LUCKY STRIKE

Hello! Welcome to the third posting of my simulations of some of the greatest fruit machines produced by Barcrest in the 1980s. This one, Lucky Strike (£100 jackpot club machine), is my only foray into the world of four-reeled machines (thus far).

On loading, press any key to trigger the initialisation once the border goes black.

After initialisation is complete and the attract mode commences, press 'A' to see 25 credits (£2.50) played by the autoplayer. Any other key gives 25 credits to you.

The aim is to end each turn with at least three successive matching symbols on the middle line of the reels (the winline). This will result in the following wins:

Four-of-a-kind		Three-of-a-kind
Triple Bars	£100	£10
Double Bars	£50	£10
Single Bars	£25	£5.60
Melons	£16	£5.60
Bells	£16	£2
Grapes	£10	£1.60
Plums	£10	£1.20
Pears	£5.60	£1.20
Apples	£4	£0.80
Oranges	£3.20	£0.60
Lemons	£2	£0.40

In addition, the total number of cherries on the winline pays according to the following table:

Number	Prize
1	£0.20
2	£0.40
3	£1.20
4	£2

If two wins coincide, only the higher will be paid.

If a win does appear on the winline, you will (usually) be allowed either to collect or gamble it. Should you wish to gamble, you choose your own odds from the options on the lower left of the screen as the computer cycles through them. Once selected, the roulette wheel will come to a halt and, if it lands on a number which corresponds to a win, the amount you staked will be multiplied accordingly.

The original machine had a gambling block which ensured that you could never gamble any win which led to your winning more than £20 in any one turn. In practice, this means that, since the lowest multiplier is 'x1.5', all wins of £16 and above pay out immediately and you will not be permitted to gamble smaller wins on any odds which would result in winning gambles leading to more than £20.

Some of the symbols have numbers on them. Following any spin which does not lead to a win on the winline, the sum of the numbers on the winline is advanced up the ladder on the right. There is no 'feature held' on this machine so, if the sum is less than seven, that is the end of the turn.

A sum of 16 awards the jackpot.

Even sums between eight and 14 award nudges. Nudges can be gambled up to a maximum of 12 (it was only eight on the original). On collecting 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 in the same manner described above.

Odd numbers between nine and 15 award super series. These can be gambled up to a maximum of 12. Once collected, spin the reels for a series of wins. Unlike the original, none of these wins will consist of one or two cherries! No gambles are permitted on these wins.

A sum of seven awards Lucky Dip, which is a 'random' choice of one of eight features. I'd be interested to hear if anyone ever gets to see what happens if the machine awards 'UNLIMITED NUDGES' – on average, it should happen once about every five hundred Lucky Dips!

PROGRAM FEATURES:

Pretty colourful graphics

Autoplay

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

Autonudge

Attract mode

Autohold

GAIN

675% payout (see my waffle in the 'Final Words' section)

KEYS:

S   Spin the reels

1,2,3,4 Hold or nudge the reels (press 'U' simultaneously when nudging to nudge up)

C   Collect win, cancel held reels or stop-a-win

G   Gamble

A   Autonudge

KNOWN BUGS:

None (yet!)

DISCLAIMER

I wrote this (and the others listed below) during the days of lockdown when I was reminiscing about my youth. 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!!

This program has a huge payout percentage for reasons discussed later. Do bear in mind that no real fruit machine has a payout above 100%!

If you find yourself tempted to believe that winning is as simple as this program makes it seem, mentally consider each credit costing £1 – this will reduce the payout to ~67%!

ALREADY PUBLISHED BY THE SAME AUTHOR !!

Chances Unlimited: https://spectrumcomputing.co.uk/forums/viewtopic.php?f=3&t=7741

Super Line Up: https://spectrumcomputing.co.uk/forums/viewtopic.php?t=7908

STILL TO COME…

Snappy Viper

ACKNOWLEDGEMENTS

Jonathan Needle	For production of and assistance with the Spectaculator emulator, on which I *know* this program works as I intended!
Peter Jones	For helping me with the process of delivering these programs and documentation to Spectrum Computing and showing such patience with my incompetence with anything designed after 1985.
Rob Tovey:	Youtube channel of another good friend who has the only working Lucky Strike of which I'm aware. Rob's videos allowed me to recreate a reasonably convincing attract mode and were the source of the reel orders.

FINAL WORDS ON THIS PROGRAM

I always enjoyed playing this machine but, because of the huge payouts relative to the price of one play, the real thing is very dry with occasional cherries and even rarer numbers summing above six. For this reason, this program is almost philanthropic as it makes little effort to cheat you, unlike all of the other offerings I've created. For example,

1   The roulette wheel is totally random,

2   The nudge ladder is 3,6,9,12 rather than the original's 2,4,6,8, and

3   The gamble of nudges and super series is generous but you won't win them all.

If you get bored of winning too much and would like a more challenging game, use the 'Poke Memory' or equivalent feature on your emulator before starting your 25 credits and try one or both of the following:

POKE 36225,X   and   POKE 36234,Y where

X and Y should be between 0 and 255 and are set to 0 in the uploaded files.

The higher the value of X, the less likely it is that a win above 40p or numbers totalling at least seven will simply drop in on the winline.

The higher the value of Y, the less likely it is that a win above 40p or numbers totalling at least seven will happen if you hold at least one of the reels.

Try X = 255 and Y = 255 and stick it on autoplay to watch 25 credits of almost total nothingness (there might be a win or two of 20p!). It will be unbearable to play it yourself!

For a better game, try X = 100 and Y = 169. This reduces the payout to ~300%!

If you enjoy this program, please tell all of your 80s-fruit-machine-loving friends. Seek out Chances Unlimited and Super Line Up if you've not already done so.

Here's my Youtube channel where you can find lots of enthralling videos:

https://www.youtube.com/channel/UCZ3FEI4xEq8C-W94AvDPN2w/featured

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