The SLOT MACHINE 98 Manual

Requirements:
The game works on almost any computer that runs Win95 Win98 Win NT. If you want sound then you must have a DirectX compatible sound card installed.

Installation:
To install the game unzip the files in slot98.zip and then run setup.exe.
Make sure you have visual basic runtime library msvbvm60.dll in your system directory.

How To Play:
Just drag coins from the moneypile to the coinslot, left drag = 1 coin, right drag = 5 coins then pull the lever. If you run out of money then you will be facing the "No Money Screen", choosing the moneypile lets you borrow so you can continue, the door exits the game. If you reach 1000$ then you will see the "I'm Rich Screen" choose the door to retire with your wealth, or the moneypile to win/loose some more money. Left-click on the wheels will present you with the "Highscore Screen", left-click on a name will show you the statistics about this player. Right-click on the wheels will show your present statistics. If you are lucky enough to get the highest combination (in classic theme its the seven's) then the "Money Mania Mode" will start. In this mode the goal is to get a seven on the center line, if you do then the moneywheel in the right top corner will start flashing and you will win the sum it stops on. Repeat this routine until the timebar reaches the top, then "Money Mania Mode" will be over.

Configuration:
If the wheels are moving to slow or to fast then choose the configuration option in the game menu and adjust the speed in the speedtab. Insert your name in the nametab (for the highscore list). In the soundtab you choose if you want soundeffects or not. and the last one is to reset your highscore list to default.

Feedback:
If you like this game then send me an email and tell me so. If you make any own themes to the slot machine then send them to me (you can never get to many themes!!!).

Bugs:
None that i know of, but if you should find a bug then send me an email explaining how it happened and what the error message said.

Legal Stuff:
This game is freeware so you are free to use & spread it, but not for profit without my written consent.

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