**Basics of the game:**  
Three contestants compete during three rounds to solve word puzzles. The beginning of each round the contestants are given a category such as phrase, person, place or object that consists of blank spaces they must fill in with correct letters. After a random selection to see who begins, contestants take turns to either spin the wheel and guess a consonant, buy a vowel from their earned winnings or solve the puzzle. At the end of the three rounds, the contestant with the most cash and prizes becomes the winner and moves to the game’s bonus round.

**Wheel Wedges:**

Cash - if the guess is correct, the contestant gets the amount of cash written on the segment multiplied by the number of times that letter appears in the puzzle.

Free Play - this sector allows the contestant to pick a free vowel or to buy a consonant for $500. If the contestant is wrong, no penalty is used and contestant resumes his turn.

Wild card - wild card can be used in two different ways. The first is to choose a second consonant for the same value as the segment he is on. The second is to use it in the bonus round to pick an extra consonant, if he of course makes it to the bonus round.

Bankrupt - (black) special segment that costs the contestant all the money and prizes won in that round, any Wild cards and the Million Dollar Wedge. There is one Bankrupt segment all three rounds.

Lose a Turn - (white) this segment costs the contestant a go. This segment remains on the wheel for the whole game.

Jackpot Wedge - appears in the Round 2 and gives contestants a chance to win the progressive jackpot. This jackpot starts with $5000 and is accumulated during the game by adding all the money prizes won during the game. If a contestant claims this wedge, and guesses a correct consonant, he can try to win the jackpot by solving the puzzle.

Million Dollar Wedge - this is a special wedge placed on the wheel for the first three rounds. This wedge is usually surrounded by bankrupt wedges on both sides. If it is not won during first three rounds, it is removed from the table after the third round. If the contestant claims this wedge, he has to avoid Bankrupt until the end of the game, win the round and finish as the game champion. This wedge will be placed on the bonus wheel instead of the $100,000 envelope.

**Vowels:**

Vowels can be bought and are $250 each. If the contestant is wrong the money is still taken from the account. Contestants are allowed to buy several vowels at once. If the word does not contain any more vowels, the host will tell the contestants about it and vice versa, if the word has only vowels left, the contestants will be offered to buy them.

**Solving the Puzzle:**

Contestants that try to solve the puzzle may do so during their turn after buying a vowel or naming a letter. If they guess incorrectly it cost them their turn. The player that solves the puzzle is the only one who keeps all the money won in that round. If the money amount is less than $1000, then tit is increased to the minimum game amount of $1000.

**Final Spin:**

The final spin also known as the Speed up round is played if the game is running short and there is no more time. At some point in the game a bell rings to indicate this and the hosts announces that this is the final spin of the wheel. From this point on the consonants are worth $1000 and vowels are free. The players name letters one by one and if the guess is correct, the player has 3 seconds to guess the word.