

## WHEEL OF FORTUNE

**PUZZLE** Shoot contestants (*lit Stand-Up Targets*) to collect letters on the **Puzzle Board** and win whatever the *Wheel* is pointing 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** Hit all 9 *Green Stand-Up Targets* around the playfield to spell **M-U-L-T-I-B-A-L-L**. Shoot the **Ball Lock** to start **MULTIBALL** when all of the **M-U-L-T-I-B-A-L-L** Targets are lit.

**BONUS WHEEL** Spell **B-O-N-U-S** by shooting the 5 *Bonus Shots* to light **BONUS**.  
>> **B** Left Orbit / **O** Left Ramp / **N** Center Ramp / **U** In-line Drop Target Lane / **S** Right Orbit <<  
Shoot the **Ball Lock** to collect the **BONUS** and start 1 of 7 **Bonus Wheel Modes**.

**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* between the flippers. When flashing, the *Wheel* will spin for *Big Points*!

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

**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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# FREE PLAY

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