

CHANCES UNLIMITED

Hi folks and welcome to the first posting of up to four of my simulations of some of the great fruit machines produced by Barcrest in the 1980s when fruit machines were fun whether you lost or had a little win and £10 could last you most of a day.

On loading, after initialisation, press 'A' from the attract mode with all the flashing lights to see 25 credits (£2.50) played by the autoplayer. Any other key gives 25 credits to you.

The aim is to get three matching symbols on the middle line of the reels (the winline). This will result in the following wins:

£3	Bars
£2	Bells
£1.50	Grapes
£1	Pound Signs (!)
70p	Plums
50p	Oranges or Lemons
30p	Cherries or Stars*

* The Stars work whenever they are fully in view so stars on the lines above and below the winline count

Two of the same symbols on the first two reels give 20p. A 10p sign on the middle reel will give 10p!

10p and £3 wins pay out immediately. Other wins will offer the chance to gamble or to exchange for nudges or super series (win spins). On gambling, the reels will respin either to the next highest win or to the lower win flashing when the gamble was taken. A loss will pay out immediately; a win will allow a further gamble until you hit the jackpot (or lose!).

On exchanging for nudges, the reels will respin. You will then only be allowed either to collect or gamble the nudges. On collecting the nudges, or losing a gamble, you may nudge the reels yourself or use the autonudge feature. This machine incorporates GAIN (Guarantee Against Imperfect Nudge) so, if you make a mess of it, the machine will undo your nudging and give you the best possible win. Once the best win has been nudged, the opportunity to gamble the cash will be offered but, this time, the cash can only be exchanged for super series and not for more nudges.

When exchanging for super series, you'll have the chance to gamble up to a maximum of five. However many you have, the machine will not pay out more than £3 in any one credit – it was against the law!!

All wins over £1.50 are paid in tokens!

If the reels don't land on some sort of win, the symbols on the reels will then light up on the matrix of smaller symbols to the left of the reels. Two nudges are awarded for each complete horizontal line. Nudges gained in this way can be collected, gambled or exchanged for cash or super series.

After each turn, the machine may offer 'FEATURE HELD' when the symbols lit on the matrix stay lit for the next turn. If it does not, the matrix will darken once the reels start to spin

PROGRAM FEATURES:

Pretty colourful graphics

Autoplay

Sounds something similar to the original (need AY-chip enabled)

Autonudge

Presentable attract mode

Autohold

GAIN

Occasional commentary (need Currah Microspeech enabled)

135% payout (you want some action, don't you?!)

KEYS:

S Spin the reels

1,2,3 Hold or nudge the reels (press 'U' simultaneously when nudging to nudge up)

C Collect win or cancel held reels

G Gamble

E Exchange between cash and nudges

ENTER Exchange for super series

A Autonudge

KNOWN BUGS:

None (yet)

FINAL WORD ON THIS PROGRAM

If you enjoy this program, please tell all of your 80s-fruit-machine-loving friends. I've already told all of my friends and, hopefully, both of them will download a copy.

Please drop any comments to me at bjmzxs@gmail.com

I'd be delighted to hear from anyone who sees a fully-lit matrix or who observes the question mark flash on the matrix for the bonus prize of five super series. They happen so rarely!

DISCLAIMER

I wrote this (and the other ones below which I hope to upload in time) during the days of lockdown when I was reminiscing about my childhood. I don't intend to encourage gambling. These programs are meant for fun, especially for those who remember them. They differ from gambling in that you can't possibly win any money and, much more importantly, you can't lose any either!!

STILL TO COME...

Snappy Viper

Lucky Strike (club machine)

Super Line Up

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|--------------------|---|
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| Peter Jones | For helping me with the process of delivering this program and documentation to Spectrum Computing and showing such patience with my incompetence with anything designed after 1985. |

I hope you enjoy this program!

Bernard Mitchell