



Object:

Win the most "cash" by solving the letter puzzles.

Set Up:

- Using a white board or flip chart, draw a line or box for each letter of one of the attached puzzles. Write each letter of the alphabet along the bottom to act as the "used letter board".
- You will also need something to simulate "the wheel" - a way for participants to randomly select a value for the number of times his/her chosen letter (consonant) appears in the puzzle. This could be numbered cards, United Way's prize wheel, dice, a game spinner etc.

Playing the Game:

- To begin each round, the "host" will read aloud the category for the puzzle.
- Participants take turns "spinning the wheel" (aka drawing cards, rolling dice etc.) and guessing consonants to solve the puzzle.
- If a participant calls out a letter that is part of the puzzle, the host will write the letter in the appropriate line(s)/box(es) on the puzzle. The host also crosses that letter off the used letter board so all players can keep track of which letters are still available for guessing.
- The participant earns the number of points times the number of occurrences of that consonant in the puzzle. If using numbered cards to represent the wheel, reinsert the chosen card after each turn.
- It is still that participant's turn and he/she may choose to "spin" again, buy a vowel or solve the puzzle.
- If the participant calls out a letter that is not part of the puzzle, the host will alert all participants that this letter is not a part of the puzzle. The host will then cross off the letter on the used letter board and play moves to the next contestant.

Buying a vowel:

- Once a participant has earned enough points in his/her bank for that round, he/she may buy a vowel for 250 points (or some other pre-designated amount) to help solve the puzzle. Buying a vowel may occur at any time during a participant's turn, but it must be done before "spinning the wheel". A vowel will cost 250 points (or the pre-designated amount) no matter how many times that vowel appears in the puzzle. A participant may buy a vowel consecutively as long as he/she has enough points to do so.

Special Values:

To add more excitement to the game, include special values to "the wheel".

- **Lose a Turn** - Play moves to the next participant.
- **Bankrupt** - Play moves to the next participant and scorekeeper erases all accumulated earnings for that player in that puzzle round.
- **Free Spin** - worth 300 points (or some other pre-designated amount), the participant keeps this card and may use it anytime during the game if he/she:
 1. Calls out a letter that is not part of the puzzle.
 2. Draws or lands on Lose a Turn
 3. Draws or lands on Bankrupt (although he/she will still lose his/her accumulated earnings in that round).

Winning the Round:

- When a participant feels he/she has enough letters showing to solve the puzzle, he/she must state that he/she would like to solve the puzzle before "spinning the wheel". Upon successfully solving the puzzle for that round, the participant's score will be totaled and written on the scoreboard. Note: If the participant is unsuccessful in his/her attempt to solve the puzzle, play continues to the next contestant.

Winning the Game:

- Once 3 puzzle rounds have been played, the participant with the most cumulative points wins the main game and goes on to play the Bonus Round.

Bonus Round:

- Select a puzzle and draw a line or box for each letter in the puzzle on the white board or flip chart. Have your grand prize offerings written on cards/coupons. The participant will blindly choose 1 card/coupon and the host will not reveal the prize.
- The host will then announce the puzzle category and fill in wherever the following letters appear on the puzzle: R, S, T, L, N, E. Be sure to cross these letters off the used letter board.
- The player then chooses 3 additional consonants and 1 vowel for the host to fill in on the board, and cross off the used letter board.
- As soon as all the letters chosen have been filled in, the participant will have 10 seconds to solve the puzzle. During the 10 seconds, the participant may give more than one answer. However, the contestant must start to say the correct answer prior to the 10 seconds running out.
- If the participant solves the Bonus Round puzzle, the host reveals the prize on the card chosen by the participant before the round and the participant wins that prize. If the participant fails to correctly solve the Bonus Round puzzle, no prize is awarded and the game is over.

INSTRUCTIONS

Puzzle Phrase

Number of blank
spaces needed
per line

4

6

Number of each letter
in the puzzle

CATEGORY: PHRASE

Puzzle Category

~~A~~ ~~B~~ ~~C~~ ~~D - 1~~ ~~E - 2~~ ~~F~~ ~~G~~ ~~H~~ ~~I - 2~~ ~~J~~ ~~K~~ ~~L - 1~~ ~~M~~
~~N - 1~~ ~~O~~ ~~P~~ ~~Q~~ ~~R~~ ~~S~~ ~~T - 1~~ ~~U - 1~~ ~~V - 1~~ ~~W~~ ~~X~~ ~~Y~~ ~~Z~~



4

6

CATEGORY: **PHRASE**

~~A~~ ~~B~~ ~~C~~ ~~D-1~~ ~~E-2~~ ~~F~~ ~~G~~ ~~H~~ ~~I-2~~ ~~J~~ ~~K~~ ~~L-1~~ ~~M~~
~~N-1~~ ~~O~~ ~~P~~ ~~Q~~ ~~R~~ ~~S~~ ~~T-1~~ ~~U-1~~ ~~V-1~~ ~~W~~ ~~X~~ ~~Y~~ ~~Z~~

	V	O	L	U	N	T	E	E	R	I	N	G	
	M	Y		T	I	M	E						

12

2 + 4

CATEGORY: WHAT ARE YOU DOING?

~~A~~

~~B~~

~~C~~

~~D~~

E - 3

~~F~~

G - 1

~~H~~

I - 2

~~J~~

~~K~~

L - 1

M - 2

N - 2

O - 1

~~P~~

~~Q~~

R - 1

~~S~~

T - 2

U - 1

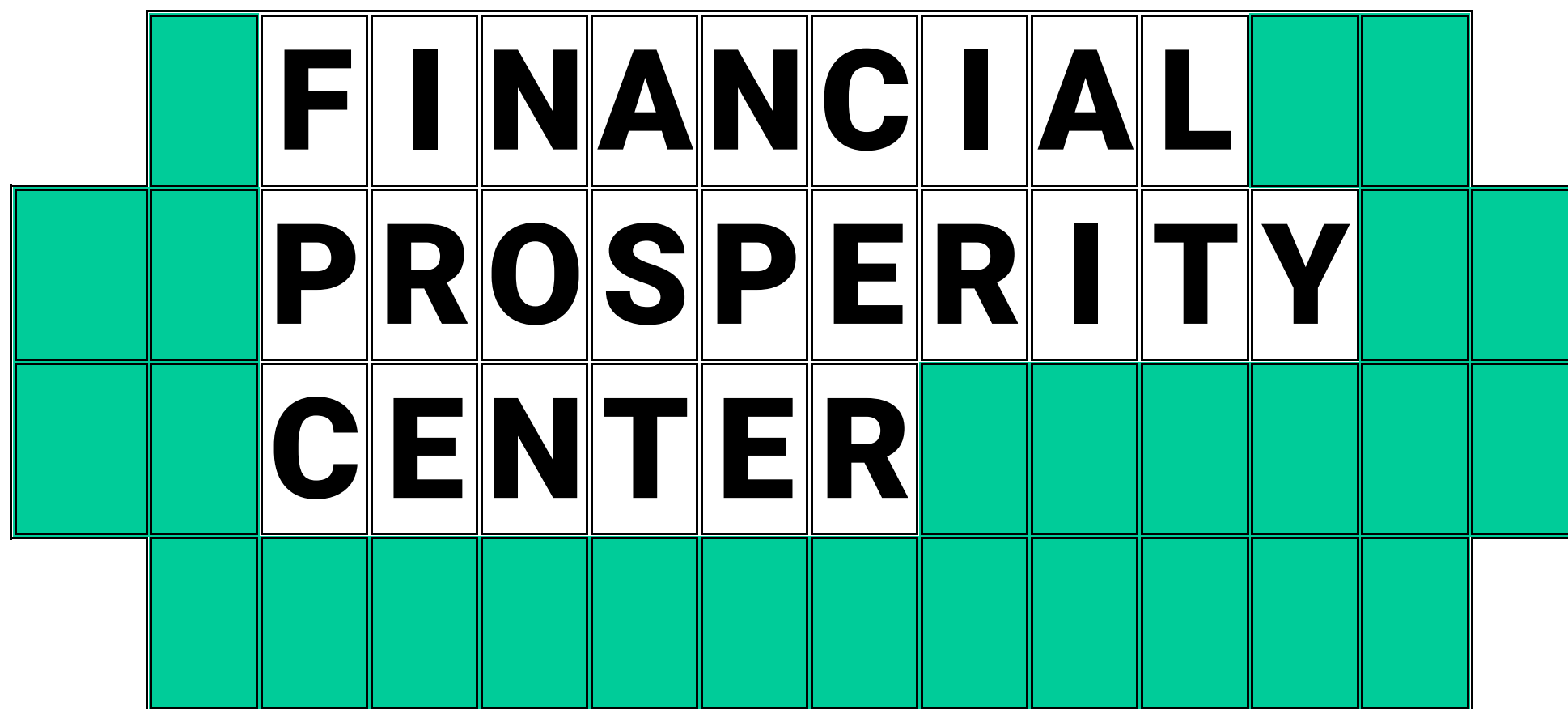
V - 1

~~W~~

~~X~~

Y - 1

~~Z~~



9

10

6

CATEGORY: **SERVICE**

A - 2
N - 3

~~B~~
O - 1

C - 2
P - 2

~~D~~
~~Q~~

E - 3
R - 3

F - 1
S - 1

~~G~~
T - 2

~~H~~
~~U~~

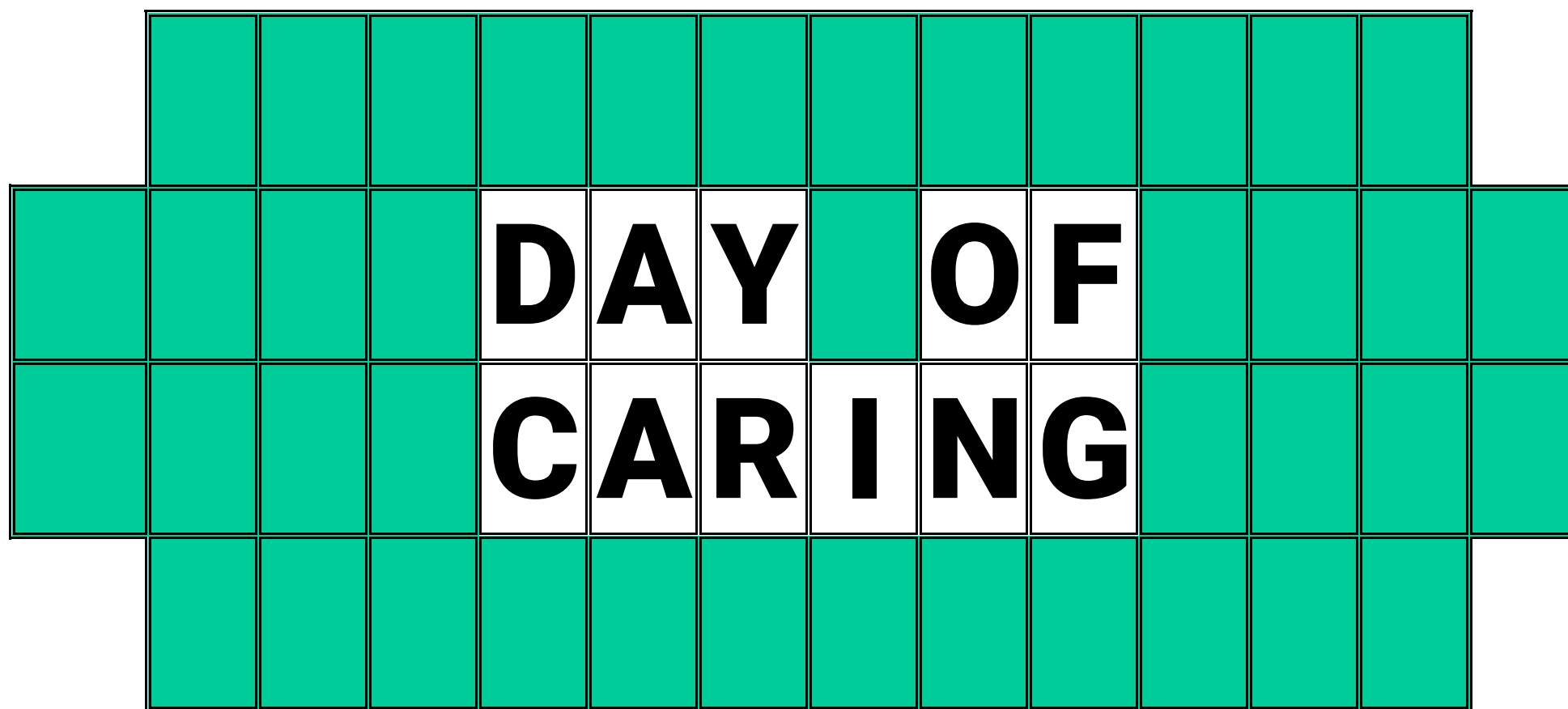
I - 3
V

~~J~~
~~W~~

~~K~~
~~X~~

L - 1
Y - 1

~~M~~
~~Z~~



3 + 2

6

CATEGORY: EVENT

A - 2
N - 1

~~B~~
O - 1

C - 1
~~P~~

D - 1
~~Q~~

E
R - 1

F - 1
~~S~~

G - 1
~~T~~

H
~~U~~

I - 1
~~V~~

J
~~W~~

K
~~X~~

L
~~Y~~

M
~~Z~~



9

6 + 3

10

CATEGORY: **SERVICE**

A - 3
N - 3

~~B~~
O - 2

C - 2
P

~~D~~
~~Q~~

E - 4
R - 1

~~F~~
S - 3

~~G~~
T - 3

~~H~~
U - 1

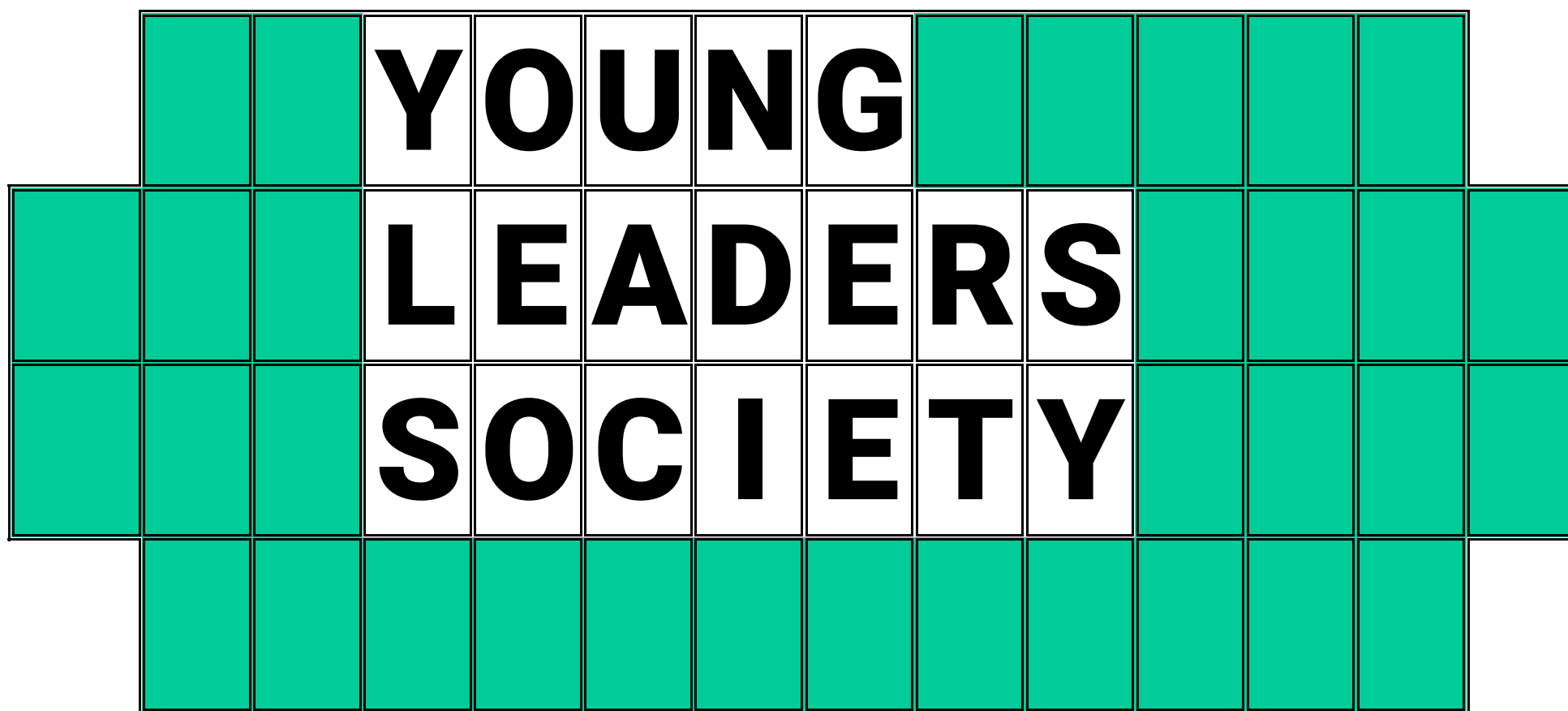
I - 2
V - 1

~~J~~
~~W~~

~~K~~
X - 1

L - 1
~~Y~~

M - 1
~~Z~~



5

7

7

CATEGORY: **DONOR NETWORK**

A - 1
N - 1

~~B~~
O - 2

~~C - 1~~
P

~~D - 1~~
Q

E - 3
R - 1

~~F~~
S - 2

G - 1
T - 1

~~H~~
U - 1

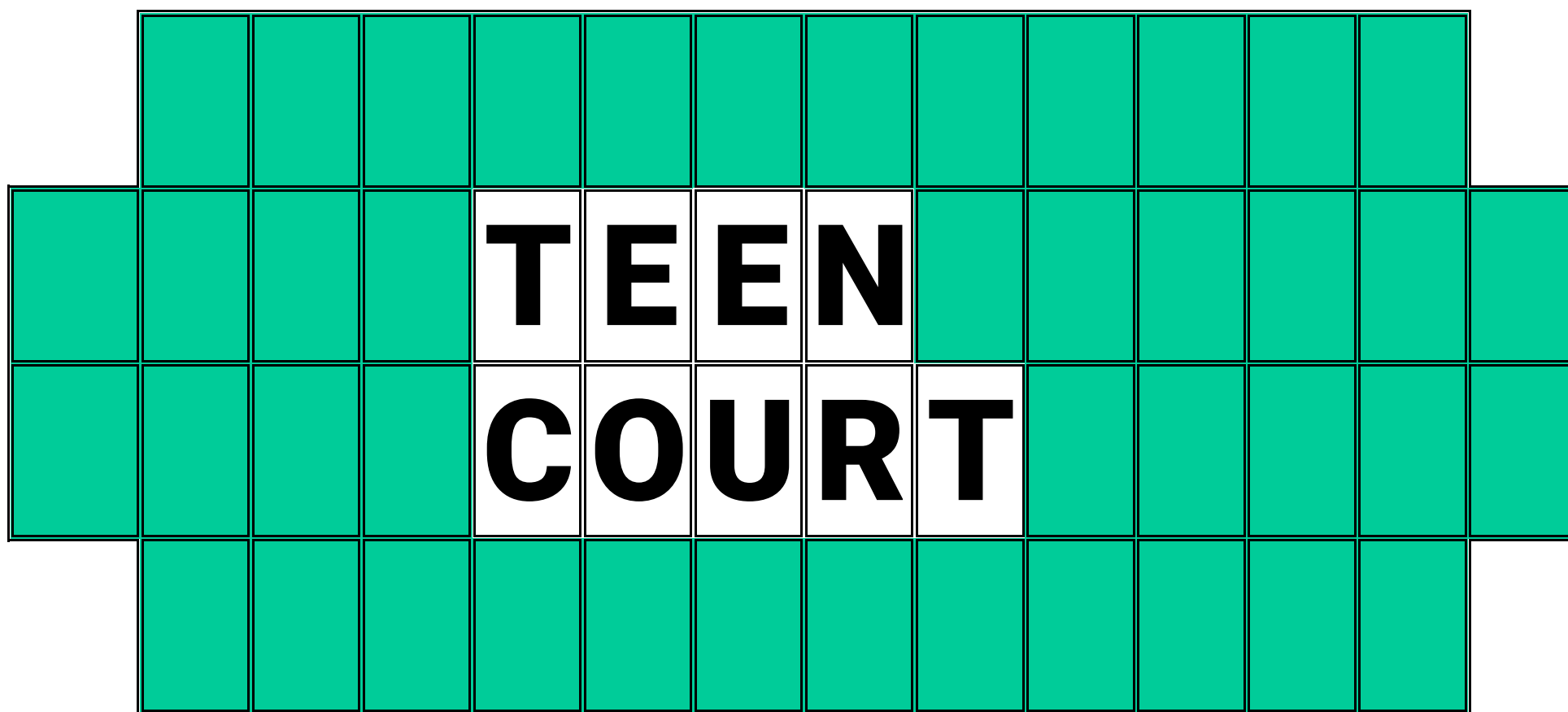
~~I - 1~~
V

~~J~~
W

~~K~~
X

L - 1
Y - 2

~~M~~
Z



4

5

CATEGORY: **COMMUNITY PROGRAM**

~~A~~ ~~B~~ ~~C - 1~~ ~~D~~ ~~E - 2~~ ~~F~~ ~~G~~ ~~H~~ ~~I~~ ~~J~~ ~~K~~ ~~L~~ ~~M~~
N - 1 O - 1 P Q R - 1 S T - 2 U - 1 V W X Y Z



4

4

CATEGORY: **SERVICE**

A - 2 B C - 1 D E - 2 F G H I J K L M - 1
N O P Q R - 1 S T - 1 U V W X Y Z

7

 $3 + 2$

7

A	B-1	C	D-1	E-2	F-1	G-1	H	I-1	J	K	L	M
N	O-3	P-1	Q	R-2	S-1	T-2	U-1	V-1	W	X	Y-1	Z

	E	M	E	R	G	E	N	C	Y			
	A	S	S	I	S	T	A	N	C	E		
	C	O	L	L	A	B	O	R	A	T	I	V

9

10

13

CATEGORY: SERVICE

A - 4	B - 1	C - 3	D	E - 5	F	G - 1	H	I - 2	J	K	L - 2	M - 1
N - 2	O - 2	P	Q	R - 2	S - 3	T - 2	U	V - 1	W	X	Y - 1	Z



3 + 2

8

CATEGORY: **SERVICE**
CONTAINS NUMBERS AND HYPHENS

~~A~~ ~~B~~ ~~C~~ ~~D~~ E - 2 ~~F~~ ~~G~~ H - 1 I - 1 ~~J~~ ~~K~~ L - 2 ~~M~~
N - 1 ~~O~~ P - 1 ~~Q~~ R S T U V W X Y Z



5

5

CATEGORY: **THING**

A - 2 B C D E F G H I J K - 2 L - 1 M
N O P Q R - 1 S - 2 T - 1 U V W - 1 X Y Z