

PROOF OF PURCHASE
Wheel of Fortune Handheld Game



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AGES 8+

Item No. 59939-2

WHEEL OF FORTUNE

Handheld Game

INSTRUCTIONS



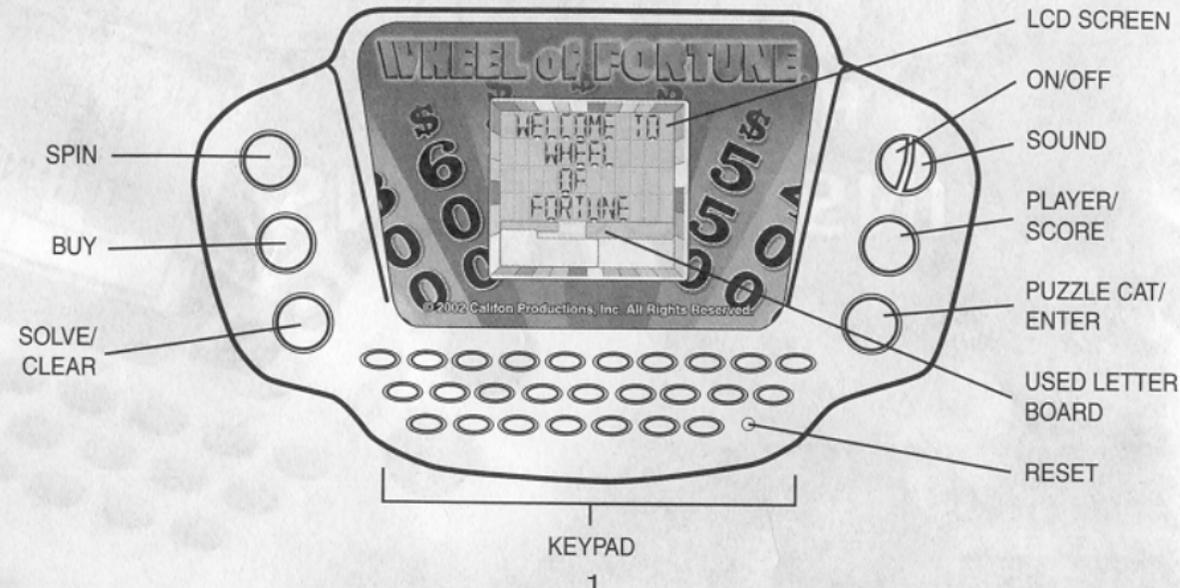
IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the **RESET** button on the front of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

OBJECT OF THE GAME

Challenge the computer player or a friend as you "spin" the wheel, buy vowels, and solve puzzles.

A LOOK AT THE GAME UNIT



ON/OFF

– Press to turn the game on and off.

SOUND

– Press to turn the sound on and off.

SPIN

– Press to "spin" the wheel.

BUY

– Press to buy a vowel.

PLAYER/SCORE

– Press to select number of players and to check scores during play.

PUZZLE CAT/ENTER

– Press to check category during the game and to confirm answer when solving.

SOLVE/CLEAR

– Press to solve the puzzle and to clear mistyped letters.

KEYPAD

– Press buttons to enter your letter choices.

RESET

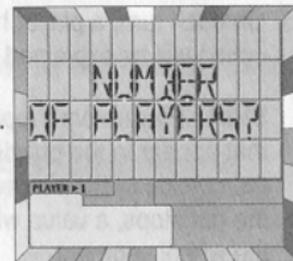
– Press to reset the game.

USED LETTER BOARD – Shows letters available for use

HOW TO PLAY

1. Press **ON/OFF**. The theme music will play and the screen will display, WELCOME TO WHEEL OF FORTUNE. To move past this screen, press **ENTER**. The MAXIMUM SCORE achieved on your game unit will be displayed.
2. The screen will then automatically change to display NUMBER OF PLAYERS? A number will be displayed in the lower left-hand corner of the screen. Press **PLAYER/SCORE** to scroll through the numbers. When the correct number of players is showing, press **ENTER**.

- If you choose 1 PLAYER, you will be Player 1 and the computer will be Player 2.
- If you choose 2 PLAYERS, you will be Player 1, and your opponent will be PLAYER 2. The computer will be Player 3.
- If you choose 3 PLAYERS, you will be challenging two opponents. There will be no computer player.



Screen Contrast: While you are on the NUMBER OF PLAYERS? screen, you may adjust the screen contrast. However, you must do this before you choose the number of players. Press **BUY** to make the screen darker. Press **SOLVE/CLEAR** to make the screen lighter. Press the buttons as often as needed to reach the desired contrast.

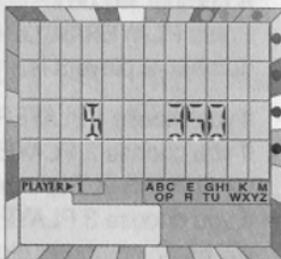
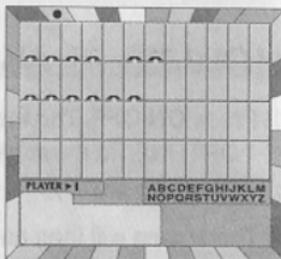
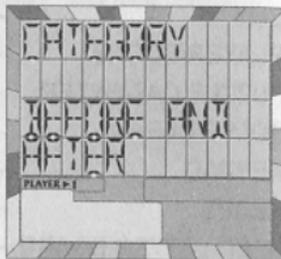
3. The screen will display ROUND 1. It will then change automatically to display CATEGORY, as well as one of the nine categories included in the game.

Note: To check the category title during a round, press **PUZZLE CAT/ENTER**.

4. The screen will then change to display the blank lines of the puzzle. The LETTER BOARD will be displayed in the lower right-hand side. On each player's turn, his/her number (Player1, Player 2, etc.) will be displayed in the lower left-hand side of the screen. That player's score for the round will also be displayed.

5. On each turn, a player has three choices: **SPIN**, **BUY** or **SOLVE**. Each option will be explained below.

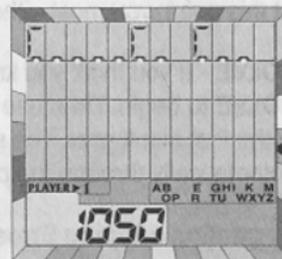
SPIN - Players earn money by spinning the wheel and guessing letters that appear in the puzzle. Press **SPIN** to begin. A dot will move around the outside of the screen to indicate that the wheel is "spinning." When the dot stops, a value will be shown on the screen. This is the value of the wheel segment.



Use the **KEYPAD** to make your letter choice. Once a letter is chosen, it will disappear from the **LETTER BOARD**.

- If the letter you chose is in the puzzle, you will hear a bell, and the letter will appear in its proper place(s) in the puzzle. The dollar amount awarded for the spin is the value of the wheel segment multiplied by the number of times the letter appears in the puzzle. The amount won for the spin will be displayed on the screen, and then added to your cumulative score for the round. Your cumulative score is displayed in the **SCORE** field at the bottom of the screen. As long as you continue making a correct letter choice, you keep control of the wheel.

Example: On your spin, the value of the wheel segment is \$350. You guess the letter "C." It appears in the puzzle three times. You are awarded $\$350 \times 3$, or \$1,050.



- If you choose a letter that is not in the puzzle, you will hear the "audience" groan. Your turn is over and play moves to the next player.

When all consonants have been placed in the puzzle, the screen will display **ONLY VOWELS LEFT IN PUZZLE**. At this point, you must either buy a vowel or solve the puzzle.

BUY A VOWEL - The only way to choose a vowel is to buy one. The cost is \$250 for each vowel chosen. No matter how many times it appears in the puzzle, the cost is only \$250.

You must have at least \$250 in the current round to use this choice. If you try to buy a vowel without enough money, you will hear a double "buzz" to let you know that you can't use this option. In this case, your only options are to **SPIN** or **SOLVE**.

To buy a vowel, press **BUY**. Then use the keypad to choose a vowel: "A," "E," "I," "O," or "U." As on the TV show, "Y" is not considered a vowel in this game.

- If you bought a vowel that is in the puzzle, you will hear a bell and the vowel will appear in its proper place(s).
- If you bought a vowel that is not in the puzzle, your turn is over and play moves to the next player.

When all vowels have been placed in the puzzle, the screen will display **NO VOWELS LEFT IN PUZZLE**. At this point, you must either **SPIN** the wheel or **SOLVE** the puzzle.

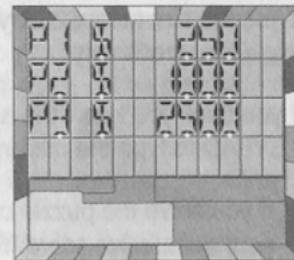
SOLVE - If you think you know the answer to the puzzle, you may try to solve it on your turn. Press **SOLVE** to begin. Then use the **KEYPAD** to type the missing letters. The first letter you type will be placed in the first blank spot. The second letter in the second blank spot, and so on. The cursor will move automatically through the puzzle as you type letters.

Correcting a Typing Error: If you make a mistake, press **CLEAR**. The last letter you typed will flash. You may then correct it by using the **KEYPAD** to type in a different letter. Or, if you need to go back farther in the puzzle to make a correction, press **CLEAR** again - once for each letter. Then, correct the appropriate letter(s). The cursor will advance automatically after typing in a new letter.

When you have finished typing your answer, press **ENTER**.

- If you solve the puzzle correctly, you will hear the "audience" applaud, and you keep the money you earned in the round. Only the player who solved the puzzle keeps the money earned in the round. If you have no money when you solve the puzzle, you will be given the "house prize" of \$500.
- If you solve the puzzle incorrectly, you will hear the "audience" groan. Your turn is over and play moves to the next player.

6. When the puzzle has been solved, the round is over. The unit will display the cumulative score for each player.
7. Rounds 2 and 3 are played in the same way as Round 1. Player 2 starts Round 2 and Player 3 starts Round 3. If there are only two players, Player 1 will start Round 3.
8. The player with the most money at the end of three rounds moves on to the Bonus Round.



TIE GAME

If there is a tie between two or more players at the end of three rounds, a special Speed-up Round is played to determine who goes to the Bonus Round. The screen will display **SPEED-UP ROUND**, along with the player numbers participating in the round.

Press **ENTER** to start the Speed-up Round. The computer will automatically "spin" the wheel to come up with a special value. This value will be "awarded" to each player *every time that player chooses a correct consonant during the round*. However, only the winner of the round gets to keep the money (add it to his/her cumulative total).

Beginning with the lowest player number, players take turn guessing letters that are in the puzzle. Just like in a normal round, if a letter you choose is in the puzzle, the wheel segment value is multiplied by the number of times the letter appears in the puzzle, and your turn continues. If you guess incorrectly, your turn is over, and play moves to the next player.

If you have at least \$250, you can buy a vowel. Press **BUY** and use the **KEYPAD** to choose a vowel, as explained previously.

If you think you know the answer, you may solve the puzzle on your turn. Press **SOLVE**, and use the **KEYPAD** to type the missing letters. When you have finished typing, press **ENTER**.

- If you solve the puzzle correctly, you win the Speed-up Round, and the money you won is added to your cumulative score. You move on to the Bonus Round.
- If you solve the puzzle incorrectly, your turn is over and play moves to the next player.

BONUS ROUND

The player with the highest cumulative score at the end of three rounds gets to play the Bonus Round. If the computer player has the most money, no Bonus Round is played. The computer wins the game!

1. The screen will display **BONUS ROUND**, the winning player's number, and the letters "W," "H," "E," "E," and "L."
2. Use the **KEYPAD** to choose the letter "W," "H," "E" or "L." This will determine the prize for which you are playing. The value will not be displayed until the end of the Bonus Round. If you choose "E," the computer will randomly choose one of the two "E" letters for you.
3. The screen will then display the category, and the blank lines for the puzzle will appear. The letters "R," "S," "L," "T," "N" and "E" will be placed in the puzzle automatically.

4. Use the **KEYPAD** to choose three additional consonants and one vowel (at no cost). The letters you choose will flash on the **LETTER BOARD** until all have been chosen. Once you have chosen all your letters, the game unit will check to see if any belong in the puzzle. If they do, they will be placed in the appropriate places.

5. Then use the **KEYPAD** to type any missing letters in the puzzle. When you have finished, press **ENTER**.

If you are correct, the "audience" will applaud. The prize value "hidden" behind the letter you chose at the beginning of the round will be revealed and added to your cumulative total.

If you are incorrect, the "audience" will groan. The prize value "hidden" behind the letter you chose at the beginning of the round will be revealed, but it will **NOT** be added to your cumulative total.

WINNING THE GAME

The player with the most money at the end of Bonus Round wins the game.

SPECIAL WHEEL SEGMENTS

Some wheel segments have a special dollar amount, or no dollar amount associated with them. Following is an explanation of these special wheel segments.

FREE SPIN - This wheel segment is active in Round 1 and Round 2.

- If the wheel stops on the **FREE SPIN** segment, and you choose a consonant that does not appear in the puzzle, you do not win the **FREE SPIN**. Your turn is over and play moves to the next player.

- If the wheel stops on the FREE SPIN segment, and you choose a consonant that does appear in the puzzle, the screen will display YOU WON A FREE SPIN. (You may use this later when you need it.)

You keep control of the wheel and continue your turn. Later in your turn, if you choose an incorrect letter, the unit will automatically prompt you to USE YOUR FREE SPIN.

There is only one FREE SPIN available per round. Once any player wins it, it is unavailable for the rest of the round.

Example: You spin, and the wheel stops on FREE SPIN. You choose the letter "R." Luckily, it appears twice in the puzzle. You win the FREE SPIN to use when you need it. You spin again and guess the letter "Y." This does not appear in the puzzle. Normally, this would mean that your turn is over. However, since you have a FREE SPIN, you keep control of the wheel until you guess another incorrect letter

LOSE A TURN - This segment is active in Rounds 1, 2 and 3. If you land on this segment, your turn is over and play moves to the next player.

BANKRUPT - This segment is active in Rounds 1, 2 and 3. If you land on this segment, you lose all the money you have accumulated in the round. Also, your turn is over and play moves to the next player.

\$10,000 - In Round 3, there is a \$10,000 segment on the wheel. If a player wins this prize by choosing a correct letter, it is unavailable for the rest of the round.

AUTOMATIC SHUT OFF

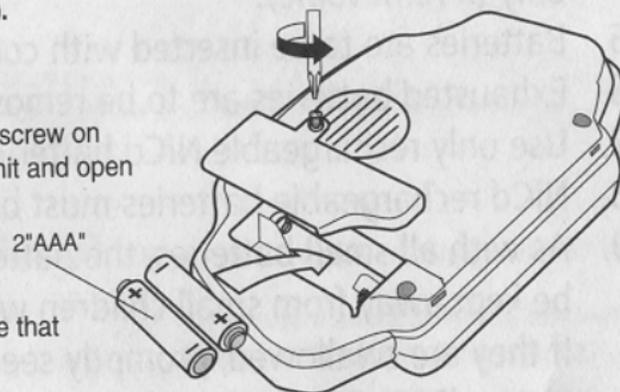
Your game unit will shut off automatically after three minutes of non-use.

BATTERIES

2 "AAA" Batteries Required (NOT INCLUDED).

To replace the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment on the back of the unit and open the door.
2. Carefully remove the old batteries.
3. Insert 2 new "AAA" size batteries, making sure that the "+" and "-" are aligned as shown.
4. Replace the battery compartment door and tighten the screw.
5. In case the game malfunction or "locks up", press the **RESET** button to initialize the unit.



CAUTION:

1. Battery installation should be done by an ADULT.
2. Non-rechargeable batteries are not to be recharged.
3. Re-chargeable batteries are to be removed from the game before being recharged.

4. Re-chargeable batteries are only to be recharged performed by adult only (if removable).
5. Batteries are to be inserted with correct polarity.
6. Exhausted batteries are to be removed from the game.
7. Use only rechargeable NiCd batteries in the charger provided.
8. NiCd rechargeable batteries must be recycled or disposed of properly.
9. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
10. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
11. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

DO NOT DISPOSE OF THIS PRODUCT IN FIRE. BATTERIES INSIDE THIS PRODUCT MAY EXPLODE OR LEAK.

MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer, or push in the RESET button.

CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit.
Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

If Wheel of Fortune ® Game is damaged or something has been left out, **DO NOT RETURN IT TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.

PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S.\$10.00. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.