

# Wheel of Luck 2.1c

Copyright © 1993 Dan Puraty - All Rights Reserved

## WHAT IS WHEEL OF LUCK?

Wheel of Luck is a game for Windows 3.1(\*) similar to the popular television "Wheel of Fortune" game. Players take turns guessing letters to solve a phrase. Each player has a turn to spin the wheel and guess a letter, buy a vowel, or solve the phrase. Wheel of Luck supports a user-editable phrase file and user-customizable Windows 3.1 sound effects via .WAV files if a sound card is installed.

(\*) Wheel of Luck should work with Windows 3.0 if the Microsoft Multimedia Extensions and a sound card have been installed.

Wheel of Luck is Shareware, and a registration fee of \$10.00 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 Wheel of Luck on diskette and a serial number for free upgrades to future Shareware versions. If you order through CompuServe, you will receive a serial number via electronic mail within two business days of order receipt (see "REGISTRATION", below).

## FILES CONTAINED IN THIS RELEASE

FILE_ID.DIZ	Distribution ID File
LICENSE.WRI	License Agreement / Warranty Disclaimer
MANUAL.WRI	Documentation (this file)
ORDER.TXT	Order Form
VENDOR.TXT	Distribution Information / Suggestions
WOL.EXE	Required Executable File
PHRASES.TXT	User Editable Phrase 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"
MCI.VBX	Required Support File
THREED.VBX	Required Support File

## INSTALLATION

To install Wheel of Luck on your hard-disk, create a subdirectory and copy the file **WOL21C.EXE** to this subdirectory. From the **DOS Prompt**, type **WOL21C** and press enter. The files will self-extract from the compressed file in the current subdirectory. When done, you can delete the **WOL21C.EXE** file to save space. Copy the file **VBRUN200.EXE** to your **Windows\System** subdirectory and execute it from the **DOS Prompt** to self-extract the required DLL file. Delete **VBRUN200.EXE** when done.

## STARTING WHEEL OF LUCK

To start Wheel of Luck, you can simply double-click on **WOL.EXE** from the file manager, or define a new program item in the Program Manager.

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 WHEEL** button and you're off! You can control Wheel of Luck with either the mouse or with the keyboard.

## 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**:

<b>Sound Effects:</b>	<b>On/Off</b>	Wave Audio (MCI) if sound board is installed
<b>Countdown Timer:</b>	<b>On/Off</b>	Automatically disabled if only one player
<b>Spin Deceleration:</b>	<b>On/Off</b>	Can be turned off for slower PC's

## PLAYING WHEEL OF LUCK

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

**SPIN WHEEL:** Player gets 20-seconds after the wheel stops to pick a consonant. Those already guessed will be dimmed, and not available.

**BUY VOWEL:** Player must have at least \$250 in their score, and gets 20-seconds to pick a vowel. Those already guessed will be dimmed, and not available.

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

Each player continues to play their turn until they either guess wrong, or spin a "Lose Turn" or "Sorry" on the wheel.

The first player to correctly guess the phrase gets their score added to their total score.

## WINNING THE GAME

After three rounds, the player with the highest total score enters the "**bonus round**" where they play for a bonus value of \$5000. The wheel is replaced with the bonus round letter positions. The winner has 30-seconds to choose five consonants and one vowel, after which any matches will be displayed on the board. The winner has 60-seconds to complete the phrase. If correctly guessed, the bonus value is added to the winners score and automatically entered in the top-10 high-scores if qualified.



## SCORING

Points (represented by dollars) are scored by spinning the wheel and spent buying vowels.

The value spun is multiplied by the number of correct matches. A vowel guess costs \$250 no matter how many are found.

**"Lose Turn"** No points are scored. Player loses turn.

**"Sorry"** Players current score is erased. Player loses turn.

## 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 wheel click. If you replace this file make sure it is a short sound, otherwise the wheel will not spin correctly.

## REGISTRATION

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

To register Wheel of Luck, print the file ORDER.TXT and send with your check for \$10.00 to:

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

...or register **ONLINE** through CompuServe. Specify Registration ID **725**.

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

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

**CompuServe:** 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.

## VERSION HISTORY

06/07/92	v1.0	Initial release to Shareware
12/05/92	v1.1	Fixed scoring problem
01/08/93	v1.2	Enhanced solve mode Added sound effects Added save settings
01/20/93	v1.3	Fixed sound effects order problem Enhanced "look & feel" Added keyboard control
02/10/93	v2.0b	Added bonus-round & High-Scores
02/22/93	v2.0c	Fixed registered-only bug Added hourglass mouse-pointer during delays
03/08/93	v2.1a	Fixed Buy-Vowel button bug Changed look of wheel (for slower displays) Changed graphics handling to be more efficient
03/16/93	v2.1b	Fixed "single word phrase" display problem Fixed bonus-round timeout bug Fixed bonus-round letter-pick bug Fixed player highlight bug Removed bonus-round prizes for efficiency
03/24/93	v2.1c	Fixed problem when viewing About or High-Scores with timer on

I welcome any comments you may have about Wheel of Luck.  
I can be reached electronically at:

**CompuServe ID: 71563,1245**

**Thank you for supporting the Shareware concept!**

---

"Wheel of Fortune" is a registered trademark of Merv Griffen Enterprises,  
a unit of the Coca-Cola Company.

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