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Overview

Progslot is a three reel progressive slot machine designed to closely mimic the payoff odds and operation of a typical Vegas slot machine. The jackpot is started at 1000 and is incremented by 1 for every 20 bet. Payoffs are on "lit" lines only; you can play from 1 to 3 lines on each "pull". The jackpot is only paid on the 3rd lit line (i.e. you must bet 3 to have any chance of hitting the jackpot).

Playing the Game

When first started, you have 500 credits and the jackpots is set at 1000. To bet from 1 to 3 credits, click on the 1 Coin Button below the machine for the desired number, then click on the "Spin 'Em" button. If you bet 3 credits or click on the 3 Coin button, the bandit arm will pull down and the reels will automatically start to spin. After the reels stop, winners (if any) on each lit line are added up and added to your credit total. Depending on your setting for WinBlink, each winner may cause lights to flash, bells to ring, and "!!WINNER!!" (or "!!JACPOT!!" if you're so lucky) to blink. To make the machine play automatically, click on AutoPlay in the top menu bar.

Reel Speed

You may adjust the reel spin speed to your liking by clicking on the "Speed" item in the top menu bar. This will bring up a box with a scroll bar that you adjust for slower/faster speeds. This speed setting is saved when you Quit the game. When set to the fast end of the bar, the reel motion may appear a little jerky depending on what video card and processor speed you have.

Automatic Play

Clicking on "Autoplay" in the top menu brings up a box with a scroll bar allowing you to set the delay between reel spins. Note that the time set here includes the time it takes to spin the reels (see Speed), so when set to the 1 sec end of the scale, it may appear as if there is almost no delay between spins. There is also an option box that when checked will stop the autoplay if you hit a jackpot. In autoplay mode, the bet is always fixed at 3, and if your credits ever fall below 3, the machine will stop. The "bandit" armpull feature is disabled in this mode.

Winner Blink

The "Winner Blink" control is located under the "Game" menu item. When selected, it brings up a dialog box that allows you to set the payoff level at which you want the winner blink to occur. The winner blink will be activated if the total winnings of all lit lines is equal to or greater than the amount entered here. Entering an amount of 0 completely turns the winner blink feature off. There is also a check box control to turn on/off the winner alarm bell. Settings entered here are saved when you Quit .

Reel Sound Control

The reels make a "click" when they spin and a short "beep" when they stop. This control, located under the "Game" menu item, allows you to turn this effect on/off each time you select it. When the sound is on, a checkmark will appear next to this menu selection. If you wish to change this sound, see [Technical Notes](#).

Resetting the Game

Whenever you want to completely start over, select this item (under the "Game" menu). This will reset the jackpot to 1000, your credits to the amount you have set under ResetFunds , and will zero out all the winner statistics (see ShowStats).

Resetting Funds

Whenever you want to get more credits (without resetting everything else) select this item (under the "Game" menu). You can enter any amount desired in the box. Whatever amount is entered is saved when you Quit , and shows up in the box when first displayed. This is the amount of credits you will get when you select ResetGame .

Showing Statistics

Selecting ShowStats opens a window that will show you the total number of times the reels have been spun, the total number of lines played, and the total of each winning combination that has occurred since the last ResetStats or ResetGame . If this window is brought up while AutoPlay mode is running, the machine will stop playing until the "OK" box is clicked. The machine will then automatically resume its autoplay mode. All the statistics shown on this window are saved whenever you Quit .

Resetting the Statistics

This item just resets all the the items shown by ShowStats to zero except for the last jackpot amount. It doesn't affect either the current jackpot or your current credits.

Viewing Payoffs

To see the combinations the machine pays off on, click on Payoffs in the main menu bar. The window that appears can be left on while doing all other machine actions, or you can hide it again by clicking "OK".

Quitting

You can end the current game session and save all the current settings and win statistics by either selecting "Quit" from under the "Game" menu item or by selecting "Close" from the System Menu selection button in the upper left.

Technical Notes

To hear any of the sounds in this game requires either a sound card or a PC Speaker driver (under Windows 3.1). You can change the sounds to anything you like by replacing the .WAV files that come with this game. Just give whatever wave file sound you want the same name as the original files. (Save the original files under some other name first!).

Progslot is constructed with three 20 position reels. As there is only one "7" on each reel, the odds of hitting "777" on any one line is 8000 to 1. To hit the jackpot on the 3rd line requires betting 3 credits for each spin, so on average it will take 24,000 credits bet to hit the jackpot. Starting from 1000 and adding $24000/20$, the average jackpot when hit will be about 2200. In actual play the amount of the jackpot will occasionally exceed 7000.

The total payback percentage is about 94.5%, including the variable amount of the jackpot.

The machine will run much faster in AutoPlay mode if the game is iconized (minimized). This is because it doesn't have to continually update the display for the moving reels. When running in this mode, you may find some of your other Windows applications are appreciably slowed down (this depends somewhat on what your FOREGROUND/BACKGROUND priority settings are, how fast your CPU is, and how long your "TimeSlice" setting is). Progslot only releases control to let other programs run at the end of each reel spin.

Please send any comments, suggestions, criticisms, or problem reports to:

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