One Armed Bandit

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<u>1. Program.</u> **Bandit** is a simulation of a slot machine. When the machine's handle is pulled, the three reels spin around and stop at random. Payouts are made according to the chart posted on the machine. Payouts are only calculated on the center line. To "pull" the handle press the spacebar, hit Alt + P, or click on <u>P</u>lay with the mouse. Press F1 for help.

2. Files and installation. You should have received two files. BANDIT.EXE is the program itself. BANDIT.WRI is this file. To install the program into a Program Manager Group, choose the Alt + F, N ($\underline{File}/\underline{N}ew$) option from the Program Manager Menu. Then choose "Program Item" in the dialog box and enter OK. In the Program Item Properties dialog box enter the directory where you put BANDIT.EXE and the program name. Then press OK. To uninstall, delete the program icon and the two files. No changes are made to WIN.INI or elsewhere.

<u>3. Programming notes.</u> This program was written as an exercise in learning the Window's API. The machine should have an approximate %97.25 payback over the long haul. This program uses 16 color bitmaps. As a result, it may not display properly on monochrome or CGA displays.

<u>4. Distribution and support.</u> You may freely distribute this program so long as this file is included with the executable program. No fees for the program itself may be charged although a reasonable copying expense may be charged. Please send any comments to the above address. I will try and answer any reasonable questions.

<u>5. Warranties.</u> No warranties, express, implied or otherwise are given. BANDIT.EXE and its associated documentation is delivered as is. User assumes all responsibility for any and all consequences of using this software.

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