

## bonus round

The **bonus round** is exactly the same as any other round except the player gets to select 5 consonants and 2 vowels that he/she thinks may be in the phrase. After the letters have been selected, the ones that are in the phrase are filled in. The player must then guess the phrase unable to select any more letters.

## **BROKE position**

The two black ??? spaces on the wheel. When a player lands on one of these their score is erased and that player loses a turn.

# Spin For Cash V.01a

{ewc FH\_BMP.DLL,FH\_BMP,s4c.bmp}

Copyright © 1995 L.Safranyik

## Contents:

[Description](#)

[Playing the game](#)

[Registration](#)

[Disclaimer](#)

# **Spin For Cash V.01a**

Copyright © 1995 L.Safranyik

## **Description**

Spin for Cash is a word guessing game based on hangman. Spin for Cash can accommodate up to 4 players and has 200 built in phrases which can be updated by registering the product ( see [registration](#) for more info. )

# **Spin For Cash V.01a**

Copyright © 1995 L.Safranyik

## **Disclaimer**

The author of Spin For Cash accepts no responsibility for damages resulting from the use of Spin For Cash and makes no warranty or representation, either express or implied, including but not limited to, any implied warranty of merchantability or fitness for a particular purpose. Spin For Cash is provided "as is", and you, its user, assume all risks when using it

# Spin For Cash V.01a

Copyright © 1995 L.Safranyik

## Playing the game

Spin for cash is broken up into four regular rounds and a bonus round for the winner of the earlier rounds. At the beginning of a round a phrase is selected from the word database and is displayed without letters in the phrase window ( on the top right of the screen). Along with the phrase is the topic heading which the phrase belongs to which is displayed on the top of the phrase window in blue. The available topics are: **phrase, thing, person(s),place** and **Word Link**.

After the topic and phrase have been displayed it is time to commence the game (round). Each player start the game with 0 dollars. To obtain money one must spin the wheel and have it land on a non **BROKE** position and then guess a letter which is in the phrase. If the letter is in the phrase the player gets the value of the wheel position times the number of letters that are revealed. For instance: if the wheel stopped at the \$100 dollar space on the wheel and the player guesses an S and 4 S's are revealed, then that player gets 4X\$100 or \$400 dollars. If there were no S's in the phrase that player would lose a turn.

The values associated with the wheel position are straight forward except for the four question mark spaces -- the two black ??? spaces and the two white ??? spaces.

**Spin!:** The player spins the wheel and gets to guess a letter (if the wheel does not stop at the black ?). Only the letters that are not dimmed (that are not gray) are available to select.

**Buy Vowel:** Vowels cost \$500 dollars and therefore this option is only available to players who have a score = or greater than 500. All consonants are dimmed and available vowels are displayed. Only the letters that are not dimmed (that are not gray) are available to select.

**Solve:** A box will appear and the player has to type in the phrase and then hit the accept button.

Play continues until someone wins the round by either guessing the correct phrase or filling in all the empty letter positions of the phrase.

When a player correctly guesses the phrase their current score in the round score box is added to their total and the person with the highest total score is eligible to go on to the bonus round.

## **Registration:**

This game is shareware and you may use the program for a 21 day trial period. After this trial period has expired you may either register the program or remove it from your hard disk.

By registering, the nag screen that begins and ends the game will disappear and you will be able to add, insert, delete and edit the phrases in the phrase database. In addition the code that you will receive will enable you to get free upgrades for this product as soon as they are available and will be updated on my future projects.

To register Spin For Cash, please send a check for **\$10.00(US)** or **\$12.00(CND)** along with your e-mail address to:

{ewc FH\_BMP.DLL,FH\_BMP,laszlo.bmp}

I welcome your questions comments and suggestions regarding this game. Please send them to:

**Isafrany@uvaix.uvic.ca**

**white ??? spaces:**

The white question mark spaces are worth a random amount of money increasing by round. The value of the white question mark spaces are displayed in the white??? value box.



## Word Link

A **Word Link** phrase consists of two short phrases that are linked together by the last word of the first phrase. An example of this is: Easter egg on your face.



