular consonant appears in the puzzle.) If your choice is correct, you will once again be prompted to SPIN, BUY a vowel, or SOLVE the puzzle. You may continue playing until you either choose a letter incorrectly, incorrectly try to solve the puzzle, spin the Wheel and land on LOSE TURN or BANKRUPT, or run out of time when selecting the letter.

- b. If your consonant is incorrect, the game informs you that that consonant is not in the puzzle. Play then passes on to the next contestant.

7. BUYING A VOWEL

You may choose to buy a vowel as long as you have \$250 in the current round of play.

- a. If you decide to buy a vowel, place the cursor over VOWEL and press Button 1.
- b. The \$250 is deducted from your winnings whether or not that vowel is in the puzzle.
- c. The cost of a vowel is always \$250, regardless of how many times that vowel appears in the puzzle.

d. If you do not have \$250, you will not be allowed to buy a vowel.

e. If you choose a vowel that is not contained in the puzzle, then play passes on to the next player.



8. SOLVING THE PUZZLE

During any of your turns, you may choose to solve the puzzle.

a. Move the cursor to Solve and lock in with Button 1.

b. A flashing tile appears at the first missing letter. Move the cursor over the letter of your choice and lock in by pressing Button 1. Continue to enter the missing letters until you have completed the puzzle or run out of time.

c. When you have completed the puzzle, move the cursor to END and press Button 1.

d. If you make a mistake when entering the letters, move the cursor to DEL and press Button 1 to delete the last entry.

e. If your solution is correct, a message will appear congratulating you on winning the round and will display your winnings for that particular round.



f. If you are incorrect, play passes to the next player.

g. Press Button 1 to continue.

NOTE: Speed is essential since the timer is counting down; accurate spelling is also essential — even one incorrect letter will make the response incorrect.



HOW TO PLAY THE FOLLOWING ROUNDS

1. After Round 1, the game returns to the contestant screen displaying the winner's winnings. This will be done after each round, showing each player's accrued earnings for the entire game up to that particular point in play.



2. Round 2 is played the same as Round 1; however, a \$2,500 space is added to the Wheel. Round 3 also follows the same rules as Round 1; however, a \$5,000 space is added to the Wheel.

3. Player #2 starts Round 2. Player #3 starts Round 3. (If only two players are competing, then player #1 starts Round 3.)

HOW TO PLAY THE BONUS ROUND

1. If you are the winner, your name and winning score appear on the screen. Press Button 1 to continue.

2. There is a different prize behind each letter of the word WHEEL. You must select one of these letters by pressing Button 1 when the desired letter is highlighted. The prize will not be revealed unless you have solved the puzzle correctly.

3. At this point, you will be shown the bonus puzzle. The consonants R, S, T, L, N and the vowel E will be revealed if they are in the puzzle. Press Button 1 to continue.



4. You may now choose three more consonants and one more vowel. Move the cursor to the letters of your choice and lock in using Button 1. Make your selections quickly because the timer will be counting down. If any of the letters you have chosen appear in the puzzle, they will be revealed on the game board.

5. The timer will reset and you will be asked to solve the puzzle.

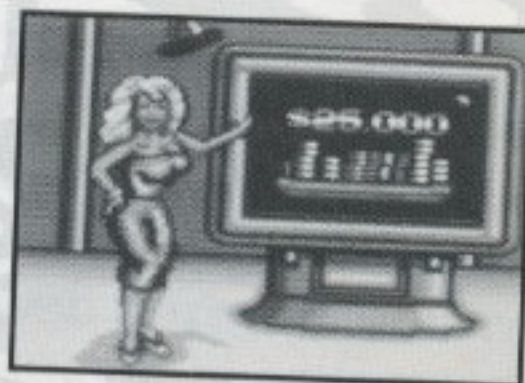
6. TO SOLVE THE PUZZLE

a. A flashing tile appears at the first missing letter. Move the cursor over the letter of your choice and lock in by pressing Button 1. Continue to enter the missing letters until you have completed the puzzle or run out of time.

b. When you have completed the puzzle, move the cursor to END and press Button 1.

c. If you make a mistake when entering the letters, move the cursor to DEL and press Button 1 to delete the last entry, or simply press Button 2.

7. If you have solved the puzzle successfully, you win!



HINTS ON GAMEPLAY

1. Correct spelling is essential when solving a puzzle. We recommend that you check all the letters you have entered before you select END.

2. Each time a player guesses a letter correctly or incorrectly, that letter is eliminated from the alphabet on the screen.

3. When all the consonants have been selected, the only options available are BUY A VOWEL or SOLVE PUZZLE. A message will appear on the screen indicating when only vowels are left in the puzzle.

4. When only vowels are left in the puzzle, the player whose turn it is currently, can either solve the puzzle or buy a vowel (if they have \$250). If the player chooses a vowel that is in the puzzle, then he/she may either continue buying vowels, (again, as long as they can afford it) or solve the puzzle. If the player chooses a vowel that is not contained in the puzzle, then play is passed on to the next player. If all letters have been turned over in the puzzle, then the player whose turn it is, can solve the puzzle by selecting SOLVE and then selecting END.

5. BANKRUPT only applies to the winnings of the current round. The player's accrued winnings from previous rounds are not lost.

HANDLING YOUR CARTRIDGE

1. The Sega Game Gear Cartridge is intended for use exclusively for the Sega Game Gear System.
2. Do not bend it, crush it or submerge it in any liquids. Do not try to disassemble.
3. Avoid leaving the cartridge in direct sunlight or near a radiator or other heat source.
4. Be sure to take an occasional break when playing for an extended period of time, to rest yourself and the cartridge.

Gametek would like to thank the following people for their time and effort in creating Wheel of Fortune featuring Vanna White for your Sega Game Gear System:

Developed by Imagitec Design, Inc.

Programmed by Richard Clark

Art by Michael Hanrahan

Music by Barry Leitch

Testing by John McKinnon and Elizabeth Curran

Produced by Rod Humble

Executive Producer Elizabeth Curran

Manual written by Elizabeth Curran and Rod Humble

Packaging Design by Steve Curran and John Tombley

CUSTOMER SERVICE

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8 am to 8 pm; Eastern time.

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 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.

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