

LOADING INSTRUCTIONS

Reset computer by holding down CTRL,SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 4 minutes to load.

To start game press space bar. You have £5 to start with and each run of the Fruit Machine costs 10p of your £5 stake.

During the game you may be able to hold the reels. You do this by pressing 1 for the left hand reel, 2 for the middle reel and 3 for the right hand reel. The Fruit Machine never holds after a nudge or a Winner Spinner. If you win you can collect the cash (by pressing C) or gamble it (by pressing G), or exchange it for nudges (by pressing N).

If you exchange it for nudges you are then able to nudge the reels up and down, depending on the number of nudges you have. To nudge down you press 1, 2 or 3. To nudge up you press either 4, 5 or 6. You may also chose to gamble your nudges which could win you a greater number of nudges or lose the ones you have already acquired. If you press G and gamble your money you could win a greater amount or lose the lot.

To get a Winner Spinner you must have a win of at least 50p. When you get a Winner Spinner you press W (you can gamble these if you wish). The Fruit Machine then becomes magical and by pressing the space bar you receive a number of wins and this is added to your total.

KEYS

1, 2 and 3 will hold either 1st, 2nd and 3rd reels.

Space bar will set the reels rolling.

Press the space bar to continue.

4, 5 and 6 will nudge up each reel.

1, 2 and 3 will nudge down each reel.

G = Gamble

C = Collect win or cancel hold

N = Will exchange wins for nudges

W = Will exchange wins for Winner Spinners

RULES

WINNER SPINNERS	CASH	NUDGES
0	20p	2
0	30p	3
1	50p	4
2	70p	6
3	£1.00	8
4	£1.50	10
5	£2.00	12
-	£3.00	-

Exchange £2 for 12 nudges - G - UL nudges.

GAMBLING SEQUENCES

WINNER SPINNERS			CASH		
Lose	Collect	Win	Lose	Collect	Win
20p	1	2	10p	20p	30p
1	2	3	10p	30p	50p
2	3	4	30p	50p	70p
3	4	5	50p	70p	£1.00
			50p	£1.00	£1.50
			£1.00	£1.50	£2.00
			£1.00	£2.00	£3.00

NUDGES

Lose	Collect	Win		Lose	collect	Win
10p	2	4	or	10p	3	4
10p	4	6		1	5	7
2	6	8		3	7	9
8	10	12		7	9	11
10	12	UL		9	11	13
				11	13	UL

For example if you win 1 Winner Spinner and gamble it and lose, you lose 20p. If you gamble 1 Winner Spinner and win you get 2 Winner Spinners. So the sequence is 20p-1-2.

THE FRUITS. Star, Lemon, Plum, £1, Grape, Bell, Bar, Sevens.



The stars can be in any position on the screen.
2 stars wins 20p 3 stars wins 30p.

- LEMON-LEMON-LEMON = 50p
- PLUM-PLUM-PLUM = 70p
- £1 - £1 - £1 = 1 POUND
- GRAPE-GRAPE-GRAPE = £1.50
- BAR-BAR-BAR = £2.00
- BELL-BELL-BELL = £2.00
- SEVEN-SEVEN-SEVEN = JACKPOT = £3.00

Any 2 similar fruits appearing on 1st and 2nd reel = 20p.

LIST OF REELS:

This is only to be used if you want to cheat on nudging.

REEL 1

pound
star
lemon
grape
plum
pound
bar
plum
lemon
pound
plum
seven
lemon
plum
lemon
grape
star
pound
bell
plum

REEL 2

star
seven
lemon
bell
star
bar
lemon
grape
lemon
bell
bar
pound
seven
lemon
bell
plum
grape
lemon
bar
plum

REEL 3

star
bell
lemon
plum
bar
pound
lemon
bar
star
bell
grape
plum
seven
lemon
star
bell
pound
grape
lemon
bar

Probability of getting

3 sevens	straight in =	4000-1
3 Bars	straight in =	890-1
3 bells	straight in =	890-1
3 grapes	straight in =	670-1
3 pounds	straight in =	500-1
3 plums	straight in =	400-1
3 lemons	straight in =	100-1
3 stars	straight in =	25-1

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