

# SUPER SLOTS Help Contents



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## Object of the Game

The object of the game is beat your opponent(s) to the finish by spinning the reels and collecting the bucks. But be careful, get too greedy and you can lose your cash!

1. Pick a Goal
2. Roll (Spin the reels)
3. Lock the reels (*See also* CASH VALUES)
4. Risk your bucks and try for a Sweep (if you can)!

Up to four can play. You can play against others or against the computer!

# MENUS

## File Menu

### New

Starts a new game. Once a game has finished and the winner announced, you must select **New** again to begin another game. The New Game Menu will remember the last players. Any game currently in progress can be returned to by simply selecting the CANCEL button instead of OK.

### Exit

Exits the game and returns to Windows. Any game currently in progress will be aborted. All game parameters will be saved in a SLOTS.INI file on your hard drive.

## Options Menu

### Sound

Turn on or off sound effects. Your computer must support the playing of wav files in windows. This setting is saved in SLOTS.INI on your hard drive.

### Keyboard LEDs

The *Num Lock*, *Caps Lock*, and *Scroll Lock* lights (LEDs) on your keyboard will flash during a roll. You can select the speed at which your LEDs flash. Choices are Fast, Medium, Slow, or OFF. Graphics speed during a roll can be increased on slower machines by choosing a slower speed or turning off the LEDs all together. This setting is saved in SLOTS.INI on your hard drive.

## Help Menu

### Cash Values

This menu choice pops up a window which shows the values of each reel.  
(See also Scoring)

### Help

This menu choice calls up this help file. Key **[F1]** will call up help anytime.

### About

This menu choice shows information about Super Slots. The current revision number of the program is found here. Also, the name of the Registered Owner is displayed here.

## Register Menu *(shown only when program is **NOT** registered)*

This menu item is displayed if the program is not a registered copy. To register, select this menu item and enter your name and code.  
(See also How to Register)

Once a valid code has been entered, all ShareWare notices and reminders will disappear.

## Scoring

- \* Each reel that is lockable is worth some cash. (See CASH VALUES)
- \* You only collect your cash when your turn is over. Be careful not to lose it!
- \* A Sweep will award you the Goal Bonus.
- \* A Sweep on your *first* roll is a **Super Sweep** (DOUBLES your winnings for that turn)!
- \* A Sweep with all the same type of reels is a **Natural Sweep**. It earns an extra \$1000 !

## Cash Values

**The reels are worth the following :**



**Value is \$50. Lock this reel anytime.**



**Value is \$150. Lock this reel anytime.**

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**Value is \$100. Lock in sets of 3 or more.**



**Value is \$200. Lock in sets of 3 or more.**



**Value is \$300. Lock in sets of 3 or more.**



**Value is \$400. Lock in sets of 3 or more.**

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## How to Register

The easiest way to register is via CompuServe. Go **SWREG** and enter **Registraion ID #4111**. Your registraion code will be E-Mailed back to you promptly! The author can be contacted via CompuServe at 74647,2510.

Or, send \$12 (US) Check or Money Order to:

**Michael Waite**  
**355 Occidental Circle**  
**Santa Rosa, CA 95401**

**Include your name** as you would like it to appear on the registered version of Super Slots. Also, **include a return address** so you can receive your code number to enter in the registration screen.

**Include a FAX number if you would like your registration code FAXed to you *immediately!***

Once Super Slots is registered, your name will appear in the About box as the registered owner and the annoying nag screens will disappear!

(See also ShareWare)

## About ShareWare

ShareWare is a practical way for programmers to distribute software. ShareWare is usually distributed through computer services (such as CompuServe™, America Online™, and Prodigy™) or Bulletin Boards.

A ShareWare program usually offers a free trial period (2-3 weeks) to try out the program. After that time, you are requested to send the author of the program a modest fee (**only \$12 for Super Slots**), or remove the program from your computer.

If you enjoy the ShareWare program, please let the author know by supporting their efforts. This will encourage the programmers to continue developing low-cost programs!

(See also [How to Register](#))



## Problems With Super Slots - troubleshooting

The following are solutions to problems you may encounter with Super Slots :

### Problem #1

My registered version of Super Slots is no longer registered.

#### Solution

The file SLOTS.INI was missing or rebuilt by Super Slots due to an error. You will have to re-enter your name and code in the Register menu again. (See Problem #2 for more info).

### Problem #2

When loading the game, "File not found or was corrupt! (Using defaults)" message was displayed.

#### Solution

The file SLOTS.INI could not be found or had incorrect data in it. Super Slots will rebuild this file when you exit the game. Next time you run the game, this error should not be present.

**NOTE:** Your Registration Code is kept in this file! If Super Slots can't load the file and has to rebuild it, you will have to re-enter your Name and Code in the program to get rid of the registration nag screens.

### Problem #3

When exiting the game, "Slots.ini did not get saved!" error message was displayed.

#### Solution

The file SLOTS.INI could not be written to your disk. Check your disk directory where Super Slots was installed for possible problems. Delete any SLOTS.INI file present and re-run Super Slots to re-build another SLOTS.INI file.

### Problem #4

The game appears to lock up during play.

#### Solution

First, select **Sound** under the **Control Panel**. Make sure Windows is set-up to play sounds by selecting TEST. If all selections are dimmed, then you either need to install a sound driver for Windows, or change the default in Slots.ini to Sounds Off. (Manually edit Slots.ini and change the fourth entry from -1 (Sounds On) to 0 (Sounds Off)).

If Windows *can* play sounds but the game still locks up, then one or more

sound files (\*.wav) is probably missing from your directory where Super Slots was installed. Sound files are numbered ssxx.wav, where xx is 1 through 16. You can find which file(s) are missing and replace them or simply re-install Super Slots.

### **Problem #5**

The reels appear to spin jerky or slowly.

#### **Solution**

This may be the case on 386 machines. Possible work-arounds are to adjust the Keyboard LEDs speed, or in extreme cases, turning off Sound. Both of these choices are found in the Options Menu.

### **Problem #6**

All others

#### **Solution**

There are presently no known bugs in Super Slots! If you encounter anything unusual, please let me know and I will correct it immediately! See [How to Register](#) for an address to send your comments and bug reports.

## Pick A Goal

When you Pick A Goal, your possible choices are :

**Sweep Bonus** - This goal will include a bonus dollar amount. If you get a Sweep, you will collect the bonus amount. You can stop anytime.

**Bop till U Drop** - This goal will allow you to keep all your winnings. You risk nothing! You don't stop until you can't lock any more reels and wouldn't want to anyways!

**Triple \$ Sweep** - *This goal is optional.* If you decide to take it, you MUST get a Sweep, and no stopping is allowed! If you do get a goal, however, you will receive three times the amount of your spin!

**Rob The Leader** - *This goal is optional.* This goal is great for those who are behind in score! If you decide to take it, you MUST get a Sweep, and no stopping is allowed! If you do get a goal, however, the person with the highest amount of cash (the Leader) gives 1/2 of it to you! If two or more are Leaders with the same amount of cash, they all lose 1/2! However, you still collect from only one.

**Lose Turn** - This goal is self-explanatory. Try to avoid it!

## Getting a SWEEP

A **Sweep** occurs when all reels are lockable or locked. You can take as many spins as needed to get a sweep provided you don't lose your turn. You lose your turn when you no longer have any reels to lock. To find out what reels are lockable, drag your mouse over the reels after a spin. Reels that are lockable will show the mouse as an UP-Arrow. Reels that are NOT lockable show the mouse as the international NO sign. Click the lockable reels with your mouse to collect the bucks. For more information on reels see [CASH VALUES](#).

## **Game Parameters - Game settings saved to disk.**

The SLOTS.INI file must be present in the directory where Super Slots was installed. If this file is missing or becomes corrupt, Super Slots will rebuild this file the next time you exit the game.

\*

**The following game settings are saved to disk in the SLOTS.INI file :**

- \* Name of person registered to Super Slots
- \* Code - goes with registered name \*
- \* Number of players in last game
- \* Names of players in last game
- \* Type of species (Human or Computer) that last played
- \* Sound setting
- \* Keyboard LEDs setting

\* **NOTE:** Your Registration Code is kept in this file! If Super Slots can't load the file and rebuilds it, you will have to re-enter your Name and Code in the program to get rid of the registration nag screens.

## **Nag Screens**

A gentle reminder to register the ShareWare program.

## **Finish**

The end of the game. Select **\$5,000** , **\$10,000** , or **\$15,000** from the New Game menu.

## **Playing Super Slots with the Keyboard**

As an alternative to using the mouse, the following keys may be used :

<b><u>Key</u></b>	<b><u>Purpose</u></b>
<b>P</b>	Pick a Goal
<b>R</b>	Roll
<b>S</b>	Stop
<b>1-6</b>	Lock reels (from left to right)



