## Wherlotitn bescamo

## Thank you for purchasing the $\mathbf{S \&} \mathbf{S}^{\circledR}$ Wheel of Fun Toss Game ${ }^{T M}$ !

On its own as a simple points game, or with a few easy-to-find props and accessories, this fun and engaging toss game can be played any number of different ways. You can even turn it into something as familiar as one of America's most popular TV game shows! Whatever way you decide to play, we hope you'll find this game enjoyable and easily adaptable to any level of play for you or your group.

## Playing Wheel of Fun Toss Game:

This toss game can be played with either individuals or with teams.
Determine a dollar amount or goal for the winning player or team to obtain (example: the first player or team to reach \$5,000 wins).
Next, determine the player or team colors and the tossing distance from the target. You can customize the difficulty level for your group by distancing the target closer or farther away.
For each round of play, a player/team member tosses three of the beanbags toward the target to try and obtain the highest dollar amount. Continue playing with individuals or rotate in additional team members to take turns tossing three beanbags for each round.
Dollar amounts are only acquired when a beanbag is completely contained within a space. If any part of the beanbag is overlapping a neighboring space, no money is given for that specific beanbag. Similarly, if beanbags land in the center of the target ("Better Luck Next Time" space), no money is given for that beanbag.
Dollar amounts are also removed from the score if a player's beanbag lands fully within the "Bankrupt" or "Lose Half Your Fortune" space. That money is then removed from the player or team total.

## Suggestions and Varied Play:

For faster and/or easier play, dollar amounts may be given if the majority of the beanbag is within a space (example: if a beanbag is $2 / 3$ of the way on the $\$ 500$ space, the player is given \$500 towards their total).
By simply using a whiteboard or a pad of paper, you can also add the element of a "Hangman" type of play to the game. Have players take turns using a single beanbag toss to determine possible winnings and whether or not they can guess a letter to try and solve the pre-determined word or phrase.
Appoint a "Banker" and/or use "Play Money" to help players keep track of their total and give the game a fun and "realistic" feel.
Use post-its or stickers on the target that have imaginary prizes or real coupons written on them that players can redeem if they also win the entire game.

