

TIGER
ELECTRONICS
Item No. 59939

Ages 8 and Up



INSTRUCTIONS

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TIGER®

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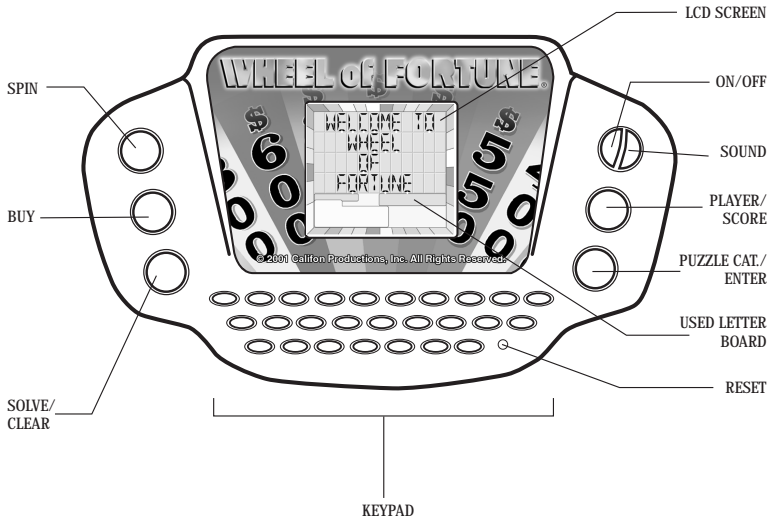
PRINTED IN CHINA



200105450IWTI-02

Welcome to Wheel of Fortune Classic. All the fun of the original in a great new size!
 Before you start to play, there are a few things you should know.

GAME UNIT



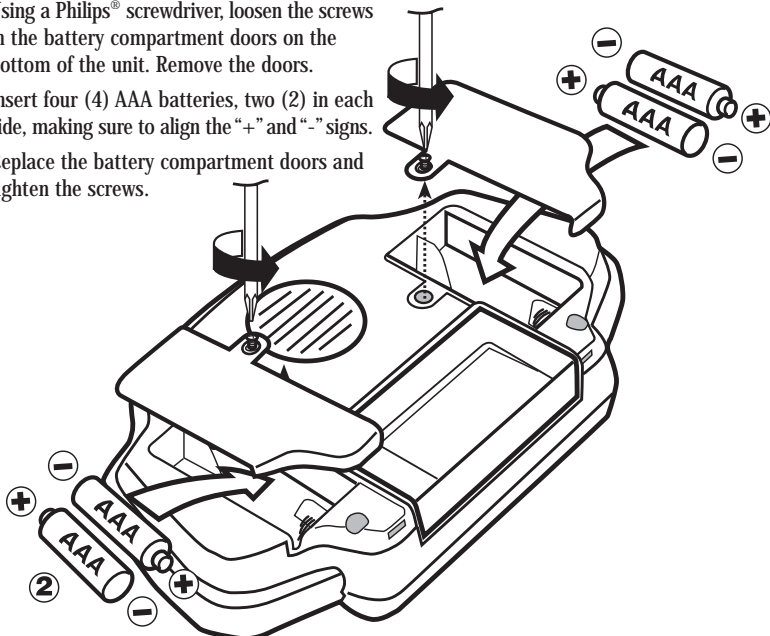
LCD SCREEN	- displays game information and puzzles
ON/OFF	- turns game on and off
SOUND	- turns sound off and on
PLAYER/SCORE	- used to scroll through players at the start of the game and to check scores during play
PUZZLE CAT./ENTER	- used to check category during the game and to confirm answer when solving
USED LETTER BOARD	- shows the letters available to be used
RESET	- used to reset the game unit
KEYPAD	- used to type in your letter choices
SOLVE/CLEAR	- used to solve the puzzle and to clear mistyped letters when solving the puzzle
BUY	- used to buy vowels
SPIN	- used to spin the wheel

INSERTING THE BATTERIES

Using a Philips® screwdriver, loosen the screws in the battery compartment doors on the bottom of the unit. Remove the doors.

Insert four (4) AAA batteries, two (2) in each side, making sure to align the “+” and “-” signs.

Replace the battery compartment doors and tighten the screws.



To ensure proper function

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- 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 (if removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited
- Replace batteries at the first sign of erratic operation

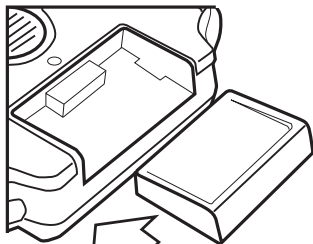
**DO NOT DISPOSE OF BATTERIES IN FIRE,
BATTERIES MAY EXPLODE OR LEAK.**

INSERTING THE CARTRIDGE

Your Wheel of Fortune® Classic game is able to play cartridges from any of the following Tiger games:

The original Wheel of Fortune®
Wheel of Fortune® Deluxe

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



LET'S PLAY

1. Press ON/OFF. The theme music will begin playing and the screen will display, WELCOME TO WHEEL OF FORTUNE. To move past this screen, press ENTER. The MAXIMUM SCORE recorded on your game unit will be displayed.
2. The screen will 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.

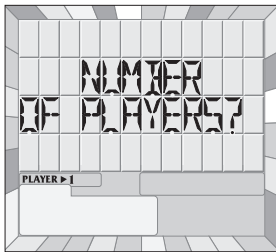
If you choose 1 PLAYER, you will be Player 1 and the computer will be Player 2.

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

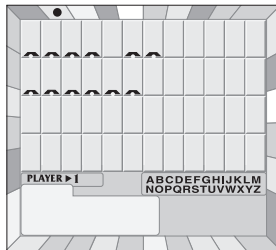
If you choose 3 PLAYERS, all players will be human players. There will be no computer players.

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.

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



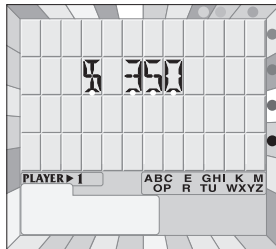
NOTE : To check the category name during a round, press PUZZLE CAT/ENTER.



4. The screen will change to display the blank lines of the puzzle. The USED LETTER BOARD will be displayed in the lower right-hand side. The number of the player whose turn it is will be displayed in the PLAYER field in the lower left-hand side. 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 separately.

SPIN – Players earn money by spinning the wheel and guessing letters that appear in the puzzle. Press SPIN. The 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.

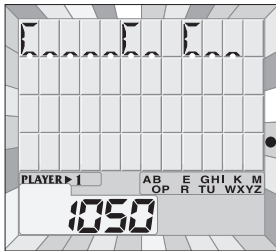


Use the KEYPAD to make your letter choice. Once a letter is chosen, it will disappear from the USED LETTER BOARD.

If the letter you guessed is in the puzzle, you will hear a bell and the letter will appear in its proper place or places 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, then added to your cumulative score for the round. Your cumulative score is displayed in the SCORE field at the bottom of the screen. By making a correct letter choice, you keep control of the wheel.

EXAMPLE: On your spin, the value of the wheel segment was \$350. You guessed the letter “C.” It appears in the puzzle three times. Your prize is $\$350 \times 3$, or \$1,050.

If you guess 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 guess 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. 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. If you bought a vowel that is in the puzzle, you will hear a bell and the vowel will appear in its proper place or places. 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 of solve the puzzle.

SOLVE – If you think you know the answer, you can solve the puzzle. Press SOLVE. 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. When you have finished typing your answer, press ENTER.

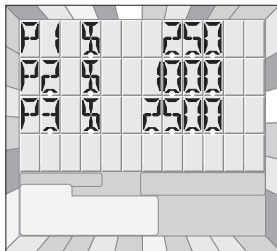
If you make a mistake, press CLEAR. The last letter you typed will flash. If you need to go back farther, press CLEAR once for every letter that you need to move back. When you are at the letter you want to change, type the new letter. The cursor will advance automatically. If you want to correct your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

If you correctly solved the puzzle, you will hear the “audience” applaud and you get to keep the money you earned in the round. Only the player who solves the puzzle keeps the money earned in the round.

If you had no money when you solved the puzzle, you will be given the “house prize” of \$500.

If you incorrectly solve the puzzle, you will hear the “audience” groan. Your turn is over and play moves to the next player.

- When the puzzle has been solved, the round is over. The unit will display the cumulative score for each player.
- 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 on to the BONUS ROUND.



SPEED-UP ROUND

If there is a tie between two or more players at the end of three rounds, a speed-up round is played to determine who goes to the Bonus Round.

SPEED-UP ROUND will flash on screen, along with the player numbers of those participating in the round. Press ENTER.

The computer will automatically “spin” the wheel to come up with a wheel segment value. This value will be awarded to all players for all correct consonant guesses for the entire round.

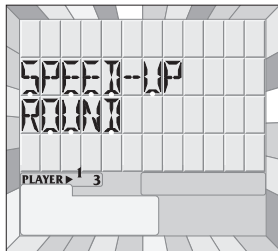
Beginning with the lowest player number, players take turn guessing letters. Just like in a normal round, if the letter you guess is in the puzzle, the segment value is multiplied by the number of times the letter appears in the puzzle and your turn continues. If you guess incorrectly, your turn is over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

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

If you have solved the puzzle correctly, you win the SPEED-UP ROUND, the money you won is added to your cumulative score and you move on to the BONUS ROUND.

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

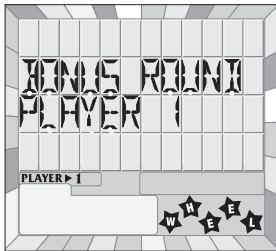


BONUS ROUND

The player with the highest cumulative score at the end of three rounds gets to play the BONUS ROUND. 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.

1. The unit will display BONUS ROUND, the player number who is playing the round and the letters “W,” “H,” “E,” “E” and “L.”
2. Use the KEYPAD to choose “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 round. If you choose “E,” the computer will randomly choose one of the two for you.
3. The screen will display the category, then 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 (3) additional consonants and one (1) vowel. The letters you choose will flash on the USED LETTER BOARD until all have been chosen. Once you have chosen all your letters, the unit will check if any belong in the puzzle. If they do, they will be placed in the appropriate places.



5. Use the **KEYPAD** to type the 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.

SPECIAL WHEEL SEGMENTS

Some wheel segments have a special dollar amount or no dollar amounts 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 you 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 in the puzzle. 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. 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 (chooses a letter in the puzzle after landing on the segment), it is unavailable for the rest of the round.

USING YOUR WHEEL OF FORTUNE® CLASSIC WITH CARTRIDGES FROM OTHER WHEEL OF FORTUNE® GAMES FROM TIGER

Your Wheel of Fortune® Classic game is compatible with cartridges from the original Wheel of Fortune® and Wheel of Fortune® Deluxe games made by Tiger Electronics

With the unit turned off, remove the cartridge on the bottom of the unit, insert the cartridge you want to play and follow the instructions outlined previously.

Two-tier puzzles

Wheel of Fortune® Deluxe cartridges include several two-tier puzzle categories, such as WHERE ARE WE? and FILL-IN-THE-BLANK. The puzzle categories are played a little differently than the other categories.

1. The first screen of these puzzles is played in the same manner as all other puzzles. However, the player who solves the first tier of the puzzle gets the opportunity to win an additional \$2000 by solving the second tier of the puzzle.
2. After the first screen is solved, the category name will be displayed on the screen. Then, blank lines for the second tier puzzle will appear.
3. Use the KEYPAD to type your answer. When you have finished, press ENTER. Remember, the first tier is a clue to help you solve the second tier.
4. If you are correct, an additional \$2000 will be added to your score. If you are incorrect, the correct answer will appear on the screen and you will win ONLY the money you accumulated while solving the first tier.

AUTOMATIC SHUT-OFF

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

RESETTING YOUR GAME UNIT

If you 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.

CAUTION

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 material 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 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 \$13.00. Payment 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 products returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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