

WHEEL OF FORTUNE

PINBALL PLAYFIELD OVERVIEW FOR SHOT MAP



Right Ramp Skill Shot
(plunging the ball perfectly will complete the Toss Up!)

Right Ramp Enter, too
(knock down the 3 In-Line Drop Targets, then enter the ramp)

Right Ramp Exit
(exits into the Right Return Lane)

Right Ramp Enter
(with the ball plunger, try to get the skill shots!)

Right Flipper
(shoot the pinball at any blinking light... watch the displays!)

Pinball Plunger
(pull back on the plunger & let go. Be careful, not to hard, not to soft!)

The Wheel Wire Ramp
(enter this ramp when flashing to spin the big wheel!)

Left Plastic Ramp
(shoot the ball hard enough to make the top shot!)

Ball Lock (BONUS)
(shoot the ball into this ball lock to collect lit feature)

Up / Down Post
(when activated, will stop the ball ... watch the displays, get ready!)

Left Plastic Ramp
(exits into Left Return Lane)

Playfield Auxiliary Display
(watch this display while playing for helpful information!)

Left Flipper
(shoot the pinball at any blinking light... watch the displays!)

WHEEL OF FORTUNE

PUZZLE Shoot the puzzle targets on the Prize Board and win whatever the Wheel is spinning at the time you shoot. Shoot the Wheel anytime to spin it (thus changing the available awards). **SOLVE PUZZLE** will light up at the Ball Lock when enough letters have been collected. **Watch both Dot Displays for hints and letters.**

WHEEL OF FORTUNE targets are all of the "MULTIPLIER" targets are lit.

BONUS WHEEL Spin BONUS by shooting the 5 Bonus Shots to light BONUS.

Bonus Wheel Spin BONUS by shooting the 5 Bonus Shots to light BONUS.

FREE SPIN Shoot the 1st In-Line Drop Target to light FREE SPIN at the Center Drums.

BIG MONEY Shoot the 2nd In-Line Drop Target to light BIG MONEY at the Center Drums.

WILD CARD Shoot the Wild Card target to light WILD CARD.

WILD CARD Shoot the Wild Card target to light WILD CARD.

EXTRA BALL Extra Ball can be lit from the Wheel, Wild Card Lane and Ramp Shots.

Shoot the Ball Lock to collect Extra Ball when lit.

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WHEEL OF FORTUNE

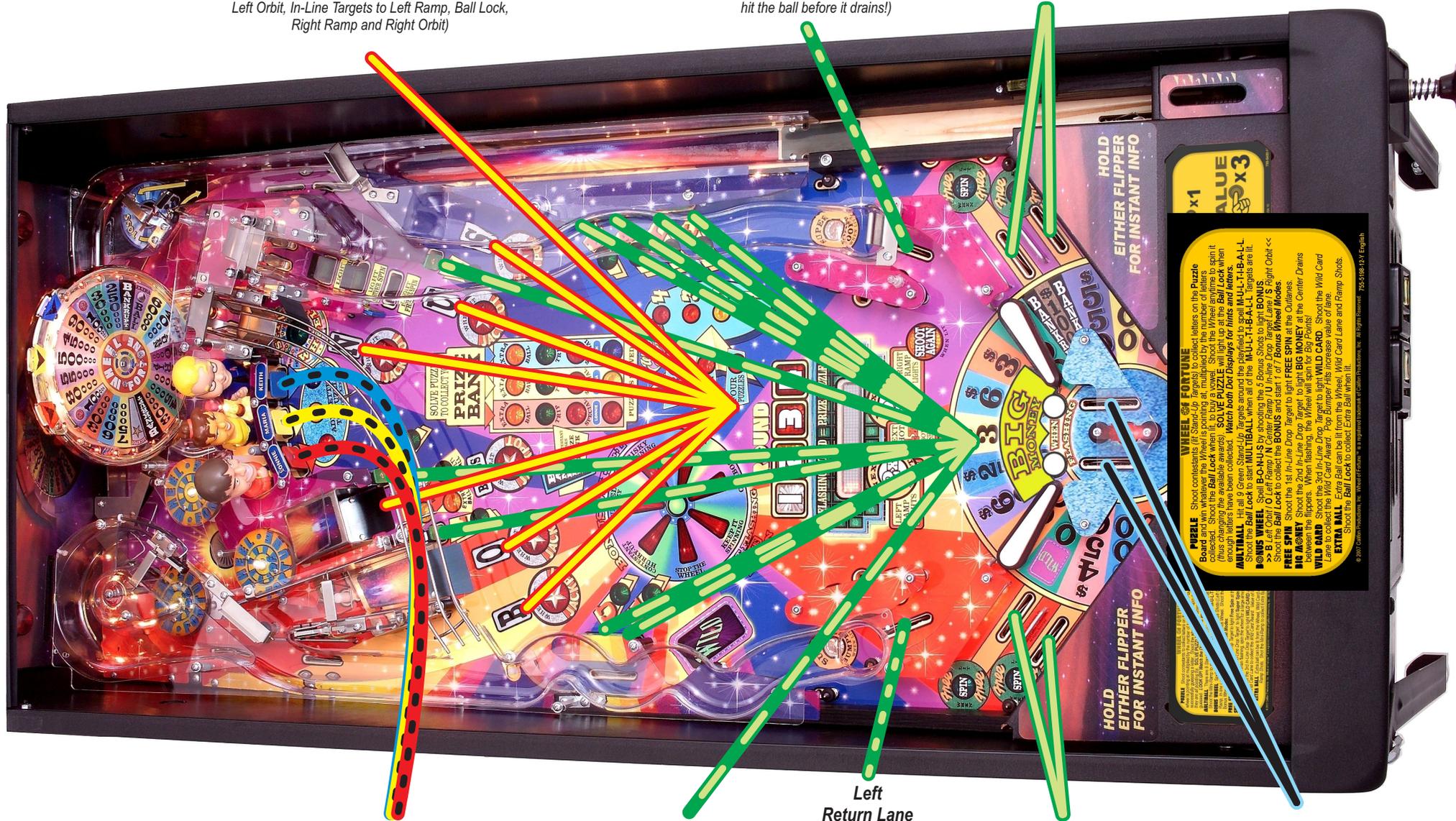
PINBALL PLAYFIELD OVERVIEW FOR SHOT MAP CONTINUED

B-O-N-U-S & BONUS / JACKPOT Shots

(Shoot these shot when lit to collect feature:
Left Orbit, In-Line Targets to Left Ramp, Ball Lock,
Right Ramp and Right Orbit)

Right Return Lane
(the ball returns to the Right Flipper;
hit the ball before it drains!)

Double Right Outlanes
(if it drains to the right, get it to the
lit 'Free Spin' for your ball back!)



Contestants:
Red (Lonnie), Yellow (Maria) & Blue (Keith)
(Shoot the Contestant Red, Yellow or Blue Stand-Up Targets
when lit to have them guess letters.)

M-U-L-T-I-B-A-L-L
Stand-Up Green Targets
(Spell out MULTIBALL to start,
corresponding green lamp will light.)

Left Return Lane
(the ball returns to the
Left Flipper; hit the ball
before it drains!)

Double Left Outlanes
(if it drains to the left, get it to the
lit 'Free Spin' for your ball back!)

Double Center Drain
(if the ball does drain in the center,
give the game a front bump or nudge
to get it into the flashing lane!)

WHEEL OF FORTUNE
PRIZE Shoot contestant targets on the Prize Board and win whatever the Wheel is spinning at, multiplied by the number of letters collected. Shoot the Ball Lock when lit, to buy a vowel. Shoot the Wheel anytime to spin it (thus changing the available awards). **SOLVE PUZZLE** will light up at the Ball Lock when enough letters have been collected. **Watch both Dot Displays for hints and letters.**
MULTIBALL Collect MULTIBALL targets on all of the M-U-L-T-I-B-A-L-L Targets are lit.
BONUS Spell B-O-N-U-S by shooting the 5 Bonus Shots to light BONUS.
FREE SPIN Shoot the 1st In-Line Drop Target to light FREE SPIN at the Outlanes.
BIG MONEY Shoot the 2nd In-Line Drop Target to light BIG MONEY at the Center Drains.
WILD CARD Collect Wild Card targets on the Wild Card Lane to light WILD CARD.
EXTRA BALL Extra Ball can be lit from the Wheel, Wild Card Lane and Ramp Shots.
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(4)

Watch both Dot Displays for hints and letters.

(2)

(1)

(3)

GAME INSTRUCTION CARD SHOT MAP



(2)

(3)

(1)

PUZZLE

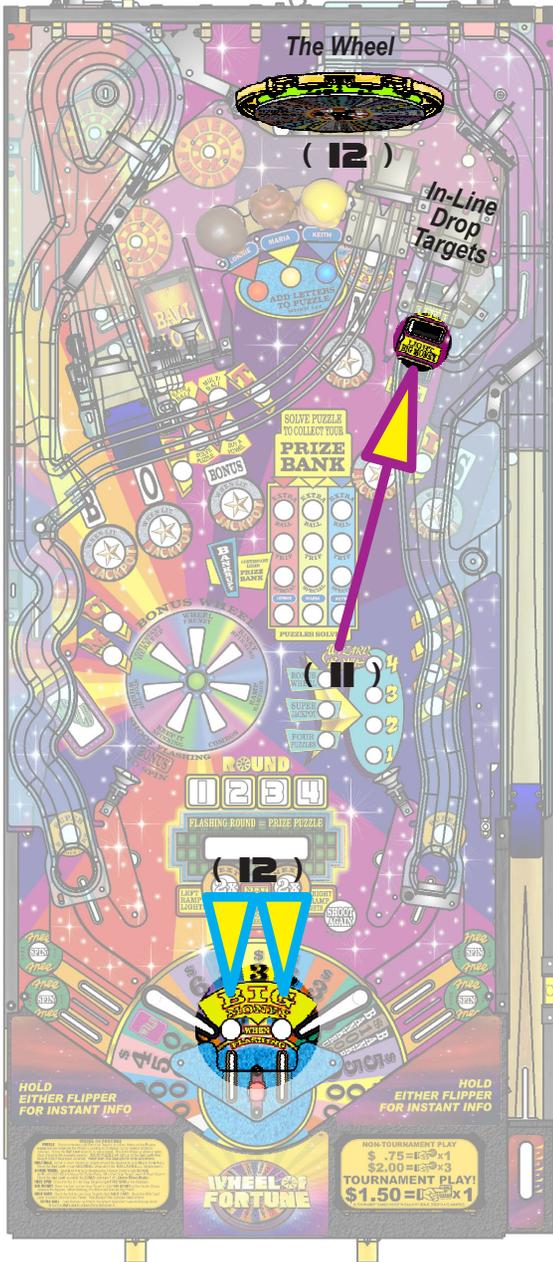
- (1) Shoot contestants (*lit Stand-Up Targets*) to collect letters on the **Puzzle Board** (look up at the main dot display) and win whatever the *Wheel* is pointing at, multiplied by the number of letters collected.
- (2) Shoot the **Ball Lock** when lit, to buy a vowel. **SOLVE PUZZLE** will light up at the **Ball Lock** when enough letters have been collected.
- (3) Shoot the *Wheel* anytime to spin it (*thus changing the available awards*).
- (4) Watch both *Dot Displays* for hints and letters.

WHEEL OF FORTUNE

GAME INSTRUCTION CARD SHOT MAP *Continued*

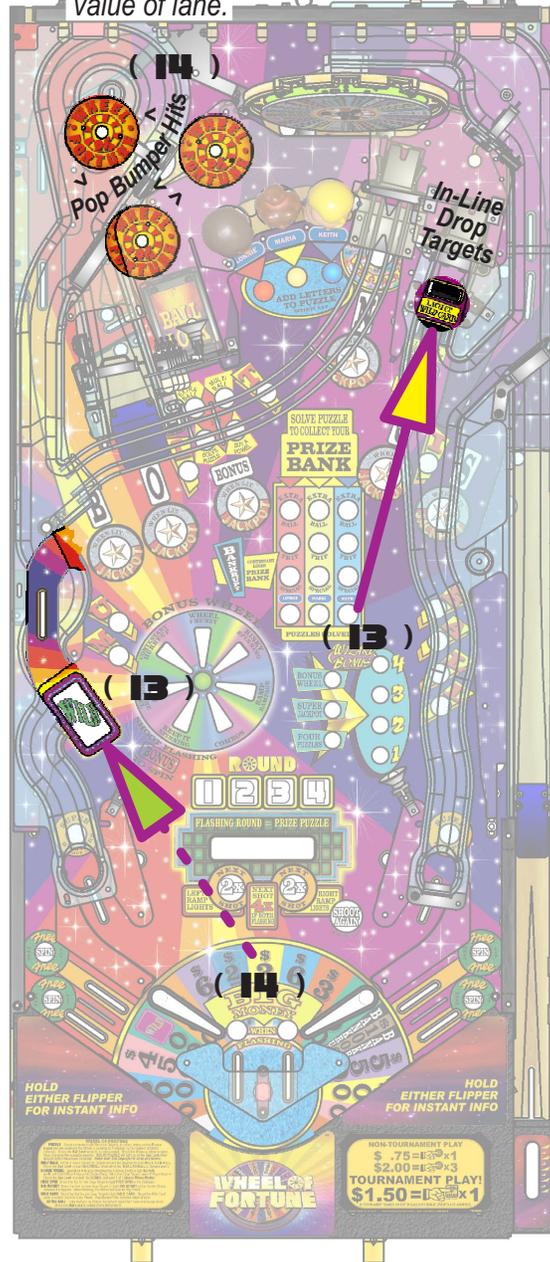
BIG MONEY

- (11) Shoot the 2nd *In-Line Drop Target* to light **BIG MONEY** at the *Center Drains* between the flippers.
- (12) When flashing, the *Wheel* will spin for *Big Points*!



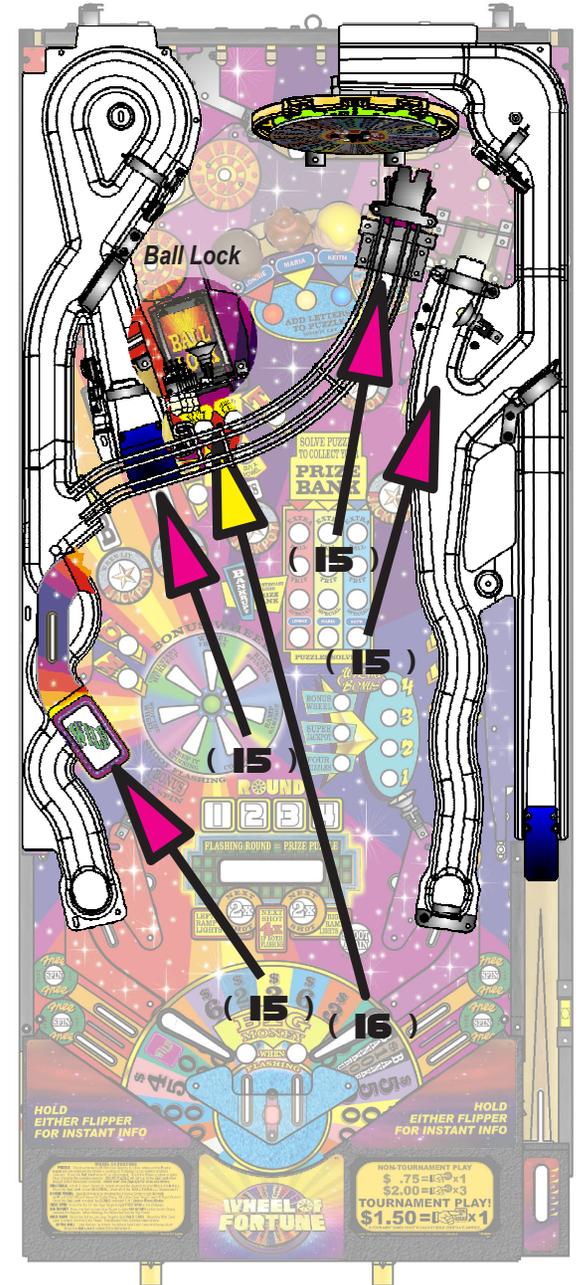
WILD CARD

- (13) Shoot the 3rd *In-Line Drop Target* to light **WILD CARD**.
- (14) Shoot the *Wild Card Lane* to collect the *Wild Card Award*. *Pop Bumper Hits* increase value of lane.



EXTRA BALL

- (15) *Extra Ball* can be lit from the *Wheel*, *Wild Card Lane* and *Ramp Shots*.
- (16) Shoot the *Ball Lock* to collect *Extra Ball* when lit.



WHEEL OF FORTUNE

RÄTSEL Schieße auf die Kandidaten (*beleuchtete Stehziele*), um Buchstaben auf dem **Rätsfeld** zu sammeln und den Preis zu gewinnen, auf den das Glücksrad zeigt, multipliziert mit der Anzahl der gesammelten Buchstaben. Schieße auf die aufleuchtende **Ballsperre**, um einen Vokal zu kaufen. Schieße jederzeit auf das **Rad**, um es zu drehen (*und dadurch die verfügbaren Preise zu ändern*). "SOLVE PUZZLE" leuchtet an der **Ballsperre** auf, sobald genug Buchstaben gesammelt worden sind. **Auf beiden Textanzeigen siehst du Hinweise und Buchstaben.**

MULTIBALL Triff alle 9 grünen Stehziele auf dem Spielfeld, um M-U-L-T-I-B-A-L-L zu buchstabieren. Wenn alle M-U-L-T-I-B-A-L-L-Ziele aufleuchten, musst du auf die **Ballsperre** schießen, um **MULTIBALL** zu starten.

BONUSRAD Buchstabierte B-O-N-U-S indem du die 5 Bonus-Schüsse triffst, so dass "BONUS" aufleuchtet.
 >> B Linker Orbit / O Linke Rampe / N Mittlere Rampe / S Rechter Orbit <<
 Schieße auf die **Ballsperre**, um den **BONUS** zu erhalten und 1 von 7 **Bonus-Radoptionen** zu starten.

FREE SPIN Schieße auf das erste Fallziel, um **FREE SPIN** in den Außenbahnen zu aktivieren.

BIG MONEY Schieße auf das zweite Fallziel, um **BIG MONEY** in der Mittelausgangsbahn zwischen den Flippern aufleuchten zu lassen. Wenn das **Rad** aufleuchtet, dreht es sich, was viele Punkte einbringt (*Big Points*).

WILD CARD Schieße auf das dritte Fallziel, um **WILD CARD** aufleuchten zu lassen. Schieße auf die **Wild Card-Bahn**, um den Jokerpreis zu erhalten. **Treffer an den Pop-Bumpers erhöhen den Wert der Bahn.**

EXTRA BALL Extraball kann über das **Rad**, die **Wild Card-Bahn** und **Rampenschüsse** zum Leuchten gebracht werden. Schieße die **Ballsperre**, um einen Extrakugel zu erhalten, wenn Extraball aufleuchtet.

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WHEEL OF FORTUNE

PUZZLE Tirez sur les candidats (*cibles fixes allumées*) pour obtenir des lettres sur le **tableau de puzzle** et gagnez ce que la *roue désigne*, multiplié par le nombre de lettres obtenues. Tirez sur le **Verrou de bille** lorsqu'il est allumé pour acheter une voyelle. Tirez sur la **Roue** n'importe quand pour la faire tourner (*de sorte à modifier les prix offerts*). « SOLVE PUZZLE » s'allume au **Verrou de bille** lorsque suffisamment de lettres ont été rassemblées. **Surveillez les deux affichages matriciels pour obtenir des indications et des lettres.**

MULTIBALL Tirez sur les 9 cibles fixes vertes sur le terrain de jeu pour épeler M-U-L-T-I-B-A-L-L. Tirez sur le **Verrou de bille** pour lancer le mode **MULTIBALL** lorsque toutes les cibles M-U-L-T-I-B-A-L-L sont allumées.

ROUE BONUS Épélez B-O-N-U-S en visant les 5 *Tirs bonus* pour allumer « **BONUS** ».
 >> B Orbite gauche / O Rampe g. / N Rampe c. / U Voie de cibles escamotables alignées / S Orbite droite <<
 Tirez sur le **Verrou de bille** pour obtenir le **BONUS** et initier 1 des 7 **Modes de Roue bonus**.

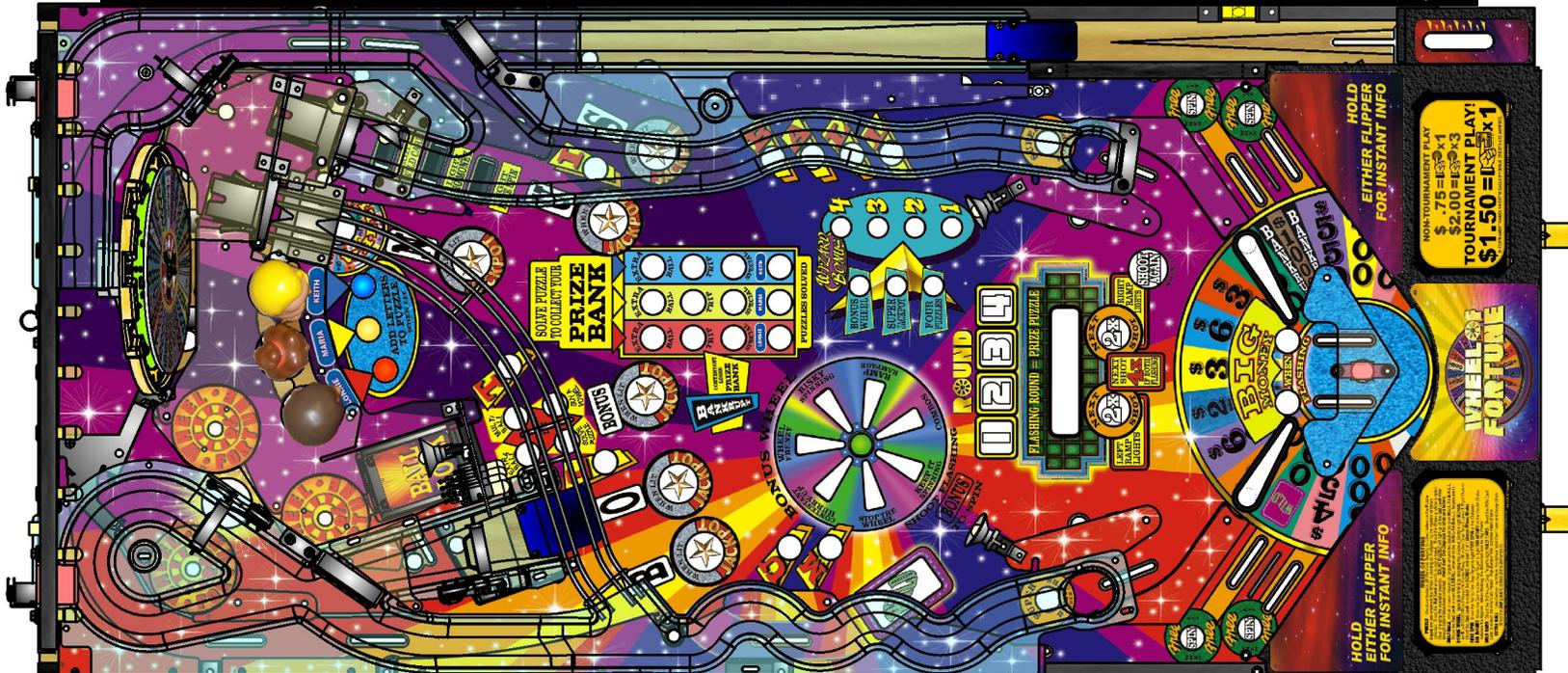
FREE SPIN Tirez sur la première *Cible escamotable alignée* pour allumer **FREE SPIN** sur les voies de sortie.

BIG MONEY Tirez sur la deuxième *Cible escamotable alignée* pour allumer **BIG MONEY** dans les voies d'évacuation centrales entre les flippers. Lorsqu'il clignote, la **Roue** donnera des **Points à go go** en tournant!

WILD CARD Tirez sur la troisième *Cible escamotable alignée* pour allumer **WILD CARD**. Tirez la **Voie du joker** pour obtenir le **Prix joker**. *Les tirs sur les bobines (Pop Bumpers) augmentent la valeur de la voie.*

EXTRA BALL *Extra Ball* peut être allumé à l'aide de tirs sur la **Roue**, sur la **Voie du joker** et sur les rampes. Tirez sur le **Verrou de bille** pour obtenir la **Bille supplémentaire** lorsqu'elle est allumée.

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WHEEL OF FORTUNE

PUZZLE Colpisci i concorrenti (*Bersagli in piedi illuminati*) per raccogliere le lettere sul **Tabellone del Puzzle** e vincere la cifra su cui punta la **Ruota**, moltiplicata per il numero di lettere trovate. Colpisci il **Blocca palla** quando si illumina, per comprare una vocale. Colpisci la **Ruota** in qualsiasi momento per farla girare (*cambiando così i premi a disposizione*). "SOLVE PUZZLE" si accenderà sul **Blocca palla** quando sono state raccolte lettere sufficienti. **Guarda entrambi i Display per consigli e lettere.**

MULTIBALL Colpisci tutti i 9 *Bersagli verdi in piedi* nel campo da gioco per sillabare M-U-L-T-I-B-A-L-L. Colpisci **Blocca palla** per iniziare **MULTIBALL** quando tutti i bersagli M-U-L-T-I-B-A-L-L sono accessi.

RUOTA BONUS Sillaba B-O-N-U-S colpendo i 5 *tiri Bonus* per illuminare "BONUS".
 >> B Orbita sinistra / O Rampa s. / N Rampa centrale / U corsia del bersaglio a caduta in sequenza / S Orbita destra <<
 Colpisci **Blocca palla** per prendere il **BONUS** e iniziare 1 delle 7 **Modalità Bonus della ruota**.

FREE SPIN Colpisci il primo *Bersaglio a caduta in seq.* per illuminare **FREE SPIN** sulle **Corsie esterne**.

BIG MONEY Colpisci il secondo *Bersaglio a caduta in sequenza* per illuminare **BIG MONEY** sui **Canali centrali** tra i flipper. Quando lampeggia, la **Ruota** girerà per trovare **Tanti punti**!

WILD CARD Colpisci il terzo *Bersaglio a caduta in seq.* per illuminare **WILD CARD**. Colpisci la corsia del **Jolly (Wild Card)** per ottenere il **Premio Jolly**. *I colpi sui Bumper Pop aumentano il valore della corsia*

EXTRA BALL *Extra Ball* può essere illuminato da tiri sulla **Ruota**, **Corsia del jolly (Wild Card)** e **Rampe**. Colpisci **Blocca palla** per prendere **palla extra** quando è illuminata.

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WHEEL OF FORTUNE

ENIGMA Dispara a los participantes (*Objetivos Verticales iluminados*) para obtener las letras del **Enigma** y gana lo que marca la rueda, multiplicado por la cantidad de letras obtenidas. Dispara a la **Trampa de Bola** cuando esté iluminada para comprar una vocal. Dispara a la **Rueda** en cualquier momento para hacerla girar (*y cambiar los premios disponibles*). Cuando se hayan obtenido letras suficientes, se encenderá "SOLVE PUZZLE" (**RESOLVER ENIGMA**). **Mira las Pantallas de Puntos para obtener pistas y letras.**

MULTIBALL Derriba los 9 *Objetivos Verticales Verdes* en el campo de juego para deletrear M-U-L-T-I-B-A-L-L. Cuando todos los objetivos M-U-L-T-I-B-A-L-L estén encendidos, dispara a la **Trampa de Bola** para iniciar **MULTIBALL**.

RUEDA DEL BONUS Deletra B-O-N-U-S disparándoles a los 5 *Tiros de Premio* para encender "BONUS".
 >> B Orbita Izquierda / O Rampa Izq. / N Rampa Central / U Calle de Objetivos Derrribables en Línea / S Orbita Der <<
 Dispara a la **Trampa de Bola** para obtener el **BONUS** y comenzar con el 1 de los 7 **Modos de la Rueda del Bono**.

FREE SPIN Dispara al primer *Objetivo Derrribable en Línea* para encender **FREE SPIN** en las **Calles de Salida**.

BIG MONEY Dispara el segundo *Objetivo Derrribable en Línea* para encender **BIG MONEY** en los **Hoyos de Salida** Centrales entre los flippers. Cuando la **Rueda** parpadea, girará por **Grandes Puntos**!

WILD CARD Dispara al tercer *Objetivo Derrribable en Línea* para encender **WILD CARD**. Dispara a la **Calle de Comodines** para ganar el **Comodin de Premio**. *Los Golpes en el Rebotador aumentan el valor de la calle.*

EXTRA BALL *Extra Ball* se puede encender desde la **Rueda**, **Calle de Comodines** y **Tiros a la Rampa**. Dispara a la **Trampa de Bola** cuando esté iluminada para ganar una **Bola Extra**.

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