

SLOT MACHINE DOCUMENTATION:

10 - 96 Instructions and set up slot machine.
 100 - If a new game is started make Money equal to 0.
 200 - Bet from \$1 to \$10 with knob #1.
 240 Start "play" routine
 250 Play is complete go back to 200 for another bet.
 1000 - 1050 Pull slot machine handle routine.
 1070 Display 5 sets of words.
 1080 In 3 boxes.
 1100 Store the number that counts in the proper storage location.
 1110 Print the words in the appropriate position.
 1140 Set up a sound for the slot machine.
 1145 - 1147 Print the appropriate words generated by the random number
 1150 - 1190 in 1090.
 1192 Reset all noisemakers to 0.
 1198 L establishes the amount of money won or lost as of the
 1198 last play. Is used in 1515.
 1200 If all three words (left window) is "lemon" goto loser routine.
 1210 If all three words are the same go to three-of-a-kind
 1210 winner routine at 1300.
 1220 If the program reached this statement there was neither a
 1220 lemon in the first position nor three-of-a-kind. So, if
 1220 there is two-of-a-kind go to possible winner routine at 1400.
 1230 If none of the above but the word "cherry" is in the left
 1230 window increment the Money counter by two times the amount
 1240 of the bet. Go to the winner routine at 1500.
 1240 None of the above so had to be a loser. Go to loser routine
 1240 at 2000.

1300 Three "bar"s pay 18 times the bet.
 1310 Three "bell"s pay 14 times the bet.
 1320 Three "orange"s pay 10 times the bet.
 1325 Three "cherry"s pay 8 times the bet.
 1400 Two "bell"s and a "bar" in the right window pay 12 times bet.
 1410 Two "orange"s and a "bar" in the right window pay 8 times bet.
 1420 Two "cherry"s and a "bar" in the right window pay 5 times bet.
 1430 If right position is not a bar go to loser routine.
 1500 Blank out old message.
 1512 Reduce current win by amount of bet.
 1515 Display current win.
 1520 Display current total Money.
 1522-
 1610 Sound siren and flash lights the number of times of the bet.
 1620 Reset noisemakers to 0.
 2000 Blank out old message.
 2005 Reduce current total by amount of bet.
 2010 Return to 260 for another bet.

5 . SLOT MACHINE
 6 . BY ERNIE SAMS
 7 . 4/1979
 8 .
 10 CLEAR:NT=1
 15 GOSUB 3000
 20 BOX -7,-2,134,64,1
 30 BOX 61,0,6,4,1
 40 BOX 65,10,3,24,1
 50 BOX 67,22,6,10,1
 52 BOX -7,-20,126,14,2
 54 BOX -7,-20,124,12,1
 56 BOX -7,-20,122,10,2
 60 CX=-62;CY=-20
 70 PRINT "ARCADE SLOT MACHINE",
 80 BOX -50,15,42,14,2
 82 BOX -50,15,40,12,1
 84 BOX -50,15,38,10,2
 86 BOX -8,15,42,14,2
 88 BOX -8,15,40,12,1
 90 BOX -8,15,38,10,2
 92 BOX 34,15,42,14,2
 94 BOX 34,15,40,12,1
 96 BOX 34,15,38,10,2
 100 M=0
 100 N=KN(1)+128
 210 N=N+20; IF N>10 N=10
 212 IF N<1 N=1
 220 CX=-75;CY=40
 230 PRINT "BET?";#3,N
 240 IF TR(1)=0 GOTO 200
 250 GOSUB 1000
 260 GOTO 200
 1000 FOR Y=27 TO 8 STEP -1
 1010 BOX 67,Y,9,1,2
 1015 BOX 67,Y,5,6,10,1
 1020 NEXT Y
 1030 FOR Y=8 TO 27
 1035 BOX 67,Y-4,6,10,1
 1040 BOX 65,Y,3,1,1
 1045 BOX 69,Y-10,4,2,2
 1050 NEXT Y
 1060 NT=0
 1070 FOR C=0 TO 4
 1080 FOR B=0 TO 2
 1090 D=RD(15)
 1100 IF C=4 @ (B)=D
 1110 CX=15
 1120 IF B=0 CX=-65
 1130 IF B=1 CX=-23
 1140 IF B=2 CX=19
 1145 FOR Z=16 TO 22
 1146 @ (Z)=79
 1147 NEXT Z

SLOT MACHINE

1150 IF D=1 PRINT "LEMON",
 1160 IF D=2 PRINT "CHERRY",
 1170 IF D=3 PRINT "ORANGE",
 1180 IF D=4 PRINT "BELL",
 1190 IF D=5 PRINT "BAR",
 1192 FOR Z=22 TO 16 STEP -1;@ (Z)=0;NEXT Z
 1194 NEXT B
 1195 NEXT C
 1198 NT=1;L=M
 1200 IF @ (0)=1 GOSUB 2000;RETURN
 1210 IF @ (0)=@ (1) IF @ (0)=@ (2) GOSUB 1300;RETURN
 1220 IF @ (0)=@ (1) GOSUB 1400;RETURN
 1230 IF @ (0)=2 M=M+(2*XN);GOSUB 1500;RETURN
 1240 GOSUB 2000;RETURN
 1300 IF @ (0)=5 M=M+(18*XN);GOSUB 1500;RETURN
 1310 IF @ (0)=4 M=M+(14*XN);GOSUB 1500;RETURN
 1320 IF @ (0)=3 M=M+(10*XN);GOSUB 1500;RETURN
 1325 IF @ (0)=2 M=M+(8*XN);GOSUB 1500;RETURN
 1330 GOSUB 2000;RETURN
 1400 IF @ (0)=4 IF @ (2)=5 M=M+(12*XN);GOSUB 1500;RETURN
 1410 IF @ (0)=3 IF @ (2)=5 M=M+(8*XN);GOSUB 1500;RETURN
 1420 IF @ (0)=2 M=M+(5*XN);GOSUB 1500;RETURN
 1430 GOSUB 2000;RETURN
 1500 BOX 0,-40,150,8,2
 1510 CX=-75;CY=-40
 1512 M=M-N
 1515 PRINT "YOU WON \$", #3,M-L
 1520 GOSUB 2010
 1522 FOR V=1 TO N
 1525 @ (19)=37;@ (17)=31;@ (21)=47;@ (22)=31
 1530 FC=83
 1540 FOR U=30 TO 20 STEP -1;@ (16)=U;NEXT U
 1550 FC=0
 1570 FOR U=20 TO 30;@ (16)=U;NEXT U
 1610 NEXT V
 1620 FOR Z=22 TO 16 STEP -1;@ (Z)=0;NEXT Z
 1630 RETURN
 2000 BOX 0,-40,150,8,2
 2005 M=N;CX=-75;CY=-40;PRINT "SORRY",
 2010 CX=5;PRINT "TOTAL \$", #3,M;RETURN
 3000 PRINT "ARCADE SLOT MACHINE";PRINT
 3010 PRINT "KNOB #1 LETS YOU BET FROM \$1 TO \$10. PULL THE TRIG-"
 3020 PRINT "GER TO PLACE YOUR BET."
 3030 PRINT "THERE ARE LOTS OF WINNING COMBINATIONS. A CHERRY IN THE
 LEFT WINDOW ALWAYS IS"
 3040 PRINT "A WINNER; BUT A LEMON IN THE LEFT WINDOW NEVER WINS"
 3050 PRINT "PRESS GO TO START PLAY.",
 3060 K=K+1;IF K=13 CLEAR;RETURN
 3070 GOTO 3060

SLOT MACHINE CORRECTION requires the addition of a comma to the very end of line 1515 to stop the scrolling.

GAME MODIFICATIONS An addition to SLOT MACHINE by Phil Shafer takes care of the case where you win but are still short
 1511 IF M<@ M=N;GOTO 1515