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THE GAMBLER

SPECTRUM 48K

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INSTRUCTIONS

The Game Itself

Gambler is so technically advanced that it allows you to customize the game to suit your requirements. therefore you can make it harder or easier than the original version.

We have included high-speed spinning reels (customizable), three completely new features and improved basic functions.

With skill (and a bit of luck) you will soon master the machine. You will know where each fruit is on each reel and generally get a feel for the machine. As this happens, you will begin to win more, of course, if you find it too easy you can always customize it.

You have £5 to start with and each go costs 10p. You will need to press 'any key' to start the game.

Loading Instructions

1. Connect the 'ear' socket of your spectrum to the 'ear' socket on your tape recorder.
2. Rewind the cassette (or find **the right place on the cassette**).
3. Type 'LOAD' then press <ENTER> on the Spectrum.
4. Press 'PLAY' or 'LOAD' on your tape recorder.
5. Once loading is complete, the game will auto run. If loading is unsuccessful try a different volume level.
6. If loading is still unsuccessful then clean the heads of your tape recorder with a head cleaner.

Holds

When the word, hold, flashes, you can hold any of the four reels. Simply press the corresponding reel number on the keyboard and the hold above the reel will stop flashing. You have now held this reel and it will not spin when you next press the start key'. If at any time during a hold you wish to cancel the holds press the 0 key.

There is also a feature hold, located above the feature box. When it lights up, it indicates that all the fruits shown on the feature board will be 'held' for that go. If it then disappears

when you press start again, all the fruits in the feature box will disappear and you will have to restart from scratch.

The Gamble

If you get a winning payline (see payouts), the amount you have won will appear under the 'PAYOUT' heading. You now have several options: (a) You may collect all of your winnings by pressing 'C' and this will add the winnings to your credit which will be the end of the gamble mode. (b) You may wish to save a proportion of the winnings so you can gamble with the balance. To do this you can press 'H' to save 10p of your winnings to your credit or 'J' to save 50p at a time. (c) You may gamble whatever the payout reads, (whether you have saved it down or not) by pressing 'G'. If the amount is under £8 you can gamble it on any of the odds. If, however, it is between £8 and £16, the 12 to 1 is not playable.

To choose which odds you wish just press the corresponding number on the keyboard (except the 12 to 1), or see the key section, The selection box will then light up, The lit box will show the winning numbers and the odds you will receive if you win. Once this has happened a number will flash on the screen, this is the "win" number and when you press 'S' it will stop on a random number. If the number appears in the lit box, then you will win the amount gambled times the odds. If you lose then you lose all the money gambled and the gamble mode ends. If however, you win, you will get the change to gamble the new amount again,

The Feature Board

On the right, about half way up the screen is a large box which is divided into nine smaller boxes. Each box is occupied by a fruit, every fruit apart from the cherry has its place. When the reels have stopped spinning, if you have fruits with boxes round them, the fruit will be registered in the feature box. The fruits may stay depending on the feature hold (see holds). The object is to obtain a line and thus gain a feature (see features).

Features

If you get a line of fruits in the feature box then you have won a feature. What feature depends on what kind of line you have (ie horizontal, vertical or diagonal). There are three different kinds of feature, you can win all three features, although even if you have, say, two horizontal lines you only win one of that particular feature.

Nudges

If you get a horizontal line of fruits in the feature box then you will win the nudge feature. The machine gives you two nudges to start with and the chance to gamble them up. The next square, the one you are gambling for, will flash, if you press 'G' when the box is lit (ie magenta) then you have won and will get two more nudges and the chance to gamble again. If you press 'G' when the box is not lit then you will lose and will not get another chance to gamble. So -skill and timing will be needed to win you money!

If you manage to nudge up to the Triple Bar sign you will be awarded 'autonudge' which gives you 99 nudges, which is easily enough to nudge the jackpot in, if used efficiently.

When you have your nudges you can move any reel up or down by one fruit, this uses up one nudge. For example, if you press '2' then the fruit above the fruit on the win line on reel two, will be judged down so that the fruit will now be on the win line and the other fruit, one fruit below (see key section).

If you are satisfied with any combination of fruits and you still have some nudges left, then you may collect whatever is on the payline by pressing 'C'. If you use all the nudges up the computer will automatically collect. From here on it will proceed as per normal.

Fruit Bingo

This can be obtained by getting a vertical line of fruits in the feature box. You now have an option of whether to make the reels revolve up or down. You do this simply by pressing "G" when the appropriate word appears on the screen.

Once the direction has been chosen the reels will move one fruit at a time in the chosen direction. If at any time a boxed fruit appears on the win line, the fruit will be registered on the feature board. The reels will revolve for a random number of times. When this has been completed, the computer checks for how many horizontal lines you have. One line wins you £5, two lines £10 and if you obtain a 'FULL HOUSE' then you will win £100.

The money is automatically collected and added to your credit. If you are lucky enough to be left with a winning payline after the feature has finished, you will win the correct amount of money and proceed as per normal.

Step a Bar

Any diagonal line will earn you "Step a Bar". You first have to stop a flashing on an amount, (the higher the better) by pressing 'G'. Once an amount has been chosen, you select whether the reels will spin up or down. You can do this by pressing 'G' when the appropriate word appears (as with 'Fruit Bingo')

With these options chosen the reels will revolve 8 times in the chosen direction. If any kind of bar appears on the payline during the feature you will win the chosen amount and for every other bar that appears, YOU will win the same amount again.

There will be a running total of how much you have currently won. The winnings are automatically collected and added to your credit. If, after the feature has finished there is a winning payline then you will win the correct amount of money and you will proceed as per normal,

The Customize Program

This unique program allows you to totally redefine Gambler to suit exactly what you want. You will find the customize program after Gambler on the tape. To use it simply clear the memory and load the customize program in (see loading). Once loaded, you will be presented with a menu. The instructions for each option are listed below.

1-4) Redefine Reels. On each reel there are 24 fruits. You may put whatever you wish on any of the four reels, First press the reel you wish to redefine, then type in each fruit in order using the code on the screen. Only put 0-9 or A-I in, otherwise it will not be accepted. The most recent reel will be shown above. Remember if you don't have at least one of each fruit on each reel then some wins will be impossible.

When you are satisfied press 'enter' and provided, your entry is 24 (correct) characters long It will be accepted and memorized.

5) Payouts. The computer will go through all the winning combinations starting from 4 Triple Bars and right down to 1 Cherry. All you have to do is type in your new value for the corresponding win line. The value must be in *pence* and between 10p and 20000p to be accepted.

6) Holds. You are asked for the probability of getting A hold or feature hold as a percentage. Simply enter the appropriate values (10 100). Next you are asked how much credit you wish to start with. Remember your answer must be in pence and between 10p and 10000p,

7) Fruit Bingo. Just enter the duration you wish "up" and then "down" to appear for (1 to 10), The lower each value the faster they will flash.

8) Step a Bar. First you are asked to decide how long you wish the light to stay on a value for, before moving on to the next value (1-20). Then how long the 'up and 'down' are to stay on for (as for Fruit Bingo).

9) Nudges. You are asked to decide how long the win lights up for and then for how long it goes out for: (1-10).

0) Loading, Saving and Verifying Data. You can load any previously made data by pressing 'L' and this will be used on the screen as it is the most recent data. You may also save and verify the data you have

compiled. The data the customize program starts with is the same as the original data used in Gambler before any new data is loaded. It is advisable to put the data on a separate tape and to keep it handy. All the time you are in the customize program the current values are displayed for ach section whether you have loaded them from tape or just changed them.

Once you have your completed data, you can load the real game in as normal. Once loaded press # (shift &3) on the keyboard. This allows you to load a new set of data and thus changing the game. You may do this at any time during the game. All you have to do now is to load your previously recorded data in and you have a completely new fruit machine game. When loading and saving, it is worth knowing that the data is recorded in five sparate sections and requires a press of the key each time.

Payouts

These are the set wins but you can change the values by using the customize program.

4	Triple Bars ...	£200.00	3	Triple Bars ...	£20.00
4	Double Bars ...	£100.00	3	Double Bars ..	£10.00
4	Single Bars	£50.00	3	Single Bars ...	£12.00
4	Bells	£25.00	3	Bells	£10.00
4	Shamrocks	£10.00	3	Shamrocks	£5.00
4	Apples	£5.00	3	Apples	£2.00
4	Plums	£3.00	3	Plums	£1.00
4	Pears	£2.00	3	Pears	£0,80
4	Lemons	£2.00	3	Lemons	£0.80
4	Cherries	£2.00	3	Cherries	£1.00
2	Cherries	0.60	1	Cherry	£0.20

Key	Operation
S	Starts reels spinning
1,2, 3, 4	Holds reels
O	Cancels holds
G	Gamble
H	Save 10p at a time
J	Save 50p at a time
C	Collect
#	Loads new data
When in gamble mode	
2	x2 odds
3	x3 odds
4	x4 odds
6	x6 odds
P	x12 odds
S	Stops spinning number
When In nudge feature	
G	Gamble nudges
1	Nudges reel 1 down
2	Nudges reel 2 down
3	Nudges reel 3 down
4	Nudges reel 4 down
Q	Nudges reel 1 up
W	Nudges reel 2 up
E	Nudges reel 3 up
R	Nudges reel 4 up
When in Fruit Bingo	
G	Chooses 'UP' or 'DOWN'
When in Step a Bar	
G	Chooses amount
G	Chooses 'UP' or 'DOWN'