

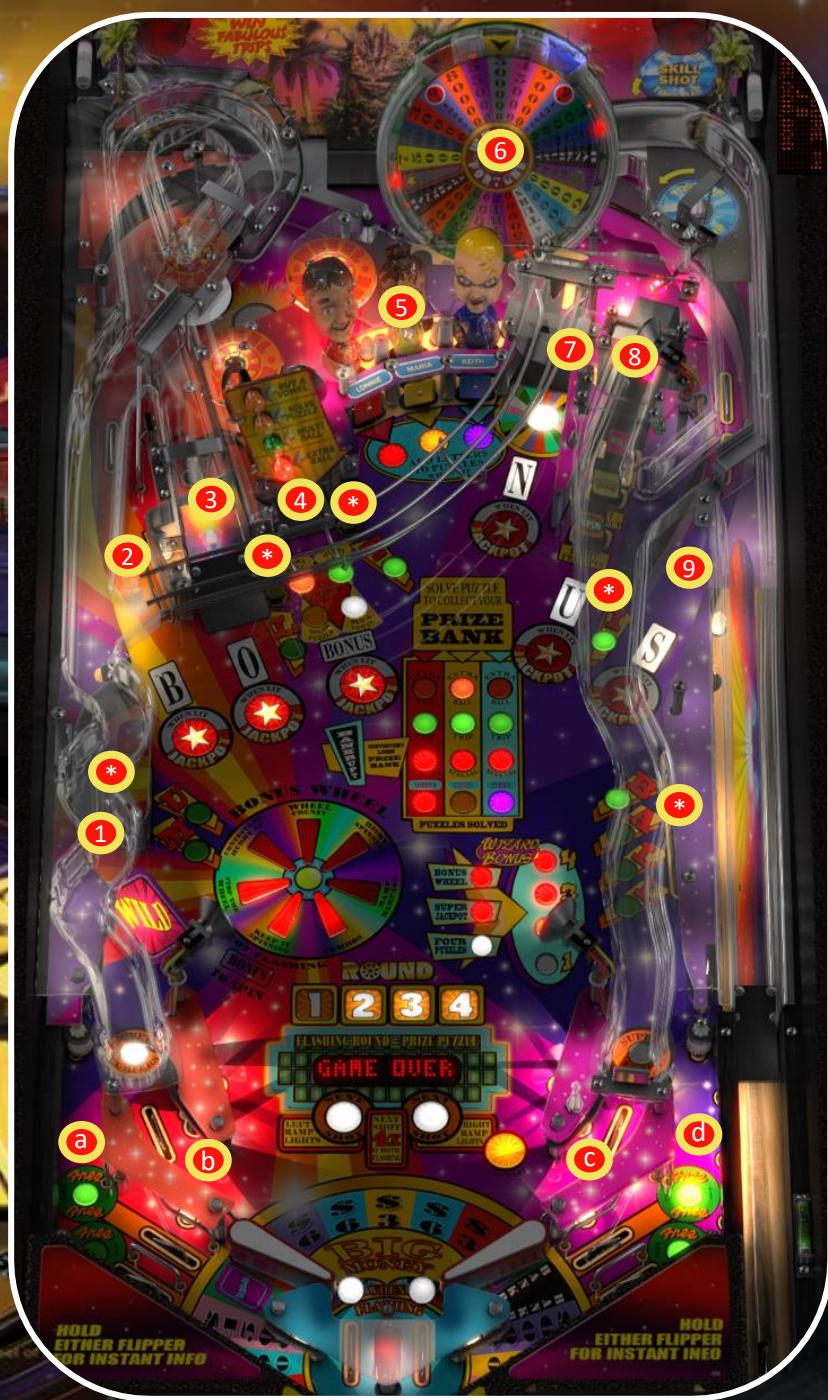


Playfield

- a. **Left Outlane:** ball save if *Free Spin* lit
- b. **Left Inlane**
- c. **Right Inlane**
- d. **Right Outlane:** ball save if *Free Spin* lit

- 1. **Wild Loop:** awards *Wild Card* when lit
- 2. **Left Orbit:** award BONUS letter, jackpots
- 3. **Left Ramp:** award BONUS letter; jackpots; double value of next shot made
- 4. **Scoop:** Buy a Vowel, Solve Puzzle, start Multiball, collect Extra Balls, jackpots, start Bonus Wheel modes
- 5. **Contestant Targets:** guess letters
- 6. **Wheel:** determines what awards are given for each **Contestant**
- 7. **Centre Ramp:** spins **Wheel**, award BONUS letter, jackpots
- 8. **Right Ramp:** access once drop targets are down, awards BONUS letter, jackpots
- 9. **Right Orbit:** awards BONUS letter, jackpots

*. **MULTIBALL Targets:** Complete to light *Wheel of Fortune Multiball*



Gameplay

Guess Letters

- Flashing Contestant collects all points in a Prize Bank; change Contestant by hitting a solidly lit **Contestant**
- Hit **Contestant Target** to guess a consonant and add value (as shown on **Wheel**) to *Prize Bank*
- Get Vowels at **Scoop**

Prize Bank

- Each **Contestant** can build up a Prize Bank: the **Contestant** with active Prize Bank will be flashing
- Apart from points, can also add *Extra Ball*, *Special* and *Trip* to *Prize Bank*
- The Prize Bank inserts on the table show what's in the Prize Bank for each **Contestant** and the DMD shows current value
- Collect Prize Bank of flashing **Contestant** at **Scoop** when lit for Solve Puzzle

Bonus Modes: complete B-O-N-U-S via **Left Orbit**, **Left Ramp**, **Centre Ramp**, **Right Ramp** and **Right Orbit**, then start at **Scoop**

- Wheel Frenzy: all switches score yellow value on **Wheel**
- Risky Spinning: shoot **Orbits** and **Ramps**
- Ramp Rampage: shoot **Ramps**
- Combos: shoot **Orbits** and **Ramps**
- Keep it Spinning: hit switches to spin the wheel faster: every rotation scores 75k
- Stop the Wheel: hit a **Contestant** (ideally the flashing one)
- Contestant Hurry-Up: hit a **Contestant** then any **Orbit** or **Ramp**

Wheel of Fortune Multiball (3-ball): make all MULTIBALL Targets, then start at **Scoop**

- Make lit shots for Jackpot, then hit a **Contestant**

Trip Multiball (3-ball): start by solving a Prize Puzzle or collecting a *Prize Bank* that contains a *Trip* award from the **Wheel**

- Make **Ramps** and **Scoop** for Jackpots

Extra Balls

- Make 10x **Ramp** shots
- **Wheel** award to Prize Bank, then collected at **Scoop**

Skill Shot

- Aim for "Toss Up" marker with medium-strength plunge, then make the **Scoop**