

FRUIT MACHINE

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This is no simulation, this is a real fruit machine. The only thing it doesn't do is pay out money. Every other feature you can think of is here and it is so realistic it's unreal!

LOADING INSTRUCTIONS

Switch to 48K mode LOAD"".

Winning Combinations

All two of a kind wins (left & centre)	4p
Three of a kind wins as follows	
Cherries, Apples, Pears	8p
Coins, Bells	12p
Stars	20p
Dice	30p
Melons	70p
Skulls	£1.50

Star wins can occur in any position on the reels and a special sequence occurs if you achieve a £1.50 win.

CONTROLS

Keys

I and ENTER Insert Credits (hold down to insert quickly; max 99)

K Keep Money

ENTER starts game

A REVERSE START

X GAMBLE/CANCEL

1-3 HOLD REELS 1 TO 3

C COLLECT/FEATURE

V FORWARD START

Use keys Z-V when the corresponding button on the screen is flashing. Arrows indicate whether you have chosen REVERSE or FORWARD reel spin and message windows help you as well.

Player starts with 50 pence (worth 25 credits).

At the start of the game, or if there are no credits left to play, you may keep your

money or insert more.

Numbers on the WIN LINE will light up that number of the 9 letters in CASH N GRAB.

? - The Letters will randomly flash. Press FEATURE to try for B.

SKILL STOP - Press FEATURE to try to hit B.

FEATURE HELD - Lit letters remain lit for the next credit.

SHUFFLE - Press FEATURE. As above but reels spin again.

HOLD - Any reels, 1 to 3. CANCEL can be used on any reel.

BONUS HOLD - As above but player may stop the up and down motion of the reels.

COLLECT/GAMBLE - The gamble relies on skill and timing as well as luck. It becomes easier to gamble wins further as the game collects more money (like the real thing)!

CASH 'N' GRAB FEATURES awarded when the 9 letters are fully lit.

Press FEATURE to stop where required.

CASH POT - The player wins the amount in the pot.

REPEAT - the pot will fill randomly and FEATURE determines the amount.

NUDGE POT - player can gain extra nudges by pressing GAMBLE, trying to hit ONE as many times as possible (to a max of 10 nudges).

WIN SPINS - Player is awarded a number of 2 or 3 of a kind wins up to 5. These cannot be gambled.

PICK A WIN - Player has 3 chances to pick the highest win by pressing COLLECT or GAMBLE.

FRUIT STEP - Press FEATURE to slow and stop sequence. Indicated symbol is nudged to middle and the other 2 reels nudge down to a 2 or 3 of a kind win.

SKILL STOP - Player has a number of chances to hit B.

REPEAT - If the RE-PE-AT meter stops at 'AT', player is given last feature again.

Scoring

- 2 points for each credit played
- 2 points for each penny won and kept
- 500 points for each £1.50 jackpot won

Program: Dented Designs

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