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99 REM control
100 GOSUB 9000: ' variables
110 GOTO 8500: ' title screen
120 GOSUB 13000: ' instructions?
130 GOSUB 12000: ' instructions
150 GOSUB 5000: ' draw fruit machine graphics
155 GOSUB 6000: ' decide if holds to be given
160 GOSUB 7500: ' input credits or end game
165 GOSUB 3500: ' start
170 GOSUB 1000: ' roll reels
180 GOSUB 3000: ' check for win
185 GOSUB 8000: ' if win available then displ
ay it, returning to line 150
190 GOSUB 5500: ' decide if nudges to be give
n
200 GOTO 150
210 REM
699 REM silly sound routine
700 cnt=0:count=0:RESTORE 750:ENT -1,1,1,4,2,
-1,4,1,1,5:ENV 1,5,3,1,4,-1,5,1,0,50,11,-1,10
710 SOUND 1,snd,15,15,1,1,0:SOUND 2,snd+100,2
5,15,1,1,0:SOUND 3,snd+200,35,15,1,1,0
720 cnt=cnt+1:IF cnt=7 THEN READ snd:cnt=0:co
unt=count+1:IF count=8 THEN 800
730 GOTO 710
750 DATA 100,300,200,350,150,300,100,50
800 cnt=0:count=0:RESTORE 750:ENT -1,1,1,4,2,
-1,4,1,1,5:ENV 1,5,3,1,4,-1,5,1,0,50,11,-1,10
810 SOUND 1,snd,10,15,1,1,1:SOUND 2,snd+100,1
5,15,1,1,0:SOUND 3,snd+200,25,15,1,1,0
820 cnt=cnt+1:IF cnt=7 THEN READ snd:cnt=0:co
unt=count+1:IF count=8 THEN 900
830 GOTO 810
900 CALL &8000:cnt=0:count=0:RESTORE 750:ENT
-1,1,1,4,2,-1,4,1,1,5:ENV 1,5,3,1,4,-1,5,1,0,
50,11,-1,10
910 SOUND 1,snd,3,15,1,1,1:SOUND 2,snd+100,9,
15,1,1,0:SOUND 3,snd+200,15,15,1,1,0
920 cnt=cnt+1:IF cnt=7 THEN READ snd:cnt=0:co
unt=count+1:IF count=8 THEN RETURN
930 GOTO 910
950 IF flga=1 THEN LOCATE 17,13:PRINT CHR$(23
0):LOCATE 17,12:PRINT CHR$(231):LOCATE 16,13:
PRINT CHR$(232) ELSE LOCATE 17,13:PRINT CHR$(
230):LOCATE 16,13:PRINT CHR$(233)
955 IF INKEY$(">")="" THEN 120
960 IF flga=1 THEN flga=0 ELSE IF flga=0 THEN
flga=1
970 RETURN
999 REM decide which reel to roll
1000 credits=credits-1
1002 IF reel1$="H" AND reel2$="H" AND reel3$=
"H" THEN GOTO 1030
1005 IF reel1$="H" THEN 1010 ELSE GOSUB 1500
1010 IF reel2$="H" THEN 1020 ELSE GOSUB 2000
1020 IF reel3$="H" THEN 1030 ELSE GOSUB 2500
1030 RETURN
1499 REM roll reel one
1500 FOR outloop=1 TO INT(RND*3)+20
1505 reel$(1)=RIGHT$(reel$(1),LEN(reel$(1))-1
)+LEFT$(reel$(1),1)
1510 FOR loop=1 TO 3:PEN #1,0:LOCATE #1,2,loo
p:PRINT #1,MID$(reel$(1),1+(loop-1),1)
1512 NEXT loop
1520 NEXT outloop
1525 SOUND 1,500,3,7:SOUND 2,503,3,7:SOUND 3,

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586,3,7: ' reel stop sound
1530 RETURN
1999 REM roll reel two
2000 FOR outloop=1 TO INT(RND*3)+20
2005 reel$(2)=RIGHT$(reel$(2),LEN(reel$(2))-1)+LEFT$(reel$(2),1)
2010 FOR loop=1 TO 3:PEN #2,0:LOCATE #2,2,loop:PRINT #2,MID$(reel$(2),1+(loop-1),1)
2030 NEXT loop
2050 NEXT outloop
2055 SOUND 1,480,3,7:SOUND 2,483,3,7:SOUND 3,486,3,7: ' reel stop sound
2060 RETURN
2499 REM roll reel three
2500 FOR outloop=1 TO INT(RND*3)+20
2505 reel$(3)=RIGHT$(reel$(3),LEN(reel$(3))-1)+LEFT$(reel$(3),1)
2510 FOR loop=1 TO 3:PEN #3,0:LOCATE #3,2,loop:PRINT #3,MID$(reel$(3),1+(loop-1),1)
2530 NEXT loop
2550 NEXT outloop
2555 SOUND 1,460,3,7:SOUND 2,463,3,7:SOUND 3,466,3,7: ' reel stop sound
2560 RETURN
2999 REM check for win
3000 value$=MID$(reel$(1),2,1):value$=value$+MID$(reel$(2),2,1):value$=value$+MID$(reel$(3),2,1)
3010 IF value$=win1$ THEN win=win(1):RETURN
3020 IF LEFT$(value$,2)=win2$ THEN win=win(2):RETURN
3030 IF value$=win3$ THEN win=win(3):RETURN
3040 IF LEFT$(value$,2)=win4$ THEN win=win(4):RETURN
3050 IF value$=win5$ THEN win=win(5):RETURN
3060 IF value$=win6$ THEN win=win(6):RETURN
3070 IF LEFT$(value$,2)=win7$ THEN win=win(7):RETURN
3080 IF value$=win8$ THEN win=win(8):RETURN
3090 IF value$=win9$ THEN win=win(9):RETURN
3100 IF value$=win10$ THEN win=win(10):RETURN
3110 IF value$=win11$ THEN win=win(11):RETURN
3120 IF value$=win12$ THEN win=win(12):RETURN
3130 IF value$=win13$ THEN win=win(13):RETURN
3140 IF value$=win14$ THEN win=win(14):RETURN
3150 IF value$=win15$ THEN win=win(15):RETURN
3160 IF LEFT$(value$,2)=win16$ THEN win=win(16):RETURN
3170 IF value$=win17$ THEN win=win(17):RETURN
3180 IF value$=win18$ THEN win=win(18):RETURN
3190 IF value$=win19$ THEN win=win(19):RETURN
3200 IF value$=win20$ THEN win=win(20):RETURN
3210 win=0:RETURN
3499 REM start
3500 INK 8,5,15
3510 IF INKEY(10)=0 THEN INK 8,10:SOUND 1,100,3,7:SOUND 2,102,5,7:SOUND 3,104,7,7:RETURN
3520 GOTO 3510
3999 REM nudge routine
4000 PEN 2:PAPER 1:SPEED INK 10,10
4005 GOSUB 4300:nudges=INT(RND*8)+1:LOCATE 13,12:PRINT nudges:IF INKEY(47)<>0 THEN 4005
4007 nudges=nudges
4015 IF nudges=0 THEN 4100 ELSE LOCATE 13,12:PRINT nudges
4017 tmp1$=reel$(1):tmp2$=reel$(2):tmp3$=reel$(3)
4020 IF INKEY(10)=0 THEN reel$(1)=RIGHT$(reel$(1),15):reel$(1)=reel$(1)+LEFT$(tmp1$,1) ELSE 4030
4025 FOR lop=1 TO 3:PEN #1,0:LOCATE #1,2,lop:PRINT #1,MID$(reel$(1),1+(lop-1),1):NEXT lop:nudges=nudges-1:GOTO 4015
4030 IF INKEY(11)=0 THEN reel$(2)=RIGHT$(reel$(2),15):reel$(2)=reel$(2)+LEFT$(tmp2$,1) ELSE 4040
4035 FOR lop=1 TO 3:PEN #2,0:LOCATE #2,2,lop:PRINT #2,MID$(reel$(2),1+(lop-1),1):NEXT lop:

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nudges=nudges-1:GOTO 4015
4040 IF INKEY(3)=0 THEN reel$(3)=RIGHT$(reel$(3),15):reel$(3)=reel$(3)+LEFT$(tmp3$,1) ELSE
4050
4045 FOR lop=1 TO 3:PEN #3,0:LOCATE #3,2,lop:
PRINT #3,MID$(reel$(3),1+(lop-1),1):NEXT lop:
nudges=nudges-1:GOTO 4015
4050 IF INKEY(20)=0 THEN temp$=RIGHT$(reel$(1),1):temp$=temp$+LEFT$(tmp1$,15):reel$(1)=temp$:temp$="" ELSE 4060
4055 FOR lop=1 TO 3:PEN #1,0:LOCATE #1,2,lop:
PRINT #1,MID$(reel$(1),1+(lop-1),1):NEXT lop:nudges=nudges-1:GOTO 4015
4060 IF INKEY(12)=0 THEN temp$=RIGHT$(reel$(2),1):temp$=temp$+LEFT$(tmp2$,15):reel$(2)=temp$:temp$="" ELSE 4070
4065 FOR lop=1 TO 3:PEN #2,0:LOCATE #2,2,lop:
PRINT #2,MID$(reel$(2),1+(lop-1),1):NEXT lop:
nudges=nudges-1:GOTO 4015
4070 IF INKEY(4)=0 THEN temp$=RIGHT$(reel$(3),1):temp$=temp$+LEFT$(tmp3$,15):reel$(3)=temp$:temp$="" ELSE 4080
4075 FOR lop=1 TO 3:PEN #3,0:LOCATE #3,2,lop:
PRINT #3,MID$(reel$(3),1+(lop-1),1):NEXT lop:
nudges=nudges-1:GOTO 4015
4080 IF INKEY(18)=0 THEN 4100
4090 GOTO 4020
4100 GOSUB 3000
4110 IF win>0 THEN GOSUB 8000
4115 GOSUB 5000
4120 RETURN
4199 REM gamble or collect sound routine
4200 SOUND 1,flg,7,7:SOUND 2,flg+2,7,7:SOUND 3,flg+4,7,7
4210 IF flg=1000 THEN flg=900 ELSE IF flg=900 THEN flg=1000: ' note value
4220 RETURN
4299 REM nudge sound routine
4300 SOUND 1,flag,10,7:SOUND 2,flag+2,10,7:SOUND 3,flag+4,10,7
4310 IF flag=100 THEN flag=200 ELSE IF flag=200 THEN flag=100
4320 RETURN
4499 REM hold routine
4500 INK 11,3,22:SPEED INK 20,20
4510 IF INKEY(13)=0 THEN reel1$="H":PAPER 0:PEN 1:LOCATE 6,21:PRINT "H":LOCATE 6,22:PRINT "E":LOCATE 6,23:PRINT "L":LOCATE 6,24:PRINT "D"
4520 IF INKEY(14)=0 THEN reel2$="H":PAPER 0:PEN 1:LOCATE 10,21:PRINT "H":LOCATE 10,22:PRINT "E":LOCATE 10,23:PRINT "L":LOCATE 10,24:PRINT "D"
4530 IF INKEY(5)=0 THEN reel3$="H":PAPER 0:PEN 1:LOCATE 14,21:PRINT "H":LOCATE 14,22:PRINT "E":LOCATE 14,23:PRINT "L":LOCATE 14,24:PRINT "D"
4540 IF INKEY(6)=0 THEN reel1$="":reel2$="":reel3$="":PAPER 11:PEN 1:OUTp$="HOLD":inw=21:FOR mloop=1 TO 4:LOCATE 6,inw:PRINT MID$(OUTp$,mloop,1):LOCATE 10,inw:PRINT MID$(OUTp$,mloop,1):LOCATE 14,inw:PRINT MID$(OUTp$,mloop,1):inw=inw+1:NEXT mloop
4545 SOUND 1,20,3,7:SOUND 2,40,6,7
4550 IF INKEY(18)=0 THEN INK 11,0:RETURN
4560 GOTO 4510
4999 REM draw fruit machine graphics in mode 0 on screen
5000 DI:SPEED INK 30,30
5005 MOVE 10,10:DRAW 70,200,2:MOVE 630,10:DRAW 570,200,2:MOVE 70,200:DRAW 570,200,2:MOVE 10,10:DRAW 630,10,2:MOVE 10,10:DRAW 10,0,2:MOVE 630,10:DRAW 630,0,2: ' lower half outline
5010 MOVE 70,200:DRAW 70,390,3:DRAW 570,390,3:DRAW 570,200,3: ' upper half outline
5020 IF prog=0 THEN MOVE 40,120:DRAW 590,120,1
5030 IF prog=0 THEN WINDOW #1,5,7,17,19:WINDO

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W #2,9,11,17,19:WINDOW #3,13,15,17,19:PAPER #
1,4:PAPER #2,4:PAPER #3,4:CLS #1:CLS #2:CLS #
3:' windows for reels
5840 IF prog=0 THEN WINDOW #4,13,17,8,10:PAPE
R #4,8:CLS #4:PEN #4,0:LOCATE #4,1,2:PRINT #4
,"START"
5850 IF prog=0 THEN WINDOW #5,4,8,8,10:PAPER
#5,9:PEN #5,0:CLS #5:LOCATE #5,1,2:PRINT #5,"
NUDGE"
5860 PAPER 11:PEN 1:OUTP#="HOLD"
5865 inw=21
5870 FOR mloop=1 TO 4
5880 LOCATE 6,inw:PRINT MID$(OUTP#,mloop,1):
LOCATE 10,inw:PRINT MID$(OUTP#,mloop,1):LOCA
TE 14,inw:PRINT MID$(OUTP#,mloop,1)
5890 inw=inw+1:NEXT mloop
5100 PAPER 0:PEN 0:LOCATE 8,6:PRINT "#":LOCAT
E 9,6:PRINT USING "##.##";win
5110 PAPER 2:LOCATE 5,2:PEN 0:PRINT "DOUGH:0"
;:PRINT USING "##.##";dough
5120 PAPER 1:LOCATE 6,12:PEN 2:PRINT "NUDGES:
";nudges
5130 PAPER 10:LOCATE 5,14:PEN 3:PRINT "CREDIT
B: ";credits
5135 PAPER 0:LOCATE 9,6:PRINT " "
5140 FOR loop=1 TO 3:PEN #1,0:LOCATE #1,2,loo
p:PRINT #1,MID$(reel$(1),1+(loop-1),1):NEXT l
oop:FOR loop=1 TO 3:PEN #2,0:LOCATE #2,2,loop
:PRINT #2,MID$(reel$(2),1+(loop-1),1):NEXT lo
op:FOR loop=1 TO 3:PEN #3,0:LOCATE #3,2,loop
5150 PRINT #3,MID$(reel$(3),1+(loop-1),1):NEX
T loop
5190 PAPER 0
5480 prog=1:IF credits=0 AND dough<=0.05 THEN
10500
5490 INK 9,10:RETURN
5499 REM decide whether to give nudges
5500 IF RND>0.87 THEN INK 9,0,26:GOSUB 4000: I
NK 9,12:RETURN
5510 RETURN
5999 REM decide whether to give holds
6000 IF credits<=0 THEN RETURN ELSE reel1#=""
:reel2#="":reel3#=""
6005 IF RND<0.73 THEN reel1#="":reel2#="":ree
l3#="":SPEED INK 40,40:RETURN
6010 GOSUB 4500:RETURN
7499 REM input credits
7500 IF dough>0.05 THEN INK 10,2,17
7501 IF INKEY(68)<>0 THEN 7504
7502 IF INKEY(68)=0 AND ddough>0.5 THEN credi
ts=credits+1:ddough=ddough-1:dough=ddough/10
7503 IF dough>0 THEN SOUND 7,500,3,7
7504 IF credits>0 THEN INK 8,5,15
7505 LOCATE 13,14:PEN 4:PRINT credits:LOCATE
12,2:PEN 1:PRINT USING "##.##";dough
7510 IF INKEY(18)=0 AND credits=0 THEN 10000
ELSE IF INKEY(18)=0 THEN INK 10,14:INK 8,10:R
ETURN
7515 WHILE INKEY#<>"":WEND
7520 GOTO 7500
7999 REM display win if available then return
to line 150 else return
8000 IF win=0 THEN RETURN
8005 INK 9,10:SPEED INK 15,15:PAPER 0
8010 LOCATE 7,4:PEN 11:PRINT "!!!WIN!!!"
8020 FOR f=100 TO 10 STEP -10:SOUND 1,f,5,7:S
OUND 2,f+2,6,7:SOUND 3,f+4,7,7:NEXT
8030 LOCATE 7,6:PRINT "#":USING "##.##";win
8040 PAPER 0:INK 14,0,26:INK 13,26,0:LOCATE 3
,15:PEN 13:PRINT "GAMBLE":LOCATE 12,15:PEN 14
:PRINT "COLLECT"
8050 GOSUB 4200:IF INKEY(47)=0 THEN 8100 ELSE
IF INKEY(18)=0 THEN 8200 ELSE 8050
8099 REM gamble win
8100 IF RND>0.5 THEN wnflg=1 ELSE wnflg=0
8105 IF wnflg=0 THEN 8120
8110 IF wnflg=1 THEN LOCATE 7,4:PEN 14:PRINT
"!!!WIN!":FOR f=100 TO 10 STEP -10:SOUND 1,f,

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5,7:SOUND 2,f+2,6,7:SOUND 3,f+4,7,7:NEXT
8112 win=win*2
8115 LOCATE 8,6:PEN 1:PRINT USING "##.##";win
:GOTO 8040
8120 LOCATE 7,4:PEN 15:PRINT "LOSE!!"
8125 FOR f=10 TO 100 STEP 10:SOUND 1,f,5,7:SOUND 2,f+2,6,7:SOUND 3,f+4,7,7:NEXT
8130 IF win=0.1 THEN win=0 ELSE win=win/2
8140 IF win=0 THEN LOCATE 7,4:PRINT " "
:GOTO 150
8150 ddough=ddough+(win*10):dough=ddough/10:LOCATE 12,2:PEN 1:PAPER 0:PRINT USING "##.##";dough
8160 PAPER 0:LOCATE 3,15:PRINT SPACE$(16):LOCATE 7,4:PRINT " ":GOTO 150
8199 REM take win
8200 ddough=ddough+(win*10):dough=ddough/10:LOCATE 12,2:PEN 1:PAPER 0:PRINT USING "##.##";dough
8210 PAPER 0:LOCATE 3,15:PRINT SPACE$(16):LOCATE 7,4:PRINT " ":GOTO 150
8499 REM title screen
8500 BORDER 1:CLS:f1=1:INK 12,0,26:INK 13,26,0:SPEED INK 7,7:flga=1:DI:EVERY 10,3 GOSUB 950
8510 FOR loop=1 TO 20
8520 IF f1=1 THEN PEN 12 ELSE PEN 13
8530 LOCATE loop,1:PRINT CHR$(164):LOCATE loop,24:PRINT CHR$(164)
8540 IF f1=1 THEN f1=0 ELSE IF f1=0 THEN f1=1
8550 NEXT
8560 FOR loop=2 TO 23
8570 IF f1=1 THEN PEN 12 ELSE PEN 13
8580 LOCATE 1,loop:PRINT CHR$(164):LOCATE 20,loop:PRINT CHR$(164)
8590 IF f1=1 THEN f1=0 ELSE IF f1=0 THEN f1=1
8600 NEXT
8610 PEN 8:d$="FRUIT MACHINE!":FOR loop=12 TO 5 STEP -1:LOCATE 4,loop:PRINT d$:NEXT:FOR loop=12 TO 6 STEP -1:LOCATE 4,loop:PRINT SPACE$(14):NEXT
8620 PEN 9:LOCATE 2,10:PRINT "(C) Richard Kenley"
8630 PEN 10:LOCATE 3,13:PRINT "DECEMBER 1984."
8640 PEN 12:LOCATE 4,20:PRINT "PRESS":LOCATE 14,20:PRINT "KEY":PEN 13:LOCATE 10,20:PRINT "ANY"
8647 PEN 10:E1
8650 GOSUB 700
8699 REM winning combinations
8700 snd=200:CLS:PEN 3:LOCATE 1,1:PRINT "WINNING COMBINATIONS"
8710 PEN 2:FOR loop=1 TO 20:SOUND 1,snd,5,7:SOUND 2,snd+2,5,7:SOUND 3,snd+4,5,7:LOCATE 1,loop+2:PRINT demo$(loop):snd=snd-10:NEXT
8715 PEN 1:FOR loop=3 TO 22:SOUND 7,RND*1000,5,7:LOCATE 7,loop:PRINT "#":NEXT
8720 PEN 12:LOCATE 4,25:PRINT "PRESS ANY KEY"
8725 PEN 10
8730 GOSUB 700
8799 REM characters
8800 DI:snd=100:CLS:PEN 4:LOCATE 3,1:PRINT "GAME CHARACTERS"
8810 FOR loop=1 TO 16:SOUND 1,snd,5,7:SOUND 2,snd+2,5,7:SOUND 3,snd+4,5,7:PEN (RND*2)+1:LOCATE 1,loop+2:PRINT CHR$(239+loop):LOCATE 3,loop+2:PRINT desc$(loop):snd=snd-5:NEXT
8815 E1
8820 PEN 12:LOCATE 4,25:PRINT "PRESS ANY KEY"
8825 PEN 10
8830 GOSUB 700
8850 GOTO 8500
8999 REM variables
9000 zxz=FRE(""):MODE 0:CLS:RANDOMIZE TIME:SPEED INK 25,25
9003 reel1$="":reel2$="":reel3$="":' if these hold 'H' then reels are held

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9085 DIM win(21):RESTORE 9087:FOR f=1 TO 20:R
EAD value:win(f)=value:NEXT
9087 DATA 1,.8,2,1.5,.5,1.5,.5,1,.75,3,.5,.5,
.3,.5,1,.75,.5,.75,1,1
9010 FOR loop=240 TO 255:reel$(1)=reel$(1)+CH
R$(loop):NEXT
9020 FOR loop=246 TO 255:reel$(2)=reel$(2)+CH
R$(loop):NEXT:FOR loop=240 TO 245:reel$(2)=re
el$(2)+CHR$(loop):NEXT
9030 FOR loop=250 TO 255:reel$(3)=reel$(3)+CH
R$(loop):NEXT:FOR loop=240 TO 249:reel$(3)=re
el$(3)+CHR$(loop):NEXT
9035 reel$(mloop)=reel$(mloop)+CHR$(random)
9037 DEFREAL d-d
9040 flg=900:flag=100:prog=0:ddough=10:dough=
ddough/10:nudges=0
9090 RESTORE 9100:PAPER 0:FOR loop=0 TO 13:RE
AD col:INK loop,col:NEXT:INK 14,1,24:INK 15,1
6,11
9100 DATA 1,24,20,6,26,0,2,8,10,12,14,16,18,2
2
9110 win1$=CHR$(240)+CHR$(240)+CHR$(240)
9115 win2$=CHR$(240)+CHR$(240)
9120 win3$=CHR$(241)+CHR$(241)+CHR$(241)
9125 win4$=CHR$(241)+CHR$(241)
9130 win5$=CHR$(242)+CHR$(242)+CHR$(242)
9135 win6$=CHR$(243)+CHR$(243)+CHR$(243)
9140 win7$=CHR$(243)+CHR$(243)
9145 win8$=CHR$(244)+CHR$(244)+CHR$(244)
9150 win9$=CHR$(245)+CHR$(245)+CHR$(245)
9155 win10$=CHR$(246)+CHR$(246)+CHR$(246)
9160 win11$=CHR$(247)+CHR$(247)+CHR$(247)
9165 win12$=CHR$(248)+CHR$(248)+CHR$(248)
9170 win13$=CHR$(249)+CHR$(249)+CHR$(249)
9175 win14$=CHR$(250)+CHR$(250)+CHR$(250)
9180 win15$=CHR$(251)+CHR$(251)+CHR$(251)
9185 win16$=CHR$(251)+CHR$(251)
9190 win17$=CHR$(252)+CHR$(252)+CHR$(252)
9195 win18$=CHR$(253)+CHR$(253)+CHR$(253)
9200 win19$=CHR$(254)+CHR$(254)+CHR$(254)
9205 win20$=CHR$(255)+CHR$(255)+CHR$(255)
9210 DIM demo$(21)
9215 demo$(1)=win1$:demo$(1)=demo$(1)+SPACE$(
3):demo$(1)=demo$(1)+STR$(win(1))
9220 demo$(2)=win2$:demo$(2)=demo$(2)+SPACE$(
4):demo$(2)=demo$(2)+STR$(win(2))
9225 demo$(3)=win3$:demo$(3)=demo$(3)+SPACE$(
3):demo$(3)=demo$(3)+STR$(win(3))
9230 demo$(4)=win4$:demo$(4)=demo$(4)+SPACE$(
4):demo$(4)=demo$(4)+STR$(win(4))
9235 demo$(5)=win5$:demo$(5)=demo$(5)+SPACE$(
3):demo$(5)=demo$(5)+STR$(win(5))
9240 demo$(6)=win6$:demo$(6)=demo$(6)+SPACE$(
3):demo$(6)=demo$(6)+STR$(win(6))
9245 demo$(7)=win7$:demo$(7)=demo$(7)+SPACE$(
4):demo$(7)=demo$(7)+STR$(win(7))
9250 demo$(8)=win8$:demo$(8)=demo$(8)+SPACE$(
3):demo$(8)=demo$(8)+STR$(win(8))
9255 demo$(9)=win9$:demo$(9)=demo$(9)+SPACE$(
3):demo$(9)=demo$(9)+STR$(win(9))
9260 demo$(10)=win10$:demo$(10)=demo$(10)+SPA
CE$(3):demo$(10)=demo$(10)+STR$(win(10))
9265 demo$(11)=win11$:demo$(11)=demo$(11)+SPA
CE$(3):demo$(11)=demo$(11)+STR$(win(11))
9270 demo$(12)=win12$:demo$(12)=demo$(12)+SPA
CE$(3):demo$(12)=demo$(12)+STR$(win(12))
9275 demo$(13)=win13$:demo$(13)=demo$(13)+SPA
CE$(3):demo$(13)=demo$(13)+STR$(win(13))
9280 demo$(14)=win14$:demo$(14)=demo$(14)+SPA
CE$(3):demo$(14)=demo$(14)+STR$(win(14))
9285 demo$(15)=win15$:demo$(15)=demo$(15)+SPA
CE$(3):demo$(15)=demo$(15)+STR$(win(15))
9290 demo$(16)=win16$:demo$(16)=demo$(16)+SPA
CE$(4):demo$(16)=demo$(16)+STR$(win(16))
9295 demo$(17)=win17$:demo$(17)=demo$(17)+SPA
CE$(3):demo$(17)=demo$(17)+STR$(win(17))
9300 demo$(18)=win18$:demo$(18)=demo$(18)+SPA
CE$(3):demo$(18)=demo$(18)+STR$(win(18))

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9305 demo$(19)=win19$:demo$(19)=demo$(19)+SPACE$(3):demo$(19)=demo$(19)+STR$(win(19))
9310 demo$(20)=win20$:demo$(20)=demo$(20)+SPACE$(3):demo$(20)=demo$(20)+STR$(win(20))
9320 RESTORE 9350
9330 DIM desc$(17)
9340 FOR loop=1 TO 16:READ value$:desc$(loop)=value$:NEXT
9350 DATA The bells!,BAR symbol,Silly shape,Pac-Man,3d box?,Arthur Scargill,Ultimate initials,A Resistor,Thane of Cawdor,A medal,A Game,Floppy Disk,1989777,Who Knows...,Sensible Arrows,Silly Arrows
9400 GOSUB 9500
9490 RETURN
9499 REM user defined graphics
9500 SYMBOL AFTER 230: ' i can define all chars from 230 to 255 now
9510 SYMBOL 240,&10,&24,&42,&5A,&42,&81,&FF,&10
9520 SYMBOL 241,&FF,&0,&FF,&B6,&FE,&B6,&F6,&0
9530 SYMBOL 242,&0,&1C,&22,&49,&5D,&49,&22,&1C
9540 SYMBOL 243,&0,&30,&60,&FC,&E0,&F0,&7C,&30
9550 SYMBOL 244,&0,&FC,&C6,&BF,&A5,&FD,&63,&3F
9560 SYMBOL 245,&10,&24,&42,&A5,&81,&5A,&24,&10
9570 SYMBOL 246,&E7,&A0,&E9,&CA,&AC,&AC,&A,&E9
9580 SYMBOL 247,&0,&0,&3C,&FF,&BD,&81,&81,&0
9590 SYMBOL 248,&7E,&C3,&BD,&B5,&AD,&BD,&C3,&7E
9600 SYMBOL 249,&FF,&10,&20,&54,&AA,&54,&20,&10
9610 SYMBOL 250,&E0,&54,&49,&56,&ED,&80,&C0,&BF
9620 SYMBOL 251,&FF,&99,&A5,&99,&81,&99,&99,&FF
9630 SYMBOL 230,&BC,&6C,&F4,&F8,&7E,&3D,&24,&6C
9640 SYMBOL 231,&3C,&3C,&7E,&2C,&7C,&3C,&10,&FC
9650 SYMBOL 232,&1,&2,&4,&38,&0,&30,&30,&0
9660 SYMBOL 233,&3F,&0,&30,&30,&0,&0,&0,&0
9990 RETURN
9999 REM take the money and run
10000 amount=dough-5:IF amount<0 THEN amount=0
10005 MODE 0:CLS:PEN 1:LOCATE 1,5:PRINT " You won $";USING "##.##";dough
10010 tt=TIME:INK 12,0,26:INK 13,26,0
10020 LOCATE 6,12:PEN 12:PRINT "TRY ";:PEN 13:PRINT "AGAIN"
10030 IF (TIME-tt)>6000 OR INKEY#(>"") THEN RUN
10040 GOTO 10030
10099 REM game over
10500 a$="!!GAME OVER!!":FOR loop=1 TO 25:PEN RND*15:LOCATE 4,loop:PRINT a$:SOUND 1,loop*100,10,7:SOUND 2,loop*101,10,7:SOUND 4,loop*99

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,10,7:NEXT
10505 ERASE win:ERASE reel$:ERASE demo$:ERASE
desc$
10510 RUN
11999 REM instructions
12000 IF a$(<)"y" AND a$(<)"Y" THEN RETURN
12005 MODE 1:CLS:ins$="PRESS ANY KEY"
12010 LOCATE 5,1:PEN 3:PRINT "***FRUIT MACHIN
E INSTRUCTIONS***":PEN 1
12030 LOCATE 1,3:PRINT "    The aim of the gam
e is to win as muchmoney as possible by b
oth luck andskill. The game is very easy to
play...."
12040 LOCATE 1,8:PRINT "    The large ENTER
key is the STARTbutton and the COLLECT
button. The SPACE-BAR is the gamble key an
d is usedto stop the nudge spinner. On
the
12045 PRINT "numeric keypad, the top row of
numbersare used, when appropriate, to NUD
GE"
12050 PRINT "UP. The next row are used to NUD
GE DOWN.The next row are used to HOLD the 1s
t, 2nd and 3rd reels respectively. The sa
all ENTER key acts as a CANCEL button."
12060 PRINT "The TAB key is used to add cre
dits, atthe expense of your capital. When
theCREDITS window flashes, you can entercr
edits."
12065 ct=1:PEN 2
12067 WHILE INKEY$=""
12070 LOCATE 12+ct,25:PRINT MID$(ins$,ct,1):c
t=ct+1:IF ct>LEN(ins$) THEN LOCATE 13,25:PRIN
T "
":ct=1
12080 FOR wa=1 TO 77:NEXT:WEND:CLS
12100 LOCATE 5,1:PEN 3:PRINT "***FRUIT MACHIN
E INSTRUCTIONS***":PEN 1
12120 LOCATE 1,3:PRINT "    At random points
you will be able tohold reels. When this is d
one, the reelswhich were held will not spin n
ext time.Also at random points, you will rec
eivenudges which will allow you to move the"
12130 PRINT "reels up and down in an attempt
to finda winning position."
12140 PRINT:PRINT:PRINT "    If you press t
he START button whenyou have no credits, yo
u are deemed tohave finished the game, and it
will end."
12150 PEN 2:ct=1
12160 WHILE INKEY$=""
12170 LOCATE 12+ct,25:PRINT MID$(ins$,ct,1):c
t=ct+1:IF ct>LEN(ins$) THEN LOCATE 13,25:PRIN
T "
":ct=1
12180 FOR wa=1 TO 77:NEXT:WEND
12200 MODE 0:CLS:RETURN
12999 REM instructions?
13000 INK 13,0,26:INK 12,26,0:CLS:LOCATE 1,1:
PEN 3:PRINT "INSTRUCTIONS ( / )":LOCATE 15,1:
PEN 12:PRINT "Y":LOCATE 17,1:PEN 13:PRINT "N"
13010 a$=INKEY$:IF a$="" THEN 13010
13020 CLS:RETURN

```