



WAVE MAKERS INC.

SLOT MACHINE \$ PLUS PERVERSION X

2 GAMES
BY MIKE PEACE © 1981

SCHEDULE OF PAYOFFS

3 CHERRIES	\$ 75
3 BELL	\$150
3 STAR	\$500
3 DOLLAR	\$777
3 7	\$250
3 BAR	

SCHEDULE OF PAYOFFS

3 CHERRIES	\$ 3	3 BELL	\$ 75
2 CHERRIES	\$ 5	3 STAR	\$150
1 CHERRY	\$18	3 DOLLAR	\$500
3 BELL	\$25	3 7	\$777
3 STAR	\$50	3 BAR	\$250

TAPE 4 SLOT MACHINE/PERVERSION

SIDE 1 SLOT MACHINE With machine graphics and odds similar to those big ones in Las Vegas.

SIDE 2 PERVERSION A silly guessing game to find the awful pervert who drove SILLY SAVAGE crazy, what did they use, and where was it done.

FOLLOW INPUT INSTRUCTIONS ON BACK

SIDE 1 SLOT MACHINE. Do not stop the tape until the screen displays the SCHEDULE OF PAYOFFS. Using the Knob # 1 select amount you wish to play with. Pull the trigger and play begins.

BETTING

Using KNOB # 1 adjust the amount you put into the slot machine. REMEMBER it cost you \$5.00 to play \$5.00 and it will be subtracted from the total when you pull the handle. If you win you will win 5 times the normal payoff. Pull the handle (JOYSTICK # 1) when you decide what to bet. DO NOT bet more then you have or you will be broke. If you go broke pull trigger for new game.

PAYOFFS

Most of the payoffs are shown above. To win with cherries you must have 1 cherry in the left window. This pays 3 times the amount bet. 2 cherries in the left windows pays 5 times amount. 3 cherries pays 18 times amount.

BARS are a type of "WILD CARD" If you have 1 cherry followed by a BAR it is like having 2 CHERRIES. BARS only pay if they are to the right of the first window. A BAR CHERRY combination does not pay, but a CHERRY BAR combination pays 5. Likewise a BAR BELL BELL does not pay but a BELL BELL BAR, BELL BAR BELL or BELL BAR BAR all pays 75 times amount.

SIDE 2 PERVERSION

This guessing game can be played by any number of players passing the control handle # 1 around to each other.

Once the program is loaded the story begins. Remember who was driven mad in the beginning this is the victim and cannot be one of the suspects. Using the knob # 1 select from the various lists to guess which is the pervert, where did he or she do it, and what was used to drive our poor victim mad. The computer will inform you that one of your choices is incorrect. (All may be incorrect but the computer only tells you one) Using deductive reasoning and patience you can eventually find the pervert.

CONCLUSION

Once the pervert is found the whole story is revealed and if you pull the trigger you can do it all again. You pervert.