

CONFIG

COLLABORATORS

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Chapter 1

CONFIG

1.1 Welcome to Wheel of Fortune's Config ReadMe!

The WOF CONFIG, v6.50 README! File by Dotoran of Frontiers!

=====
<<New/Changed>> since last draft!

What is it?

Using Config Module

Switching Config Screens

ASC Key1 / ASC Key2

ANS Key1 / ANS Key2

IBM Key1 / IBM Key2

Suspend WOF Playing

of Regular Mills

Use Vanna Picture

Let NEW/GUEST Play

of Bonus Mills

Play Again Chance

Spin Graphic Delay

Mills to be Banker

Can \$0-\$100 GUESS

Use Y as a Vowel

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```
ASC Hide Character
Maint Access Users
    To BBS on Bad
ANS Hide Character
  <<
  Free Spins Usage
>>
  How to Edit Data
IBM Hide Character
  <<
  Cash Money Letters
>>
    Is that it?
# in Last Puzzles
# in Last Bonuses
# in Bankers List
Display Loader Info
Hosts
Male
Female
WOF Game Reset Mode
WOF Game Reset Value
The WOF Quick Command
Ask for DEFAULT Game
Last Player Checking
Close Wheel of Fortune
Lowest Port Loaded
Regular Prizes/Amounts
Highest Port Loaded
Bonus   Prizes/Amounts
Show Bonus Puzzle
Custom Surprises/Amounts
Minimum Bonus Length
```

Smart Bonus Award
 Bonus Round Timer
 Send Broadcast OLM's
 Smart Bonus Letters
 Use Banked Money
 Is THAT It?

1.2 What is it?

What is it?

~~~~~

Being as the changes I've been making to the program mainly concern the addition of new features to the CONFIG file, I decided to separate the two README! files, so existing users of WOF need not have to wade through the initial README! file, just to see what's changed in the CONFIG!

For the most part, the original README! file will receive little changes, like version number updates, etc., while this file may receive partial or complete rewrites. So, what I'm trying to say is check THIS file for info on new features, etc. to the CONFIG file!

## 1.3 Using the Config Module

Using the Config Module

~~~~~

The "Config" file allows you to set over 60 variables telling the Loader and Game Modules how they should perform certain tasks. The "Config" Module is written in ANSI-ARexx, meaning it is used similarly to the way Cnet's VDE Editors work. Simply press the appropriate

ARROW KEYS

to

highlight the item you'd like to edit, then press ENTER or RETURN to edit the item. When you are satisfied with the settings, press your ESC key to save them to disk. You can also press the "V" key to swap between the two different screens(Note the "V" of the word "

View

" is both underlined

and highlighted to remind you!)

1.4 Ascii Version Key Strings

ASC Key1

ASC Key2

~~~~~

- Define what the two "press any key" prompts will look like in the Ascii version of the game. The numbers appearing AFTER these two fields represent the number of MCI commands you used in each prompt(This info is used to keep centering correct!)
- Keep in mind, however, that these two prompts will be used in the ASCII version of the game, which should NOT contain embedded MCI Color Codes. You can still use commands like \w, \h, \s, etc. in any of the definitions though.
- Whenever you EDIT one of these keys, when you press RETURN/ENTER to signify you've completed the editing process, you'll be shown what the prompt will look like in the blank space right below these two string gadgets. This ability was added as a quick means of seeing if the prompt looks and acts the way you wanted it to, or if further editing is necessary.
- The prompt is now CENTERED on the screen, just as it will appear when used in the actual Game Modules.
- You can use one or more of the following templates within your Key definitions as well:

[h] or [H] - will be replaced with "Hosts" text.  
 [m] or [M] - will be replaced with "Male" text.  
 [f] or [F] - will be replaced with "Female" text.

This allows you to create customized Key Definitions using the

Host/Hostesse's Names  
 , without having to worry about updating  
 them in the event you ever wish to CHANGE either Hosts name.

## 1.5 Ansi Version Key Strings

ANS Key1

ANS Key2

~~~~~

- Define what the two "press any key" prompts will look like in the Ansi version of the game. The numbers appearing AFTER these two fields represent the number of MCI commands you used in each prompt(This info is used to keep centering correct!)
- Whenever you EDIT one of these keys, when you press RETURN/ENTER to signify you've completed the editing process, you'll be shown what the prompt will look like in the blank space right below these two string gadgets. This ability was added as a quick means of seeing if the prompt looks and acts the way you wanted it to, or if further editing is necessary.
- The prompt is now CENTERED on the screen, just as it will appear when used in the actual Game Modules.
- You can use one or more of the following templates within your Key definitions as well:

[h] or [H] - will be replaced with "Hosts" text.
 [m] or [M] - will be replaced with "Male" text.
 [f] or [F] - will be replaced with "Female" text.

This allows you to create customized Key Definitions using the

Host/Hostesse's Names
 , without having to worry about updating
 them in the event you ever wish to CHANGE either Hosts name.

1.6 IBM Version Key Strings

IBM Key1

IBM Key2

~~~~~

- Define what the two "press any key" prompts will look like in the IBM-Ansi version of the game. The numbers appearing AFTER these two fields represent the number of MCI commands you used in each prompt(This info is used to keep centering correct!)
- Whenever you EDIT one of these keys, when you press RETURN/ENTER to signify you've completed the editing process, you'll be shown what the prompt will look like in the blank space right below these two string gadgets. This ability was added as a quick means of seeing if the prompt looks and acts the way you wanted it to, or if further editing is necessary.
- The prompt is now CENTERED on the screen, just as it will appear when used in the actual Game Modules.
- You can use one or more of the following templates within your Key definitions as well:

[h] or [H] - will be replaced with "Hosts" text.  
 {m] or [M] - will be replaced with "Male" text.  
 [f] or [F] - will be replaced with "Female" text.

This allows you to create customized Key Definitions using the

Host/Hostesse's Names  
 , without having to worry about updating  
 them in the event you ever wish to CHANGE either Hosts name.

## 1.7 Suspend User ID's from Playing Wheel of Fortune!

Suspend

~~~~~

- This option allows you to specify up to six ID numbers to either suspend or prohibit from playing Wheel of Fortune.
- The first entered value(before the colon[:]) is the ID Number of the

user on your bbs you'd like to suspend/prohibit.

- The second entered value(after the colon[:]) is a date, in YYMMDD format, to which this user's suspension will expire. (Meaning that they'll be able to PLAY the game again AFTER this date).
- Pressing ENTER/RETURN in the first field with NO id number entered will effectively clear out that suspension slot.
- Pressing ENTER/RETURN in the second field with NO date entered will put "Never" into this field, in which case this account would be PROHIBITED from ever playing the game. (You could re-edit the value to enter a date if you wished to create a suspension, or else empty the first field to renig the prohibition altogether).
- It makes no difference which slot you choose to use, as they are ALL scanned during each launch of the Game.#? modules, as well as the Loader module.
- I added this feature to combat a new form of cheating I've noticed has been occurring on my bbs in reference to a "GUEST" account I've created for possible new users to browse the board.

1.8 Number of Regular Millionaires

of Regular Mills

~~~~~

- This setting allows you to specify how many Regular Round Millionaires should be stored in the "Millionaires" file. Values between 5 and 20 are reccommended for the best display.

## 1.9 Number of Bonus Millionaires

# of Bonus Mills

~~~~~

- This setting allows you to specify how many Bonus Round Millionaires should be stored in the "BMillionaires" file. Values between 5 and 20 are reccommended for the best display.

1.10 Millions to Become a Banker

Mills to be Banker

~~~~~

- The number of millions a player needs to earn before being removed from the above Millionaires File and placed in the Bankers file.
- How large the "Bankers" file can become is configurable elsewhere.

## 1.11 Puzzle Hide Characters

ASC Hide Character

ANS Hide Character

IBM Hide Character

~~~~~

- The "hide" character is the character used in place of any UNSOLVED letters. These three fields allow you to specify a different character for each module, as some characters are easier to read than others. Note, however, that using certain characters, like: - . ' etc. are NOT a good idea, because these characters MAY also be included in the actual puzzle.
- The following characters are NOT allowed to be input:

' (Apostrophe)	` (Back Apostrophe)
- (Hyphen/Dash/Minus)	. (Period)
! (Exclamation Point)	, (Comma)
- Some of the puzzles use one or more of these characters in their text, which would make it rather confusing for the player trying to solve the puzzle (Thinking this character was an unguessed letter)!
- If this still poses a problem for your users, suggest they try using one of the new "Guess Formatting" layouts that FILL-IN all known characters, INCLUDING punctuation.

1.12 Using the Vanna Graphic Picture

Use Vanna Picture

~~~~~

- Some of you had requested that I permanently remove the Vanna picture that appears right before Game Play starts. I kinda like the picture myself, so decided to create this flag for those who wish the picture to be SKIPPED instead.
- With the addition of the new graphic pictures of Vanna, I got to thinking that when a SysOp doesn't wish their user's to be subjected to this material, maybe they just didn't wish certain AGES to be able to view the picture, so some additions were made to this option:
 

|       |                                        |
|-------|----------------------------------------|
| No    | - NO ONE is shown the Vanna pictures.  |
| Age14 | - Only users 14 or OLDER will see it.  |
| Age16 | - Only users 16 or OLDER will see it.  |
| Yes   | - ALL USERS will be shown the picture. |
- With the addition of the new UserConfig file, user's now have the ability to NOT see Vanna if they don't wish to, however if you set this option to "NO", then NO USERS will be able to view the picture. It will be DISABLED in their UserConfigs. If one of the "Age" options is specified, then ONLY USERS OF OR OLDER THAN specified age will be able to adjust the Vanna setting in their UserConfigs.

## 1.13 Play Again Chance

Play Again Chance

~~~~~

- Normally, once a user has played out his/her full turn, they have to wait until another user has played before they get a chance to play again. If this option is set to "Yes", the player has a 1 in 10 chance of being allowed to play again.
- Alternately, you can specify a number of HOURS the player would need to WAIT, before being allowed to play again, if they were the last player. Presently, there are options to wait 2, 4, 6, or 8 hours between turns.
- If set to "No", then there is no way a player can play again UNTIL a different player has had a chance to play (or if the SysOp were to CANCEL the game).

1.14 Can Players with \$0 to \$100 Guess Puzzles?

Can \$0-\$100 GUESS

~~~~~

- I thought it kinda unfair that the "real" players of the Game could do the majority of the work solving the puzzle, only to have a NEW player come in and immediately GUESS the puzzle. This option allows you to specify if a player with between \$0 and \$100 is eligible to GUESS the puzzle.
- Well, did I ever get the feedback on THIS one! :-) I've now added a new toggle, "Spin" to this value. If set to "Spin", a user with less than \$100 will be allowed to spin the Wheel ONE TIME, and if they can pull a FREE SPIN, LOSE TURN, SURPRISE, or BANKRUPT, then they'll be allowed to attempt to guess the puzzle, however if they spin a DOLLAR value, they'll have to exit the game.
- Regardless of the outcome of the spin, they'll be marked as the Last Player of the game and will have to wait, like everyone else, before being allowed to play again!

## 1.15 Maintenance Access Users

Maint Access Users

~~~~~

- Determines who can use the "Config", "Maint" and "SetUp" files from WITHIN one of the "Game" modules. There are presently four(4) settings:
 - ID # 1 - Only the user with ID # 1
 - Group23 - All users with Access Group 23 (v2.63?)
 - Group31 - All users with Access Group 31 (v3.05?)
 - MaintAcc - All users with System Operator Flag Set

- It is only the "Maint" users who will be shown the extra line of commands on the Main Menu, and it is only the "Maint" users that have access to USE these other commands.
- Note that this "Maint Access" only affects how these files are loaded from INSIDE the "Game." modules, and have NO EFFECT on how they may be loaded as stand-alone modules!

1.16 Can Winners Be 1st Players of New Games

Winner 1st Player

~~~~~

- This option allows you to specify whether or not you'd like the WINNER of the LAST Game to be able to be the FIRST player of the NEW Game.
- When this option is enabled, the winner is ASKED if they wish to be the first player of the new game, and not simply taken into the game again, without their consent.

## 1.17 What to do After a BAD Guess

Back to BBS on BAD

~~~~~

- This is a NEW option to v6.40 that allows you to specify what happens when a user makes an incorrect guess(or spins a LOSE TURN). There are presently three options:
 - Exit - The game will ALWAYS be exited after bad guesses.
 - Menu - The game will ALWAYS be restarted after bad guesses.
 - Ask - The player will be ASKED if they wish to exit.
- Specifying "Exit" or "Menu" here will LOCK the setting, whereas using the "Ask" option will allow the user's to choose for themselves how they wish to treat bad guesses in their UserConfigs.

1.18 Can New Users & Guests Play?

Let NEW/GUEST Play

~~~~~

- Enable this option if it's ok if NEW user's or GUESTS can play your WOF game. Disabled, and they'll have to wait until they are validated. This option was included, because I saw this as another possible way CHEATING could be done in the game!
- This value may not even be used, depending on the Access Group settings you chose to run this game under, so keep this in mind if this option doesn't work for some reason.

## 1.19 Spinning Wheel Graphic Delay

### Spin Graphic Delay

~~~~~

- This delay is measured in 1/50th of Seconds, and determines how much time will occur between each "click" of the "Spinning" Wheel Graphic. I've found a setting of 5 to be pretty good, but you be the judge!

1.20 Use Y as a Vowel?

Use Y as a Vowel

~~~~~

- Some of the SysOps living outside the USA were telling me that the "Y" was considered a "full-time" vowel, so this one is for you guys. Set to YES, and the letter "Y" must be BOUGHT and utilized as a VOWEL and NOT a CONSONANT.

## 1.21 Switching to the other Config Screen

### VIEW EVEN MORE WOF CONFIG OPTIONS

~~~~~

- Takes you to the second Config Screen.

VIEW PREVIOUS WOF CONFIG OPTIONS

~~~~~

- Takes you to the First Config Screen.
- Both of these commands use the "V" command to switch to the opposite Config screen.

## 1.22 Display which Info on Loader Screen?

### Display Loader Info

~~~~~

- It is now possible to select WHICH info is shown to the user when the Loader is displayed. There are three areas of info that can be displayed: Last Game Winner, Current Game Info, and Last Bonus Game Winner. You can choose to show any of the following seven(7) combinations of this info:
 - Last Game Winner Only
 - Current Game Info Only
 - Last Bonus Winner Only
 - Last Game & Current Game Info
 - Last Game & Last Bonus Winner
 - Current Game & Last Bonus Winner
 - USE ALL THREE (Last Game/Current Game/Bonus Winner)

1.23 The WOF Quick Entry Command

The WOF Quick Command

~~~~~

- This is the command you added to your BBSMENU file that will automatically load the WOF Loader. If you are NOT using a command in BBSMENU, then make sure this field is empty. The Loader uses this info when telling the user another player is playing the game. If no command is given, the user is simply told they may play the game "through the pfiles".

## 1.24 Last Player Checking

Last Player Checking

~~~~~

- This option allows you to select "Simple" or "Complex" Last Player Checking. When using "Simple" checking, only the user's Serial ID Number and Handle will be compared to the last player info, but when using "Complex" checking, the user's Street Address, Data and Voice Phone Numbers will also be compared.
- The "Complex" checking was added, because some SysOps didn't like the idea that husband/wife, brother/brother, etc. teams could call back-to-back and rack up wins in the game. These SysOps saw this as a form of CHEATING. The "Complex" checking will make sure these users wait their turn like the rest of your user population!

1.25 Wheel of Fortune Reset Mode

WOF Reset Mode

~~~~~

- Starting with v6.40 of Wheel of Fortune, there is now a way to RESET the game. Actually, there are six(6) different settings for this new option:
  - Never : The Game is NEVER reset.  
: (defaults to "N/A")
  - Monthly : Game resets every "x" months.  
: (defaults to "every 3 months")
  - RegMils : Reset when a player earns "x" millions in Regular  
: Round Play. (defaults to "10 million")
  - BonMils : Reset when a player earns "x" millions in Bonus  
: Round Play. (defaults to "10 million")
  - AnyMils : Reset when a player earns "x" millions Any Way  
: they can. (defaults to "20 million")
  - Banker : Reset when a player earns enough millions to be  
: the next banker. (defaults to "N/A", because the  
: SysOp defines "  
Mills to be Banker  
" elsewhere).

## 1.26 Wheel of Fortune Reset Value to Check

WOF Reset Value

~~~~~

- In order to reset the game, a value will need to be checked at some point during the game. Where(and when) this value is checked depends on the setting of the "
 - Reset Mode
 - " option set elsewhere,
 however WHAT value to check can be set here.
- Using reset mode 0(Never) or 5(Banker) will cause this option to be inactive, meaning you will NOT be able to edit it's contents.
- Using reset mode 1(Monthly), the value entered here should be the number of months to wait before WOF resets itself. It should be noted, however, that using this mode will deactivate the "
 - Bankers
 - "
 features.
- Using reset modes 2, 3, or 4(dealing with millions earned), the value entered here should be the number of millions of dollars to check each time the player wins a regular game(mode 2), wins the bonus round(mode 3), or wins either round(mode 4).

1.27 The Lowest & Highest Ports Loaded

The Lowest Port Loaded

The Highest Port Loaded

~~~~~

- These two fields are used in the Loader & Game Modules to determine what other ports are playing WOF(because only ONE port can play at any one time). By looking at your CNet Control Window, you can get these values easily enough.
- This ability was also added to the "Game." Modules as of the 6.1 version, which makes "direct" loading from outside the Loader now possible on MULTI-LINE Systems.

## 1.28 Show the Bonus Puzzle After Bonus Round?

Show Bonus Puzzle?

~~~~~

- One of my users asked me if it would be possible to add into the game the ability to show the Bonus Puzzle, if they didn't get to answer it, or if they ran out of time. As I was adding it in, I figured it would make another good CONFIG addition:

- Never - Bonus Puzzle is NEVER shown to the user.
- If_Time - Only shown to user if they RAN OUT OF TIME.
- If_Wrong - Only shown if they GUESSED & got it WRONG.

Always - Bonus Puzzle is ALWAYS shown to the User!

1.29 Minimum Length to use for Bonus Puzzles

Minimum Bonus Length

~~~~~

- This is the MINIMUM length a puzzle MUST be to be used in the Bonus Round. This lets you make sure a user isn't given a REAL easy(short) puzzle in the Bonus Round. Puzzle lengths range from 10 to 50 characters, although I don't recommend using values over 20, unless you're using over 1000 puzzles, because you'll see a fast turn-around rate in bonus puzzles.

## 1.30 Bonus Round Timer Length

Bonus Round Timer

~~~~~

- This is the amount of time, in SECONDS, that you wish to give the user to SOLVE the BONUS Round Puzzle. I've found a value of 30 seconds to be pretty challenging, but that's me!

1.31 Activate Smart Bonus Letters Mode

Smart Bonus Letters

~~~~~

- When a user starts the Bonus Round, they are given, UP FRONT, the letters: R, S, T, N, L, and E. If this option is enabled, the game will NOT allow them to enter one of these letters for their additional letters. If this option is disabled, the user can type one or more of the above letters for their additional letters, perhaps to make the Bonus Round more challenging!
- A third option, Ask, was added to give the USER the option of using the "Smart Letters" or not.
- If this option is set to "No" or set to "Ask", then you can also use the NEW option "
  - Smart Bonus
  - ".

## 1.32 Maximum Size of Last Puzzles File

Size of Last Puzzles

~~~~~

- This value specifies the max number of past puzzles to keep on file for the "Last ?? Puzzles" command. Values between 5 and 20 are recommended.

1.33 Maximum Size of Last Bonus Puzzles File

Size of Last Bonuses

~~~~~

- This value specifies the max number of past puzzles to keep on file for the "Last ?? Bonus Puzzles" command. Values between 5 and 20 are recommended.

### 1.34 Maximum Size of the Bankers Listing File

Size of Bankers List

~~~~~

- This value specifies the max number of players that can be placed in the new "Bankers" listing. Values between 5 and 20 are best!

1.35 Names for Both Hosts, Male Host & Female Host

Hosts

Male

Female

~~~~~

- These fields allow you to specify who is HOSTING the game. I was told by some of our foreign SysOps that WOF isn't hosted by Pat & Vanna in their countries, so this way, you can make the game be hosted by those more familiar faces (or names)!
- Note that when changing either the MALE or FEMALE entry, the HOSTS entry will also be rebuilt(using " & " to combine the names), so it may be quicker to edit the MALE/FEMALE fields first.
- Also note that if you'll be using one or both of the Host Names in a KEY, you should use the  
Key Templates  
, instead of  
the actual Host Name to make re-editing a bit faster.

### 1.36 Use Term Setting to Ask for Default Game?

Ask for DEFAULT Game

~~~~~

- If this option is enabled, the user's terminal mode will be used to determine a "DEFAULT" Game Module to load, and they will be asked if they wish to load THIS module. This can be a time saver, provided the user has his/her term mode set to the proper settings.
-

1.37 Close the Wheel of Fortune

Close Wheel of Fortune

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- Allows you to effectively CLOSE DOWN the entire game from play.
- Starting in v6.1, the "Closed" status is ALSO checked from in each "Game." module, which now makes it possible for these files to be loaded directly from OUTSIDE the Loader on MULTI-LINE Systems.

## 1.38 Regular Prize Names & Amounts

Regular Prizes & Amounts

~~~~~

- You can choose to give the WINNER of a REGULAR Game one of the following five choices:
 - None - Don't Give Anything. (Just Congratulate Them!)
 - Time - Minutes Added to Time Remaining.
 - GameP - An Amount of Pfile Game Points.
 - ByteC - An Amount of Byte Credits.
 - FileC - A Number of File Credits.
- The "Amount" determines the number of minutes, game points, byte credits, or file credits to give the user. When "None" is used above, this field is moot, however if you're afraid the program won't catch the "None" setting, use a "0" value.
- The 2nd and 3rd Prizes are ALTERNATE Prizes which will be used when the winner is found to have an INFINITE amount of the 1st Prize. For instance, if the 1st Prize is 15 Minutes, but the winner is found to have INFINITE time on your system, then the 2nd Prize will be used. If the user is found to also have an INFINITE amount of the 2nd Prize, then the 3rd Prize is used, however if the user has an INFINITE amount of the 3rd Prize, then NO PRIZE will be awarded.
- This version will also supply the following DEFAULT values when each Prize Selection is chosen, however any of these values can be modified, using the "Of" fields:
 - None - 0 (Just to be safe!)
 - Time - 15 minutes.
 - GameP - 1000 game points.
 - ByteC - 10,000 byte credits(10K).
 - FileC - 5 file credits.
- NOTE: If you specify "None" as either the 1st or 2nd Prize type, then all higher Prize types are moot. Checks are not done to insure this DOESN'T happen, because it can then act as a "quick and dirty" way of DISABLING the issuance of Prizes. (Maybe if the Game is being abused!)

1.39 Bonus Prize Names & Amounts

Bonus Prizes & Amounts

~~~~~

- These fields are used identically to the "Regular" fields above, except THESE Prizes will only be given if the user wins the BONUS Puzzle.

## 1.40 Custom Surprise Names & Amounts

### Surprise Awards & Amounts

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- It is now possible to create three CUSTOM Surprise Awards for the Wheel. These awards are NOT Alternative Prizes, like the Regular/Bonus Prizes mentioned above, but are separate unique Surprises that MAY be chosen if a user lands on "Surprise".
- There is only ONE "Surprise" Spot on the entire Wheel, but it is now possible to create an additional 3 surprises, bringing the total to six(when added to the 3 hard-coded surprises).
- There are 7 Awards you can choose from, 4 of which can take numeric Amount values, whose defaults are given below:
 - Time - 15 minutes.
 - GameP - 1000 game points.
 - ByteC - 10,000 byte credits(10K).
 - FileC - 5 file credits.
 - Money - N/A (Uses the "Over \$1000" Surprise)
 - FreeV - N/A (Uses the "Free Vowel" Surprise)
 - FreeS - N/A (Uses the "Free Spin" Surprise)
- If you do not wish to give BBS-Related Awards, then select one of the built-in surprises for each of the awards. By using the same award more than once, you give that award a better chance of being selected than the others, etc.
- In the event of an Infinite Amount conflict, one of the three built-in Surprises will be used(Money/FreeV/FreeS).

1.41 Amount of Money used for Smart Bonus

Smart Bonus

~~~~~

- This new option will only be used if the "
  - Smart Bonus Letters
  - "
 option is either DISABLED, or the user chooses to NOT use the "Smart Bonus Letters".
- This value is a Cash Prize that will be awarded to the user who solves the Bonus Puzzle in ADDITION to the Stated Bonus

Cash Prize, PROVIDED the user chose one of the following letters for their ADDITIONAL letters: R, S, T, N, L, or E.

- A check is done to make SURE one of the six pre-given letters was selected by the user. This was done to make sure this extra Cash Prize was given ONLY if the user solved the puzzle, while under Handicap.
- This "extra" money is added to the user's Bonus Cash Winnings.

## 1.42 Send Broadcast OLM's on Entry/Wins?

Send OLM's

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- This option allows you to specify whether or not a BROADCAST OLM should be sent whenever someone enters one of the "Game." Modules, as they will be MUFFLED while playing the game and will NOT be able to RECEIVE OLM's that are sent to them. This was added, so as to not make the user look to be impolite.
- If a user has already MUFFLED all other ports BEFORE the game is loaded, then this routine is skipped, and if the user has NOT MUFFLED all ports BEFORE the game, then the ports will be UNMUFFLED when the user exits the game.
- This is a tri-state option, using the "Ask" as the 3rd option, which will ASK the user if they wish to send the OLM before it is actually sent (In case they DO want to be impolite! Hehe)
- Broadcast OLM's will also be sent if the user solves either the Regular and/or the Bonus Puzzle too.
- Specifying "Yes" or "No" will LOCK the setting, while using "Ask" will allow your user's to determine if they wish OLM's to be used in their UserConfigs.

1.43 Allow Players to Use Banked Money?

Use Banked \$

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- This NEW option will allow the user to use \$300 of their Previous Winnings for their Current Money, however there are some restrictions:
  - The user can only "Use" this \$300 ONCE per turn.
  - They can only receive the money IF they have at LEAST \$300 in Previous Winnings.
  - They can only receive the money IF their Current Money is LESS than \$300.
- Used wisely, this option can be advantageous to the user, or could prove to be a disastrous mistake. It all depends on the

circumstances directly following it's use.

- The command will only be shown to the user if it is currently available for use.

## 1.44 Disable LOSE TURN or BANKRUPT on First Spin

Disable @ 1st Turn

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- Can be set to one of the following to determine which spots on the wheel will be "disabled" if hit on the first spin of a user's turn:
 - Nothing!
 - Set to "Nothing!" and the user HAS to take what they spin, even if it means they'll lose a turn or all their money!
 - LoseTurn
 - Set to "LoseTurn", if a user spins a LOSE TURN on the first spin of their turn, it will NOT count. They'll get to SPIN the wheel again.
 - Bankrupt
 - Set to "Bankrupt", if a user spins a BANKRUPT on the first spin of their turn, it will NOT count. They'll get to SPIN the wheel again. (It should be noted that this doesn't sound like much, as the user has NO money BEFORE their first spin anyways, however something ELSE that occurs if they hit on the BANKRUPT is that they'll LOSE their turn as well. This allows them to at least have a CHANCE to play the game!)
 - Both!
 - Set to "Both!", simple; if a user spins LOSE TURN or BANKRUPT on the first spin of their turn, they'll get to spin AGAIN.
- NOTE: If set to something OTHER than "Nothing!", the user HAS to spin again if the defined spot hits. (In other words, they won't be taken back to the "play" screen, where they could opt to do something else, like BUY a VOWEL or GUESS the Puzzle. They HAVE to spin the wheel AGAIN!)

1.45 Free Spin Usage in Games

Free Spins Usage

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- This option allows you to specify HOW you wish the "Free Spins" to be used in the game. Presently, there are four options:
  - Direct - Means that a Free Spin must be used AS SOON AS POSSIBLE. (This is how all previous versions had been coded)
  - SameGame - Means that a player can "collect" Free Spins for use during another turn in the SAME GAME. This might come

in handy if a player spun a Free Spin at the very START of the game, but wanted to hold it until some other players whittled away at the game some more. At the END of the current game, this setting is reset to "0".

- Future 5 - Similar to the above, except this one lets a user hold there Free Spins indefinitely, in any number of games, however for a maximum of 5 total. If they should obtain MORE than 5 in a game, they'll be allowed to use these extra spins during THAT TURN, however if they don't, they'll lose any additional Spins upon exiting WOF.
- Infinite - Similar to the above, with NO maximum limit to the number of Spins a player can accumulate.
- NOTE: Changes were also made to the "Your Stats" and "All Scores" display screens, so as to allow the user to view how many Free Spins they, and all other players currently have.

## 1.46 Cash Money Letters in Games

### Cash Money Letters

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- Another NEW feature to the games. If enabled, a letter will be chosen randomly at the start of every game, as well as a monetary value that will be between \$1000 and \$2000 dollars (in increments of \$100). If a user GUESSES (or BUYS) this letter, they'll have the possibility of getting this "Cash Letter Award". Presently, there are four possible settings for this value:
 - No - Would NOT use the Money Letters. (They'll still be CHOSEN for each puzzle, but are not USED in the game; this way, you could enable the feature mid-game and if the letter hadn't yet been guessed, the possibility a user could guess it still exists).
 - Yes - The Cash Letter award is given REGARDLESS of if the letter appears in the puzzle or not.
 - YesIF - The Cash Letter award is given ONLY IF the letter APPEARS at least ONCE in the game somewhere.
 - YesX - The Cash Letter award is given as a MULTIPLE increment based on the number of occurrences the letter appears. (If "E" is the cash letter worth \$2,000, if the puzzle contains 3 "E"'s, then \$6,000 would be awarded).
- NOTE: The Cash Letter, as well as the Monetary Amount are both ENCRYPTED in the GameData file, along with the PUZZLE, CLUE, and AUTHOR, so don't think you'll be able to get "one up" on your users! hehe

1.47 There Ain't No More!

That's It Folks!

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And that's all there is to this file. I hope the info was explained in enough detail as to be UNDERSTANDABLE by all those who read it.

Have an idea for a new feature for WOF? Know of an existing feature you wish the game DIDN'T have/use and wished you had an easy way to deactivate it? Find any bugs in the CONFIG or GAME files? If you answered YES to any of these questions, then please drop me some feedback or mail on either The Metal Shoppe or Frontiers! I love to get feedback on my work!

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Written by Dotoran of Frontiers BBS (716)/823-9892!

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Last Modified: January 29, 1997!

Please REGISTER This Game!

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1.48 How to edit items in the Config Program

You use the CONFIG program the same way you use CNet's VDE ←
 Editors by
 first moving the highlighted block to the item you wish to edit, then you
 press your ENTER/RETURN key.

Some items are toggle/multiple-item switches, while others are standard string gadgets. While in a string gadget, you can use these CONTROL keys to help in editing:

CONTROL - X : Will DELETE everything in the gadget.

CONTROL - N : Will move the cursor to the END of typed input.

CONTROL - B : Will move the cursor to the BEGINNING of typed input.

CONTROL - K : Will DELETE everything to the RIGHT of the cursor.

To switch to the opposite config screen, you can alternately press your
 "

V

" key, instead of highlighting the VIEW MORE button.

1.49 Yeah, right!

Hardly, there's a bunch more options. Click the CONTENTS button above, followed by the keystroke combination "ALT-<DOWN ARROW>" to check out the rest of the options!