SNAPPY VIPER

Hi folks and welcome to the fourth and final posting (probably) 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 or Bells

£2 4s

£1.50 Grapes

£1 Pound Signs (!) or 3s

70p Plums

50p Oranges or 2s

30p Stars* or 1s

* 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!

Each turn, when the reels stop spinning, the machine adds the value currently on the matrix on the left of the screen to the numbers on the winline to see if the total corresponds to a cash win. It also determines the win on the reels according to the above table.

If there is a matrix cash win and a reels' cash win, the machine will pay the higher. If there is only a reels' cash win, the corresponding square on the matrix will be awarded immediately.

Otherwise, the matrix will be advanced according to the numbers on the winline.

If a cash win is awarded, £2 and £3 wins pay out immediately. Other wins will offer the chance to gamble or to exchange for nudges (a 10p win allows a gamble only). 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.

Note that this machine allows you to nudge the numbers onto the winline to be advanced up the matrix provided you end on a cash win. Very often, this will lead to a bigger win than is available simply from matching the symbols. Once the best win has been nudged, the opportunity to collect or gamble the cash will be offered but, this time, the cash cannot be exchanged for more nudges.

If the numbers landing on the reels lead to a nudge square on the matrix, you will be allowed to gamble or collect those nudges as above but you will also have the opportunity to exchange the nudges for the cash win on the same horizontal line of the matrix. It is rare that this will be a winning strategy!

This machine also has snakes and ladders but I cannot find room to display them on the screen itself. The machine, however, will honour them according to the following table:

Ladders:	Snakes:
1 → 13	27 → 3 (10p)
6 → 34	30 → 11 (20p)
12 → 24	50 → 33 (5 nudges)
28 → 42	53 → 15 (30p)
32 →44	

At the end of each turn, the next one may offer 'FEATURE HELD', in which case the number on the matrix is the place where the next turn will start. If this light does not flash, the light on the matrix will be returned to the starting arrow once the reels are set in motion.

Squares 5 and 45 give 'Lucky Dip'. The machine cycles through all of the possibilities then selects one at random. Square 45 will lead to bigger win – if you ever land on it!

PROGRAM FEATURES:

Pretty colourful graphics

Autoplay

Vaguely acceptable sounds (need AY-chip enabled)

Autonudge

Presentable attract mode

Autohold

GAIN

Occasional commentary (need Currah Microspeech enabled)

120% payout

KEYS:

S   Spin the reels

1,2,3   Hold or nudge the reels (press 'U' simultaneously when nudging to nudge up) and stop the 'STOP A WINNER' feature

C   Collect win or cancel held reels

G   Gamble

E   Exchange between cash and nudges

A   Autonudge

KNOWN BUGS:

The autonudge feature will occasionally nudge through wins, although it will not allow you to do so!

Very occasionally, the autonudge feature makes a complete mess of it. I've never been able to determine why!

The autoplayer makes some bizarre decisions on whether to collect or gamble nudges. I never got to the bottom of this when I wrote it, so have no hope whatsoever now!

FINAL WORD ON THIS PROGRAM

Although this is the fourth fruit machine simulation I have released, it was the first one that I wrote.

As a result of this, the sound is the most primitive as I was just getting used to using the AY chip.

This is also the reason why the autonudge feature occasionally nudges through wins or fails catastrophically; by the time I saw this in testing I had written most of the rest of the program and left it as it was – I never expected that any of these programs would ever be played by anyone else.

When writing Super Line Up, Chances Unlimited and Lucky Strike, I developed the autonudge code each time and ensured that the bugs in this program did not show up in the others. I'm sure I'd do a better job if I wrote it again from scratch!

It's still very playable as it is!

I wonder if anyone will ever land on Square 45? It is possible, but the machine protects the higher square wins very defensively!

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

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

DISCLAIMER

I wrote this (and the other ones below) 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!!

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

Lucky Strike: https://spectrumcomputing.co.uk/forums/viewtopic.php?t=8194

STILL TO COME…

Who can tell?!

ACKNOWLEDGEMENTS

I hope you enjoy this program!

Bernard Mitchell