**Rules:**

For Rounds 1 and 2:

Three players take turns guessing to find out what the word is. They spin the wheel, and if it lands on bankrupt, they lose all their money and their turn. If it lands on lose a turn, they lose their turn. If it lands on a number, they can either guess a consonant or the entire word. If they guess the entire word correctly, the round is over. If they guess the word incorrectly, they lose their turn. If they guess a consonant that is in the word, the letter is revealed, and they get the value from the wheel. Then they can guess the word, buy a vowel, or spin again, until either they guess wrong, or the word is revealed. It costs $250 to guess a vowel, so they must have at least that much to do so. Once player 1 loses their turn, player 2 has a chance, and then player 3. The round ends when the word is revealed.

For Round 3:

The player with the most accumulated money after Round 2 moves on to Round 3. The word is chosen, with the letters R-S-T-L-N-E already revealed. The player can choose 3 more consonants and one more vowel, which are then revealed. They have 5 seconds to guess the word. They have unlimited guesses. If they guess it, they win. If not, they lose.

**Pseudocode:**

Set up the game:

create wheel (contains bankrupt, lose a turn, and 17 dollar amounts)

create word list

set up accounts for players’ money

Rounds 1 and 2:

randomly choose word and display with underscores representing each unrevealed letter

player 1

ask if they want to solve, spin, or buy a vowel

if solve, compare to word

if correct, round over

if incorrect, lose their turn and move to player 2

if spin, spins wheel

if lose a turn, do not guess and move to player 2

if bankrupt, do not guess, lose accumulated money, and move to player 2

if a dollar amt, guess a consonant

if guess is correct, show letters in word and add money to their account

if account has at least $250, ask if they want to buy a vowel

if yes, deduct $250 from account

if vowel is in word, reveal letters

if not, lose turn and move to player 2

if no, ask if they want to spin again or solve

if spin, spins wheel and repeat process

if solve, compare guess to word

if correct, round over

if incorrect, move to player 2

if buy a vowel, check that account has at least $250

if not, ask if they want to spin or solve

repeat solve or spin process depending on response

if yes, ask for vowel

if in word, reveal and ask solve, spin, or buy a vowel

repeat process

if not in word, lose turn

once player 1 loses turn, repeat process with player 2

once player 2 loses turn, repeat process with player 3

once player 3 loses turn, repeat process with player 1

continue until word is revealed

Round 3:

Determine which player has the most money

Get word

Reveal R-S-T-L-N-E

Ask player for 3 more consonants and one more vowel

Reveal those letters

Count down 5 seconds

If player guesses correctly before time is up, they win

If not, they lose