

Index

[Basics](#)

[Play](#)

[Options](#)

[Special](#)

[View](#)

Choose 'Help - Using Help' for informations on how to use Help.

Basics

Definition

Playing with a mouse

Playing with keyboard

Play

[Starting the game](#)

[Holding symbols](#)

[Gambling](#)

[Changing stake](#)

[Saving a game](#)

[Restarting](#)

[Exiting](#)

Options

Sound

Displaying running digits

Suggesting buttons to hold Speed

Autoplay

Special

Jackpot

Extra bonus

Multi bonus

Bankrupt

View

[Club of millionaires](#)
[Score board](#) [Statistics](#)
[About SuperMonty](#)

Definition

SuperMonty is a computer version of an one-armed bandit. It is the goal of this gamble to score a winning combination of symbols in the symbol displays. See the [score board](#) for a chart of winning combinations. The amount of the win depends on the [stake](#).

Some [special features](#) can give you additional points.

See also

[Starting the game](#)

Playing with a mouse

Move the mouse pointer over the command button you want to choose and press the left mouse button.

If the text of a command button is greyed this button is disabled and can't be chosen.

Playing with the keyboard

Each command button and each menu item has an access key (the underscored letter). Press ALT + the designated letter simultaneously to choose the command button or menu item.

For example:

ALT + S for Start ALT + G for Gambling ALT + 1 ... 4 for the hold buttons
ALT + K for stake

The focus moves back to the Start command button after each input, so you can choose this button by simply pressing the space bar or Enter.

Starting the game

When you load SuperMonty, it automatically resets itself to the initial position (or to the saved position).

Start the game by choosing Start.

The symbols will start to run and stop of itself. You can adjust this by changing the settings in the options menu.

After the symbols have stopped you can hold them or you can gamble. if it is a winning combination

Holding symbols

Holding a symbol means to exclude it from running when you press the Start button for the next time, i. e. win promising symbols should be held.

You can hold a symbol by pressing the hold button below the respective symbol display. The hold light above the hold button will switch to red. If you want to release a symbol you held simply press the hold button again (the hold light will switch back to green)

Please note that you can't hold any symbols if you held one the round before. The hold lights are off.

You can't hold bankrupt symbols or multipliers.

Gambling

If you win the winnings are displayed in the win board upper left. You can multiplay or lose them by pressing Gamble.

The gamble light will start to run in the gamble column and will stop by itself. The figure it stops at indicates whether you multiply your winnings or lose them.

You can gamble three times (if you didn't lose).

If you lose, half of the amount you've lost will run into the Jackpot.

Changing the stake

Each round (each time you press Start) the stake will be deducted from your credit.

You can change that stake by pressing the Stake button. A stake of 6 will bring six times higher winnings than a stake of 1.

Saving a game

You can save the score by choosing 'Play - Store game'.

The game will be terminated and saved. It will be the initial position when you load SuperMonty the next time.

Please note that you can continue a game you saved only by leaving SuperMonty and reloading it.

When you choose 'Play - Store game' previous scores will be erased without any warning.

Restarting a game

To start a new game choose 'Play - Restart'.

The game will be terminated. If it is a high score, you will be prompted for your name. The credit will be put back to its initial position. The Jackpot will be preserved.

Autoplaying

You can start and end Autoplay by pressing the button 'Start/Stop Autoplay'. In the Autoplay mode SuperMonty plays of itself, so you need not press the start button each round.

You can adjust the Autoplay mode by choosing 'Options - Autoplay settings'. For example you can tell SuperMonty to stop autoplaying each time you score a winning combination letting you gamble manually.

As Autoplay will consume much of your computer memory you should not let it run minimized. Autoplay will even affect the performance of your screen saver.

Autoplay settings

The autoplay control panel allows you to adjust the autoplay mode.

You can state how often Autoplay shall hold symbols. The 'rarely' option is not recommended.

You can state how Autoplay shall gamble when it has scored a winning combination. The 'rarely' option is very courageous but not recommended.

Activating the 'Go for jackpot' option causes Autoplay to hold jackpot symbols more often than it would normally do. This option is usually not needed.

Activating the 'Autoplay until win' option causes Autoplay to stop after it has scored a winning combination letting you gamble manually.

Exiting SuperMonty

To exit SuperMonty choose 'Play - Quit'. Alternatively, you can double-click the control box upper left or press ALT+F4.

To quit a game without exiting SuperMonty choose 'Play - Restart'.

In any case SuperMonty will check if you've scored a high score and prompt for your name if so.

Sound

You can turn the SuperMonty sound on or off by choosing 'Options - Sound'. A check mark indicates whether this option is on or off.

If this menu item should be greyed, sound is not available (for the moment).

Running digits in displays

Winnings, losings or jackpot amounts will 'run' between the respective displays.

You can turn this option on or off by choosing 'Options - Running digits'. A check mark will indicate whether this option is on or off.

See also:

[Speed](#)

Speed

You can speed up SuperMonty by choosing 'Options - Speed - Fast'. A check mark will indicate whether 'standard speed' or 'fast speed' is on.

See also:

[Running digits](#)

Jackpot

The jackpot (displayed lower left) will increase by half the amount you lose when you gamble.

You 'crack' the jackpot when all symbol displays show the JACK! symbol.

The jackpot will be saved when you exit SuperMonty.

Extra bonus

Controlled by a random-number generator you'll get a 100 pts extra bonus now and then.

The SuperMonty window will appear red.

Multi bonus

If the 'x3' symbol appears, eventual winnings in the **next** round (the 'x3' indicator will appear between the win display and the credit display) will be multiplied by three. This is called multi bonus.

If you score more than one 'x3' symbol your multi bonus will be multiplied (x9, x27 or x81).

Club of millionaires

The 'Club of millionaires' is a list of the ten highest scores.

You will be prompted for your name and a wise saying each time you score a high score.

You can view the 'Club of millionaires' by choosing 'View - Club of Millionaires'.

Score board

The score board is a chart of all winning combinations. You have to multiply the scores listed by the stake.

There are no points if a bankrupt symbol is showing. A combination of four bankrupt symbols terminates the game. The credit and the jackpot will be set to zero.

About SuperMonty

To obtain informations about SuperMonty choose 'Help - About'.

Suggest hold buttons

SuperMonty is able to recognize win promising combinations and will suggest to hold them.

In this case the hold lights will switch to red after the symbols stopped. If you don't agree to this suggestions, simply press the hold buttons to release the symbols.

You can disable this option by choosing 'Options - Suggest hold buttons'. A check mark indicates whether this option is on or off.

Bankrupt

There are no points if a bankrupt symbol is showing.

A combination of bankrupt symbols terminates the game. The credit and the jackpot will be set to zero.

You can't hold bankrupt symbols (of course).

Statistics

Choose 'View - Statistics' to see some statistical returns about the game.

