

WHEEL of FORTUNE[®]

The Ultimate
Wheel of Fortune[®]
Experience!



ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

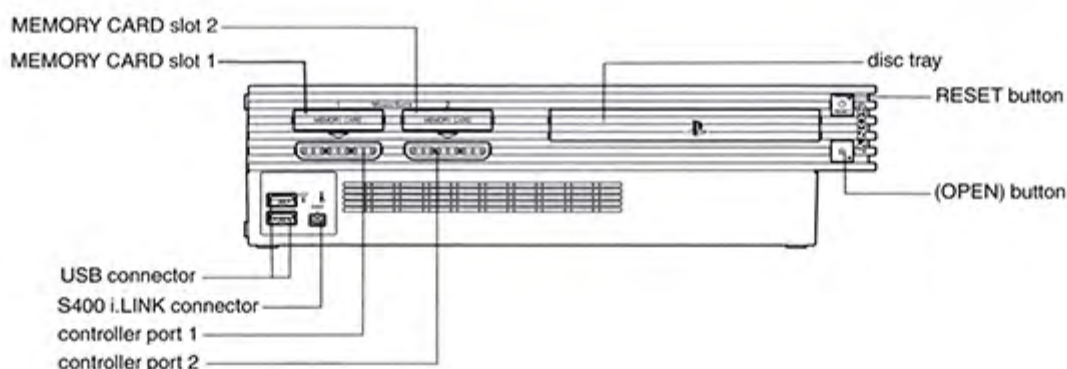
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



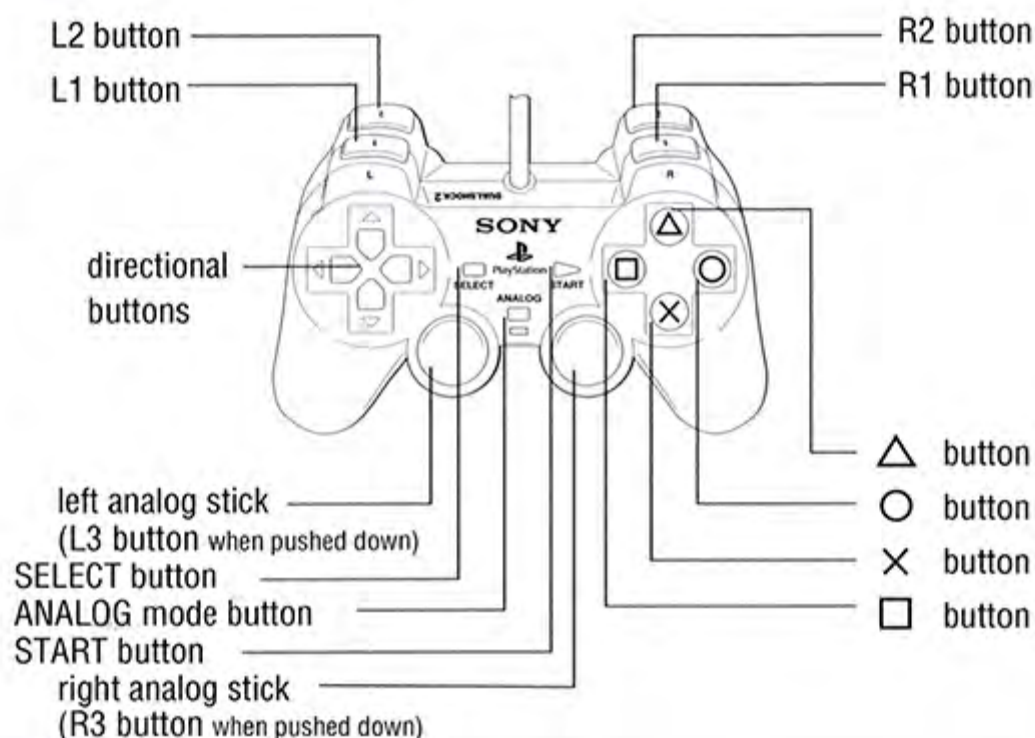
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Wheel of Fortune*® disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *Wheel of Fortune* requires 103KB free space on your memory card to save your progress in the game. You cannot swap memory cards after you start playing and you must leave the card in the memory card slot for the duration of the game.

Players must share a controller when playing *Wheel of Fortune*.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Directional buttons: Highlight a menu item / Change settings / Highlight letter on Name Entry screen

✕ button: Select menu item / Select letter on Name Entry screen.

▲ button: Previous screen.

In-Game Controls

Directional buttons: Highlight letter in Letter Picker.

✕ button: Spin the wheel (the longer you press the harder your spin) / Select highlighted letter

● button: Solve puzzle.

▲ button: Done (while solving puzzle)

■ button: Buy a vowel

R1 button: Next puzzle (in Contestant Exam)

L1 button: Previous puzzle (in Contestant Exam)

SAVING AND LOADING

After you enter your name and start a new career, the program automatically saves your progress at the end of each round (see "Career Statistics" on page 11).

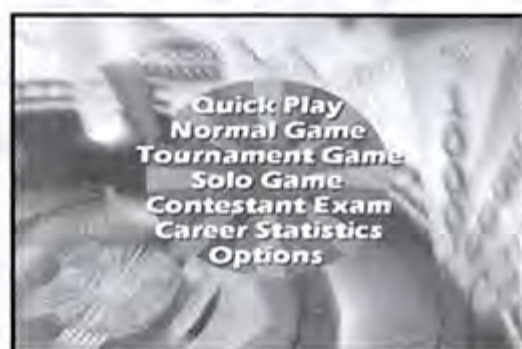
You can load a saved career and continue to update your Career Statistics by choosing a name from the player list when you start a new game. In all games but QUICK PLAY, players create or choose a saved "career" before a game starts.

WELCOME TO WHEEL OF FORTUNE®

Bring Vanna White, fun puzzles and all the glittering sets of *Wheel of Fortune* into your home! Spin for fantastic prizes, solve the puzzles and hear the studio audience go wild. It's all the action that makes *Wheel of Fortune* so popular on TV. See for yourself what it's like to be a contestant on *Wheel of Fortune*!

MAIN MENU

From the Main Menu, you can start a game and set gameplay options. Use the **directional buttons** or **left analog stick** to highlight a menu option and press the **✕ button** to select it.



QUICK PLAY

Quick Play allows you to start playing a game immediately. Simply choose the number of players and the game will choose a theme at random and start a three-round game.

Note: In a Quick Play game, players cannot enter their names or save their career statistics.

Normal Game

This is a standard *Wheel of Fortune* game in which you can compete with two other human or computer opponents. (All games require at least one human player.) If you select fewer than three human players, computer-controlled players will be automatically added to bring the total to three. A Two Player Only game is also available so two players can compete without a third computer-controlled contestant. Highlight the number of human players and press the **✕ button** to display the Game Length screen.

A standard game is 15 minutes, but you can choose a game that is 10 minutes or 20 minutes in duration. Alternatively, you can choose a game that lasts three, four, or five rounds. Select the game length, and then move on to the Game Theme screen. Here, select a game theme and move to the Player Selection screen.

If you have a memory card (8MB) (for PlayStation®2) properly inserted into MEMORY CARD slot 1, the program will display all previously saved careers in a list along with a slot labeled New Career. If you have not saved a game previously, only New Career will appear in the list. Select the name of the career you want to use or select New Career.

When you create a New Career, the program will prompt you to enter a name. On the Name Entry screen, enter your name by using the **directional buttons** or the **left analog stick** to highlight a letter and then press the **X button** to accept it. If you make a mistake, select Delete to backspace and erase a letter. When you are satisfied with the spelling of your name, highlight DONE and then press the **X button**.

Each human player will have to repeat the steps for choosing a saved career or entering a name for a new career. Computer players will be labeled as either Player 2 or Player 3. After each player has signed in, the game will begin! The Career Statistics screen will keep track of each human player's games and performance.

Note: All players must have saved their careers to the same memory card in order to participate in a Tournament Game.

Tournament

To play a Tournament Game, you must have won at least five games or accumulated more than \$50,000 in winnings. **Note:** You can never enter a new player in a Tournament Game. The Career Statistics page will not keep track of each human player's Tournament Games separately, but rather will add the results to that player's overall statistics. **Note:** All players must have saved their careers to the same memory card in order to participate in a Tournament Game

Solo Game

A Solo Game is useful when you want to play without opponents. The sign-in steps are the same as those for a Normal Game, except you are the sole player! A Solo Game allows you to test your skill in solving puzzles of every category.

In a Solo Game, you are given a number of free spins based on the length of the game. When you guess a letter that is not in the puzzle, a buzzer will sound and one of your free spins will be removed. If you guess a letter that is not in the puzzle and you have no more free spins, the game is over. The Career Statistics page will keep track of your solo games and will tell you what areas you need to practice.

Sample Contestant Exam

Try your hand at a sample contestant exam, like those used to qualify actual television contestants. (See "Take a Sample Contestant Exam" on page 12)

Career Statistics

Every time you play a game, your score and winnings are stored along with other data. These statistics are organized by player name, so, if you have played using different names each name will have different career statistics. (See “Career Statistics” on page 11.)

OPTIONS MENU

The Options Menu allows you to adjust the different gameplay settings. Use the **up** and **down directional buttons** or **left analog stick** to select an option and use the **left** and **right directional buttons** to change that option's setting.



Response Time

This is the time you have to decide whether to spin or buy a vowel, to choose a letter after spinning and to enter the remaining letters of the puzzle after you have opted to solve it. Your choices are 30, 60, and 90 seconds, and the default time is 60 seconds.

Sound Level

Adjust the game's sound volume.

Credits

View the names of the people who brought you *Wheel of Fortune*.

When you have finished adjusting the Options, press the **▲ button** to return to the Main Menu.

PAUSE MENU

To pause the game, press the **START button**, which also displays the Pause menu. Choose from the following options:

Resume Game

Return to the game.

Options

Adjust the sound volume level and the response time.

Exit Game

Quit the current game and return to the Main menu **WITHOUT** saving the game.



LET'S PLAY WHEEL OF FORTUNE!

Wheel of Fortune is a game where three players compete to solve word puzzles to win fantasy cash and fantasy prizes. The game is played in rounds. Each round is introduced by revealing the category and the puzzle board. Lighted squares are placeholders for letters that must be guessed in the puzzle. Puzzle categories can be a proper name, a fictional character, a place, a thing, or one of the unique categories familiar to viewers of the television show, such as Before And After, Fill In The Number, Next Line Please and so on.

When a player solves a puzzle, he or she wins that round, and the cash and the value of any prize winnings for that round are added to that player's cumulative total. Cash and prizes for the losing players in that round are erased. The player with the highest cumulative total at the end of the final round is the winner and gets to play the "Bonus Round."

Player 1 always starts the first round, Player 2 will start the second and Player 3 will start the third round. In longer games, Player 1 will start the 4th round, Player 2 the 5th round and so on until the game ends. During each round, players take turns in numerical order.

At the start of your turn, you may spin the wheel, buy a vowel (provided you have at least \$250) or solve the puzzle. For the purposes of the game, "Y" is considered a consonant. After you spin the wheel, you can only guess a consonant.

Note: Vanna will often explain what to do next to keep the game moving.

Spinning the Wheel

To spin the wheel, press and hold the **X** button. The longer you hold the button down, the "stronger" the spin will be. Keep an eye on the color of the flashing spinner pointer base. That color indicates the current player's turn — Player 1 (red), Player 2 (yellow) or Player 3 (blue).

After spinning the wheel, you must pick a consonant (see next page). If the letter is in the puzzle, you can either spin again, buy a vowel or solve the puzzle. If the timer reaches zero or the letter you chose is not in the puzzle, control of the wheel will move to the next player (unless you use a Free Spin).



Picking a Consonant

To select a consonant, highlight a letter in the Letter Picker and press the **X** button. **Note:** Vowels are not available while choosing a consonant. (See “Buying a Vowel” below) If you guess a letter that’s in the puzzle, you are awarded the cash (multiplied by the number of times that letter appears in the puzzle) or prize indicated on the wheel. (The \$10,000 wedge is considered a prize and is awarded when you solve the puzzle.) You then get to spin again, buy a vowel or solve the puzzle.



Buying a Vowel

To buy a vowel, press the **■** button, then highlight a letter in the Letter Picker and press the **X** button. **Important:** You will be charged \$250 each time you guess a vowel, regardless of if it is in the puzzle or not. The cost of buying a vowel is automatically deducted from the cash you’ve won in that round.



If the vowel is in the puzzle, you must then either spin again, buy another vowel or solve the puzzle. If the timer reaches zero or you guessed a vowel that is not in the puzzle, control of the wheel will move to the next player (unless you use a Free Spin token).

Solving the Puzzle

To solve the puzzle, press the **●** button. The game will prompt you to fill in the puzzle’s remaining missing letters. Use the **directional buttons** or **left analog stick** to highlight a letter from the Letter Picker and then press the **X** button to confirm your selection.

If you make a mistake, press the **■** button to go back to the previous missing letter or the **●** button to highlight the next. Press the **▲** button when you think you have entered the correct solution to the puzzle. **Important:** The Response Time you selected at the Options Menu determines the amount of time you have to solve the puzzle.

The Wheel

The wheel is divided into wedges and is made up of various dollar amounts, as well as special wedges, such as “Lose a Turn,” “Bankrupt,” “Free Spin” and “Jackpot.” If the wheel stops on a money wedge, you will be asked to pick a consonant. If the letter is in the puzzle, the dollar value goes into your bank. If the letter appears more than once, the dollar figure will be multiplied by the number of times that letter appears in the puzzle



(The \$10,000 wedge is only awarded when you actually solve the puzzle, and is not multiplied by the number of letters in the puzzle.) Your turn continues until you:

- Correctly solve the puzzle,
- Ask for a letter not in the puzzle,
- Land on "Lose a Turn" or "Bankrupt,"
- Purchase a vowel that is not in the puzzle,
- Incorrectly guess the solution to the puzzle, *or*
- Allow the response time to expire.

Bankrupt

If you spin the wheel and it lands on the Bankrupt wedge, you lose all cash and any prizes you've accumulated for that round. **Important:** You do not lose any cash or prizes awarded in prior rounds. Once you win a round, the cash and prizes are added to your cumulative total.

Different Rounds Mean Different Wedges

Some wedges on the wheel are changed before the start of each round. Keep an eye out for these special wedges:

Round 1: 1 Bankrupt, 1 \$1,000, 1 Free Spin*, 1 combination Bankrupt/\$10,000*

Round 2: 1 Bankrupt, 1 \$2,500, 1 Prize*

Round 3 (Jackpot): 2 Bankrupt, 1 \$3,500, 1 Prize, 1 Jackpot, 1 Surprise

Rounds 4 & 5: 2 Bankrupt, 1 \$5,000, 1 Prize

**Indicates that this wedge is added to the wheel and remains until it is won.*

Free Spin

When you spin the wheel and it lands on "Free Spin," and if you guess a letter that's in the puzzle, you get a Free Spin token. You can use a Free Spin token to keep control of the wheel if you ask for a letter not in the puzzle, when the wheel lands on "Bankrupt" or "Lose a Turn," or when you make an unsuccessful attempt to solve the puzzle. The Free Spin token may be saved and used during any

round of the game except for the Speed-Up Round or the Bonus Round. (Using a Free Spin after the wheel lands on Bankrupt does not get your money back.)



Jackpot

In the "Jackpot" round, a Jackpot wedge is placed on the wheel and \$5,000 is placed in the jackpot. This amount is increased by the dollar value of each spin whether or not a player guesses a correct consonant.

When your spin lands on the Jackpot wedge, and you guess a consonant

found in the puzzle, you are given no dollar value for the letter — you do, however, get to continue your turn. On the other hand, if you spin the wheel and it lands on Jackpot, and you guess a consonant found in the puzzle AND correctly solve the puzzle ON THAT SPIN, you win the Jackpot amount!

Prizes

At the beginning of some rounds, a “Prize” wedge is placed on the wheel. If you spin the wheel and it lands on a prize wedge and you correctly guess a consonant, the Prize wedge is placed in front of you until the end of the round. You must solve the puzzle before the Prize is actually awarded to you.



If you win the round, the dollar value of that Prize will be added to your cumulative score. If, after you've won a prize, you spin Bankrupt in the same round, your Prize wedge will be taken away along with all of the cash you have accumulated during the round.

Bonus Questions

Some of the puzzles, once they are solved, have an additional question worth \$3,000. This is called a Bonus Question. If you are the winner of the round, you can earn an extra \$3,000 by answering the Bonus Question correctly. After the question is asked and the multiple-choice answers are shown, use the directional buttons to highlight the answer you think is correct and press the **X** button to confirm.

Note: Puzzle categories that feature a Bonus Question are: Clue, Fill in the Blank, Fill in the Number, Next Line Please, Slogan, Where Are We, Who Is It, Who Are They, and Who Said It.

Speed-Up Round

At the end of a timed game, an alarm will sound indicating that time has run out. Vanna will spin the wheel one last time and the resulting dollar amount will be the value for all consonants from that point forward. **Note:** In a Speed-Up round, vowels will neither earn nor cost a player money.

Starting with the current player, each player guesses one letter. If the letter is in the puzzle, that player has an opportunity to solve the puzzle. If you do not guess or guess incorrectly, control will go to the next player. The Speed-Up Round continues in this way until the puzzle is solved. At that point, the player with the highest cumulative total is declared the winner and goes on to play in the Bonus Round.

If the player with the highest cumulative total is a computer-controlled player, there will not be a Bonus Round. If two players have a tie score, there will be one more Speed-Up Round to break the tie.

Bonus Round

If you are playing the Bonus Round, you must first select a Prize card. After that, a Bonus Round puzzle appears on the puzzle board along with the puzzle's category. Next, all of the R, S, T, L, N and E letters that are in the puzzle answer are revealed. You must then pick three more consonants and one vowel and if any of those letters are part of the puzzle, they will be revealed.



You then have 30 seconds to solve the puzzle by entering letters into the remaining blanks in the puzzle. If you correctly solve the puzzle in time, the value of the Fantasy Prize is added to your winnings.

Hints for Playing *Wheel of Fortune*

Many players start by guessing the most common letters: R, S, T, L, N and the vowel E. It's also a good idea to look for possible letter combinations. Sometimes it's helpful to say the words out loud. Finally, try watching *Wheel of Fortune* on TV to see what strategies contestants use. Good Luck!

CAREER STATISTICS

Each time you complete a game, your performance is saved in a database that encompasses your performance over a series of games, or a "career." These statistics track how many games you've won and lost, as well as your total winnings. This information is used to qualify you for the Tournament game.

TAKE A SAMPLE CONTESTANT EXAM!

When you select Contestant Exam from the Main Menu, Vanna will present a sample exam similar to the ones used to qualify prospective contestants for the actual television show.

You will be shown 16 partially completed puzzles from four different categories. You will then be given 5 minutes to solve all of the puzzles. You solve a puzzle by filling in each of the missing letters in the proper order.

If you make a mistake while entering letters, press the **■ button** to go back to the previous missing letter. To move ahead to the next puzzle or return to a previous one, use the **R1 button** and **L1 button**, respectively. When you have answered all of the puzzles on the screen, press the **▲ button**.

After you have entered in all of the missing letters to the puzzles, or after your time has run out, Vanna will tell you if you have passed or failed. To pass the test, you must correctly complete 12 of 16 puzzles before the timer runs out. As with the actual exam used to qualify prospective contestants for the television show, the correct answers are not given. (See page 20 for the answers to the sample contestant exam featured in this game.)



More About the Official Contestant Exams...

If you want to become a contestant on the actual TV show, your first step is to write in to the show and apply. You can also find information on the Internet at www.wheeloffortune.com. If your name is selected, you would then need to pass the official contestant exam, as well as an informal video test showing how you would present yourself on the air.

Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

The sample exam in *Wheel of Fortune* provides a very good example of how the official exam is administered and how difficult the official contestant exam would be.

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TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via the Telepne in the United States & Canada

For phone assistance, call **Atari Technical Support** at (425) 951-7108. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7108 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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SAMPLE CONTESTANT EXAM ANSWERS

THING

1. MODEL AIRPLANE
2. AMERICAN FLAG
3. MEDICAL ADVICE
4. SHOPPING LIST

PHRASE

1. HANG IN THERE
2. BATTERIES NOT INCLUDED
3. NO MONEY DOWN
4. ARE WE THERE YET

TITLE

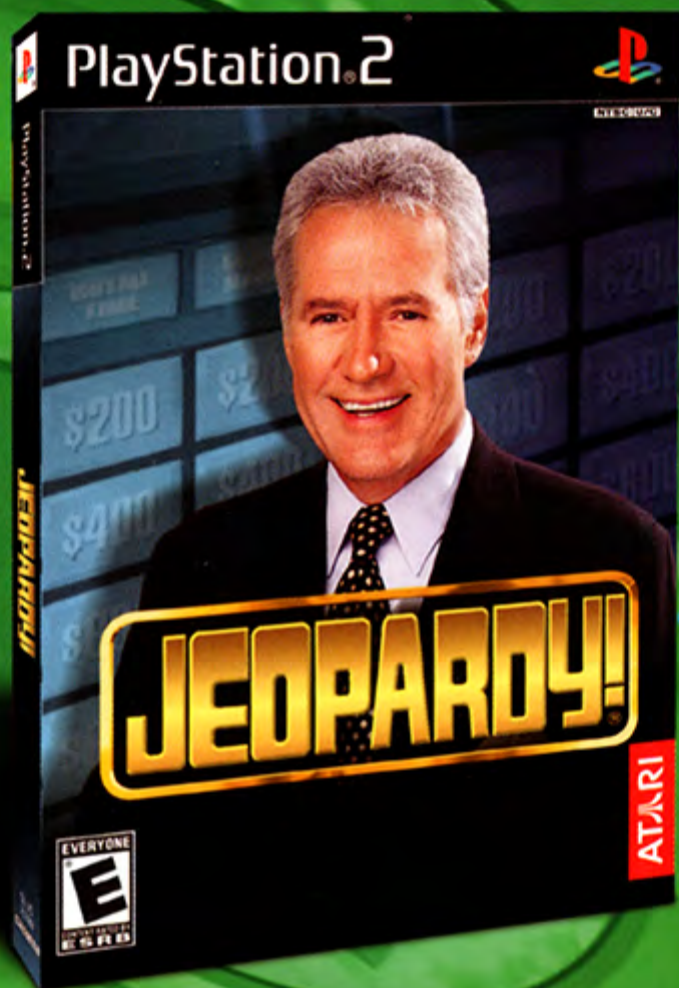
1. MOBY DICK
2. GOOD WILL HUNTING
3. YANKEE DOODLE DANDY
4. BETTER HOMES AND GARDENS

SAME NAMES

1. CRYSTAL & BOWLING BALL
2. ROD & MARTHA STEWART
3. HAIR & SAFETY NET
4. PIGGY & SAVINGS BANK



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