

AGES 8+



WHEEL OF FORTUNE[®] CROSSWORD INSTRUCTIONS

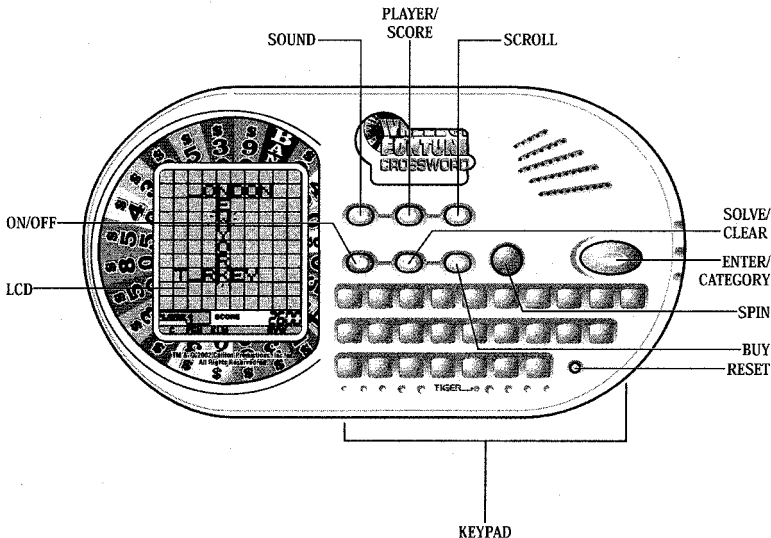
TIGER
ELECTRONICS
Item No. 66974



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Welcome to Wheel of Fortune® Crossword. It's a new spin on an old favorite!
Before you get started, there are a few things that you should know.

GAME UNIT

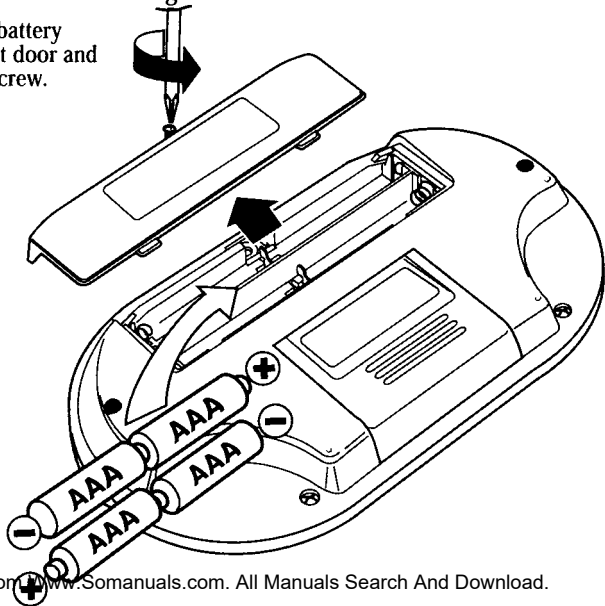


- LCD** – used to show puzzles and game information
- ON/OFF** – used to turn the game on and off
- SOUND** – used to turn the sound off and on
- PLAYER/SCORE** – used to choose number of players and display scores during a game
- SCROLL** – used to move the cursor around the screen
- SOLVE/CLEAR** – used to solve the puzzles, to clear mistyped letters and to lighten the screen
- ENTER/CATEGORY** – used to confirm information in the game and to check the puzzle category during a game
- SPIN** – used to spin the wheel
- BUY** – used to buy vowels and to darken the screen
- RESET** – used to reset the game
- KEYPAD** – used to choose letters and type puzzle answers

INSERTING THE BATTERIES

Using a Philips[®] screwdriver, loosen the screw on the battery compartment door on the bottom of the unit. Remove the door. Insert four (4) AAA batteries, making sure to align the "+" and "-" signs as marked.

Replace the battery compartment door and tighten the screw.



CAUTION:

- 1) As with all small batteries, the batteries used with this toy 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.
- 2) Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.
- 3) Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

TO ENSURE PROPER FUNCTION:

- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged. (if removable)
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

INSERTING THE CARTRIDGE

With the unit turned off, slide the game cartridge into the compartment on the back of the unit. The cartridge should be inserted with the label facing you.



LET'S PLAY

Press ON/OFF. WELCOME TO WHEEL OF FORTUNE CROSSWORD will appear on the screen and the theme music will play. If you want to skip the theme music, press ENTER.

The HIGH SCORE will be displayed. This is the highest score that has ever been recorded on your game unit.

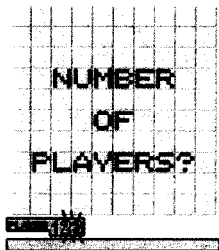
NUMBER OF PLAYERS? will be displayed. The number of players will be displayed in the lower left-hand corner of the screen. Press the PLAYER/SCORE button to change the number of players. When the correct number of players is displayed, press ENTER.

If you choose 1 PLAYER, you will be Player 1 and the computer will be Player 2. There will be no third player.

If you choose 2 PLAYERS, Player 1 and Player 2 will be human players and the computer will be Player 3.

If you choose 3 PLAYERS, all players will be human players. There will be no computer player.

While you are in this screen, you can adjust the screen contrast. You must adjust the contrast 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.



Next, the game will ask you to choose a game level – Beginner or Advanced.

In the Beginner level, all the puzzles in a round will come from the same puzzle category. To choose this category, press “B” on the KEYPAD.

In the Advanced level, each puzzle in a round will come from a different puzzle category. To choose this category, press “A” on the KEYPAD. We will use this level for our examples.

Once you have selected a game level, ROUND 1 will be displayed on the screen. The screen will automatically change to the CATEGORY screen. Three categories will be shown on the screen. One puzzle will fall into each of these categories. There is no correlation between the order in which the categories are displayed and the order of the puzzles on the screen. You won't know which puzzle is from which category until you start placing letters and solving the puzzles.



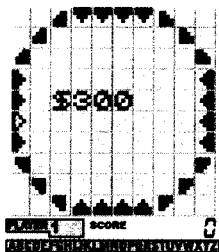
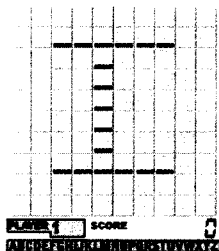
The puzzles will appear on the screen in crossword format. They will be represented by blank lines. The letter board appears along the bottom of the LCD. The player whose turn it is appears in the lower left-hand portion of the screen. The score displayed in the lower right-hand portion of the screen belongs to the current player.

On each turn, a player has three choices: SPIN, BUY A VOWEL or SOLVE. Each option will be explained separately.

SPIN – Players earn money by spinning the wheel and guessing letters that appear in the puzzle. Press SPIN. The pointer will move around the screen. The values of the wheel will flash in the center of the screen. When the pointer stops, the value of that wheel segment will be shown in the center of the screen. That is the value of the spin.

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 any of the puzzles, you will hear a “bing” and the letter will appear in its proper place or places in ALL the puzzles. The value of the spin (the wheel segment value) is multiplied by the number of appearances of the letter. The prize won for the spin will be displayed on the screen, then added to your cumulative score displayed at the bottom of the screen. Also, by making a correct letter choice, you keep control of the wheel.



EXAMPLE: On your spin, the pointer lands on the wheel segment with a value of \$350. You guess the letter "R." It appears two (2) times, once in each of two puzzles. Your prize for the spin would be $\$350 \times 2$ or \$700.

If you guess a letter that is not in any of the puzzles, you will hear a "buzz." Your turn is over and play moves to the next player.

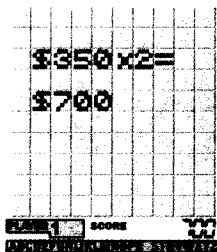
BUY A VOWEL

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 a score of at least \$250 displayed on the screen before you can use this choice. If you try to buy a vowel without enough money, you will hear a "buzz" to let you know that you can't use this option – you must SPIN or SOLVE.

To buy a vowel, press BUY. 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. The vowel you chose will disappear from the letter board.

If you bought a vowel that is in any of the puzzles, you will hear a "bing" and the vowel will appear in its proper place or places in all of the puzzles. If you bought a vowel that is not in the puzzle, you will hear a double "buzz." Your turn is over and play moves to the next player.



SOLVE

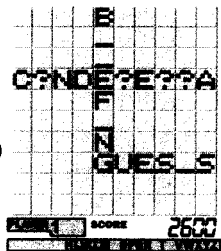
If you think you know the answer to any of the puzzles, you can solve it. You can solve only one puzzle at a time. In other words, if you know the answer to all three puzzles, you will use three (3) turns to solve all of them.

To solve a puzzle, press SOLVE. Question marks will appear in the blank lines of one of the words. If this is not the puzzle you want to solve, press SCROLL until the question marks appear in the puzzle that you want to solve.

Once the cursor is in the correct spot, use the KEYPAD to type in the missing letters. The first letter you type will appear in the first blank space, the second in the second blank space, and so on. The cursor will advance automatically. When you have finished typing, press ENTER.

NOTE: Be sure that the cursor is on the correct word. Once you start to solve a word, you will not be able to change to a different word until your next turn.

If you make a mistake, press SOLVE/CLEAR. The last letter you typed will flash. If you need to go back farther, press SOLVE/CLEAR once for every letter that you need to move back. When you are at the letter you want to change, type the new letter. The cursor will advance automatically. If you want to correct your answer, you must press SOLVE/CLEAR before you press ENTER.



If you correctly solved the puzzle, you will hear the “audience” applaud. You get to bank the money that you won up to that point (your Puzzle Total). Only the player that solves the puzzle gets to bank his puzzle total. If you have no prize money but correctly solve the puzzle, you win the house minimum of \$500. The money is transferred to your Round Total and all Puzzle Total prize counters are reset to \$0. You also keep control of the wheel.

If you incorrectly solve the puzzle, your turn is over and play moves to the next player.

When all three puzzles are solved, the round is over. The player with the most money won in the round is the winner of the round. That is the only player who gets to keep his winnings. The Round Total is transferred to the cumulative score for the game.

If there is a tie between two or more players at the end of a Round, and no player has a larger prize amount, all tied players will keep their Round Total.

Round 2 and Round 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 (2) players, Player 1 will start Round 3.

The player with the most money at the end of three rounds is the winner and moves to the BONUS ROUND.

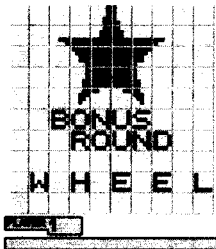
BONUS ROUND

The player with the highest cumulative score at the end of three rounds gets to play the BONUS ROUND. Only one player plays in this round.

NOTE: If the computer player has the most money at the end of three rounds, NO BONUS ROUND WILL BE PLAYED.

The screen will display BONUS ROUND and the letters "W," "H," "E," "E," "L" and the player number who is playing the round.

Choose one of the letters by using the SCROLL button to move the cursor to the letter you want. (You'll know the cursor is on a given letter when it flashes.) When the cursor is on the letter you want, press ENTER. This will determine the prize for which you are playing. The value will not be displayed until the end of the round.



The screen will display the category/categories, then the blank lines for the puzzles will appear. The letters "R," "S," "L," "T," "N" and "E" will be placed in the puzzle automatically.

Use the KEYPAD to choose five (5) additional consonants and two (2) vowels. The letters you choose will flash on the LETTER BOARD until all have been chosen. Once you have chosen all your letters, the unit will check if any belong in any of the puzzles. If they do, they will be placed in the appropriate places.

Press **SCROLL** until the cursor appears in the puzzle that you want to solve. Once the cursor is in the correct spot, use the **KEYPAD** to type in the missing letters. The first letter you type will appear in the first blank space, the second in the second blank space, and so on. The cursor will advance automatically. When you have finished typing the missing letters into all three puzzles, press **ENTER**.

If you make a mistake, press **SOLVE/CLEAR**. The last letter you typed will flash. If you need to go back farther, press **SOLVE/CLEAR** once for every letter that you need to move back. When you are at the letter you want to change, type the new letter. The cursor will advance automatically. If you want to correct your answer, you must press **SOLVE/CLEAR** before you 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 correct answers will be displayed. 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.

TIE-BREAKER ROUND

If there is a tie between two or more players at the end of three rounds, there will be a **TIE-BREAKER ROUND** to determine who will go to the **BONUS ROUND**.

TIE-BREAKER will appear on the screen, along with the player numbers who are participating in the round. Press **ENTER**.

The unit will automatically “spin” the wheel to determine the wheel segment value. This value is awarded to all players for all correct consonant guesses for the entire round.

Beginning with the lowest player number, players take turns using the KEYPAD to choose letters. Just like in other rounds, If the letter you guess is in any of the puzzles, it is placed in the appropriate place(s) and the wheel segment value is multiplied by the number of times the letter appears. Your turn continues. If you guess incorrectly, your turn is over and play moves to the next player.

If you have a least \$250, you can buy a vowel. Press BUY and use the KEYPAD to choose a vowel. Just like in other rounds, \$250 will be deducted from your score. If the letter you guess is in any of the puzzles, it is placed in the appropriate place(s). Your turn continues. If you guess incorrectly, your turn is over and play moves to the next player.

If you think you know the answer, you can solve any of the puzzles. As in the regular rounds, you can only solve one puzzle at a time. To solve a puzzle, press SOLVE and follow the same steps as in the other rounds. If you correctly solve the puzzle, you keep control of board.

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 segment is active in Round 1 and Round 2. If you land on this segment and choose a consonant that appears in the puzzle, it will be awarded to you. The screen will display YOU WON A FREE SPIN rather than a dollar amount. You keep control of the wheel and continue your turn. Later in your turn, if you guess an incorrect letter, the unit will automatically prompt you to USE YOUR FREE SPIN. As with any of the regular segments, if the letter you choose is NOT in the puzzle, you do not get the 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 land on FREE SPIN. You guess the letter "R." It appears twice. Because of this, you get awarded the FREE SPIN. 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 Round 1, Round 2 and Round 3. If you land on this segment, your turn is over and play moves to the next player.

BANKRUPT – This segment is active in Round 1, Round 2 and Round 3. If you land on this segment, you lose all money you have accumulated in the round for the current puzzle. You do not lose any money that has been "banked" previously 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. Once a player wins this prize, it is unavailable for the rest of the round.

AUTOMATIC SHUT OFF

Your unit will shut off automatically after three (3) minutes of non-use.

RESETTING YOUR GAME UNIT

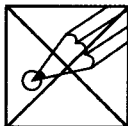
If your game starts behaving erratically and/or becomes unresponsive, use a ball point pen to press RESET.

CAUTION



High temperature will destroy the unit.

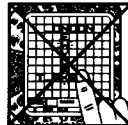
Do not leave unit in direct sunlight.



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.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :

(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

Tiger Electronics (Tiger) 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 Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger 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 Tiger's option) for a service fee of U.S.\$16. Payments must be by check or money order payable to Tiger Electronics.

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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