**WHEEL OF FORTUNE – ON THE ROAD (AUDIO)**

**Detail**

File size: smaller the better

**Game details**

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| **Sound** | **Instructions** | **File name** | **Notes** |
| Bet Down |  | BetDown.wav | Org sound file taken generic UI sounds created for previous games. |
| Bet Up |  | BetUp.wav | Org sound file taken generic UI sounds created for previous games. |
| Bet Max |  | BetMax.wav | Org sound file taken generic UI sounds created for previous games. |
| Buy | Positive sounding acknowledgement | Buy.wav | Org sound file taken from WOF\_GenericSounds WBJackpotLogoFlyout.wav |
| Map screen | Positive sounding acknowledgement | MapLevelLoop.wav | Org sound file taken from base game music in WOF on Tour map screen MapLoopTerm\_stereo\_44k.wav |
| Intro | Should play when leaving the map while the base game scene sets up. Should play this same sound for all 5 scenes. | IntroMusic\_stereo\_44k.wav | Intro taken from on Tour slot. |
| Base game Music loop | After closing the map and entering the base game scen the intro sound (above) would play and as its ending this base game loop would start playing ( fade in then loop continuously). General background / happy modern driving music track | BGMusicLoop.wav | Org sound file taken from base game music in Power Wedges. |
| WINNING NUMBER REVEAL |  | WinNumReveal.wav | Org sound file taken from base game music in Power Wedges. WBJackpotWheel300Flyin.wav |
| YOUR NUMBER REVEAL |  | YourNumReveal.wav | Taken from OF\_TES zip file used to be names MathBoxSlide.FP.ogg |
| NUMBER MATCH | Higher volume ping sound will play ( taken directly from the game show) | Ping.wav | Gameshow letter match sound - Used as spin button in WOF DD |
| NUMBER MATCH FANFARE | Win fanfare should play after any win reveal so a number match or a multiplier. | WinFanfare.wav | Org sound file taken from wheel bonus sound effects in Power Wedges. WBMathBox1.wav |
| NO NUMBER MATCH | Low volume buzzer sound will play ( taken directly from the game show) | oneBuzz.Wav | Gameshow letter not matched sound - Used as no match sound in Winning Words – previous IW WOF game |
| Generic click | Short positive sounding subtle click (used for all buttons autoplay / close / info / etc | Click.wav |  |
| Map button | Engine rev sound when opening the map from the base game – to mask the switch between background audio tracks. | EngineTransition.wav | Org sound file taken from wheel bonus sound effects in WOF on Tour - BusDepart.1\_mono\_16k.wav |
| Multiplier revealed | Multiplier symbol revealed. | MultiplierFound.wav | Org sound file LettersAppear.wav taken from existing IW game - Used as letters appear sound in Winning Words – previous IW WOF game |
| Fuel symbol revealed | Multiplier symbol revealed. | FuelFound.wav | Org sound file taken from wheel bonus sound effects in WOF on Tour - Unlock\_mono\_16k.wav |
| Fuel meter full / Items unlocked | To play when fuel meter fills. Illustrating | FuelMeterFilled.wav | Org sound file taken from WOF\_GenericSounds WBHiCreditOrProgWedge.wav |
| Bonus round intro / wheel slide in | Chanting that plays as the wheel slides in and the bonus round is introduced. | WheelBonusChant.wav | introChant.wav |
| Press to spin | Plays once spin button is pressed | SpinButtonTouch.wav | WBSpinButtonTouch.wav |
| Wheel spin | Musical track that plays while wheel spins | WheelSpinLoop.wav | FSLoop6.wav |
| Wheel spin sounds | We may or may not need wheel click sounds to accompany the above track. Included a start – loop – stop set of sounds. | WheelSpin\_Start.wav  WheelSpin\_Spin.wav  WheelSpin\_Stop.wav | Sounds to maybe use in conjunction with the above – taken from WOF classic spin audio - TSTSPIN1, TSTSTART, TSTSTOP1 |
| Wheel stop with win | Sound plays when wheel stops on a winning segment. | WheelStop\_Win.wav | Org sound file taken from wheel bonus sound effects in Double Diamond - wheel\_stop.ogg |
| Wheel no win awarded | Sound plays when wheel stops on a non-winning segment. | Wheel no win awarded | Org sound file taken from wheel reno source sound effects in Double Diamond - Terminator02.wav |
| Crowd anticipation | Crowd anticipation build up audio for when wheel is coming to a stop | CrowdAnticipationStart\_.wav | Org sounds taken from WOF\_TES gamer mini-wheel bonus anticipation |
| Anticipation crowd = miss | After crowd anticipation build up fade into miss crowd sounds. | CrowdAnticipationEnd\_Win.wav | Org sounds taken from WOF\_TES gamer mini-wheel bonus anticipation |
| Anticipation crowd = win | After crowd anticipation build up fade into Win crowd sounds. | CrowdAnticipationEnd\_lose.wav | Org sounds taken from WOF\_TES gamer mini-wheel bonus anticipation |
| Bonus end - Win | Fanfare played at the end of the wheel bonus while bonus results screen is up and the wheel slides out. | BonusWheelEnd.wav | Sound taken from WOF winning words IW - puzzleWin.wav |
| Overall end game fanfare | For a winning ticket this will play alongside crowd cheering – on non winning ticket just the fafare will play. | ExitMusicLoop1.wav | Org sound file taken from existing IW game – used at end of game. |