

FRUIT MACHINE SIMULATOR

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INTRODUCTION

The first real Fruit Machine Simulator including: Cash Box, Nudge Box (with Compu-Nudge and Nudge Bank), Skill Climb, Winning Streak, Cash Gamble, Holds and Mega-Holds, Skill Chances and Party Time Meter!

LOADING

128K users select 48K basic. Type **LOAD "" ENTER**.

KEYS FOR INSERTING COINS

1 10p
2 20p
5 50p
0 £1
R Reject
G Give up (in multi-player game)
ENTER When you have finished

Your coins are shown at the top of the display.

If you give up you can't register on the HIGH-WINS table. For the winner to register, press ENTER before inserting coins, and walk away.

Each player is limited to putting in between 40p and £1.10 per turn.

GAME CONTROLS

SPACE Start/Gamble
ENTER Feature Stop/Collect
1 Hold reel 1
2 Hold reel 2
3 Hold reel 3
N Compu-Nudge
S Stake coin
C Cancel

You can see these keys when the appropriate light is flashing.

WIN VALUE

	Reel 1 & 2	All 3 Reels
Cherries	20p	40p
Lemons	20p	40p
Apples	30p	£1.00
GFI-Go For It	30p*	£1.00*
Bells	30p	£1.50
Party Time	Party Time Meter	£3.00
Melons	80p	£5.00

* Wins in any position, not just win line.

REEL LAYOUTS

REEL 1	REEL 2	REEL 3
Cherry 1	Cherry 3	Cherry 2
GFI	Apple	Lemon 1
Apple	Lemon 1	Bell
Cherry 3	GFI	Cherry 3
Lemon	Bell 1	Bell
Cherry ?	Cherry 2	Lemon 1
PARTY	TIME	GLASS
Cherry 1	Apple 1	Cherry 2
Lemon 3	Bell 3	Lemon 1
Apple 1	Cherry	Apple
Melon	Lemon 3	GFI
Apple 2	Cherry	Bell 3
Lemon	Apple	Cherry 2
Cherry 2	Melon	Bell
Apple	Cherry 1	Lemon
Bell 3	Lemon 2	Bell 1
Cherry	Apple	Melon
Lemon 2	Lemon ?	Cherry 3
Bell	Cherry 2	Apple
Lemon 1	Lemon	Bell ?

CREDITS

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