## Win Slot™ Help Index

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Payoff Display Window

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### **Copyright and Licensing**



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Following are the system requirements:

- 1) 286 or higher processor
- 2) Windows 3.1 or higher
- 3) Mouse or other pointing device
- 4) Color monitor High SVGA resolution recommended.

This game is shareware. This game is NOT free. If you like the game and continue to use it, you MUST register the game. Registration Fee: \$10.95 U.S.

BFM Software Brett McDonald 38602 Lancaster Drive Farmington Hills, MI 48331

To receive a disk with the latest version add \$4.00 to the registration fee.

Following are our BBS IDs:

Compuserve ID - 73770,1254 American On-line ID - BrettMc

We are a member of the Compuserve Shareware Registration system. You may register BFM Software products with Compuserve. They will add the fee to your bill and we will send you the registration. To access this system enter "GO SWREG". Select Register Shareware. Then search for the keyword "BFM" to find all BFM Software products.

Please include your name EXACTLY as you want it registered and the generated key from the registration dialog box.

You may distribute this software as long as the following files are included:

WSREAD.TXT

WS.EXE

WS.HLP

All the above files, must be combined into a single file ZIP or other compression format for distribution.

Beyond a fee for the reproduction and media cost, no fee may be charged for distribution of this software.

This software claims no warranty, implied or otherwise. This software is provided "AS IS". The author claims no responsibility for any damages that might be caused by the use or abuse of this software. This software remains the property of the author. This software may not be modified in any way.

## Registration

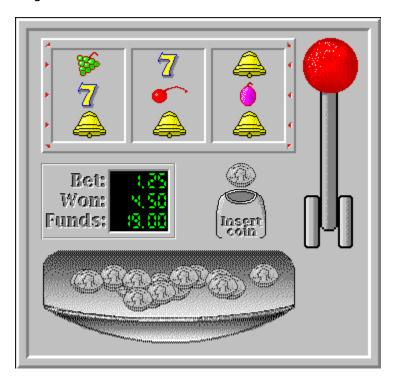
Note: To print this registration	on form select FILE then PRINT TOPIC	from menu.
Win Slot Registration Form		
Version:		
Name to be registered:		
Generated key:		
Ship to address:		

Please send check or money order for \$10.95 U.S. To: BFM Software Brett McDonald

20278 Old Homestead Harper Woods, MI 48225

### **How to use Slot Machine Window**

This is a description of the  $\underline{\text{Win Slot}}$  Window. To get information on a function or area, click on it in the graphic below.



### Arm

This is the arm of the slot machine. The arm is pulled to spin the slots. The mouse cursor is placed over the handle and the left mouse button is pressed. The longer the button is held, the more random the spin will be.

### Quarter

This is a quarter. The left mouse button must be clicked on it to increase the bet. Each time it is clicked, it will increase the bet by 25 cents. As the bet is increased, the <u>markers</u> on the slot machine light up. A higher bet gives more ways to win.

### **Slots**

These are the slots of the machine. They will spin around and display the images of the machine. They need to stop in a winning combination in order to win.

# Tray

This is where the quarters drop when the machine pays a winner.

### **Markers**

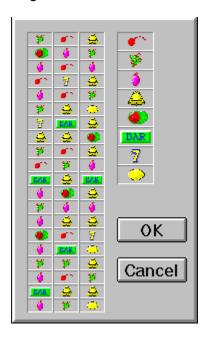
These are the bet markers. These will light up as the bet is increased. They indicate which directions may be possible winners.

### **Game Status**

This digital display indicates the current status of the player. It gives the current bet, last winner, and current funds for the player. It is updated after every play.

### **How to use Wheel Editor Window**

This is a description of the <u>Win Slot</u> Wheel Editor Window. To get information on a function or area, click on it in the graphic below.



### **Wheel Slots**

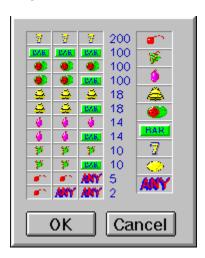
These are the Wheel Slot images. When the cursor is placed on an image, it is magnified. A wheel slot image can be changed by dragging an image from the <u>slot image list</u> then, dropping it on the wheel slot that is to be changed.

## **Slot Images**

These are the Slot images. When the cursor is placed on an image, it is inverted. A <u>wheel slot</u> can be changed by dragging an image from the slot image list then, dropping it on the wheel slot to be changed.

## **How to use Payoff Editor Window**

This is a description of the <u>Win Slot</u> Payoff Editor Window. To get information on a function or area, click on it in the graphic below.



## **Winning Wheel Combinations**

These are the Winning Wheel Slot image combinations. When the cursor is placed on an image, it is magnified. A wheel slot image can be changed by dragging an image from the slot image list then, dropping it on the slot image to be changed.

# **Payoff Amount**

This is the number of quarters to be paid for the winning combination listed.

## **Slot Images**

These are the Slot images. When the cursor is placed on an image, it is inverted. A <u>winning wheel slot image</u> can be changed by dragging an image from the slot image list then, dropping it on the slot image to be changed.

## OK

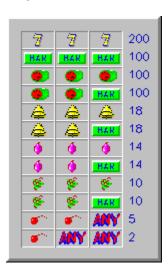
The OK button will save the current changes and return to the Slot Machine window.

### Cancel

The Cancel button will cancel the current changes and return to the Slot Machine window.

## **Payoff Display Window**

This is a description of the <u>Win Slot</u> Payoff Display Window. To get information on a function or area, click on it in the graphic below.



# **Winning Wheel Combinations**

These are the Winning Wheel Slot image combinations.

# **Payoff Amount**

This is the number of quarters to be paid for the winning combination listed.

## **Menu Commands**

File Menu Options Menu Tools Menu Help Menu

### File Menu

The File Menu includes commands that enable the user to get control of the entire program.

For more information, the user should select the File Menu Command Name:

New Command
Register Command
Uninstall Command
Exit Command

### **New Command**

The new command is used to reset the game status. The bet will be set to 25 cents. The funds will be set to 20 dollars.

### **Register Command**

Selecting the Register Command from the File Menu will cause a dialog box to be displayed. The register command is used to register the program.

The user should enter his/her name in the name field. This is used in messages to the user. The user must enter his/her first and last name.

The register dialog box has directions on the steps needed to register the program. This program must be registered after the 15 day trial period.

#### **Uninstall Command**

Selecting the Uninstall Command from the File Menu will cause a message box to be displayed. The user can select YES or NO to uninstall <u>Win Slot</u>.

The following files are removed from the user's system in the uninstall processing:

- \* WSREAD.TXT text file with miscellaneous Win Slot information
- \* WS.HLP Win Slot help file
- \* WS.INI Win Slot parameter file
- \* WS.EXE Win Slot program file

**Note:** If share is installed in the user's system, Win Slot will come across an error in the uninstall process. Share will not allow a program to access a file that another program is accessing. Windows is executing WS.EXE so the program cannot access it to delete it. The error message can be ignored and the WS.EXE file deleted by hand.

## **Exit Command**

Selecting the Exit Command from the File Menu will terminate <u>Win Slot</u>.

## **Options Menu**

The Options Menu includes commands that enable the user to control options of the program.

For more information, the user should select the Options Menu Command Name:

Sound Payoff Display

## **Sound Command**

This command will cause the <u>Win Slot</u> game to either enable or disable game sound effects. The state of the sound switch is remembered from session to session.

## **Payoff Display Command**

This option will display the Payoff Display window. This window will display the current winning combinations. This option is remembered from session to session.

### **Tools Menu**

The Tools Menu includes commands that enable the user to modify the parameters of the program.

For more information, the user should select the Tools Menu Command Name:

Wheel Editor Payoff Editor

### **Wheel Editor Command**

This command will cause the  $\underline{\text{Wheel Editor Window}}$  to be displayed. This editor will enable the user to change the order and number of images on the slot machine's wheels.

# **Payoff Editor Command**

This command will cause the  $\underline{Payoff\ Editor\ Window}$  to be displayed. This editor will enable the user to change the winning combinations.

## **Help Menu**

The Help Menu includes options that enable the user to get help for the program.

For more information, the user should select the Help Menu Command Name:

Help Index Using Help About

## **Help Index Command**

The Help Index command is used to invoke the Windows Help engine. It will start up with the help index for <u>Win Slot.</u>

## **Using Help Command**

The Using Help command is used to invoke the Windows Help engine. It will start up with the help for Windows help.

### **About Command**

The About command will display a short dialog box that displays copyright and registration information. The More button may be pressed to display a picture of the development team for this software.

## **Keyboard**

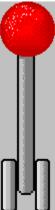
Keyboard commands are shortcuts to the button options.

The following are the keyboard shortcut commands:

Action
Change Bet
Pull arm
'P' <u>Change Bet</u> <u>Pull arm</u>

#### Mouse

The mouse has a few special functions in <u>Win Slot</u>. Its primary use is to control the slot machine. The following are the special mouse functions:



This is the arm of the slot machine. This is pulled to spin the slots. The mouse cursor is placed over the handle and the left mouse button is pressed. The longer the button is held, the more random the spin.



This is a quarter. Click the left mouse button on it to increase the bet. Each time it is clicked, it will increase the bet by 25 cents. As the bet is increased, the <u>markers</u> on the slot machine light up. A higher bet gives more ways to win.

## **Win Slot Definitions**

The following are the defined terms of the program:

Arm Game Status

Markers
Payoff Display
Payoff Editor

<u>Quarter</u> <u>Slots</u>

<u>Tray</u> Wheel Editor

Win Slot

### Win Slot™

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