

# Wheel of Fortune® Creator User Guide



**Wheel of Fortune® Performance Objective Alignment:** The game places a premium on the fast retrieval of concepts, terminology, facts, and figures required for job performance.



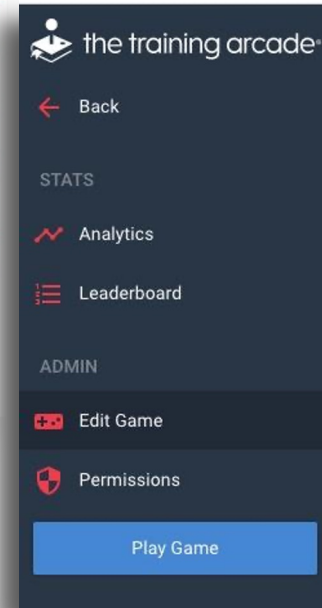
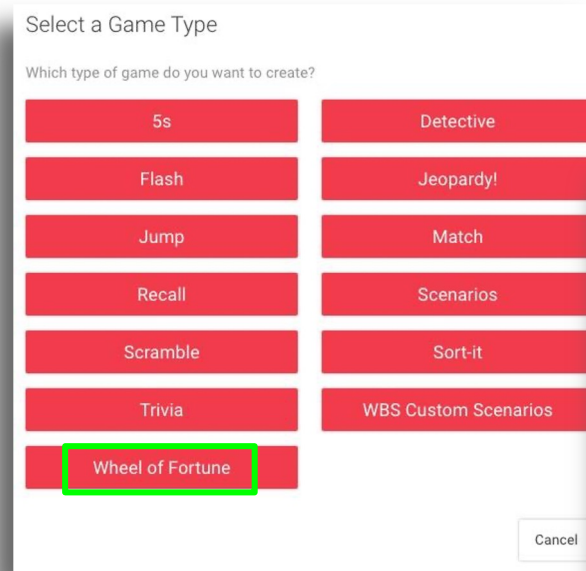
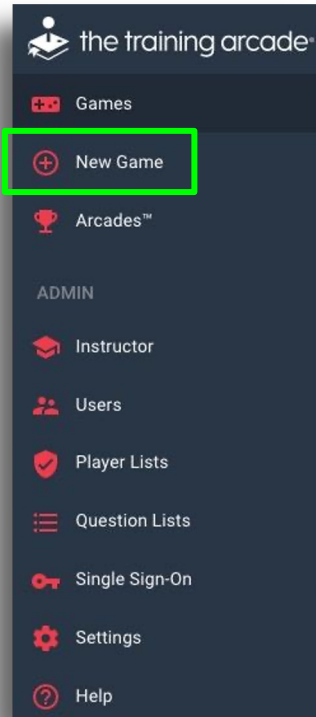
**Improved Skills:** Concept connections, memorization, stress management.

**Great for:** Simple and short training points or terminology that need practice or repetition for memorization and engagement.

To build a new game:

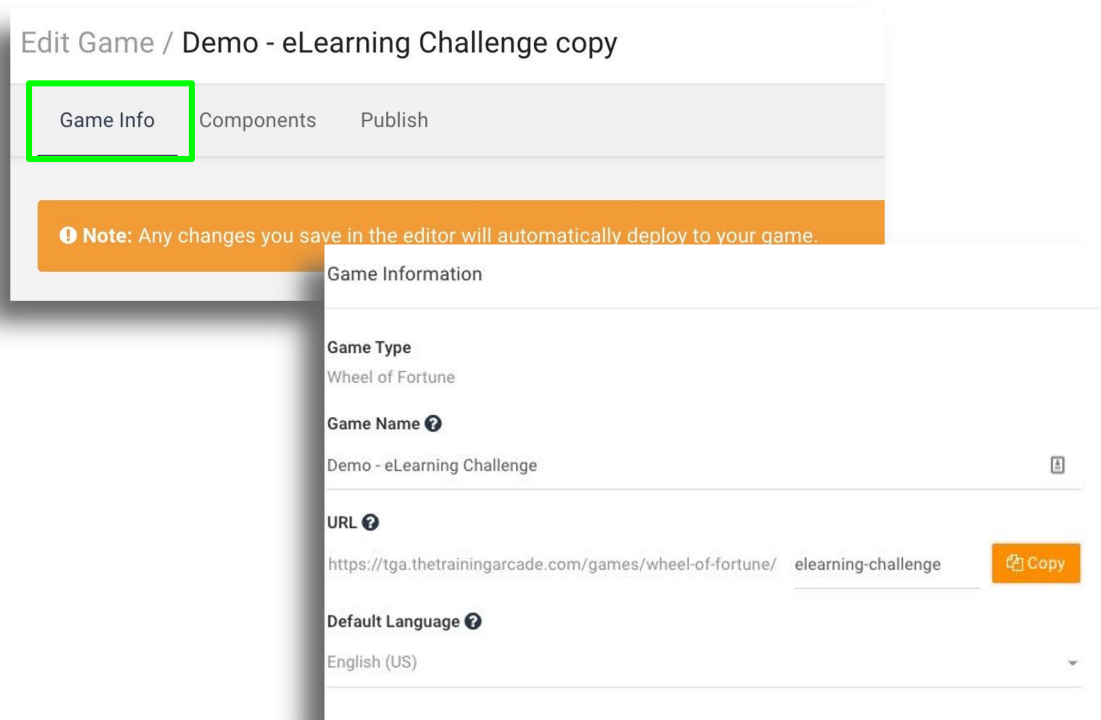
From navigation bar click  
“**New Game**”

Select “**Wheel of Fortune**”  
from the popup menu



Begin by clicking on the Game Info tab:

- **Game Name** - Title by which the players will identify the game + game content.
- **URL** - This field will auto-populate once you enter the game name
- **Default Language** - English (US) is currently the only language available for the Wheel of Fortune game.



Edit Game / Demo - eLearning Challenge copy

Game Info Components Publish

**Note:** Any changes you save in the editor will automatically deploy to your game.

Game Information

Game Type  
Wheel of Fortune

Game Name ?  
Demo - eLearning Challenge

URL ?  
<https://tga.thetrainingarcade.com/games/wheel-of-fortune/elearning-challenge> Copy

Default Language ?  
English (US)

## Game Settings

In Wheel of Fortune, a pass % can be set for the entire game. Players must achieve the % entered here in order to receive the passing grade shown on the Game Over screen.

Creators can also set limits on how many times a player can attempt a game.

Set a start and end date for session play

Set a start and end date for game play

To watch a video detailing how these limits work [<Click Here>](#)

### Game Settings

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**Percent of puzzles solved correctly required to pass**

0 %

---

**Limit the number of sessions a player can play?** **Session Limit Per Player**

Yes  **1** session(s)

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**Session Limit Start Date ?** **Session Limit End Date ?**

Limit start date (optional)  Limit end date (optional)

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**Game Start Date ?** **Game End Date ?**

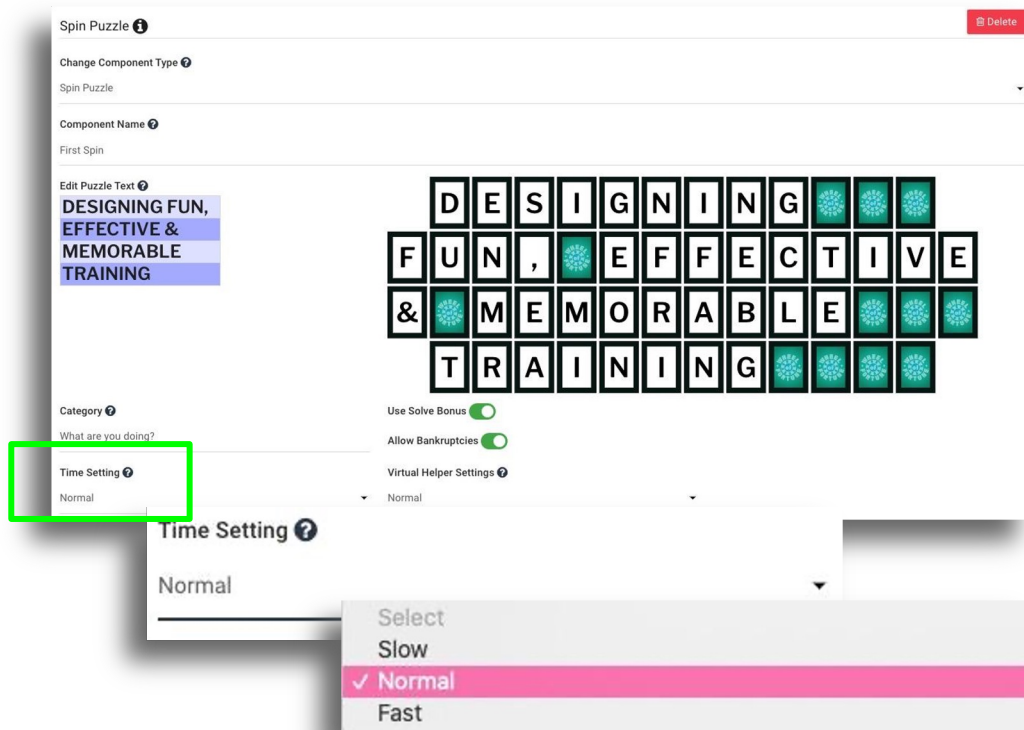
Start date (optional)  End date (optional)

## Timer Settings

Time is set on the puzzle/component level in Wheel of Fortune.

There are 3 options for setting a solve time per puzzle/component

- Slow
  - 60 seconds
- Normal
  - 45 seconds aka Game Show Speed
- Fast
  - 30 seconds



Spin Puzzle ⓘ Delete

Change Component Type ⓘ  
Spin Puzzle

Component Name ⓘ  
First Spin

Edit Puzzle Text ⓘ  
DESIGNING FUN,  
EFFECTIVE &  
MEMORABLE  
TRAINING

Category ⓘ  
What are you doing?  
Time Setting ⓘ  
Normal

Use Solve Bonus   
Allow Bankruptcies   
Virtual Helper Settings ⓘ  
Normal

Time Setting ⓘ  
Normal

Select  
Slow  
✓ Normal  
Fast

## Tutorial Settings

- Show players a game tutorial prior to playing

## Learn More

If you have an external link you would like to prompt players to visit once they complete the game, add a URL link here

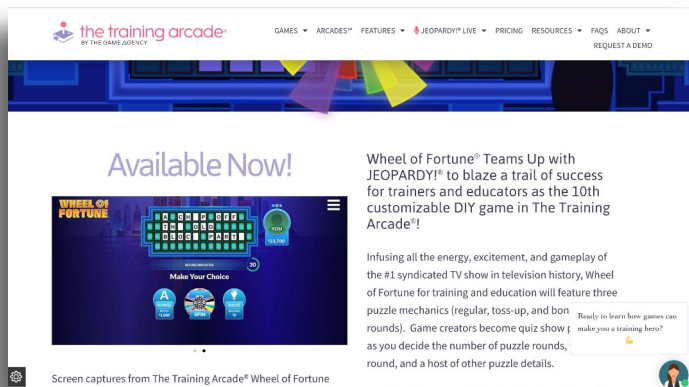
- The text on the Learn More button can be customized and made content specific in each game.

Show tutorial before game start?

Select ▼

Learn More URL ? Learn More Button Text ?

Enter URL... Enter text...



## Information Pop-Up

This feature is optional, but an extremely helpful tool to give your players an introduction to the game and material included within it.





There is a full text editor available for use when creating an <Info PopUp>




A text editor allows creators to have more options when entering the details to the “**Body Text**” such as changing font size, style or color.

Information Popup (optional) ?  
Optional popup that appears after the splash screen.

Title ?  
Take the eLearning Challenge!  
We recommend no more than 25 characters for this field.

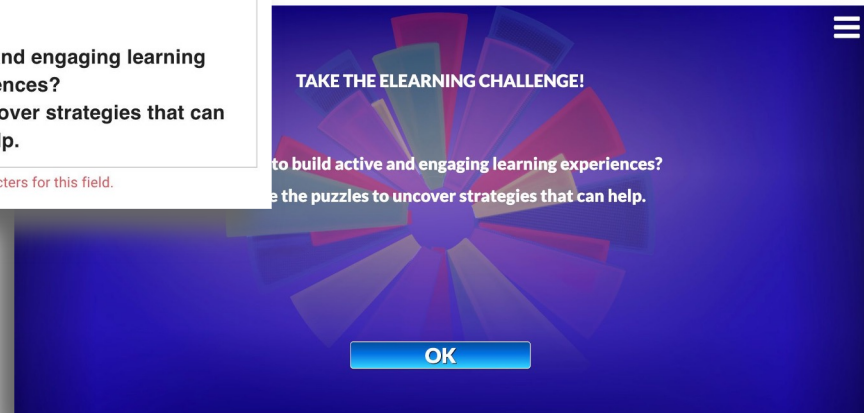
Body Text ?

**B I U**    $x_2$   $x^2$  Normal  

**Ready to build active and engaging learning experiences?  
Solve the puzzles to uncover strategies that can help.**

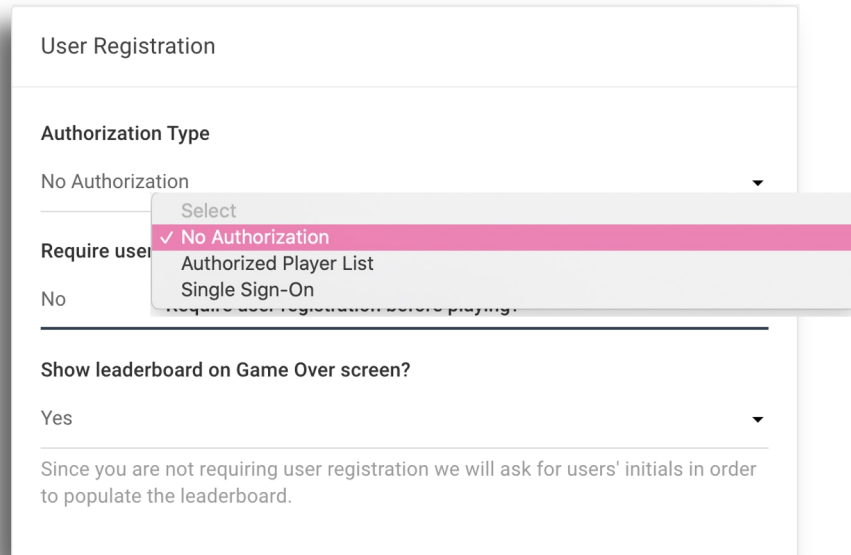
We recommend no more than 295 characters for this field.





## Authorization Type:

- **No Authorization:** Games are available to be played by anyone provided with the URL
- **Authorized Player List:** Only players with emails on the list can access the URL
- **SSO (Single Sign On):** Once SSO is connected to the account, the SSO becomes the access point and only players listed on the SSO can access the game.



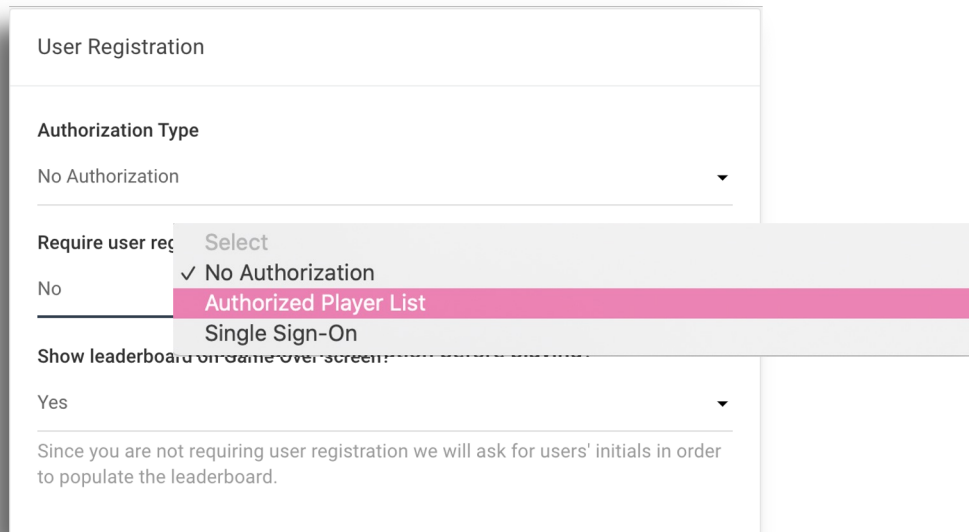
The screenshot shows a configuration window titled "User Registration". It contains several settings:

- Authorization Type:** A dropdown menu currently showing "No Authorization". A dropdown menu is open, listing options: "Select", "No Authorization" (highlighted with a pink bar and a checkmark), "Authorized Player List", and "Single Sign-On".
- Require user registration before playing:** A dropdown menu currently showing "No".
- Show leaderboard on Game Over screen?:** A dropdown menu currently showing "Yes".

Below the dropdowns, there is a note: "Since you are not requiring user registration we will ask for users' initials in order to populate the leaderboard."

## Authorization Type:

- **Authorized Player List (APL):**
  - A player list can be created in Excel and loaded into the Admin portal using an Excel CSV file or manual data entry.
  - When an APL is in use, only players on the list can play the game. Anyone not approved to play will be presented with a black screen.



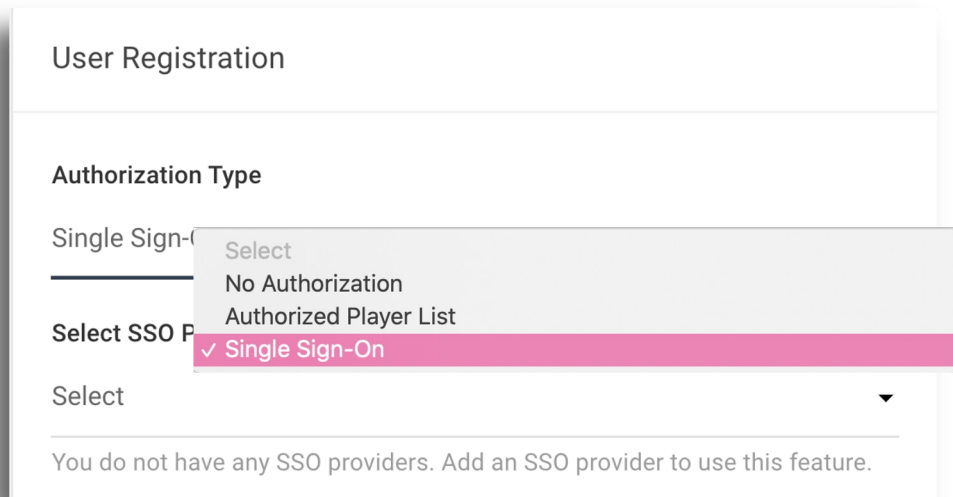
The screenshot shows a 'User Registration' configuration form. The 'Authorization Type' dropdown is set to 'No Authorization'. The 'Require user registration' dropdown is open, showing options: 'Select', 'No Authorization' (checked), 'Authorized Player List' (highlighted in pink), and 'Single Sign-On'. The 'Show leaderboard on game over screen?' dropdown is set to 'Yes'. A note at the bottom states: 'Since you are not requiring user registration we will ask for users' initials in order to populate the leaderboard.'

- We have a separate User Guide available for adding an Authorized Player List to games
  - Please email [Joanne.Vansteen@thegameagency.com](mailto:Joanne.Vansteen@thegameagency.com) to request a copy

## Using Single Sign-On (SSO) - The Training Arcade supports SSO integration via SAML

- You will need to add an idP (identity provider) to your subdomain in order to add SSO to a game.
- Once an idP has been added to the subdomain, the provider will now be visible in this dropdown menu.

\* If your IdP is not SAML compliant, we can work to customize the integration on a case by case basis. Please request a client consult in this event.



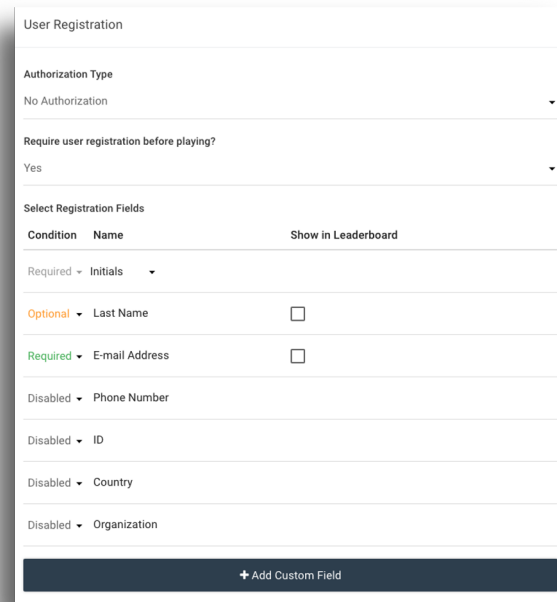
The screenshot shows a web form titled "User Registration". Under the heading "Authorization Type", there are two dropdown menus. The first dropdown, labeled "Single Sign-On", has a menu open with the following options: "Select", "No Authorization", "Authorized Player List", and "Single Sign-On" (which is highlighted in pink and has a checkmark). The second dropdown, labeled "Select SSO P", has a menu open with the option "Select" and a downward arrow. Below the dropdowns, there is a message: "You do not have any SSO providers. Add an SSO provider to use this feature."

If you require players to register prior to playing your game, toggle this field to “yes”.

When using registration, a unique identifier is required in The Training Arcade®. This is either **Email** or **ID**.

Up to 5 registration fields can be added to a leaderboard.

\*When using initials the character limit is 30



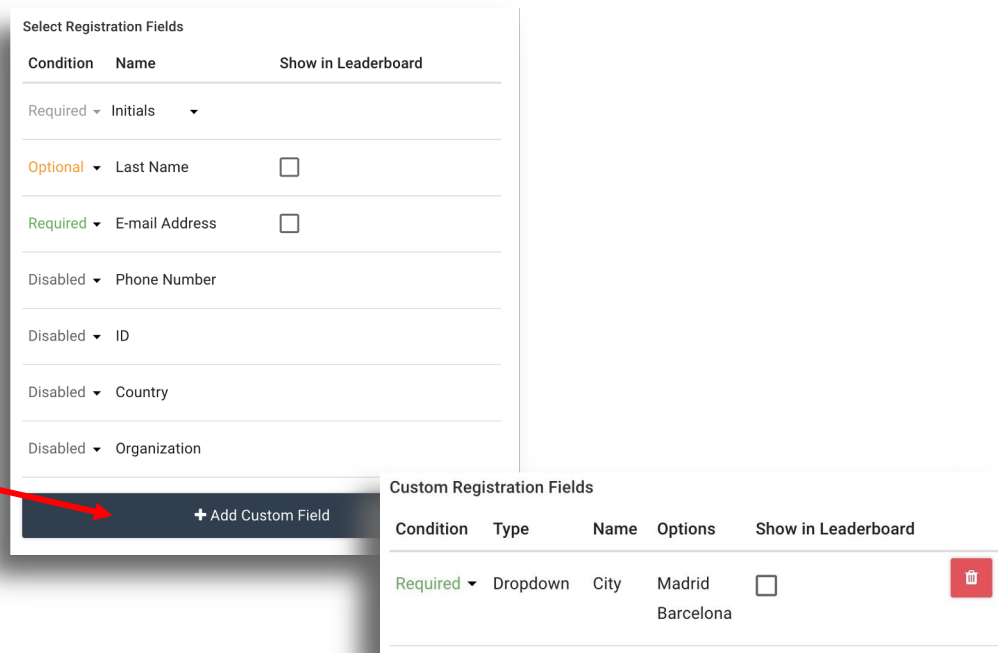
The screenshot shows the 'User Registration' configuration page. It includes a dropdown for 'Authorization Type' set to 'No Authorization', and another dropdown for 'Require user registration before playing?' set to 'Yes'. Below these is a table for 'Select Registration Fields' with columns for 'Condition', 'Name', and 'Show in Leaderboard'. The table lists several fields: 'Initials' (Required), 'Last Name' (Optional), 'E-mail Address' (Required), 'Phone Number' (Disabled), 'ID' (Disabled), 'Country' (Disabled), and 'Organization' (Disabled). A '+ Add Custom Field' button is at the bottom.

Condition	Name	Show in Leaderboard
Required	Initials	<input checked="" type="checkbox"/>
Optional	Last Name	<input type="checkbox"/>
Required	E-mail Address	<input type="checkbox"/>
Disabled	Phone Number	<input type="checkbox"/>
Disabled	ID	<input type="checkbox"/>
Disabled	Country	<input type="checkbox"/>
Disabled	Organization	<input type="checkbox"/>

- We have a separate User Guide available for Custom Registration setup
  - Please email [Joanne.Vansteen@thegameagency.com](mailto:Joanne.Vansteen@thegameagency.com) to request a copy

## User Registration - Custom Fields

Click on **Add Custom Field** and a new popup appears.




Select Registration Fields

Condition	Name	Show in Leaderboard
Required ▾	Initials ▾	
Optional ▾	Last Name	<input type="checkbox"/>
Required ▾	E-mail Address	<input type="checkbox"/>
Disabled ▾	Phone Number	
Disabled ▾	ID	
Disabled ▾	Country	
Disabled ▾	Organization	

+ Add Custom Field

Custom Registration Fields

Condition	Type	Name	Options	Show in Leaderboard
Required ▾	Dropdown	City	Madrid Barcelona	<input type="checkbox"/> 

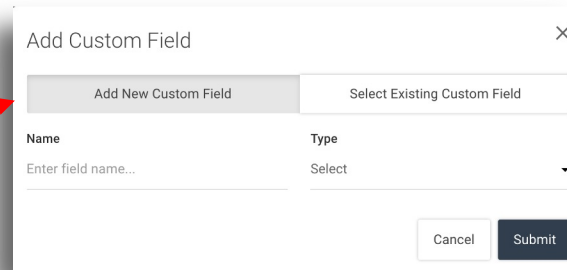
- We have a separate User Guide available for Custom Registration setup
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## User Registration - Custom Fields

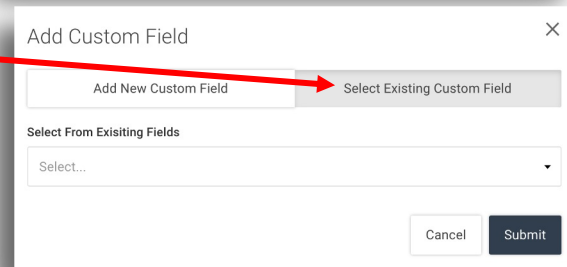
Create a **new custom field**  
or

Select **existing custom field**

The custom fields can also be included in the Game Over Leaderboard and analytics, by checking the **“Show in leaderboard”** box



The screenshot shows the 'Add Custom Field' dialog box with the 'Add New Custom Field' tab selected. The 'Name' field contains the placeholder text 'Enter field name...'. The 'Type' field is a dropdown menu currently set to 'Select'. There are 'Cancel' and 'Submit' buttons at the bottom right.



The screenshot shows the 'Add Custom Field' dialog box with the 'Select Existing Custom Field' tab selected. Below the tabs is a dropdown menu labeled 'Select From Existing Fields' with the placeholder text 'Select...'. There are 'Cancel' and 'Submit' buttons at the bottom right.

- We have a separate User Guide available for Custom Registration setup
  - Please email [Joanne.Vansteen@thegameagency.com](mailto:Joanne.Vansteen@thegameagency.com) to request a copy

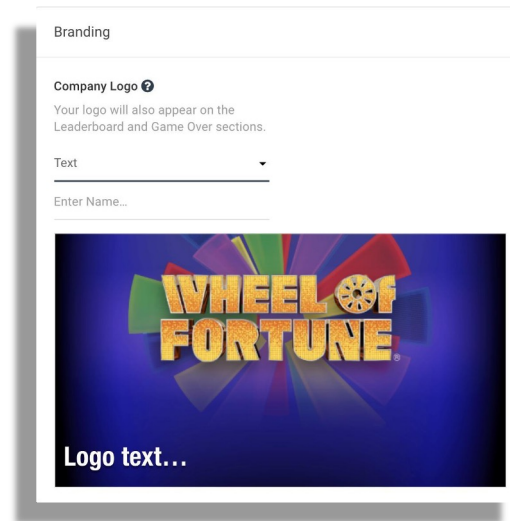
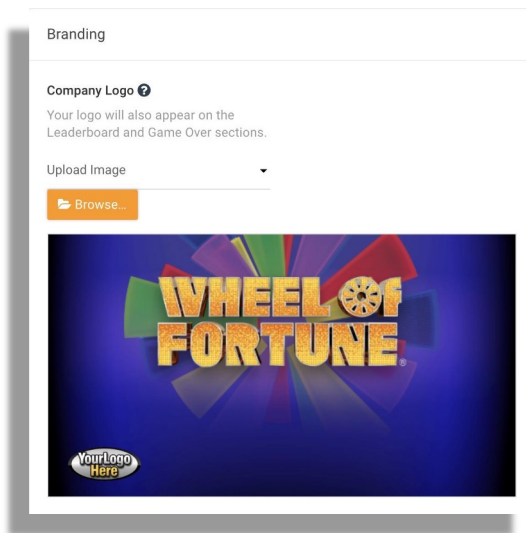
## Splash Screen

The Splash Screen is the first screen a player interacts with when they log in to play the game.

To customize your game, a company logo can be added here.

- Upload your **company logo**
- Add custom text

Locations and defaults are preset and cannot be changed without a custom theme.



Adding a Subscriber Privacy Policy is optional and will add a link to the policy on the splash screen of the game.

**Subscriber Name** The name you wish to be displayed as part of the link.

**Privacy Policy URL** An active link that will take players to a copy of the privacy policy

Subscriber Privacy Policy (for employee training, required for all other Subscribers)  
Link to Subscriber Privacy Policy that will appear on the splash screen or registration form.

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**Subscriber Name** ?  
Subscriber name...

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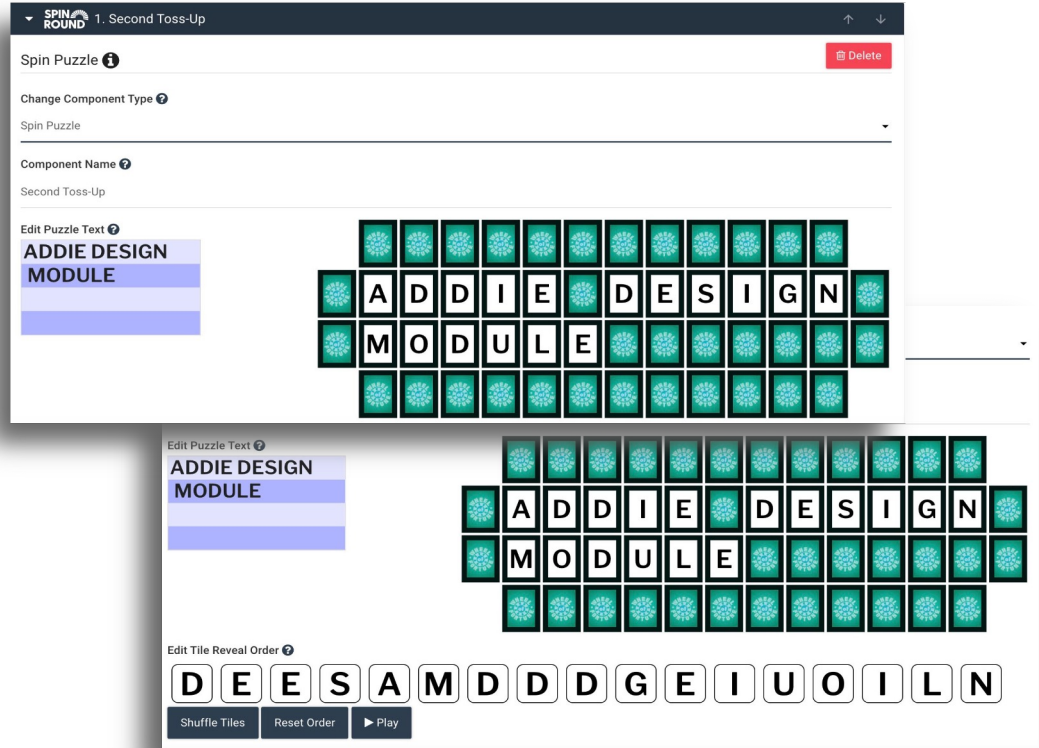
**Privacy Policy URL** ?  
Privacy Policy URL...



## Component or Puzzle Types

**Spin Puzzle** - The classic Wheel of Fortune game. Players spin the wheel for a chance to guess a letter. Use this for introductions, engagement and interest. It's fun to take a risk and figure out what letters are in a puzzle. If you want to assess performance, we recommend using the Toss Up or Bonus Round instead.

**Toss Up** - Letters are revealed one-by-one over time. Players guess the puzzle as soon as they can before all letters are revealed. This is great for assessment. We recommend putting it after a Spin Puzzle and/or after material to know if your learners retained that information.



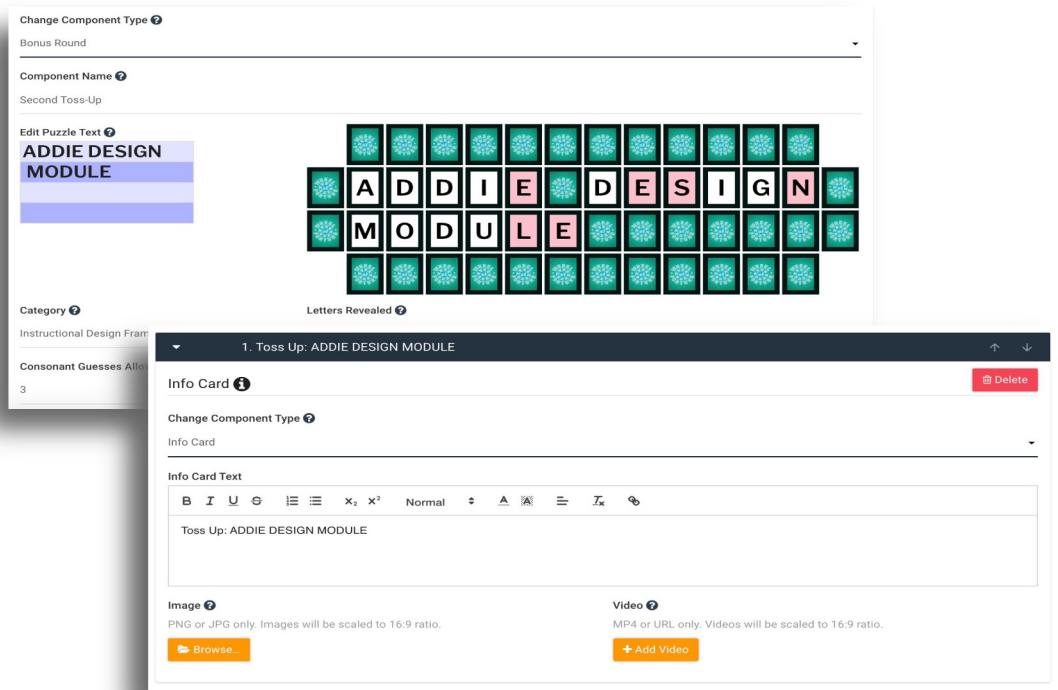
The screenshot displays the 'Spin Puzzle' configuration interface. At the top, it shows 'SPIN ROUND 1. Second Toss-Up'. Below this, there are fields for 'Spin Puzzle' (set to 'Spin Puzzle'), 'Component Name' (set to 'Second Toss-Up'), and 'Edit Puzzle Text' (set to 'ADDIE DESIGN' and 'MODULE'). A 10x10 grid of letters is shown, with the words 'ADDIE DESIGN' and 'MODULE' arranged in a cross pattern. The interface also includes a 'Delete' button and a 'Shuffle Tiles' button.

Below the main interface, there is a section for 'Edit Tile Reveal Order' showing a sequence of letters: D E E S A M D D D G E I U O I L N. This section includes 'Shuffle Tiles', 'Reset Order', and 'Play' buttons.

## Component or Puzzle Types

**Bonus Round** - The Bonus Round starts with a few letters (default is RSTLNE) revealed and/or you may allow players to select a few letters as clues. Players must solve the puzzle before the time is up. This is great for assessment and can provide a different format than Toss Up alone.

**Info Card** - Use this as a place to insert/display learning materials between puzzles or after each other. Here you can enter text and upload an image and/or a video.



The image shows two overlapping screenshots of a software interface for creating educational content.

The top screenshot, titled "Change Component Type", shows a "Bonus Round" configuration. The "Component Name" is "Second Toss-Up". Under "Edit Puzzle Text", the text "ADDIE DESIGN MODULE" is displayed in a blue box. To the right is a crossword puzzle grid where the words "ADDIE DESIGN" and "MODULE" are revealed in white letters on a grid of green squares. Below the grid, it says "Letters Revealed".

The bottom screenshot shows an "Info Card" editor. The title is "1. Toss Up: ADDIE DESIGN MODULE". It includes a "Delete" button, a "Change Component Type" dropdown, and a rich text editor for "Info Card Text" containing the text "Toss Up: ADDIE DESIGN MODULE". At the bottom, there are sections for "Image" (with a "Browse" button) and "Video" (with an "Add Video" button).

**Solve Bonus** - Unlike the show, you can include a Solve Bonus for solving the puzzle early. The bonus amount is based on the number and rarity of letters within the puzzle and is reduced with each spin.

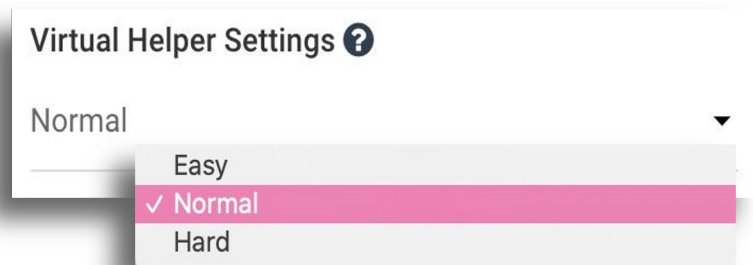
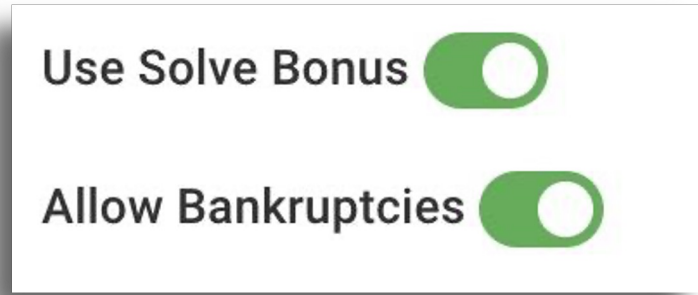
**Allow Bankruptcies** - The risk of landing on a Bankrupt space can add excitement to the game. Toggling this setting to off will remove **<Bankrupt>** from the spin board.

**Virtual Helper** - You can set how helpful the Virtual Helpers are to the player.

**Easy** - Give the best clues, buy vowels and miss common letters

**Average** - Some useful hints, but less accommodating

**Hard** - Competitive player, more contestant like than helpful assistants



## Toss Up Puzzle

In the game show, letters automatically appear at intervals.

Click and drag these letters to change the order they are revealed.

Click **<Shuffle>** to change to a random order.

Click **<Reset Order>** to return the letters to the original order.

Click **<Play>** to preview how the letters will reveal in the game.

Edit Tile Reveal Order ?

T O D A Y I S F R I D A Y

Shuffle Tiles

Reset Order

▶ Play

Category ?

Enter category...

Time Setting ?

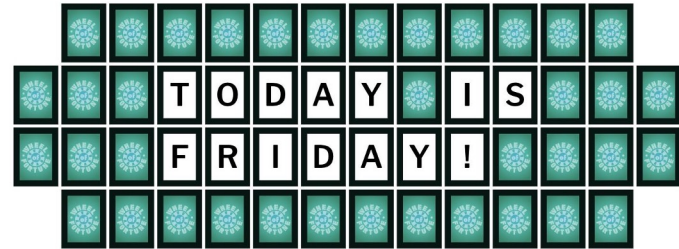
Normal

Letter Speed ?

1.5s

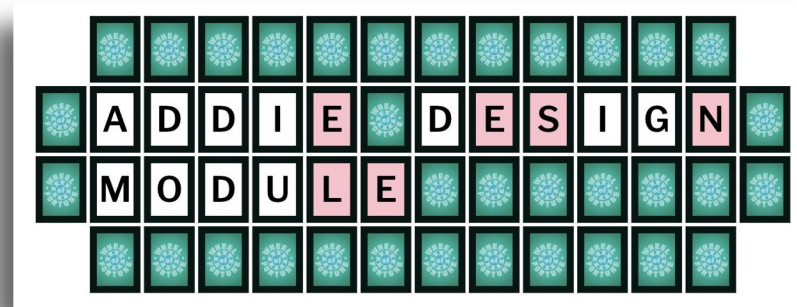
Value Setting ?

Normal (\$8,000)



## Bonus Round Puzzle

**Letters Revealed** - These are preset letters that are revealed to the player before they solve the puzzle. RSTLNE are the defaults provided on the game show, in our game mechanic these letters can be edited.



**Consonant Guess Allowed** - Up to 5 consonant guesses can be allowed.

**Vowel Guesses Allowed** - Vowel guesses allowed can be set to 1 or 0

Category ?	Letters Revealed ?
Instructional Design Framework	RSTLNE
Consonant Guesses Allowed ?	Vowel Guesses Allowed ?
3	1

Thank you for viewing this step-by-step guide on how to create a  
Wheel of Fortune® Game

For more information, email [joanne.vansteen@thegameagency.com](mailto:joanne.vansteen@thegameagency.com)