



Super Wheel is a shareware word puzzle game. The object is to solve the puzzle by guessing letters in the hidden phrase.

To get help, position the mouse arrow on one of the underlined topics below and press the left button on the mouse.

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How To Play

Super Wheel is a word puzzle game. The object of the game is much like life. You try to accumulate as much money as possible before dying. You win money by guessing letters in a hidden phrase, and you get to keep the money if you solve the hidden phrase. Super Wheel displays a hint at the bottom of the screen giving the general flavor of the phrase, such as *quotation* or *occupation*.

Super Wheel is for one, two or three players. Two or three players play head-to-head, with the players taking turns spinning the wheel.



The one-player game is called Hangman Solitaire. Every time you lose a turn, a piece is added to the Hangman Guy. If the Hangman Guy is completed, you lose the round and you lose any money you had won in the round. If you solve the puzzle, you keep your money plus you get a bonus for the Hangman Guy's unused lives.

Click on one of these topics for more on how to play:

[Spinning The Wheel](#)

[Buying A Vowel](#)

[Solving The Puzzle](#)

Spinning The Wheel



When your turn starts, you can choose to spin the wheel, buy a vowel or solve the puzzle. If you spin, the wheel will rotate, much like the Earth does, and will eventually stop. If it stops on a money value, you get to guess a consonant. If you guess correctly, each occurrence of the letter you guessed is revealed and you win the dollar amount on the wheel times the number of letters that were revealed. If you guess incorrectly, your turn is over.

Some other good and bad things can happen to you when you spin. If you hit **Bankrupt**, you lose all your money and you lose your turn. If you hit **Lose A Turn**, you lose your turn but get to keep your money. If you hit **Free Spin**, you get a little dot displayed by your name that you can save for a rainy day. Later, when you lose a turn by guessing a wrong letter or hitting **Bankrupt** or **Lose A Turn**, you can exchange your little dot for another turn. Then you are dotless.

See also:

[Buying A Vowel](#)

[Solving The Puzzle](#)

[Commands](#)

Buying A Vowel



Instead of spinning, you can buy a vowel. A vowel costs \$250. If you guess a vowel that's in the puzzle, your turn continues. Otherwise, you lose your turn. \$250 is subtracted from your score regardless of the number of times the vowel occurs in the puzzle. If you want, you can change the cost of a vowel to make the game easier or more challenging.

See also:

[Spinning The Wheel](#)

[Solving The Puzzle](#)

[Commands](#)

Solving The Puzzle

When you think you know the hidden phrase, you can click on the **Solve Puzzle** button and fill in the missing letters. Hitting the **F6** key will enable Auto-Type.

If you correctly solve the puzzle, the round is over and you keep your money. Your opponents are hosed; they lose any money they had won in the round. A game consists of three to five rounds. You can change the number of rounds in a game. The player with most money wins.

See also:

[Spinning The Wheel](#)

[Buying A Vowel](#)

[Commands](#)

Commands

This section contains information about commands in the menu bar at the top of the Super Wheel screen.

Game Menu Commands

[New Game... \(F2\)](#)

[Pause... \(F3\)](#)

[Score...](#)

[Available Letters...](#)

[Statistics...](#)

[Top Ten...](#)

[Exit](#)

Options Menu Commands

[Sound...](#)

[Animation...](#)

[Timed Game...](#)

[Hangman...](#)

[Vowels...](#)

[Rounds Per Game](#)

See Also:

[How To Play](#)

[Strategy & Hints](#)

New Game

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

The **New Game** menu is displayed when you are starting a new game. You can type the names of one, two or three players. The number of names you type determines whether the game will be Hangman Solitaire or a two- or three-player head-to-head game.

You can select an icon to represent each player. To select an icon, position the mouse pointer on top of the icon and press the left mouse button. To select an icon using the keyboard, press the tab key until one of the icon's scroll bars flashes. Use the left and right arrow keys to move to the desired icon. Then press the space bar to select the icon.

You can select which puzzle file you want the puzzles to be taken from. The shareware version of Super Wheel contains a single puzzle file called *Shareware Puzzle Pak*. The registered version of Super Wheel contains two other puzzle files with a whole lot of puzzles.

See Also

[More Commands](#)

[How To Play](#)

Score

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

The **Score** option command up the scoreboard. It shows the scores for completed rounds. It does not show the scores of the round in progress.

See Also

[More Commands](#)

[How To Play](#)

Available Letters

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

The **Available Letters** command shows which letters have been guessed in the current round. The guessed letters are displayed in gray. The unguessed letters are displayed in black.

See Also

[More Commands](#)

[How To Play](#)

Statistics

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

The **Statistics** command calls up a display that shows all sorts of statistics about the current Super Wheel game. All sorts of stuff. Anything you can think of.

See Also

[More Commands](#)

[How To Play](#)

Pause

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

Selecting **Pause** or pressing **F3** will stop the countdown timer. Pressing the **OK** button will restart the timer. Also, minimizing the Super Wheel game to an icon will stop the timer. In this case, double-clicking on the icon will restart the timer.

See Also

[More Commands](#)

[How To Play](#)

Top Ten

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

This screen shows the Top Ten highest scores. Selecting **Reset** will clear the Top Ten and start from a clean slate. You are asked for confirmation first.

See Also

[More Commands](#)

[How To Play](#)

Exit

Game	Options	Help
New Game...		F2
Pause...		F3
Score...		F4
Available Letters...		F5
Statistics...		
Top Ten...		
Exit		Alt+F4

Selecting **Exit** or pressing **ALT+F4** will exit Super Wheel.

See Also

[More Commands](#)

[How To Play](#)

Sound

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	<input checked="" type="checkbox"/> 5 Rounds Per Game	

This dialog box lets you customize the sounds in Super Wheel. Super Wheel uses Windows wave files for the various events in a game, such as correctly guessing a letter or solving the puzzle.

Check the **Enable Sounds for Super Wheel** box if you want sounds. Leave the box unchecked for no sound.

To change a sound, click the left mouse button on an event in the **Events** box. Then click on a wave file in the **Wave Files** box. Double-clicking on a wave file or event, or clicking the **Test** button, will generate a test sound.

The default wave files are located in the Super Wheel installation directory, usually **C:\S\WW**. However, you can customize Super Wheel to use wave files anywhere on your hard disk. To do this, scroll down in the **Wave Files** box until the **[..]** line is displayed. This means to move up one directory. Double-click on the **[..]**, then double-click on the directory names until you reach the directory with your wave files.

The **Defaults** button resets all events to the default wave files.

You need a sound card and a Windows-based sound driver, or a Windows PC speaker driver, to get sound effects.

See Also

[More Commands](#)

[How To Play](#)

Animation

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	✓ 5 Rounds Per Game	

This dialog box lets you control the rotation speed of the wheel. Select **One-Half Impulse** for slowest speed, **Full Impulse** for medium speed or **Warp 8** for highest speed.

On computers with limited memory, the highest speed may cause the wheel to flicker or warp. This is because Windows is accessing its swap file while the wheel is spinning.

See Also

[More Commands](#)

[How To Play](#)

Timed Game

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	✓ 5 Rounds Per Game	

This dialog box lets you control the Super Wheel countdown timer.

Check the **Enable Super Wheel Timer** box if you want a countdown timer.

The **Timer Resolution** box lets you control whether the timer counts down by seconds or tenths of seconds.

There are three scroll bars to choose how long you have to make a move. If the countdown timer reaches zero, you lose your turn.

The **Defaults** button resets all times to the defaults.

See Also

[More Commands](#)

[How To Play](#)

Hangman

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	✓ 5 Rounds Per Game	

This menu lets you customize the Hangman Solitaire game. The settings on this menu do not affect two and three player games.

The top scroll bar lets you choose how many lives the Hangman Guy gets. The Hangman Guy loses a life each time you guess a letter that is not in the puzzle, or go **Bankrupt** or **Lose A Turn**.

When you run out of lives, the round is over and the answer to the puzzle is revealed.

You can have between 3 and 10 lives each round. 5 makes for a challenging game. The **Defaults** button resets all options to the defaults.

See Also

[More Commands](#)

[How To Play](#)

Vowels

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	✓ 5 Rounds Per Game	

This menu lets you set the cost of a vowel. The default cost is \$250. But buying vowels makes the game too easy. For a challenging game, crank up the cost to \$1000.

See Also

[More Commands](#)

[How To Play](#)

Rounds Per Game

Game	Options	Help
	Sound...	
	Animation...	
	Timed Game...	
	Hangman...	
	Vowels...	
	3 Rounds Per Game	
	4 Rounds Per Game	
	✓5 Rounds Per Game	

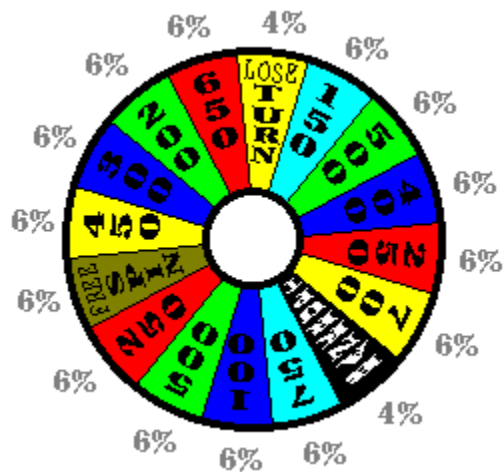
These menu options let you choose the number of rounds in a game. A game can have 3, 4 or 5 rounds. Each round has a different hidden puzzle.

See Also

[More Commands](#)

[How To Play](#)

Strategy & Hints...



The basic strategy is pretty simple: guess common letters and try to spot common words such as *the* and *and*. The big question is what to do when you know the answer to a puzzle. Do you keep spinning and run up the score? Or do you play it safe and solve the puzzle. Sure, going bankrupt is a bummer, but I say go for it. The wheel is weighted so that **Bankrupt** and **Lose A Turn** have a lower probability than the other items.

For A More Challenging Game

To make the game more difficult, try setting the cost of a vowel to \$1000. Buying vowels for \$250 makes the game too easy. For a high-speed game, try changing the countdown timer to 5 seconds to guess a letter and 10 seconds to solve the puzzle.

To make Hangman Solitaire more challenging, try setting the number of lives of the Hangman Guy to 4.

See Also

[Commands](#)

[How To Play](#)

Playing Without A Mouse

You can play Super Wheel without a mouse. To push a button on the screen, press the key corresponding to the underlined letter on the button. So you can press **S** for **Spin**, **V** for **Buy A Vowel**, and **P** for **Solve Puzzle**. To choose a vowel or a consonant, press the corresponding key on the keyboard.

To move around a dialog box, use the Tab, Shift+Tab and arrow keys.

To access the menu bar at the top of the screen, press and release the Alt key, then use the arrow keys.

A nice way to play a two-player game is to let one player use the mouse and the other use the keyboard.

See Also

[Commands](#)

[How To Play](#)

Registration Form

You can print this form by selecting **File** and then **Print Topic** on the menu bar at the top of this screen. If you have a problem, there is a registration form in the file called **REGISTER.TXT** in the Super Wheel installation directory, which is usually **C:\SWW**.

Super Wheel for Window - Version 1.0 Registration Form

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Country: _____

Where did you get your copy of Super Wheel? _____

Choose your options below. You can go with a Super Wheel registration and Tub-O-Puzzles Puzzle Pak for \$9. The Mega-Womper Puzzle Pak is optional for \$2 extra. (You can't get the Mega-Womper Puzzle Pak by itself.) Either way, please include the shipping fee. Thank you!

Super Wheel registration \$9 \$ _____
(includes software license for one
computer plus Tub-O-Puzzles Puzzle Pak
with 250 puzzles)

Mega-Womper Puzzle Pak \$ _____
(additional 250 puzzles) \$2 extra

Shipping \$2 U.S. and Canada \$ _____
\$6 elsewhere

Total (U.S. Funds) \$ _____

Disk size (check one): 5.25 DS/DD (360 K)
 5.25 DS/HD (1.2 MB)
 3.5 DS/DD (720 K)
 3.5 DS/HD (1.4 MB)

Please make check payable to John Burky.

Send to: John Burky
13624 Bandy Road
Alliance, Ohio 44601

What Is Shareware?

Shareware is try-before-you-buy software. You can use the software for a trial period to see if you like it. If you decide you want to continue using the software, you can register it for a small fee.

Your registration fee gets you the latest version of the software on diskette, plus a whole bunch of puzzles. (The shareware version has 40 puzzles.)

You have two options. You can get the **Tub-O-Puzzles Puzzle Pak** for \$9 with 250 puzzles. For \$2 extra, you can add the **Mega-Womper Puzzle Pak** with another 250 puzzles. All you have to do is fill out a short [registration form](#) and send it in.

Shipping is fast. As soon as I receive your registration form, your order is in the mail.

Distribution Restrictions

You are free to distribute the shareware version of Super Wheel to others, provided that you distribute all the files and that the files are unmodified. A complete distribution of Super Wheel consists of the following files:

SWW.EXE	BUMMER.WAV
SWW.HLP	FANFARE.WAV
INDEX.DAT	BOINK.WAV
SHAREWAR.PUZ	BOMB.WAV
README.TXT	BEENROB.WAV
REGISTER.TXT	REVEILLE.WAV
VENDOR.TXT	MOO.WAV
APPLAUSE.WAV	

The following files are part of the registered version of Super Wheel and may not be distributed:

MEGAWOMP.PUZ	TUBOPUZZ.PUZ
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The **SWW.INI** initialization file also may not be distributed.

How To De-Install Super Wheel

To completely de-install Super Wheel from your hard disk, the following files should be deleted:

C:\SWM*.*

C:\WINDOWS\SWM.INI

