

SLOT MACHINE DOCUMENTATION:

	10	-	96	Instructions and set up slot machine.
			100	If a new game is started make Money equal to 0.
	200	-	240	Bet from \$1 to \$10 with knob #1.
			250	Start "play" routine
			260	Play is complete go back to 200 for another bet.
	1000	-	1050	Pull slot machine handle routine.
			1070	Display 5 sets of words.
			1080	In 3 boxes.
			1100	Store the number that counts in the proper storage location.
	1110	-	1140	Print the words in the appropriate position.
	1145	-	1147	Set up a sound for the slot machine.
	1150	-	1190	Print the appropriate words generated by the random number in 1090.
			1192	Reset all noisemakers to 0.
			1198	L establishes the amount of money won or lost as of the last play. Is used in 1515.
Determine what is displayed in windows			1200	If the first word (left window) is "lemon" goto loser routine.
			1210	If all three words are the same go to three-of-a-kind winner routine at 1300.
			1220	If the program reached this statement there was neither a lemon in the first position nor three-of-a-kind. So, if there is two-of-a-kind go to possible winner routine at 1400.
			1230	If none of the above but the word "cherry" is in the left window increment the Money counter by two times the amount of the bet. Go to the winner routine at 1500.
			1240	None of the above so had to be a loser. Go to loser routine at 2000.
Three-of-a-kind			1300	Three "bar"s pay 18 times the bet.
			1310	Three "bell"s pay 14 times the bet.
			1320	Three "orange"s pay 10 times the bet.
			1325	Three "cherry"s pay 8 times the bet.
Two-of-a-kind			1400	Two "bell"s and a "bar" in the right window pay 12 times bet.
			1410	Two "orange"s and a "bar" in the right window pay 8 times bet.
			1420	Two "cherry"s and a "bar" in the right window pay 5 times bet.
			1430	If right position is not a bar go to loser routine.
Winner Routine			1500	Blank out old message.
			1512	Reduce current win by amount of bet.
			1515	Display current win.
			1520	Display current total Money.
			1522-	
Loser Routine			1610	Sound siren and flash lights the number of times of the bet.
			1620	Reset noisemakers to 0.
Loser Routine			2000	Blank out old message.
			2005	Reduce current total by amount of bet.
			2010	Return to 260 for another bet.