

# Dino Slot (tm) Help Index

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## Copyright and Licensing



Copyright © BFM Software 1993

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Following are the system requirements:

- 1) 286 or higher processor
- 2) Windows 3.1 or higher
- 3) Mouse or other pointing device
- 4) Color monitor - High SVGA resolution recommended.

This game is shareware. This game is NOT free. If you like the game and continue to use it, you MUST register the game. Registration Fee: \$13.95 U.S.

BFM Software  
Brett McDonald  
38602 Lancaster Drive  
Farmington Hills, MI 48331

To receive a disk with the our latest software add \$4.00 to the registration fee.

Following are our BBS IDs:

Compuserve ID - 73770,1254  
American On-line ID - BrettMc

We are a member of the Compuserve Shareware Registration system. You may register BFM Software products with Compuserve. They will add the fee to your bill and we will send you the registration. To access this system enter "GO SWREG". Select Register Shareware. Then search for the keyword "BFM" to find all BFM Software products.

Please include your name EXACTLY 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:

DSREAD.TXT  
DS.EXE  
DS.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.

## Dinosaurs used in Game



Triceratops - 25 feet long. Three large horns on head. Plant eater.



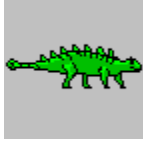
Parasaurolophus - 35 feet long. Large head with nasal passage. Made great mating sounds through nose. Plant eater.



Allosaurus - 35 feet long. Meat eater.



Stegosaurus - 30 feet long. Rows of bony plates on back. Plant eater.



Euoplocephalus - 25 feet long. Spikes on back and club at end of tail. Plant eater.



Pterodactylus - Wingspan 10 feet. Bird like wings with no feathers. Fish eater.



Brachiosaurus - Very large dinosaur 75 feet long over 80 tons. Plant eater.

## Registration

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

Dino Slot Registration Form

**Version:** \_\_\_\_\_

**Name to be registered:** \_\_\_\_\_

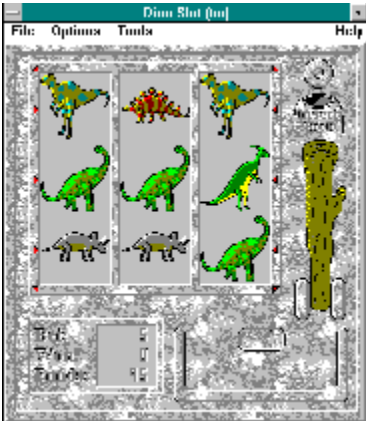
**Generated key:** \_\_\_\_\_

**Ship to address:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

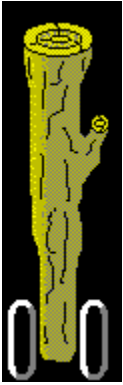
Please send check or money order for \$13.95 U.S. To:  
BFM Software  
Brett McDonald  
38602 Lancaster Drive  
Farmington Hills, MI 48331

# How to use Dino Slot Machine Window

This is a description of the Dino 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.

## Rock



This is a rock. The left mouse button must be clicked on it to increase the bet. Each time it is clicked, it will increase the bet by 1 rock. 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 rocks drop when the machine pays a winner.

## Markers

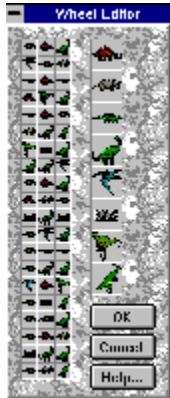
These are the bet markers. These will light up as the bet is increased. They indicate which directions may be possible winners.

## **Game Status**

This chiseled stone 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 Dino Slot Wheel Editor Window.  
To get information on a function or area, click on it in the graphic below.



## Wheel Slots

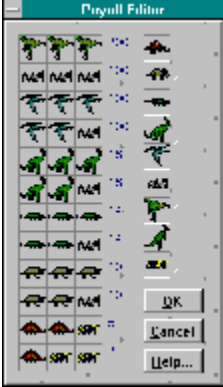
These are the Wheel Slot images. When the cursor is placed on an image, it is magnified. A wheel slot image can be changed by dragging an image from the [slot image list](#) then, dropping it on the wheel slot that is to be changed.

## 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 Dino 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 rocks 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.

## **Close**

The Close button will close the current dialog and return to the Slot Machine window.

## **Help**

The Help button will display help on the current window.



## **Winning Wheel Combinations**

These are the Winning Wheel Slot image combinations.



## **Payoff Amount**

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



## **Question Button**

This button is pressed to get another question from the Dino Question Database. The dialog is cleared and the Question and Answers appear.

## **Answer Button**

This button is pressed to answer a Dino Question. If the answer is correct 20 rocks will be added to the user's funds. If incorrect 5 rocks will be subtracted. The correct answer will be indicated.

## **Winning Icon**

This icon will be a happy face or a sad face depending on whether the question was answered correctly.

## **Winning Text**

This area will contain "Correct-->" next to the correct question after an answer has been selected.

## **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 1 rock. The funds will be set to 100 rocks.

## **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 Dino Slot.

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

- \* DSREAD.TXT - text file with miscellaneous Dino Slot information
- \* DS.HLP - Dino Slot help file
- \* DS.INI - Dino Slot parameter file
- \* DS.EXE - Dino Slot program file

**Note:** If share is installed in the user's system, Dino 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 DS.EXE so the program cannot access it to delete it. The error message can be ignored and the DS.EXE file deleted by hand.

## **Exit Command**

Selecting the Exit Command from the File Menu will terminate Dino 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 Dino 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

Dino Quiz



## **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.

## Dino Quiz Command

This command will cause the Dino Quiz Dialog to be displayed. This allows a user to get more rocks to play the game.

## 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 Dino 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

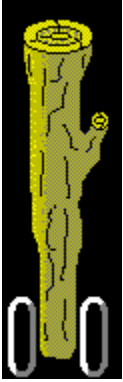
'B'

'P'



## Mouse

The mouse has a few special functions in Dino 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 rock. Click the left mouse button on it to increase the bet. Each time it is clicked, it will increase the bet by 1 rock. As the bet is increased, the markers on the slot machine light up. A higher bet gives more ways to win.

## Dino Slot Definitions

The following are the defined terms of the program:

Arm

Dino Slot

Dino Quiz

Game Status

Markers

Payoff Display

Payoff Editor

Rock

Slots

Tray

Wheel Editor

## **Dino Slot (tm)**

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