Spin 'n' Win 1.0a

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WHAT IS SPIN 'N' WIN?

Spin 'n' Win is a Windows 3.1 game that plays like hangman but with a Las Vegas twist. One to three players take turns spinning spinners and guessing letters to solve a phrase. Spin 'n' Win supports a user-editable phrase file, top-10 high-scores, and user-customizable Windows 3.1 sound effects via .WAV files if a sound card is installed.

(*) Spin 'n' Win will work with Windows 3.0 if the Microsoft Multimedia Extensions and a sound card have been installed.

Spin 'n' Win is **Shareware**, and a registration fee of **$10.00** (plus **$2.00** for shipping) is required if used past the 30-day evaluation period. When payment is received you will receive a registered copy of the latest version of Spin 'n' Win on diskette and a serial number for free upgrades to future Shareware versions. CompuServe members can download the latest version and register through **CompuServe** for only **$10.00** (saves shipping). You won't receive a disk, but I will send you a serial number via CompuServe electronic mail within three business days of order receipt (see **"REGISTRATION"**, below).

FILES CONTAINED IN THIS RELEASE

Files in *Spin 'n' Win* Directory:

FILE_ID.DIZ	Distribution Description File *(included with Shareware version only)*
LICENSE.WRI	License Agreement / Warranty Disclaimer
MANUAL.WRI	Documentation *(this file)*
ORDER.TXT	Order Form *(included with Shareware version only)*
VENDOR.TXT	Distribution Information / Suggestions *(included with Shareware version only)*
PHRASES.TXT	User Editable Phrase File
REGISTER.ID	Registration ID File *(included with **Registered** version only)*
SPIN_WIN.EXE	Required Executable File
ATTENTN.WAV	Required Sound File "Attention"
CLICK.WAV	Required Sound File "Spin Click"
READY.WAV	Required Sound File "Ready"
SORRY.WAV	Required Sound File "Sorry"
WINNER.WAV	Required Sound File "Winner"

Files in *Windows \ System* Directory (or Windows Directory for Network Users):

MCI.VBX	Required Support File
PICCLIP.VBX	Required Support File
THREED.VBX	Required Support File
VBRUN200.DLL	Required Support File *(included with Registered version only)*

STARTING SPIN 'N' WIN

To start Spin 'n' Win, double-click on the **Spin 'n' Win** icon in your **"Games"** program group.

Once started, you must enter the names of the players. Choose **NEW GAME...** from the **FILE** menu, enter the player(s) names, and click **CONTINUE**. Click the **SPIN SPINNERS** button and you're off! You can control Spin 'n' Win with either the mouse or with the keyboard.

PLAYING SPIN 'N' WIN

With each new game, a random phrase is picked from the phrase file and displayed on the board as blank letters. A hint for the phrase is displayed in the Hint box. Each player gets 20-seconds to decide if they want to spin the spinners or solve the phrase, except for the first turn of the game.

SPIN SPINNERS: Player gets 20-seconds after the spinners stop to pick a letter. Those already guessed will be dimmed, and not available.

SOLVE PHRASE: Player gets 60-seconds to pick the missing letters. Be aware that once a letter has been chosen, it cannot be changed!

The current player continues to spin until the first wrong letter guess, then game control is passed to the next player. The first player to correctly guess the phrase gets their score added to their total score.

SCORING

Dollar amounts are scored by spinning the spinners and correctly guessing letters. For a normal play, the spinner value is multiplied by the number of correct letter matches, except for the following special conditions:

Spinner value is $50 or less
Player wins a free spin for later use, and spins again.

Spinner value is $950 or more
Player loses turn, no score is made.

Spinner value is between $450 and $550
Vowels are allowed to be picked, no score is made.

Spinner spins all the same digit *(111, 222, 333, etc.)*
Player goes broke. Next player.

During game play, it is possible to run out of consonants and still have vowels remaining. In this case, players take turns spinning the spinners for a value between $450 and $550 (vowel bonus range). If any other number is spun, game control goes to the next player.

WINNING THE GAME

After three rounds, the player with the highest total score enters the **"bonus round"** where they spin a score for each of four consonants and one vowel. The total value spun is scored if the phrase is correctly guessed. The winner has 30-seconds to spin and choose each of four consonants and one vowel, after which any matches will be displayed on the board. The winner then has 60-seconds to complete the phrase. If correctly guessed, the bonus score is added to the winners score and automatically entered in the top-10 high-scores if qualified.

OPTIONS

You can change certain program settings from the **OPTIONS** menu, and save them to disk by choosing **SAVE SETTINGS**. The program defaults are indicated in **bold**:

Sound Effects: **On**/Off   Plays or Supresses digitized sound-effects (MCI WAV compatible sound card required)

Countdown Timer: On/Off   Automatically disabled if only one player

Spin Deceleration: On/Off   Can be turned off for slower PC's

CUSTOM SOUND EFFECTS

Custom sound effects can be used by replacing any of the included five .WAV files with your own. Files must be named the same. The file CLICK.WAV contains the sound effect for the spinners click. If you replace this file make sure it is a very short sound, otherwise the spinners might not spin fast enough.

REGISTRATION OF SHAREWARE VERSION

Spin 'n' Win is copyrighted Shareware. This is an evaluation copy valid for 30-days. Any use of
the unregistered Shareware version after the 30-day trial period is in violation of federal
copyright laws. Read the file **LICENSE.WRI** for the license agreement and warranty
disclaimer. Distribution information and description suggestions are contained in the file
VENDOR.TXT.

To register Spin 'n' Win, print the file **ORDER.TXT** and send with your US check or money order for
$12.00 ($10.00 + $2.00 shipping) to:

> **Dan Puraty**
> **3536 Kent Road**
> **Stow, Ohio 44224-4602**

...or register **ONLINE** through **CompuServe!** and pay **only $10.00** (saves the shipping cost).
Type **GO CIS:SWREG** and specify Program Number **[not yet assigned]**.

I can be reached electronically on CompuServe at **71563,1245**.

US Mail Registrations: Registered users will receive the latest version on diskette and a serial number
for self-registering all future Shareware releases.

CompuServe Registrations: Registered users will receive, within two business days, a serial number for
self-registering the latest version (downloaded from CompuServe) and all future Shareware releases via
CompuServe EMail. CompuServe will always contain the latest version, and registered users will be
notified via EMail of all new releases. No diskette will be sent.

VERSION HISTORY

06/07/92	v1.0	Initial release to Shareware as "Wheel of Luck"
07/18/92	v1.0	Modified "look-and-feel" and changed name and game play
		Re-released to Shareware as "Spin 'n' Win"
07/21/92	v1.0a	Changed Spinner deceleration method to use timers

I welcome any comments you may have about Spin 'n' Win.

Thank you for supporting the Shareware concept!

"Windows 3.1" is a registered trademark of Microsoft Corporation.