
 The**Training**Arcade[®]

Wheel of Fortune[®]

Creator User Guide

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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.

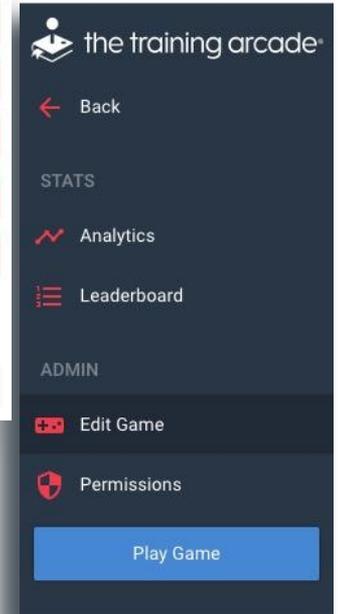
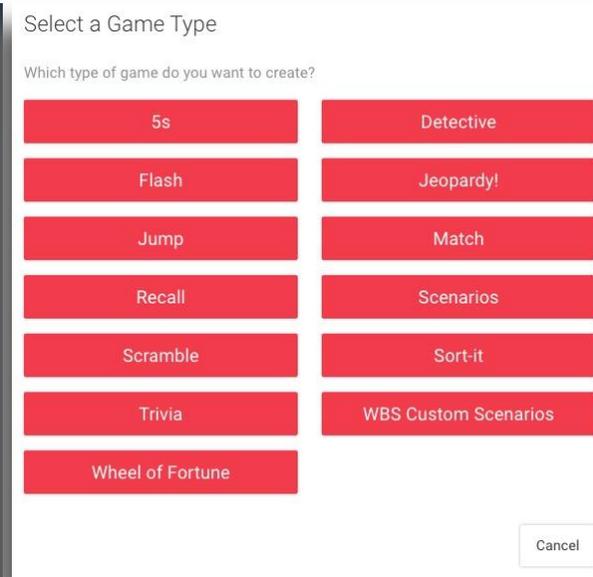
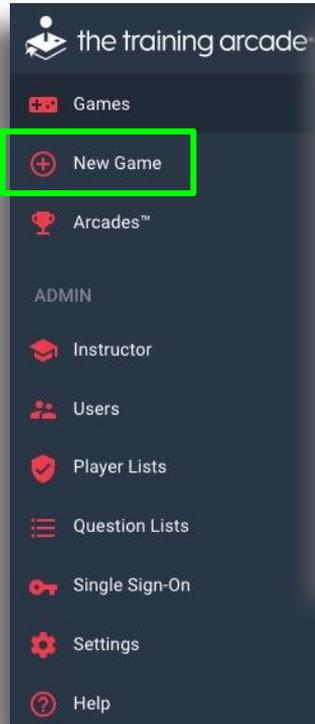
Great for: Simple and short training points or terminology that need practice or repetition for memorization and engagement.

Creating a Game

To build a new game:

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

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



Creating a Game

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.

The screenshot shows the 'Edit Game' interface for a game titled 'Demo - eLearning Challenge copy'. The 'Game Info' tab is highlighted with a green box. Below the tabs is an orange notification bar that reads: 'Note: Any changes you save in the editor will automatically deploy to your game.' The 'Game Information' section contains the following fields:

- Game Type:** Wheel of Fortune
- Game Name:** Demo - eLearning Challenge (with a lock icon)
- URL:** <https://tga.thetrainingarcade.com/games/wheel-of-fortune/elearning-challenge> (with a 'Copy' button)
- Default Language:** English (US) (with a dropdown arrow)

Creating a Game

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>](#)

The screenshot shows a 'Game Settings' form with the following fields:

- Percent of puzzles solved correctly required to pass:** A text input field containing '0' and a '%' symbol to its right.
- Limit the number of sessions a player can play?:** A dropdown menu with 'Yes' selected.
- Session Limit Per Player:** A text input field containing '1' and 'session(s)' to its right.
- Session Limit Start Date ?** A date picker field with the placeholder text 'Limit start date (optional)'.
- Session Limit End Date ?** A date picker field with the placeholder text 'Limit end date (optional)'.
- Game Start Date ?** A date picker field with the placeholder text 'Start date (optional)'.
- Game End Date ?** A date picker field with the placeholder text 'End date (optional)'.

Creating a Game

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

The screenshot displays the configuration page for a 'Spin Puzzle'. The puzzle text is 'DESIGNING FUN, EFFECTIVE & MEMORABLE TRAINING'. The category is 'What are you doing?'. The time setting is currently set to 'Normal'. A dropdown menu for 'Time Setting' is open, showing the following options: 'Select', 'Slow', 'Normal' (which is selected and highlighted in pink), and 'Fast'. There are also toggle switches for 'Use Solve Bonus', 'Allow Bankruptcies', and 'Virtual Helper Settings'.

Creating a Game

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?

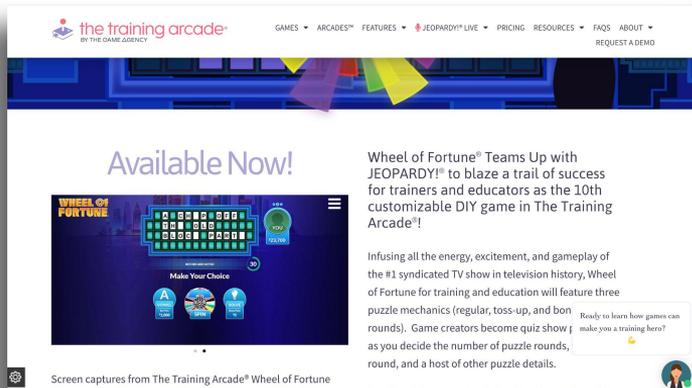
Select

Learn More URL ?

Learn More Button Text ?

Enter URL...

Enter text...



Creating a Game

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.

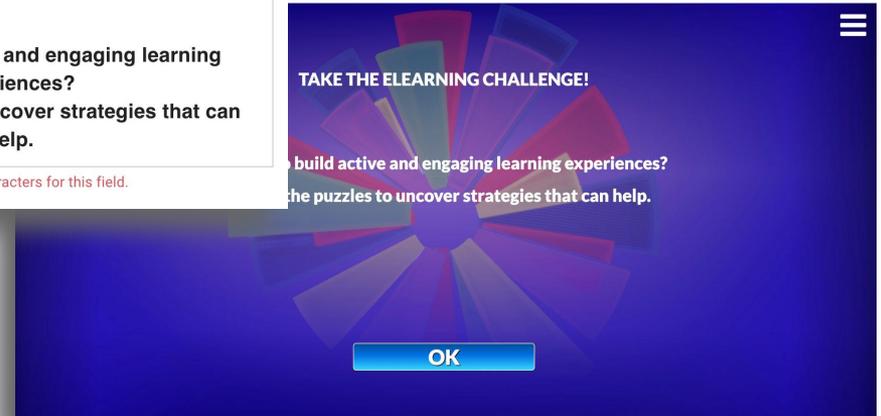
Title ?
Take the eLearning Challenge!
We recommend no more than 25 characters for this field.

Body Text ?

B I U x₂ x² Normal

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

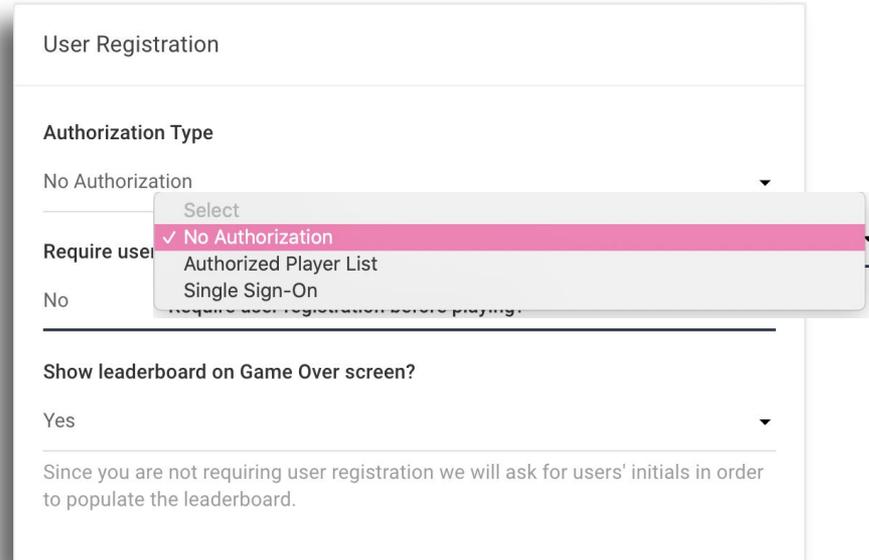
We recommend no more than 295 characters for this field.



User Registration

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 form titled "User Registration". It contains several sections:

- Authorization Type:** A dropdown menu is currently open, showing options: "Select", "No Authorization" (which is highlighted with a pink bar and has a checkmark), "Authorized Player List", and "Single Sign-On".
- Require user registration before playing:** A dropdown menu with "No" selected.
- Show leaderboard on Game Over screen?:** A dropdown menu with "Yes" selected.
- Text:** "Since you are not requiring user registration we will ask for users' initials in order to populate the leaderboard."

User Registration

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 configuration form titled "User Registration". It contains several fields:

- Authorization Type:** A dropdown menu currently set to "No Authorization".
- Require user registration:** A dropdown menu with a "Select" overlay. The overlay lists three options: "No Authorization" (checked), "Authorized Player List" (highlighted in pink), and "Single Sign-On".
- Show leaderboard on game over screen?** A dropdown menu currently set to "Yes".

Below the "Show leaderboard on game over screen?" field, there is a note: "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

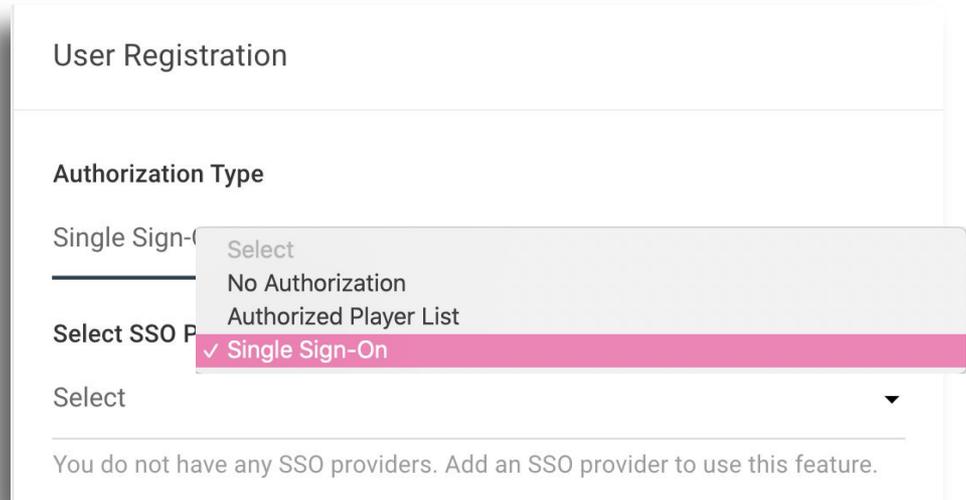
Please email support@elblearning.com to request a copy

User Registration

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". It contains several fields and a dropdown menu. The "Authorization Type" field is set to "Single Sign-On". The "Select SSO P" dropdown menu is open, showing three options: "No Authorization", "Authorized Player List", and "Single Sign-On", which is highlighted in pink and has a checkmark. Below the dropdown is a "Select" field with a downward arrow. At the bottom of the form, there is a message: "You do not have any SSO providers. Add an SSO provider to use this feature."

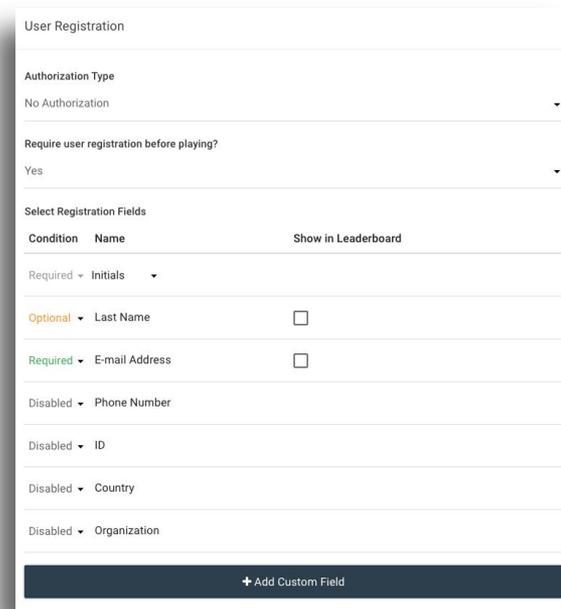
User Registration

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 a 'User Registration' configuration panel. 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 support@elblearning.com to request a copy

User Registration

User Registration - Custom Fields

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

Select Registration Fields

Condition	Name	Show in Leaderboard
Required	Initials	<input type="checkbox"/>
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"/>

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User Registration

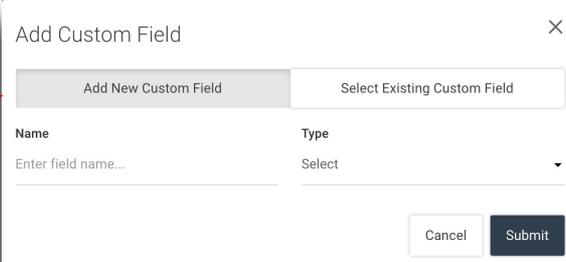
User Registration - Custom Fields

Create a **new custom field**

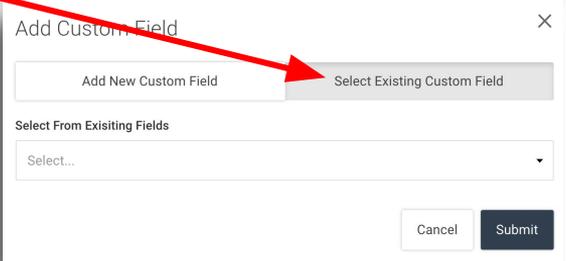
or

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 a dialog box titled "Add Custom Field" with a close button (X) in the top right corner. It features two tabs: "Add New Custom Field" (which is selected and highlighted in grey) and "Select Existing Custom Field". Below the tabs, there are two columns: "Name" with a text input field containing "Enter field name..." and "Type" with a dropdown menu showing "Select". At the bottom right, there are "Cancel" and "Submit" buttons.



The screenshot shows the same "Add Custom Field" dialog box, but with the "Select Existing Custom Field" tab selected and highlighted in grey. Below the tabs, there is a section titled "Select From Existing Fields" with a dropdown menu showing "Select...". At the bottom right, there are "Cancel" and "Submit" buttons.

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Splash Screen

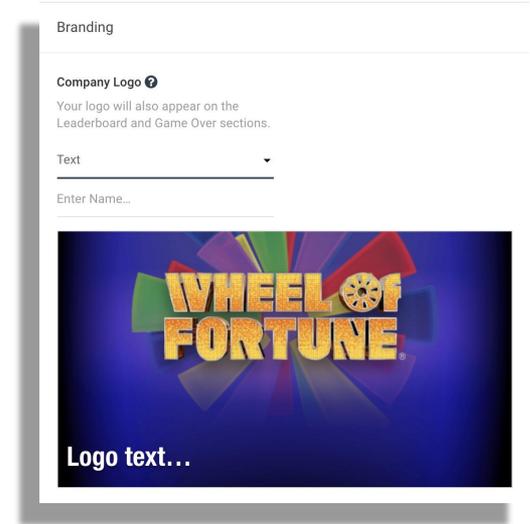
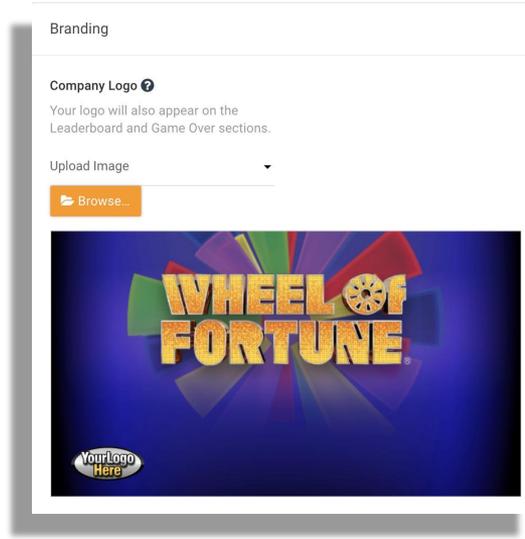
Splash Screen

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.



Privacy Policy

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.

Subscriber Name ?

Subscriber name...

Privacy Policy URL ?

Privacy Policy URL...

Component Types

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 ROUND' interface for a '1. Second Toss-Up' round. The main area shows a puzzle grid with the text 'ADDIE DESIGN' and 'MODULE' revealed. The interface includes a 'Spin Puzzle' title, a 'Delete' button, and options to 'Change Component Type', 'Edit Puzzle Text', and 'Edit Tile Reveal Order'. The 'Edit Tile Reveal Order' section shows a sequence of letters: D, E, E, S, A, M, D, D, D, G, E, I, U, O, I, L, N. Below this sequence are buttons for 'Shuffle Tiles', 'Reset Order', and 'Play'.

Component Types

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. The top screenshot is titled "Change Component Type" and shows a "Bonus Round" component. It features a "Component Name" field with "Second Toss-Up" and an "Edit Puzzle Text" field with "ADDIE DESIGN MODULE". A crossword puzzle is displayed with the words "ADDIE DESIGN" and "MODULE" filled in. The bottom screenshot shows an "Info Card" component with a title "1. Toss Up: ADDIE DESIGN MODULE" and a "Delete" button. It includes a rich text editor with the text "Toss Up: ADDIE DESIGN MODULE" and sections for "Image" and "Video" uploads.

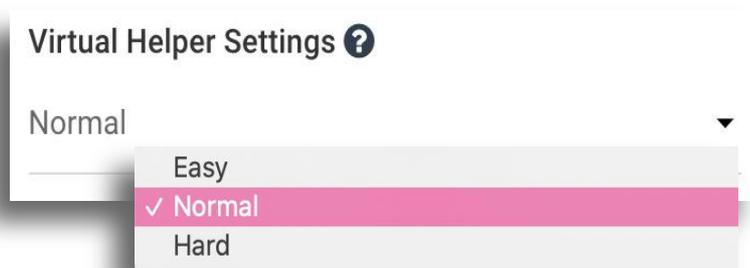
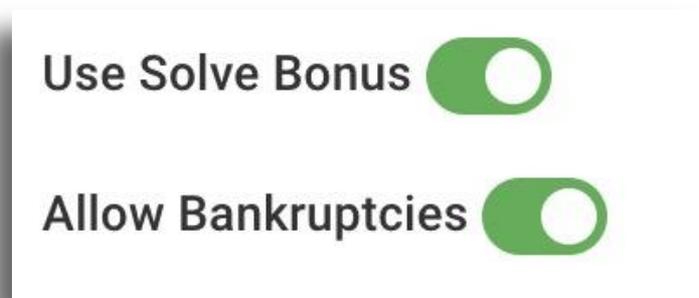
Additional Settings

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



Additional Settings

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 ?

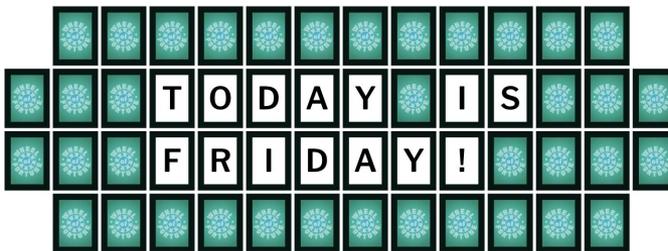
Normal

Letter Speed ?

1.5s

Value Setting ?

Normal (\$8,000)



Additional Settings

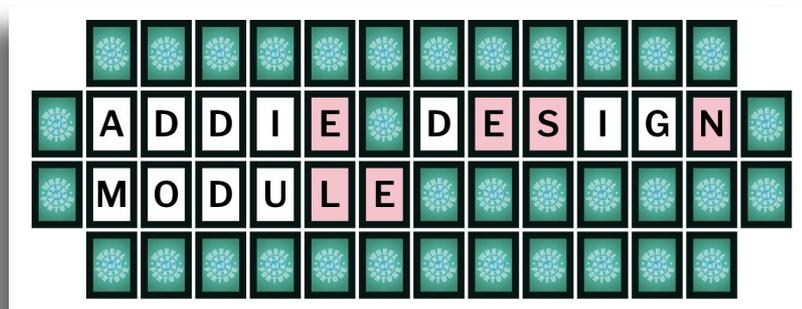
Bonus Round Puzzle

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 support@elblearning.com