

Win Slot™ Help Index

General Information

[Copyright and Licensing](#)
[How to use Slot Machine Window](#)
[How to use Wheel Editor Window](#)
[How to use Payoff Editor Window](#)
[Payoff Display Window](#)

Reference Information

[Menu Commands](#)
[Keyboard](#)
[Mouse](#)
[Term Definitions](#)

Copyright and Licensing



Copyright © BFM Software 1992

Copyright © Brett McDonald 1992

Following are the system requirements:

- 1) 286 required, 386 or higher recommended
- 2) Windows 3.1 or higher
- 3) Windows operating in standard or enhanced mode
- 4) Mouse or other pointing device
- 5) Wave output device highly recommended, Sound blaster or PC Speaker Driver

This program is shareware. This program is NOT free. If you like the program and continue to use it, you MUST register the program. Registration Fee: \$10.95 U.S.

BFM Software
Brett McDonald
20278 Old Homestead
Harper Woods, MI 48225
Compuserve ID 73770,1254
AOL ID BrettMc

Please include your exact name as you want it registered and the generated key from the registration dialog box.

You may distribute this software as long as the following files are included:

WSREAD.TXT
WS.EXE
WS.HLP

All the above files must be combined into a single file ZIP or other compression format for distribution.

Beyond a fee for the reproduction and media cost, no fee may be charged for distribution of this software.

This software claims no warranty, implied or otherwise. This software is provided "AS IS". The author claims no responsibility for any damages that might be caused by the use or abuse of this software. This software remains the property of the author. This software may not be modified in any way.

Registration

Note: To print this registration form select FILE then PRINT TOPIC from menu.

Win Slot Registration Form

Version: _____

Name to be registered: _____

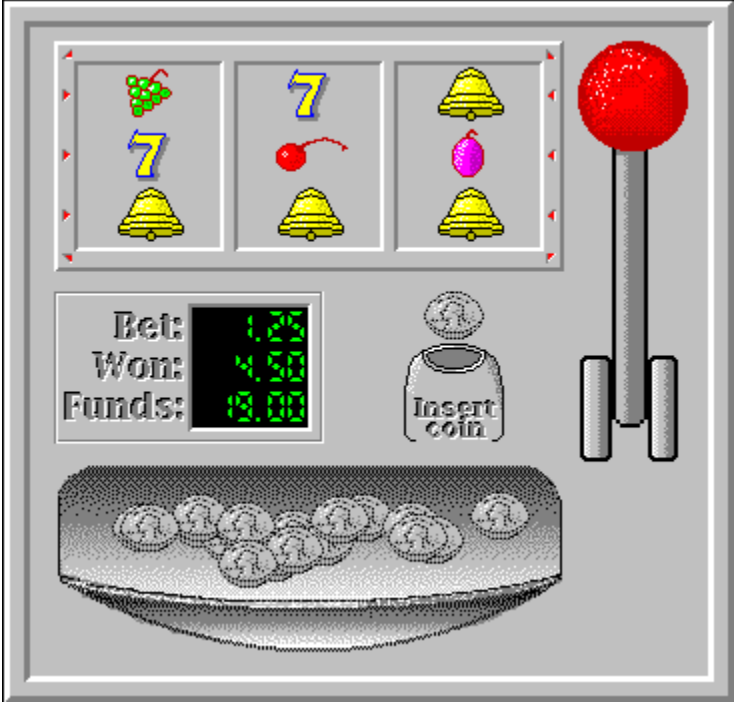
Generated key: _____

Ship to address: _____

Please send check or money order for \$10.95 U.S. To:
BFM Software
Brett McDonald
20278 Old Homestead
Harper Woods, MI 48225

How to use Slot Machine Window

This is a description of the Win Slot Window.
To get information on a function or area, click on it in the graphic below.



Arm

This is the arm of the slot machine. The arm is pulled to spin the slots. The mouse cursor is placed over the handle and the left mouse button is pressed. The longer the button is held, the more random the spin will be.

Quarter

This is a quarter. The left mouse button must be clicked on it to increase the bet. Each time it is clicked, it will increase the bet by 25 cents. As the bet is increased, the markers on the slot machine light up. A higher bet gives more ways to win.

Slots

These are the slots of the machine. They will spin around and display the images of the machine. They need to stop in a winning combination in order to win.

Tray

This is where the quarters drop when the machine pays a winner.

Markers

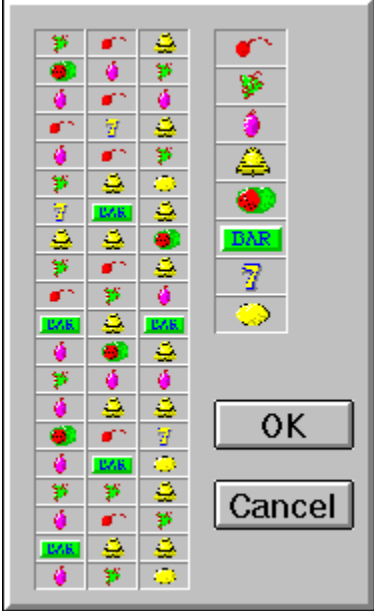
These are the bet markers. These will light up as the bet is increased. They indicate which directions may be possible winners.

Game Status

This digital display indicates the current status of the player. It gives the current bet, last winner, and current funds for the player. It is updated after every play.

How to use Wheel Editor Window

This is a description of the Win Slot Wheel Editor Window.
To get information on a function or area, click on it in the graphic below.



Wheel Slots

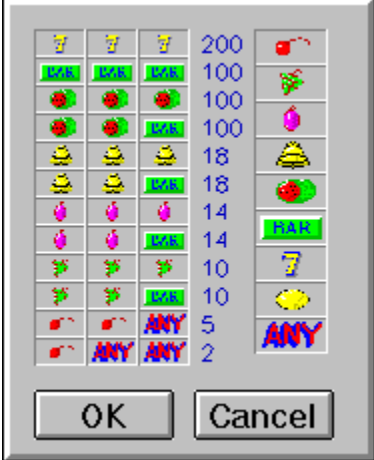
These are the Wheel Slot images. When the cursor is placed on an image, it is magnified. A wheel slot image can be changed by dragging an image from the [slot image list](#) then, dropping it on the wheel slot that is to be changed.

Slot Images

These are the Slot images. When the cursor is placed on an image, it is inverted. A wheel slot can be changed by dragging an image from the slot image list then, dropping it on the wheel slot to be changed.

How to use Payoff Editor Window

This is a description of the Win Slot Payoff Editor Window.
To get information on a function or area, click on it in the graphic below.



Winning Wheel Combinations

These are the Winning Wheel Slot image combinations. When the cursor is placed on an image, it is magnified. A wheel slot image can be changed by dragging an image from the [slot image list](#) then, dropping it on the slot image to be changed.

Payoff Amount

This is the number of quarters to be paid for the winning combination listed.

Slot Images

These are the Slot images. When the cursor is placed on an image, it is inverted. A winning wheel slot image can be changed by dragging an image from the slot image list then, dropping it on the slot image to be changed.

OK

The OK button will save the current changes and return to the Slot Machine window.

Cancel

The Cancel button will cancel the current changes and return to the Slot Machine window.

Payoff Display Window

This is a description of the Win Slot Payoff Display Window.
To get information on a function or area, click on it in the graphic below.

7	7	7	200
MAX	MAX	MAX	100
Red Cherry	Red Cherry	Red Cherry	100
Red Cherry	Red Cherry	MAX	100
Yellow Bell	Yellow Bell	Yellow Bell	18
Yellow Bell	Yellow Bell	MAX	18
Purple Grape	Purple Grape	Purple Grape	14
Purple Grape	Purple Grape	MAX	14
Green Cherry	Green Cherry	Green Cherry	10
Green Cherry	Green Cherry	MAX	10
Red Cherry	Red Cherry	ANY	5
Red Cherry	ANY	ANY	2

Winning Wheel Combinations

These are the Winning Wheel Slot image combinations.

Payoff Amount

This is the number of quarters to be paid for the winning combination listed.

Menu Commands

File Menu

Options Menu

Tools Menu

Help Menu

File Menu

The File Menu includes commands that enable the user to get control of the entire program.

For more information, the user should select the File Menu Command Name:

New Command

Register Command

Uninstall Command

Exit Command

New Command

The new command is used to reset the game status. The bet will be set to 25 cents. The funds will be set to 20 dollars.

Register Command

Selecting the Register Command from the File Menu will cause a dialog box to be displayed. The register command is used to register the program.

The user should enter his/her name in the name field. This is used in messages to the user. The user must enter his/her first and last name.

The register dialog box has directions on the steps needed to register the program. This program must be registered after the 15 day trial period.

Uninstall Command

Selecting the Uninstall Command from the File Menu will cause a message box to be displayed. The user can select YES or NO to uninstall Win Slot.

The following files are removed from the user's system in the uninstall processing:

- * WSREAD.TXT - text file with miscellaneous Win Slot information
- * WS.HLP - Win Slot help file
- * WS.INI - Win Slot parameter file
- * WS.EXE - Win Slot program file

Note: If share is installed in the user's system, Win Slot will come across an error in the uninstall process. Share will not allow a program to access a file that another program is accessing. Windows is executing WS.EXE so the program cannot access it to delete it. The error message can be ignored and the WS.EXE file deleted by hand.

Exit Command

Selecting the Exit Command from the File Menu will terminate Win Slot.

Options Menu

The Options Menu includes commands that enable the user to control options of the program.

For more information, the user should select the Options Menu Command Name:

Sound

Payoff Display

Sound Command

This command will cause the Win Slot game to either enable or disable game sound effects. The state of the sound switch is remembered from session to session.

Payoff Display Command

This option will display the Payoff Display window. This window will display the current winning combinations. This option is remembered from session to session.

Tools Menu

The Tools Menu includes commands that enable the user to modify the parameters of the program.

For more information, the user should select the Tools Menu Command Name:

Wheel Editor

Payoff Editor

Wheel Editor Command

This command will cause the Wheel Editor Window to be displayed. This editor will enable the user to change the order and number of images on the slot machine's wheels.

Payoff Editor Command

This command will cause the Payoff Editor Window to be displayed. This editor will enable the user to change the winning combinations.

Help Menu

The Help Menu includes options that enable the user to get help for the program.

For more information, the user should select the Help Menu Command Name:

Help Index

Using Help

About

Help Index Command

The Help Index command is used to invoke the Windows Help engine. It will start up with the help index for Win Slot.

Using Help Command

The Using Help command is used to invoke the Windows Help engine. It will start up with the help for Windows help.

About Command

The About command will display a short dialog box that displays copyright and registration information. The More button may be pressed to display a picture of the development team for this software.

Keyboard

Keyboard commands are shortcuts to the button options.

The following are the keyboard shortcut commands:

Action

Change Bet

Pull arm

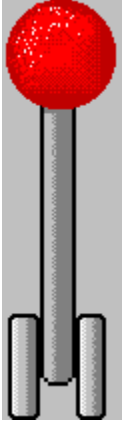
Short-cut Key

'B'

'P'

Mouse

The mouse has a few special functions in Win Slot. Its primary use is to control the slot machine. The following are the special mouse functions:



This is the arm of the slot machine. This is pulled to spin the slots. The mouse cursor is placed over the handle and the left mouse button is pressed. The longer the button is held, the more random the spin.



This is a quarter. Click the left mouse button on it to increase the bet. Each time it is clicked, it will increase the bet by 25 cents. As the bet is increased, the markers on the slot machine light up. A higher bet gives more ways to win.

Win Slot Definitions

The following are the defined terms of the program:

Arm

Game Status

Markers

Payoff Display

Payoff Editor

Quarter

Slots

Tray

Wheel Editor

Win Slot

Win Slot™

Win Slot is a copyrighted work created by BFM Software.



Copyright © BFM Software 1992

Copyright © Brett McDonald 1992

