

BELL FRUIT

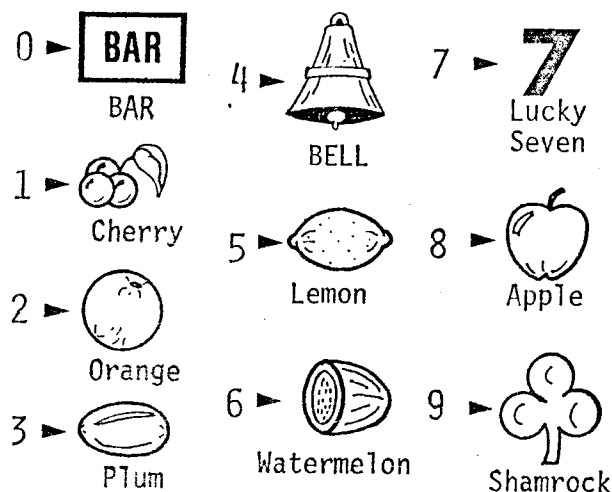
Contrary to popular belief, the "Auto-Bell" and "Bell Fruit" brands of slot machines are not rigged. However, the odds at getting a jackpot pattern are extremely low. For example, on a real slot machine, each 'wheel' contains 20 symbols, only one of which is a bar. Thus, with 3-wheels, a 3-bar combination (or 'Jackpot') comes up once every 8000 plays!

This program is more sporting.(depending on the seed used in initialization, this program can be down right generous). When GSB 1 is pressed the 'wheels' spin and a 3 digit decimal is arrived at. (The no. is to the right of the decimal point, ignore the '0' to the left). A dime is deducted from the 'pot' (R₁). If you win, the payoff amount is paid into the 'pot'. This may be reviewed at any time by pressing RCL 1. Any 3-of-a-kind (except cherries) wins \$1.00. Any 2-of-a-kind (except cherries) followed by a 'bar', wins \$1.00. A cherry in the first position wins 20¢. A cherry in the second position, when following the 1st cherry, wins an additional 30¢. All other combinations are "Fruit-Salad" and win you zilch! Good Luck.

NOTES:

It's best to key in a many digit decimal as a seed, as opposed to a small number (use a number like '251.0637948' instead of '3'). Due to the nature of the program, one is generally assured of winning 20¢ (one cherry) immediately following a jackpot (3-bars).

This program is adapted from HP-65 Users' Library program #03044B by Craig A. Pearce.

SOLUTION:

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32147.000 GSBZ Seed A
          GSBZ Play B
0.174 *** $.20 winner
C GSBZ Pot now has $.10
0.10 ***
B GSBZ Play
0.994 *** No luck
C GSBZ As expected, pot even
0.00 ***
B GSBZ
0.067 *** Lost
B GSBZ
0.385 *** Lost
B GSBZ
0.905 *** Lost
C GSBZ Sure enough, $.30 in hole
-0.30 ***
B GSBZ
0.997 *** Lost
B GSBZ
0.120 *** Won $.20
B GSBZ
0.496 *** Lost
B GSBZ
0.722 *** Lost
B GSBZ
0.999 *** Won $1.00!
C GSBZ Let's stop while
0.40 *** we're ahead

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Program Listings

01 *LBL5	Seed & initialize	50 1	
02 CLRG		51 GSB0	
03 ST08		52 *LBL7	
04 DEG		53 RCL5	
05 R/S		54 .	
06 *LBL1		55 1	-10¢
07 FIX3		56 CHS	
08 RCL8		57 *LBL0	
09 EEX		58 ST+1	
10 3		59 R↓	
11 x		60 RTN	Cherry routine
12 COS		61 *LBL6	
13 ABS	RND	62 .	
14 ST08		63 2	Pay 20¢ for 1 cherry
15 EEX		64 GSB0	
16 6	Adjust format (0.XYZ)	65 RCL3	Second cherry?
17 +		66 X*Y?	
18 LSTX		67 GT07	
19 -		68 .	
20 FRC		69 3	Pay 30¢ for 2nd cherry
21 ST05		70 GSB0	
22 GSB9		71 GT07	
23 ST02	X	72 *LBL9	Peel off digits
24 -		73 1	
25 GSB9		74 0	
26 ST03	Y	75 x	
27 -		76 ENT↑	
28 GSB9		77 INT	
29 ST04	Z	78 RTN	
30 1		79 *LBL2	RCL Pot
31 RCL2		80 RCL1	
32 X=Y?	A cherry?	81 FIX2	
33 GT06		82 R/S	
34 RCL3			
35 X*Y?	Do 1st two digits match?		
36 GT07	Not a winner		
37 RCL4			
38 X*Y?	Do 2nd two digits match?		
39 GT08			
40 1	If not, test for Z=0 otherwise pay		
41 GSB0	\$1. for 3-way match		
42 1	Set flag to show 3-way match		
43 ST00			
44 R↓			
45 *LBL8	Z=0? if not, no.		
46 X*0?	is not a winner		
47 GT07	Was no. a 3-way match? No, input a 1		
48 9	otherwise input a 9		
49 DSZ	for a jackpot		

REGISTERS							
0	Flag	1	Pot	2 "X" digit	3 "Y" digit	4 "Z" digit	5 RND(.XYZ)
6		7		8 Seed	9	.0	.1
12		13		14	15	16	17
18		19		20	21	22	23
24		25		26	27	28	29

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[illegible]