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Rules & Play

The JackPot game comprises a four reel fruit machine with capabilities to hold and nudge individual reels.

The display window at top right shows the number of credits you have gained in the game. You start with 20 credits.

Above and below each of the four reels are buttons which become active at random to provide the HOLD and NUDGE facilities.

A PLAY button at bottom right is used to commence the game.

Winnings are displayed in the window below the reels. Winnings are transferred to your credit when you next press Play.

see also

Tips

Payouts

The payouts are based on aligning matching symbols on the centre line of the four reels. Each symbol commands different values.

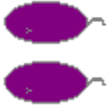1 Point

1 Point

2 Points

5 Points

5 Points

10 Points

15 Points

20 Points

30 Points

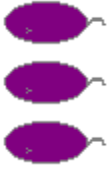2 Points

5 Points

BAR
BAR
BAR

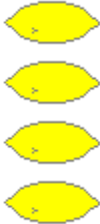5 Points

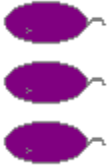10 Points

15 Points

20 Points

30 Points

5 Points

10 Points

20 Points

30 Points

50 Points

100 Points

200 Points

Commands

The following commands are implemented using buttons.

Play
Hold
Nudge
Cancel

Other commands are available via the System Menu Box as follows

Sound
Help
About

See also

Using the keyboard

Registration

This product is distributed as <u>Shareware</u>.

You may try the software for a period of 30 days. If you wish to continue to use it after this period then you must register with the author.

To register send five pounds sterling (or equivalent in readily convertible currency or money order) to

Mr. Philip B. Cook,
(JACKPOT)
7 Deaf Hill Terrace,
Trimdon Station,
County Durham, UK
TS29 6BZ

I may also be contacted via telephone on

International	**+44 429 880319 / +44 642 485395**
UK	**0429 880319 / 0642 485395**

see also

<u>Order Form</u>
<u>Entering Registration Information</u>

Shareware

A marketing/distribution concept which permits the user to try a piece of software before making a purchase. The software may be used for a limited period of time for evaluation.

Use after the evaluation period requires Registration with the Author.

Registration rewards the author for his efforts and encourages further work.

Hold button

The hold buttons below each reel become active at random.

Pressing a hold button prevents that reel from turning when the Play button is pressed for the next turn.

When HOLD is selected the text of the button changes to HELD.

The Cancel button may be used to reset all the hold buttons if they are pressed incorrectly.

Nudge button

The nudge buttons above and below each reel become active at random at the end of each play.

Pressing a nudge button causes the reel to move by one unit up or down. Use the nudge buttons to create a winning combination on the win line.

The number of nudges available are shown in the Nudge Display at the top left.

Play button

Starts the reels of the Fruit Machine running.

Cancel button

Cancels any Hold buttons that have been pressed

Help command

Activates this help system.

About command

Displays copyright information and if the product is not registered a <u>Shareware</u> reminder screen including how to contact the author.

Using the Keyboard

The JackPot game may be played entirely using the keyboard.

The Play button is activated by **<ENTER>** or **<ALT>P**.

Cancel (when active) may be selected by using **<ALT>C**.

When active you may move to the other buttons using the **<TAB>** and **<SHIFT><TAB>** keys.
Press the button by depressing the **<SPACEBAR>** key.

Tips

Beware the Cherry symbol on the first and fourth reel. It often gets in the way when nudging to a winning combination.

Try holding high value 'fruit' even if it is not on the win line. A nudge after hold may allow you to use it to your advantage.

To stop the payout from taking forever, click the left mouse button on the payout counter. The payout will immediately jump to its full value. Keyboard users may press any key to achieve the same effect.

Sound command

The sound effects produced by the game may be controlled using this option.

Select this option to toggle sound on and off.

When a check mark is visible next to the Sound option then sound is on.

Only one process may access the sound driver at a time. If the sound driver is already in use then an error message is generated and the Sound option is set to **off**.

The state of the sound option is recorded in the **JACKPOT.INI** file.

JackPot Order Form

I wish to register my copy of JackPot. I enclose the registration fee of FIVE Pounds Sterling (£5)

Name   _____

Address   _____

                        _____

                        _____

Tel Number   _____

JackPot Version Number   _____

Signed   _____

Please send this completed order form to

Mr. Philip B. Cook,
(JACKPOT)
7 Deaf Hill Terrace,
Trimdon Station,
County Durham, UK
TS29 6BZ

Entering Registration Information

You may enter your registration information by selecting the **Register** button from the **Shareware** reminder box.

Select **About** from the System Menu to bring up the About box and then the Shareware reminder box.

Your registration is recorded in the **JACKPOT.INI** file. Please do not interfere with the registration information in the INI file. Should the file become corrupted you should delete the file and re-enter the information provided on your Registration Certificate.