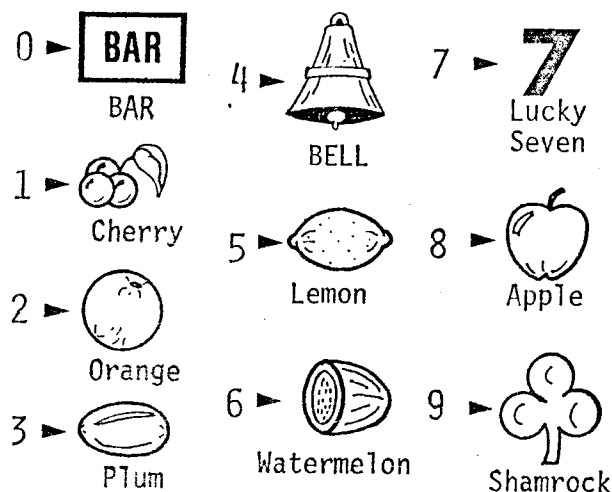# BELL FRUIT

Contrary to popular belief, the "Auto-Bell" and "Bell Fruit" brands of slot machines are not rigged. However, the odds at getting a jackpot pattern are extremely low. For example, on a real slot machine, each 'wheel' contains 20 symbols, only one of which is a bar. Thus, with 3-wheels, a 3-bar combination (or 'Jackpot') comes up once every 8000 plays!

This program is more sporting.(depending on the seed used in initialization, this program can be down right generous). When GSB 1 is pressed the 'wheels' spin and a 3 digit decimal is arrived at. (The no. is to the right of the decimal point, ignore the '0' to the left). A dime is deducted from the 'pot' (R_1). If you win, the payoff amount is paid into the 'pot'. This may be reviewed at any time by pressing RCL 1. Any 3-of-a-kind (except cherries) wins $1.00. Any 2-of-a-kind (except cherries) followed by a 'bar', wins $1.00. A cherry in the first position wins 20¢. A cherry in the second position, when following the 1st cherry, wins an additional 30¢. All other combinations are "Fruit-Salad" and win you zilch! Good Luck.

NOTES:

It's best to key in a many digit decimal as a seed, as opposed to a small number (use a number like '251.0637948' instead of '3'). Due to the nature of the program, one is generally assured of winning 20¢ (one cherry) immediately following a jackpot (3-bars).

This program is adapted from HP-65 Users' Library program #03044B by Craig A. Pearce.

BAR 0 ► BAR

1 ► Cherry

2 ► Orange

3 ► Plum

4 ► BELL

5 ► Lemon

6 ► Watermelon

7 ► Lucky Seven

8 ► Apple

9 ► Shamrock

SOLUTION:

32147.000	Seed A	
	Play B	
0.174	$.20 winner	
C	Pot now has $.10	
0.10		
B	Play	
0.994	No luck	
C	As expected, pot even	
0.00		
B		
0.067	Lost	
B		
0.385	Lost	
B		
0.905	Lost	
C	Sure enough,$.30 in hole	
-0.30		
B		
0.997	Lost	
B		
0.120	Won $.20	
B		
0.496	Lost	
B		
0.722	Lost	
B		
0.999	Won $1.00!	
C	Let's stop while	
0.40	we're ahead	

Program Listings

01 *LBL5	Seed & initialize	50 1		
02 CLRG		51 GSB0		
03 STO8		52 *LBL7		
04 DEG		53 RCL5		
05 R/S		54 .		
06 *LBL1		55 1		-10¢
07 FIX3		56 CHS		
08 RCL8		57 *LBL0		
09 EEX		58 ST+1		
10 3		59 R↓		
11 x		60 RTN		
12 COS		61 *LBL6		Cherry routine
13 ABS		62 .		
14 STO8	RND	63 2		Pay 20¢ for 1
15 EEX		64 GSB0		cherry
16 6		65 RCL3		
17 +	Adjust format	66 X≠Y?		Second cherry?
18 LSTX	(0.XYZ)	67 GTO7		
19 -		68 .		
20 FRC		69 3		Pay 30¢ for 2nd
21 STO5		70 GSB9		cherry
22 GSB9		71 GTO7		
23 STO2	X	72 *LBL9		Peel off digits
24 -		73 1		
25 GSB9		74 0		
26 STO3	Y	75 x		
27 -		76 ENT↑		
28 GSB9		77 INT		
29 STO4	Z	78 RTN		
30 1		79 *LBL2		RCL Pot
31 RCL2		80 RCL1		
32 X=Y?	A cherry?	81 FIX2		
33 GTO6		82 R/S		
34 RCL3	Do 1st two digits			
35 X≠Y?	match?			
36 GTO7	Not a winner			
37 RCL4				
38 X≠Y?	Do 2nd two digits			
39 GTO8	match?			
40 1	If not, test for			
41 GSB0	Z=0 otherwise pay			
42 1	$1. for 3-way match			
43 STO0	Set flag to show			
44 R↓	3-way match			
45 *LBL8	Z=0? if not, no.			
46 X≠0?	is not a winner			
47 GTO7	Was no. a 3-way			
48 9	match? No, input a1			
49 DSZ	otherwise input a 9			
	for a jackpot			

REGISTERS

0 Flag	1 Pot	2 "X" digit	3 "Y" digit	4 "Z" digit	5 RND(.XYZ)
6	7	8 Seed	9	.0	.1
.2	.3	.4	.5	16	17
18	19	20	21	22	23
24	25	26	27	28	29

User Instructions

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS		OUTPUT DATA/UNITS
1.	Key in the program				
2.	Enter seed (any number below 10^6) and initialize	Seed	GSB A	X	
3.	Play		GSB B	X	0.XYZ
	Winning combinations:				
	0.1nm pays 20¢				
	0.11n pays 30¢				
	0.XXX pays $1.00				
	0.XX0 pays $1.00				
	(where X ≥ 2)				
	0.000 pays $10.00				
4.	Recall pot of winnings (or losses) at any time		GSB C	X	Pot
5.	Repeat steps 3-4 any number of times				
6.	For a new game, go to step 2				
7.	For a new seed (at any time)	Seed	STO	8	