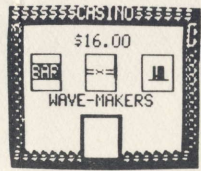


SLOT MACHINE



TAPE 4

PERVERSION X

WAVEMAKERS "SLOT MACHINE"

```

1.
2.
3. TAPE # 4 / SLOT
* 5L=20
10 :RETURN ;BC=8;FC=199;GOTO 2000
20 CLEAR;FOR A=-36TO 40STEP 5
30 CY=A;CX=-56;TV=103;CX=54;TV=103;NEXT A
120 CX=-55;CY=40
130 PRINT"$$$$$CASINO$$$$$
140 CX=-55; CY=-38
150 PRINT"$$$$$$$$$$$$$$
160 BOX 0,0,120,88,3;BOX 0,0,100,68,3;CX=-30;
CY=-5;PRINT "WAVEMAKERS
200 G=2;BOX 64,20,5,20,1;FOR A=-22 TO 22STEP
4;BOX 64,12+ABS(A),5,4,G;IF A -6G=1
201 NT=G-1;MU=86; NEXT A; BOX 0, -25, 26, 26,
1;BOX 0, -25, 22, 22, 2
210 FOR A =-35TO 35STEP 35;GOSUB 1000;NEXT A;
M=0 ;&(20)=150
220 FORA=-35TO 35STEP 35;T=RND (1000)+A;&(22)=0
230 GOSUB 1030;NEXT A;&(22)=0; &(20)=0
240 FOR A=-35 TO 35STEP 35;X=RND (L);Y=RND (10)
400 IF X<4Y=1
410 IF X>4IF X<8Y=2
420 IF X>7IF X<11Y=3
430 IF X>10IF X<13Y=4
440 IF X>12IF X<15Y=5
450 IF X=15Y=6
460 IF X=16Y=6
470 IF X=17Y=7
480 IF X=18Y=8
490 IF X=19Y=10
* THIS MACHINE IS PROGRAMABLE TO BE MORE OR LESS
GENEROUS. BY CHANGING LINE 5 E.I. L=25 (20 is
as low as it can be) HIGHER L FOR BIG JACKPOTS
540 CX=A-6;CY=10;GOSUB 1200+Yx10
550 IF A=-35 D=Y
560 IF A=0 E=Y
570 IF A=35F=Y
580 NEXT A
590 IF D=10D=E
600 IF D=10IF E=10D=F;E=F
610 IF D=10IF E=10IF F=10 M=5000
620 IF D=1M=3
630 IF D=1IF E=1M=5
640 IF D=1IFE=1IF F=1M=18;GOSUB 1400
650IF D=EIF E=FGOSUB 1400
660 IF MGOSUB 1400
670 IF &(16)=2GOTO 700
680 GOTO 670

```

INSTRUCTIONS:

USE THE CONTROL KNOB (1) TO SELECT THE AMOUNT YOU WILL PLAY WITH. PULL TRIGGER TO START. AFTER EACH PLAY PULL JOYSTICK DOWN FOR NEXT DOLLAR TO BE PLAYED. THE PAYOFFS ARE AUTOMATICALLY ADDED TO WHAT YOU ALREADY HAVE. IF YOU LOOSE ALL YOUR MONEY, PULL TRIGGER TO PLAY AGAIN.

```

700 BOX 55,30,4,12,2;BOX 55,30,2,10,1
750 S=S-M-1;CY=26;CX=-14;PRINT "S",#1,S,".00
760 IF S<0GOTO 3000
770 FC=8;GOTO 200
1000 BOX A,10,20,20,1;BOX A,10,18,18,2;RETURN
1030 FOR B=10TO 25STEP 5;&(17)=T+B;BOX A,B-8,18,
4,3
1040 &(22)=10;&(20)=56;BOX A,B-8,18,4,3;NEXT B;
RETURN
1210 PRINT "000";BOX A-7,14,1,5,3;BOX A-1,14,1,
5,1;BOX A+5,14,1,5,3;RETURN
1220 PRINT "***";RETURN
1230 PRINT"===";BOX A-1,10,3,3,3;RETURN
1240 PRINT " !";BOX A,1,1,1,1;BOX A,10,7,7,
3;RETURN
1250 PRINT "(*)";RETURN
1260 PRINT "+↓↓↓";BOX A-7,10,3,5,3;BOX A-1,10,
3,5,3;BOX A+5,10,3,5,3;RETURN
1270 PRINT "777";RETURN
1280 PRINT "$$$";RETURN
1290 PRINT " $";BOX A,10,18,9,3;RETURN
1300 PRINT "BAR";BOX A,10,18,9,3;RETURN
1400 IFMGOTO 1500
1410 IF Y=2M=20
1420 IF Y=3M=25
1430 IF Y=4M=40
1440 IF Y=5M=50
1450 IF Y=6M=75
1460 IF Y=7M=100
1470 IF Y=8M=200
1480 IF Y=9M=1000
1500 FOR Z=1TO M;BOX RND (20)-10,RND (20)-35,
5,5,1;IF M>99GOTO 1550
1510 NT=2;MU=RND (25)+50;NEXT Z
1520 NT=0;CY=-20;CX=-8;PRINT "S",#1,M;GOTO 670
1550 CY=-20;CX=10;PRINT "JACK";CX=-6;PRINT "POT
1560 &(22)=10;FOR Z=1TOM+15;FOR A=8TO 5STEP -3;
&(17)=A
1570 NEXT A;FC=RND (32)x8;NEXT Z;&(22)=0;GOTO
1520
2000 CLEAR ;NT=0;CY=0;PRINT " HOW MUCH DO YOU
HAVE?
2010 S=&(28)+10CY=-20;PRINT #10,S,".00";IF TR(1)
&(13+Q)=R;BC=151;FC=8;GOTO 20
2020 GOTO 2010
3000 CX=-55;PRINT "SORRY YOU'RE BROKE
3010 FOR A=-8TO 8;NT=15;MU=ABS(A)+67;IF TR(1)RUN
3020 NEXT A;GOTO 3010

```

```

000 PAYS $3 (*) (*) (*) PAYS $50
000 000 PAYS $5 *** *** *** PAYS $75
000 000 000 PAYS $18 777 777 777 PAYS $100
*** *** *** PAYS $20 $$$ $$$ $$$ PAYS $200
=== === === PAYS $25 BAR BAR ? PAYS ?VALUE
II II II PAYS $40 BAR BAR BAR PAYS $500

```

\$\$\$ PAYS \$1000

ALL JACKPOTS \$100 AND UP SET OFF SIRENS AND FLASHES.

WAVEMAKERS GAMES PERVERSION

```

1.
2.
3 .PERVERSION
5 :RETURN
6 A=KP
10 NT=0;X=RND (8);IF C=(B)CALL 4920
20 X=RND (8);Y=RND (8);Z=RND (7)
30 M=RND (2);GOSUB 1039+M
190 CLEAR ;PRINT "POOR ",
200 W=RND (8);V=W;S=Wx10; IF W=XGOTO 200
210 GOSUB 500+(S)
230 PRINT "WAS";PRINT "DRIVEN MAD. YOUR
JOB IS";PRINT "TO FIND OUT WHO,HOW,AND
240 PRINT "WHERE. PICK FROM THESE";PRINT
"CLUE:
250 FOR A=1TO 1000;NEXT A
260 FOR A=10TO 80STEP 10; PRINT #1,(A)+10,
#1,". ",;GOSUB 500+A;PRINT ;NEXT A
270 GOSUB 1000;S=Q;CLEAR
280 PRINT "YOU PICKED ";GOSUB 500+(S)x10
290 PRINT ;PRINT "AND WHICH OF THESE DID";
IF S>PRINT "S",
295 PRINT "HE USE?
300 FOR A=10TO 80STEP 10;PRINT #1,A+10,
#1,". ",;GOSUB 600+A;PRINT ;NEXT A
310 GOSUB 1000;CLEAR ;W=Q;CY=30;PRINT
"WHERE EAS IT DONE?
330 FOR A=10TO 70STEP 10;PRINT #1,A+10,
#1,". ",;GOSUB 700+A;PRINT ;NEXT A
340 GOSUB 1000;R=Q
350 IF Q=8GOTO 340
360 CLEAR ;GOTO 800
510 PRINT "LAVENDER LARRY";RETURN
520 PRINT "PERCY PEACH";RETURN
530 PRINT "SILLY SAVAGE";RETURN
540 PRINT "PETER PANSY";RETURN
550 PRINT "SAMMY SWEETCAKE";RETURN
560 PRINT "RUBY RUBDOWN";RETURN
570 PRINT "JUICY LUCY";RETURN
580 PRINT "SUSY SMUT";RETURN
610 PRINT "WET NOODLE";RETURN
620 PRINT "DIRTY DOORKNOB ";RETURN
630 PRINT "RUBBER WHIP ";RETURN
640 PRINT "BRASS BRASIER";RETURN
650 PRINT "BONDAGE BANDAGE";RETURN
660 PRINT "BOWLING BALL";RETURN
670 PRINT "SISSY STICK";RETURN
680 PRINT "STINKY STOCKING";RETURN
710 PRINT "HOT TUB ";RETURN
720 PRINT "SAUNA ";RETURN
730 PRINT "SWIMMING POOL";RETURN
740 PRINT "GARDEN ";RETURN
750 PRINT "LAUNDRY ROOM";RETURN
760 PRINT "CLOSET ";RETURN
770 PRINT "FRUIT CELLAR";RETURN
800 CY=0;IF S=XIF W=YIF R=ZGOTO 900

```

```

810 A=RND (3);IF A=1GOTO 840
820 IF A=2GOTO 850
830 IF A=3GOTO 860
840 IF X#SPRINT "WRONG SUSPECT";GOTO 890
850 IF Y#RPRINT "WRONG OBJECT";GOTO 890
860 IF Z#RPRINT "WRONG PLACE";GOTO 890
870 GOTO 810
890 FOR A=1TO 800;NEXT A;CLEAR ;PRINT " TRY
AGAIN";GOTO 260
900 NT=8;FC=BC;GOSUB 1059+M;CLEAR ;CY=20;
GOSUB 500+Sx10
905 GOSUB 1039+M
910 PRINT "DID IT";PRINT "TO";GOSUB 500+Vx10;
PRINT " WITH A";GOSUB 600+Wx10
920 PRINT " IN THE";GOSUB 700+Rx10
930 PRINT ;PRINT ;PRINT " CAN YOU BELIEVE IT!!!
940 FOR A=1TO 1000;NEXT A;PRINT "NEXT CASE
PLEASE
950 PRINT " PULL TRIGGER
960 IF TR(1)GOTO 10
970 GOTO 960
1000 Q=&(28)+35+1
1010 CY=0;CX=55;PRINT #1,Q
1020 IF TR(1)M=RND (2);GOSUB 1039+M;GOTO 1050
1030 GOTO 1000
1040 BC=RND (32)x8;FC=BC-1;RETURN
1041 FC=RND (32)x8;BC=FC-1;RETURN
1050 RETURN
1060 PRINT "x1005000 56543010000";NT=0;RETURN
1061 PRINT "100305600510013650-1110000";NT=0;
RETURN

```

INSTRUCTIONS:

PRESS ANY KEY TO START GAME. (NOTE WHO WAS DRIVEN MAD AT THE BEGINING, HE OR SHE IS THE VICTIM AND NOT THE PERVERT) MAKE YOUR SELECTION BY TURNING KNOB (1). WHEN THE DESIRED NUMBER APPEARS ON THE RIGHT PULL THE TRIGGER TO INPUT. KEEP TRACK OF YOUR SELECTIONS ON PAPER, AND USE DEDUCTIVE REASONING TO FIND THE PERVERT. HAVE FUN AND A FEW LAUGHS.