GENERAL PRECISION, INC. / COMMERCIAL COMPUTER DIVISION

ABSTRACT

The One-Armed Bandit game, by General Tire and Rubber Company, is a slot machine simulation program.

This simulation is implemented in the following manner:

1. The computer requests the entry of the month number, day number, name of player, age of player, and the amount of bet. From this data 3 random numbers are generated.

2. Using the three random numbers, three symbols are chosen from a table containing the characters (=), ([), (x), (+), and (/). These characters are arranged in random order in a table which is three tracks in length.

3. Finally, the three chosen characters are compared with a table containing the payoff matrix. All winning combinations and their payoff ratios are listed in the payoff matrix. The player loses his money for all combinations which do not appear in the matrix.

PROGRAM TAPES

The program is available in non-relocatable hexadecimal format with bootstrap.

STORAGE

PROGRAM STORAGE	Tracks 00 through 18.
TEMPORARY STORAGE	Bootstrap - tracks 123, 124.

OPERATING PROCEDURE

A. After loading the program, depress START COMPUTE to begin play. (The program may also be entered by a manual transfer to "SPIN.") The program asks for the following information:

OPERATING PROCEDURE (Cont.)

1. month number
2. day number
3. name of operator
4. age of operator
5. amount of bet (in pennies, up to a limit of 127)

Follow each entry by a stop code.

B. The program begins generating random numbers and continues until the player depresses Branch Switch 1.

C. The three selected symbols are printed and the payoff is indicated.

D. To initiate the next play raise Branch Switch 1, depress Start Compute and continue as indicated in step B above.

BRANCH SWITCH OPTIONS

Branch Switch 1	Used to terminate random number generation.
Branch Switch 2	UP: Bet remains constant DOWN: Program requests new bet amount.
Branch Switch 4	Depressed: The game is terminated.
Branch Switch 8 and 16	As currently programmed, the computer pays off about 96% of the wager risked; however, by depressing Branch Switch 8 or 16 or both, this payoff may be increased.

PAYOFF MATRIX

Symbols	Payoff Factor		Symbols	Payoff Factor
= = =	20		x x x	8
= = [	12		x x =	5
= = x	8		x x [	5
= = +	7		x x +	5
= = /	7		x x /	4
= [[	6		x = =	8
= x x	5		x [[	6
= + +	4		x + +	4
= / /	2		x / /	2
[[[	12		+ + +	5
[[=	6		+ + =	4
[[x	6		+ + [	4
[[+	6		+ + x	4
[[/	5		+ + /	3
[= =	12		+ = =	7
[x x	5		+ [[	6
[+ +	4		+ x x	5
[/ /	2		+ / /	2

Symbols	Payoff Factor
/ / /	3
/ / =	2
/ / [	2
/ / x	2
/ / +	2
/ = =	7
/ [[	5
/ x x	4
/ + +	3