

The Fruit Machine Cheat Book

Thank you, for purchasing the 'FRUIT MACHINE CHEAT'

The main focus of this book is to win you small, but frequent amounts of money from fruit machines.

When we say small amounts of money, we mean small amounts from each machine. Therefore if you multiply these small amounts by all the machines in your area, you will begin to see that by following all the hints and tips in this book, you could be making £100's in extra cash every week.

REMEMBER: - SMALL PROFIT + SMALL PROFIT = BIGGER PROFIT

There are approximately 250,000 fruit machines throughout the UK today. These machines are now being updated more frequently than ever before, and more recently we have seen the introduction of fruit machines in bookmakers. The reasons for this are obvious; these machines are guaranteed to bring in their owner a very healthy profit indeed. But now with the help of this book, you can at last stake your claim for revenge and get your own back!!

PLEASE NOTE:

Please remember that it is always important to be careful when gambling, whether it be on fruit machines, horses, or whatever. The information in this book is as accurate as is possible at the time of writing, but remember that new fruit machines are coming onto the market every day.

The techniques in 'The Fruit Machine Code' will almost certainly take some time to perfect, and for you to find the right machines to play on. So be patient, and do not upon reading, this book go and stuff your hard earned cash into the nearest fruit machine, without first thinking what you are doing!

Therefore, it's important to really understand what you have read, and to spend a few pounds on a few different fruit machines, to see what techniques work best for you, and on what machines.

We also assume that you have a fairly basic knowledge of how to play fruit machines. If not, then not to worry, as we will first give you an insight into the most common fruit machines found in the UK today.

Alternatively you could always go and watch someone else playing, until you feel confident enough to commit your own money.

There are numerous variations on some of the methods given in this guide. Also, we could have made this book enormous, by including every single tit-bit, but then you would come bogged down and confused. Therefore, we have tried to make the tips and systems concise and straight to the point.

Your next aim would be to find and recognise how a particular method works, and more importantly, on what machines.

See Over 

GAMBLING:

Whether you are a big or small time gambler, it is of paramount importance that you understand what is commonly known as 'Discipline' – without it you will NEVER truly win!

You can probably appreciate that anybody can pump pound after pound into a fruit machine, or back looser after looser at the races, and the law of averages' states that at some stage they will experience some degree of luck.

However, you must understand that gambling is all about following expert advice, and having the ability to walk away once a profit has been achieved.

Following these 5 simple stages should help you on your way.

Stage 1 – PAYBACK PERCENTAGE

By law, a fruit machine has to payout a minimum of 70% of all the money that is put in, although most machines hover around the 70-80% mark.

This percentage should be clearly displayed on the front of the machine, usually in the top right, or left hand corner.

Obviously, the higher the higher the payback percentage on the machine, the better for the player, therefore try and find machines with a payback percentage of at least 80%.

However, a common misconception is to assume that if someone put £10 in, then a minimum of £8.00 will be returned. (Based on the basis of an 80% payback).

Unfortunately, things are not quite that simple, as the percentage is worked out over a much greater turn over of money.

For example, on one machine you might have to put £20 in, to get £16.00 back, on another you might have to put in £50 to get the same percentage back. This, of course, is very much simplified when you consider how many people will play a fruit machine over the course of a day, from when it is first switched on in the morning, to when it's switched off at night. The percentage payout will be worked out, based on the amount of money the machine normally takes in throughout the whole day – and the total paid out over the course of the day should be at least 70% by law!

Then you have to take into account how much has been paid out, before you come to play the particular machine. The more that has been paid out that day, then obviously the less chance you have of winning a substantial amount.

However if no one has managed to win much, and a fair amount has been ploughed in, then using the tips in this book, you are in a good position to step in and win, big time!

So, to maximise your chances of winning, it is well worth taking the time to watch your chosen machine, and to establish at which stage it is probable that it will pay out. A good starting point is to make sure you play the machines at the times we have suggested in stage 2.

See Over ↗

Stage 2 – FRUIT MACHINE TIMING – WHERE AND WHEN?

Before we reveal to you the various cheats and pokes that are built-in to virtually every fruit machine, you must first establish exactly when and where to play. It may seem as if I am stating the obvious, but sometimes it's the obvious that can be overlooked, and if any single aspect is overlooked or missed, it often spells the beginning of a very costly period.

We have found that pubs are very profitable places to play fruit machines, and the best times to play them are set out below:

BEST TIMES – ON OPENING:

- *FRIDAY MORNING*
- *SATURDAY MORNING*
- *SUNDAY MORNING*

NEXT BEST – NEAR TO CLOSING TIME:

- *THURSDAY NIGHT*
- *FRIDAY MORNING*
- *SATURDAY NIGHT*

The reason for this is quite simple; weekend days and nights are obviously the busiest time for most venues, whether they be Pubs, Chip Shops or Snooker Halls etc.

For instance, if you play the machines first thing on opening on Friday, Saturday and Sunday morning after the pubs have been busy the night before, then you can almost guarantee that the machines are almost ripe for picking, using the tips given in this book!

Research has shown that machines tend to get most of their trade towards the end of the night, and most, if not all players end up losing, due in many cases to the influence of excess alcohol.

Contrary to popular belief, arcades and amusement parks are not the best places to play fruit machines. In fact arcades are probably the worst, simply because the machines on these premises are being played all day, and by people who know what they are doing. (This can be a good place to watch and learn from others, but experts often don't appreciate an audience, so be careful!).

Another disadvantage of machines in arcades, and amusement parks, and even travelling fairgrounds, is that they are not as well governed. It is not usual for machines at these sorts of venues to have been tampered with illegally.

Unfortunately, it does not take an engineer to lower the percentage rate to considerably lower than the 70% requirement, and then to quickly raise it again, when the official inspections are being carried out!

Apart from public houses, other profitable venues to play the fruit machines include; Snooker Halls, Bingo Halls, Working Mens Clubs, Ferries, Motorway Service Stations, and many pub type restaurants are also profitable.

In effect, anywhere where the fruit machine is not the sole source of income for the establishment. If you can learn when the best times are to play a small group of machines, then your prospects should mount up, as your accuracy grows.

See Over ↩

N.B. Discreteness is a key word that should be adhered to at all times.

Obviously, if you sit in a snooker hall for hours on end, purely watching the machine until it is ready to pay out, then a member of staff at the club will soon realise what you are up to, and take steps to make sure it doesn't happen again. They will do this, either by changing the machine, or worse still, barring you – whichever is cheaper! Keep your wits about you, and as long as nobody notices, you should be able to empty the fruit machines on a regular basis.

After all, if you owned a snooker club, you would not like someone to come into your club, empty the fruit machine, and then walk out again without playing snooker r buying a drink, would you? Well if you go in, have a game of snooker, buy a drink or two, then you can keep an eye on the fruit machine's payout cycle without making it too obvious. As a paying customer you actually draw less 'provocative' attention to yourself, and people will notice less that you are winning on a regular basis!

Stage 3 – HOW MUCH

Step 3, is to decide and establish exactly how much you have to play with, and how much you want to win.

Set yourself a realistic target, one that corresponds with the amount you have to play with. Expecting or attempting to win £50-£100 from a £5 stake is just not realistic, and unless you catch the machine at exactly the right time, it just can't be achieved. In the first instance you should aim no higher than to double, or treble your stake money, and when you achieve this target you must STOP PLAYING!

At this point it is so easy for the '*I'll just have one more pound*' syndrome to rear its ugly head.

Here is where you have to be disciplined in order to achieve a profit, or you will undo all the previous good work you achieved in obtaining a nice win.

Remember this: '*Chasing rainbows leads to an empty pot of gold*'

A classic quotation often used by the inexperienced fruit machine player or gambler is '*At one point we was 'X' amount of pounds up, BUT?...*' Have you ever said this yourself!! We bet so!!

Winning is all about walking away with MORE money in your pocket, than when you started, not LESS! The most confusing pint to reach is the break-even stage. Many players are happy to walk away with the same amount of money as when they started, they have not won, but neither have they lost...or have they?

If you walk away with your break-even amount, then you have either lost what you have previously won, or won back what you have previously lost. On both occasions you have lost, and you may just have well not played at all.

Stage 4 – WHICH MACHINES TO PLAY, & WHICH TO AVOID!

Obviously some machines are better than others. Different machines have different features, and some of the features are easier too understand and manipulate than others.

The first thing you must do before ploughing your hard earned wedge into the slots, is to visually examine the machine. Take a look at what's on offer, by establishing how much each combination of symbols is worth. Determine straight away what are the highest and lowest wins available, and pick an intermediate win to aim at.

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Most £10 Jackpot machines will pay out between £2.40 and £3 without gearing itself up ready to recoup its losses. So if you base your pattern of play around the symbols that correspond to this figure, you should find that a machine will pay out regularly.

AIMING FOR THE JACKPOT IS NOT ALWAYS THE BEST POLICY

Most fruit machines win boards look something like the diagram below:

777	£6.00
777	£3.00
🍌🍌🍌	£2.40
BARBAR	£2.00
🍌🍌🍌	£1.60
77	£1.20
🍌🍌🍌	£1.00

In this instance, for the best results you should aim for the bells. Anything above this mark and the machine will start to become a little awkward. Once you have established your target symbol, you should then investigate as to whether the fruit machine has a bonus gaming feature.

Many modern machines do, and the games themselves can be based on anything from snakes and ladders to monopoly. Many machines are even based on TV programmes such as Eastenders, Coronation Street and Only Fools and Horses, and also films and cartoons.

These gaming features can induce some very big winning runs if you catch them at the right time

Most games are often translated into a cat and mouse type scenario, whereby, depending on the number of moves you amass, the further you progress around the game or board. Obviously the further you go without being trapped, the more you win.

Usually you take the position of a 'proverbial mouse', but unfortunately you are usually being followed by the 'proverbial cat', who although starts 6-8 positions behind you, will often catch up with you within 2 or 3 moves.

Again the secret here is not to get carried away, but to stick to the cash around relating to your target symbol.

In layman's terms then, if you have settled on a target win of around £2.40 to £3.00 then avoid trying to exceed this figure, even on a gaming feature.

Don't forget that the further you progress, the greater your chances of losing. Remember that these pages are sited as a bonus, so unless you are in a complete no lose situation, then ALWAYS collect any cash wins offered to you – even if it is less than your target win.

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Occasionally, you may stumble upon a machine that offers you a repeat win. This will be on a gaming feature, that you have either just won, or lost on. In this instance you need to revert back to the previous gaming feature. Did you win, or did you lose?

If you won, then the machine will not pay anything above a £2.00 win, so collect any money offered, up to this figure. If you lost then play the game as normal. The machine is in effect giving you a second bite of the cherry! So once again, aim at your target win, and take any cash wins you are offered. Ultimately, the jackpot win is more readily available via a gaming feature, than in normal open play.

But again, **DON'T ALWAYS GO FOR THE JACKPOT!**

If a machine is going to pay out a jackpot, it will do so of its own accord. Remember that the jackpot is paid out at the end of a pay cycle. So when, and if, you do win it, only speculate with a further couple of pounds to see whether the machine goes straight into a new win cycle. It is very rare for a machine to do this so if it doesn't payout a little win within the first 10-12 credits, then leave the machine well alone, or until it has taken in a substantial amount of money – at least double the amount of the jackpot.

This 10-12 credit rule, is generally a good measure of whether any machine is in a paying out mood or not

Stage 5 – THE 'GOLDEN RULE'

The fifth and final stage is probably the most important of them all, it incorporates the golden rule: **NEVER GAMBLE WITH MORE THAN YOU CAN AFFORD TO LOSE!**

By incorporating the systems and cheats revealed within this book, you should be able to gain a profit every time you play. But sometimes even the most foolproof system has been known to fail.

Bearing this in mind, remember the golden rule, and if you stick to it, and play for fun, then you will nearly always walk away a winner.

Be it Fruit Machines, Roulette, Horse Racing, or whatever your vice may be, it must be treated as a game, and not as a source of income. Professional gamblers can win big money, but they can lose it too!

With the information in this book, you can very quickly earn yourself £100's of pounds every week, but BE CAREFUL!

DOUBLE YOUR MONEY!

Using the above 5 stages as a basic framework for you playing, we will now introduce to you a smart little system, which is particularly effective if you know the machine

has not paid out for quite some time, or if you play at the times we have outlined in Stage 2.

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1. Find a machine with a pay back percentage of at least 80%.
2. First we start with a £3.00 starting bank.
3. Therefore place the £3.00 into the machine.
It is important that all the £3.00 is placed into the machine all together, giving you a total of 12 credits @ 25p per credit.
4. Proceed playing, and if you are offered a win within the first 8 credits, then you are almost certain to more than double your money on this machine. When the win arrives, then you should gamble until you have at least doubled what you have put in, therefore, in this case when the bank reaches £6.00 – **THEN YOU MUST COLLECT!**
5. You should then have 4 credits left, and if in these 4 credits you are offered a win, then collect the first amount you are offered, this usually amounts to a £1.00, but remember to collect – **DO NOT GAMBLE!** Unless of course you are guaranteed a further win, for instance if you are offered a high/low option on a 1 or 12. During this sequence you would normally expect to have about £7.00 in the bank, therefore you have more than doubled your bank, and made £4.00 in as many minutes! You may also hit a jackpot during the first 8 credits, if so, then this is great, and you should collect and walk away!

*It is important to remember, that you should only carry on gambling, if you are guaranteed to go further up the money scale, if not, then stick to rules above, and collect once you have around £6-7.00 in the bank.
This will ensure that you do not lose your starting stake.*
6. If you are not offered a win in the first 6 credits, then you are more than likely to be offered a win on the 7th, 8th, 9th, and 10th credit. Only this time you are only likely to win your stake money back.
Therefore, when you are offered the win, you should only gamble up to when you have won £3.00 (Your stake money back). Do not gamble up any further, unless of course you have a guaranteed win.
For instance if you are offered a high/low option on a 1 or a 12.
7. If you haven't been offered a win in the first 10 credits, then you should be offered a win on the 11th or 12th credit.
Unfortunately when you are offered a win/gamble on the last two credits, you will only win about £1.00. This is the minimum amount on most machines, therefore, you should collect the first available win.
8. By this time you will now notice that you are £2.00 down, on your starting stake. But not to worry, as this will be more than made up for on the next machines.

But hopefully, if you have followed 'Stage 2' on fruit machine timing, and play the machines when we advise, then you should always be offered a win within the first 6 credits, therefore, it should be only on a very rare occasion that you arrive at step 8 above.

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Please Note:

When you win on a gamble, and you have been offered a win of say £1.60, or £2.40 and are offered a gamble, then on most machines it is best to collect on any amounts that are not whole pounds.

For instance; You have won £2.40, and you have a choice to go either higher or lower than a 6 to win £3.00. When this happens always collect the £2.40, because on most machines these days, you will almost certainly be get a 60p-bonus win. To make it up to the round £3.00, therefore, it is pointless to take the risk and gamble.

This also applies to wins of 60P and £1.20, after that, the wins go up in whole pound units.

WARNING

If you are not offered a win in any of your first 12 credits, then be warned, this machine could be rigged!

For example; the machine might state that it has a pay-back percentage of 70% or 80% on the front, but in actual fact, it may have been illegally set at a much lower percentage than is displayed on the front.

Better still, one way of testing whether or not a machine is rigged without committing your own cash, would be to watch someone else playing it first. Then if it hasn't offered them at least one win, or gamble in the first 12 credits, then the machine in question has been rigged, **SO STAY WELL CLEAR!!!**

They don't necessarily have to collect this win, but they must be offered a win.

Whether they choose to gamble or collect, then that's up to them, but if they are offered a win or gamble, then the machine is OK to play.

What follows is a selection of hints and tips, and further systems that you can apply to many of the fruit machines around today.

THE 'THREE & HOLD SYSTEM'

Without doubt, one of the most valuable 'cheats' available is the Three & Hold System'.

Combine this method with the other systems and information in this guide, and you should be able to guarantee yourself a regular winning run, whenever you play a decent machine.

The primary thing you have to do is to confuse the fruit machine's computer, known hereafter as the 'FMC'. Confusing the FMC is the foundation for success on fruit machines.

It is by confusing the FMC in certain ways, and at given points in your game, that will make you money.

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The reason for this is simple:

What you must understand, is that winning on a fruit machine is not so much a game of chance, but more a game of thought. Today's machines each have an in built computer, this will determine when, and how often it will pay out. More often than not, the computer will spin the reels, so it looks like you very nearly always won.

You probably know the type of thing, when you have two reels lined up with 7's and the third reel has one 7 just one position away, with a cherry in its place on the winning line.

The diagram below should make this clearer:



If for instance, the reels spin to the above, and you were offered the hold option, the FMC would expect you to hold reels 1 and 2. To utilise the 'Three & Hold System' and to confuse the FMC, you must NOT hold reels 1 and 2 together. Any other combinations, such as 1 and 3 or just 3, would be sufficient to throw the FMC out of it's pattern, and enable you to begin to dictate to the machine rather than the machine dictating to you.

Once this has been achieved, and as long as you don't give the machine a chance to reset itself, (by making sure that there is always at least one credit left in the machine at all times) the machine can now be manipulated to do virtually anything, by carrying out the following steps.

Step 1

Continue to keep the machine confused until it offers you the **HOLD** option, with two winning symbols on the pay-line.



HOLD**HOLD****HOLD**

See Over ↗

Step 2

You have now kept the machine sufficiently confused, by holding the 2 least obvious symbols on the win-line, at least 3 or 4 times.

Only do this for about 3 or 4 spins, and the next time you are offered a hold, you should then hold in the normal way, in the case above reels 1, and 2. (The reels with the winning features), and let the third reel spin.

The FMC (in its confused state) will need several verification moves to get itself back into its pattern. It will try and do this as quickly as possible, so it will invariably offer you holds of this nature frequently.

Step 3

Continue to hold the potentially winning reels, in this case 1 & 2, and spinning the third reel. When the machine offers you a third consecutive hold option, hold the two winning symbols for the last time. (Try and hold the highest payout symbol win).

So, if you have been offered three holds on the trot, and you have held the two winning symbols, then on the third hold, the machine will give you a straight 3 win, of the symbol you have held.

This is because the machine will do what it has to do, to ensure that it reverts back into its regular playing pattern. You can be rest assured that this system, will work every time, on every machine.

After you have collected this win, the machine will now reset itself, and it will be necessary to confuse it again, in order to repeat the process.

TRY IT! – IT REALLY DOES WORK, AGAIN AND AGAIN!

THE 'NUDGE & HOLD SYSTEM'

Virtually every machine built in the last couple of years offers a nudge feature, as well as a hold option.

Utilised in the correct manner, it is possible to make every nudge you are ever offered, work to your advantage. Once again, it is first necessary too understand that things are not always as they seem, when you are pitting your wits against the computer! Often a fruit machine will offer you one less nudge than s actually required to bring in a straight three symbol win.

For example where you are offered just one nudge:



See Over ↗

If we examine the above, you can see that 2 nudges were actually required to gain a 3 symbol win (7's). Obviously the FMC has only offered you one nudge, so it expects you to bring down either reel 2 or 3. To use the 'Nudge & Hold System', it is necessary to once again confuse the FMC. In this instance it is quite easily done, by not nudging the obvious symbol, and bringing in a less obvious symbol.



Here's what you have done, in effect you have not done what the fruit machine's computer thought you would have done. And so, once again, its pre-determined patterns are thrown out of sync, and you will find that the fruit machine offers you more bonus features than usual. Another advantage of this aspect, is that it allows you to use the 'Nudge & Hold System'.

STEP 1 – Nudge in the two least obvious symbols (or gaming features). This will also completely confuse the FMC.

STEP 2 – In its confused state, the FMC will offer you the hold option before you spin the reels, this will be after you have used the allocated amount of nudges.

STEP 3 – IMPORTANT: When you are offered the hold option, **IGNORE IT! NEVER HOLD TWO SYMBOLS THE SAME!** At this stage of the sequence, the FMC expects you to hold the two matching symbols, if you did, then it allows the machine to reset itself. By ignoring the holds and simply pressing start, (spinning the three reels), once again the FMC will have to reset itself, and will spin in an automatic three symbol win.



Important! Nudge in the lowest win offer

See Over ↗



When the hold offer is offered directly afterwards, IGNORE IT, and PRESS START!...You should then receive a straight 3 symbol win, so the machine can reset itself again into its pre-determined pattern of play.

THE 'STRIPPING SYSTEM'

Another fantastic system that can be used to empty virtually any fruit machine, is 'The Stripping System'.

To understand this system, you must first appreciate that in today's times, it is necessary to include 'failsafes' into the mechanics and memory of a fruit machine. Unfortunately, in the USA, there have been cases of what are commonly known as 'Bandit Bandits', where robberies have taken place when by opening the back of the machine, they have emptied all the cash and tokens out of it!

Modern day designers realised this flaw, and incorporated a programme into the machines with a large jackpot – i.e. the ones that hold more cash. This programme meant that the fruit machine owner would no longer have to open the fruit machine via the coin-slots on the front of the machine. It is this aspect that forms the basis of the system I am about to explain.

The best machines to use this on are the big £100 - £200 jackpot machines, which are often found in Snooker Halls, Social Clubs, and on the Ferries. However, you do need to put in between 50% - 100% of the jackpot amount before it pays out, so this system is definitely NOT for the feint hearted!

Quite simply start feeding the fruit machine with pound coins.

If it is an £8-£10 jackpot machine, then feed in £8-£10 worth of credits. If it has a larger jackpot, such as £100 or £150 then start by putting in around £50-£75. Once you have enough credits, then press the start button, and keep on pressing the start button making sure that you refuse any winning options, or gaming features you may be offered. If a winning option, or gaming feature spins directly in, then make sure that you **LOSE** by either gambling it away, or losing on the gaming feature. **You must make sure that you take no money out of the machine on gambles offered!**

If you continue to do this, then eventually the machine will emit a loud bleeping noise, which last for about 3 seconds. The machine will then empty itself via the usual

payout slot at the bottom section of the machine. It will empty every coin and token it is holding, before beeping again and resetting itself.

See Over 

WARNING! Although this system is not illegal, it can be frowned upon by the owners of the fruit machines. If you choose to utilise this system, then choose a machine in a noisy, busy place, where the loud beeping noise will not draw attention to your activities.

N.B. This system will only work on machines built after August 1995.

DIGITAL/VIDEO FRUIT MACHINES

You may have seen the latest wave of fruit machines to hit the arcades. The mechanically spinning reels have been replaced with computer generated graphics, and the gaming features have more recently been enhanced to include such things as; Roulette, Cards, Horse Racing, and 'Play Your Cards Right' type higher or lower guessing games.

There is no doubt that the technology behind this sort of machine is the way forward, but this leap in progress does not cause problems for the fruit machine player.

As the machine is now almost entirely operated by computer, it is impossible to manipulate the machine to your favour. This means the chances of winning large amounts are reduced dramatically by the pure circumstantial percentage of winning formulas due – or in layman's terms, the video fruit machines tend to pay out a lot less, than their spinning reel counterparts.

To date, I am yet to be informed of any proper built in cheats available for this sort of fruit machine, and the best piece of advice I can give you is NOT to play this type of fruit machine at all.

However, if you do play them, then there are a few rules that do need to be followed, which will stop you aimlessly wasting pound after pound.

RULE 1

Do not aim at the jackpot! Video fruit machines payout most of their winnings via the gaming features, and not on straight three or four symbol wins.

RULE 2

Watch out for hidden features. The machine usually doesn't highlight these, but once you have discovered the benefits of these hidden features, you can at least begin to investigate as many wins as possible.

Hidden features to look out for are 'Hyper-Nudges', same as normal nudge, but with the added bonus of being able to nudge two reels simultaneously using just one nudge.

Another feature to look out for is the 'Double Flashing Holds' – you need to be quick, but by keeping an eye out for a double flash (in quick succession) on the HOLD buttons, you can prepare yourself for a win that will come in on the next spin.

If you do notice a double flash, and you have two jackpot symbols on the pay line, then you can hold them both, and it will then pay out o the symbols you have held.

See Over ↗



Watch out for the two flashes in quick succession, and then hold the jackpot symbols.

RULE 3

The third and final rule is CUT YOUR LOSSES. Again, unlike the normal fruit machine that pays out on a percentage of its takings, video fruit machines pay out on a set rota. So once you have amassed a profit stop playing!

It must be stressed that these are the worst sort of fruit machines, and should be avoided if possible. If you do enjoy playing them then please be careful.

DIGITAL POKER MACHINES

Here are a few tips on the video poker machines, which will help you to obtain the best possible wins.

Many of these believe it or not, have marked cards, this will obviously help you on whether to draw another card or not, or even to be able to read the computer's hand or not.

Here they are:

KING – Coloured in square – top left hand side

QUEEN – Small black dash – bottom right hand side

JACK – Cut out down the right hand side in the middle

No. 2 – Blank square in middle of card

No. 3 – Cut out card – bottom right

No. 4 – Top right hand side of card marked

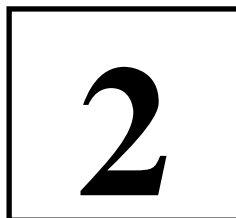
Not all poker machines have their cards marked, but believe me, when you find Poker machines that have, then you are well on your way to making some serious money
These machines are usually situated in Arcades, Cities, and Seaside Resorts.

ADDITIONAL INFORMATION

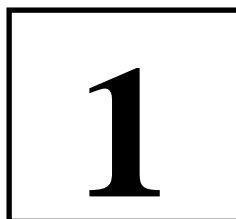
HI/LO OPTION

Many of the new machines with a HI/LO option will offer the player an exchange option (i.e. change a 7 to a 3, or an 8 to a 12). If you are offered an option such as this or similar then **ONLY EVER USE IT ONCE**

See Over 



More often than not, on the second offering the machine will offer you the chance to spin in either a 2 or an 11. The machine is expecting you to bet higher than a 2 or lower than an 11 (which nine times out of ten you should do). Except in this instance, if you do bet higher than a 2 then it **WILL** spin in a 1, and if you do bet lower than an 11 then it **WILL** spin in a 12!



You can't trick the machine in this scenario either, as if you decide to bet lower than a 2, then it will bring in a high number, and vice versa.

If we examine the percentages involved in high-low gambles, then we can clearly see that the element of risk compared with the projected rewards DO NOT correspond.

You may find it surprising but the chances in your favour are less than 50%. Couple this with the fact that each gamble is only usually ever a 60p - £1.00 gamble, it doesn't take a genius to work out that a gamble of this nature just is not viable, or value for money!

See Over 

Here is an example of how the gamble-up options might occur on a fruit machine:

£4.00		(+£1)
	£3.00	(+60p)
£2.40		(+40p)
	£2.00	(+40p)
£1.60		(+40p)
	£1.20	(+20p)
£1.00		(+40p)
	60p	

By learning to accept that sometimes, two or three small wins are better than one large win, you will not only find that your profits will amass a lot quicker, but you will also find that the wins are a lot more satisfying.

Make sure that once the small-intermediate wins stop, you move onto another machine.

And, always remember that after every win, the FMC will be looking to recoup its losses back, plus a minimum of 28%, so **DON'T GET CAUGHT!**

The 'Three & Hold System' (as explained earlier), is still sort of in place with the new machines that came out in early 1998, except the symbols have to hold four times on the trot. Also it is important to remember, that the 'Three & Hold System' is only profitable when you aim at low value wins (£2.40 - £3.00)

A common mistake to make with the advertised 'all cash wins' machines is to expect all wins to be cash.

On many 25p machines, the top prize will be the £10 jackpot, plus a repeat chance, that leads many players to believe that with just one more gamble, they would have the option to increase the £10 win to multiples thereafter.

Unfortunately, this is not the case, and the repeat option means that in actual fact, you can play the gaming feature again, and try to win the £10 jackpot for a second time. This inevitably ends in tears with, if not the final gamble being a losing one, than the repeated gaming feature will not pay out anything either!

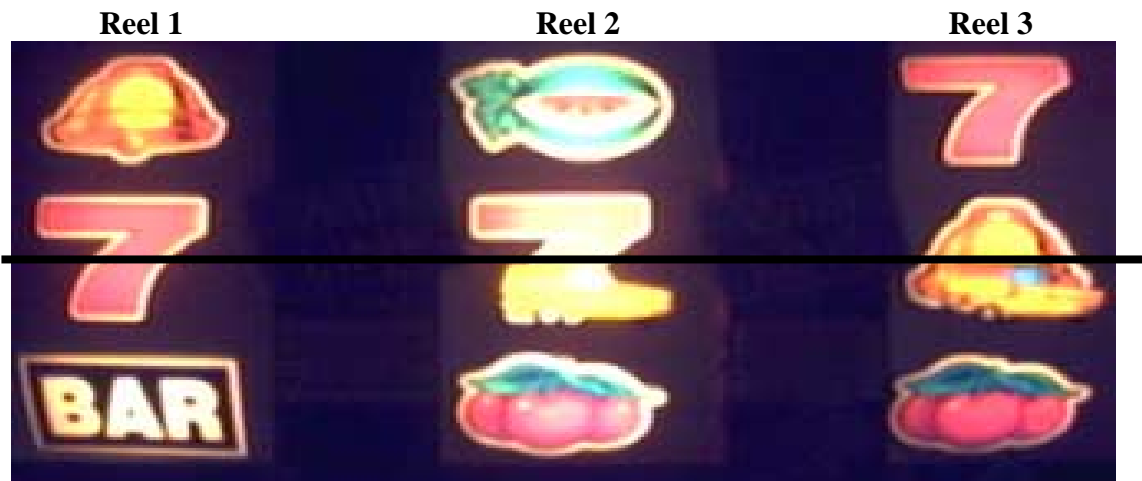
Remember that winning the jackpot is not always the best option, and that any win over £3.00 should be gambled on, if it's a guaranteed win (i.e. Hi/Lo on a 1 or a 12).

Perhaps the most important piece of advise you should know when playing fruit machines is to **WATCH THE SPEED OF THE REELS!**

Machines that reel in the symbols quick, usually have been emptied, the longer it takes for the reels to drop in, then the better chance you have of winning from it.

See Over 

Many machines may decide to look as if it is about to pay out, by spinning in a variety of two identical symbols on the win line, and one in the position above.



Don't get caught out here. A good way to discover whether the machine is ready to pay, is to watch the speed of the reels as they spin. The most obvious sign of a bad run, is if the first two reels spin in quickly and the third (or fourth) reel takes longer to land. All you need to remember, is that if the machine is due to pay then the reels should land in a relatively timed sequence. Any fluctuation in this, then you keep your money in your pocket, and wait for someone else to load the machine before playing.

AND FINALLY...

I hope you have found this book to be informative, and you will now at the very least, win more than you lose on the fruit machines.

However, I would hate to be responsible for anyone forming a gambling addiction on the fruit machines. So remember, that the fruit machines are a form of gambling like any other, and it is possible to get addicted to playing the machines, just as much as it is to getting addicted to betting in the horses.

I am in no way trying to encourage playing the machines by writing this book. If you already play the machines, then this guide should help you transform your winning ability. But if you are not prepared to lose a little on the way to mastering these techniques, and finding the right machines that work for you, then leave them well alone.

I hope this book has been of some benefit to you, and that you will use it wisely.

GOOD LUCK!

CHEATS SECTION

ARABIAN NIGHTS

The idea of the game being to get three symbols in view to start the feature. If you have three feature symbols on the win line, you start the super feature that plays along side the regular game. The super game offers knockouts above the cash or features that are lit, so if your cash ladder is at £7, you only need three knockouts for a guaranteed jackpot. The super game advances from the Hi-Lo reel, so if your not on a good number, press start to move around the regular board hoping for a better number without losing.

The good thing about the super game is it rarely lets you lose on good numbers and regularly goes from one good number to another allowing you to get a fairly easy jackpot. If it does not want to play the super feature, you will get killed off very quickly. This, however does not mean it is not paying out.

Note: the features described below are for Arabian Nights, and despite a couple of name changes, they are identical on the other versions of this machine.

Pound Run - Average win £1 - £2. Spins in a £1 win, then repeats sometimes.

3 Wise Men - Three cash amounts appear in the display, wait for them to go above £1. Never more then £2.

Step to Nearest Win - The wins can be improved through the bonus nudges. Watch out for £10.

Reel Roulette - A light randomly moves around the outside of the reels and generally stops on a symbol of about £3 - £4.

Nudge Spinner - A sort of pick a win. Average win £4. Tip If it goes up in sequence from £2 (not £1), £3, £4, £5 etc. It will always go to the jackpot. When offering this it will usually force you to collect off of a mystery.

Bar Stepper - Steps to the nearest identical bars but can be improved through bonus nudges. Maximum of £5.

Seventh Heaven - Can also be improved through bonus nudges and very often £10.

Cash Climb - Fill in the missing cash lights as you move up the cash ladder. Average win £6 as it rarely goes to the top.

Knockout Skill - Skill stop between one and eight regular knockouts. Not true skill but still a good feature most of the time.

Hi-Rise - Stop it on the highest amount but not true skill.

Super Cash - One knockout on the cash between £7 and jackpot. Can sometimes be jackpot and also others a repeat chance on any of the wins you hit. Rarely repeats so not really worth collecting.

Crazy Streak - Win series of at least £8. Not very good.

These machines also offer a random super hold during normal game play. If the feature is available, try and get the feature symbols on or above the win line to make access to the super feature easier. If you are after a quick profit try and line up the reels to improve your step to nearest win feature as often you get the chance for three red sevens. When wins are offered off of the super hold, stick with the machine as it will be ready to pay. The style of the game makes it appear easy to get the jackpot, and generally speaking it is, but because of this it

does not often repeat. Don't get addicted, try for a profit of around £20 and after one jackpot play for a little bit as wins of between £6 and £10 are fairly common. You will get used to how it wants to play after a few games and it can be a profitable and playable machine.

PRO TIP

Invincible modes are usually in sequence. After the first jackpot, play for another feature as this again may well be another invincible mode, allowing for an easy jackpot. If not you should still be able to get a good win, £5 plus.

PRO GUIDE

The popular 'force everything' type play works well on this machine, but be warned though in can take a lot of time and money and only works about 90% of the time. If you have the time and cash to take up this guide then I suggest the following strategy. Play for features but gamble everything for the jackpot. Do not collect a feature

and hope to gamble all the way up. Simply keep going around the board building up your features and cash. What you are after is the jackpot repeater. Once this is obtained it will hopefully repeat. If not, play again for another jackpot repeater. If you stick to the forcing method it will eventually give way and payout a fair bit, and of course, hopefully more then you put in. As I say, this works 90% of the time so sometimes you can be hit pretty badly so be warned.

AFTER PLAY

The machine does a little after play. You can nearly always get a £10 win off of the next feature or two after a jackpot repeat. This £10 will most likely come from the step to nearest win feature or the seven stepper, so watch what you do with your bonus nudges.

BANK RAID

General - Another "old style" Empire game and another copy of old Barcrest games

(Jewel In Crown/Lucky Strike etc). Normal Play - Go for three holds on the feature and all

wins (it will very occasionally bring in the higher wins, it seems you never win on the next

spin if you do not hold at all). If going for holds after nudges always go for:

(where available)

1) Barcode (note, from left to right this is SINGLE bar, DOUBLE bar, TRIPLE bar, so it is

reversed from most barcodes). If it does hold with two of the barcode sequence, do not

spin, hold the two you have, it will bring in the 3rd about 50% of the time)

2) Feature, holds fairly frequently after nudges.

3) The lowest win available. It will never hold after nudges for a win of more then £2.

HI-LO GAMBLE - Is very nasty, gamble once if on a 1-3 or 10-12 and then exchange

(unless on a 1 or 12). You can exchange after one successful gamble, and it will kill you

more often than not on the second Hi-Lo. Collect if on a 4 -9, you win the Hi-Lo on these

numbers so rarely it is not worth it.

BARCODES - If you get the barcode (single/double/triple) you have three choices. Press

one of the three bars for the following:

NOTE - Watch out if you get skill nudges, take a look at the reels before you automatically

stop it on four, sometimes the barcode is just two or three nudges away, and you have to

land on it exactly! (This is surprisingly common).

Single Bar - A follow me feature on the feature buttons for up to £5, pretty tricky and not

worth bothering with at all (see below).

Double Bar - If you are on a good number (1-2 or 11-12 (3 or 10 at your own risk, it's

dodgy!!)) then go for this, the three bars will flash really fast (random style), hit start for a

three bar win of whatever bar you hit, £4 or £5 is most common. As you are on a good

number you can Hi-Lo for a £4 to £6 exchange. When on the board, take one move only

and collect the best cash, nudges or feature on offer. It will kill you on the 2nd move

(at least 80% of the time); generally this should be £7 or better (usually with nudges).

Triple Bar - Collect this if you are on a bad number. It just steps the reels down and

advances the win trail for each cherry it comes across and gives you £5 most of the time or

£4 occasionally.

SAFE CRACKER - There is symbol on the centre reel "SAFE CRACKER", this normally

drops in by itself (like the FIGHT NIGHT symbol) but can sometimes be nudged in. You

then press a sequence of hold buttons for one of six features. They are all pretty much a

jackpot and no more. The best is 2-3-1 for a Super Series, which always gives £9 to £10

and sometimes goes up to £16 or £18. (Do keep an eye out for this on nudges, it is there

sometimes out of sight for 3-4 nudges).

THE FLASHING CAMERAS - At the four corners of the feature board are four little red

lights on a camera graphic, if it holds after nudges or gives a third hold these will flash briefly

and the machine will make a little siren sound. This is not too important, but what is important

is below:

THE FEATURE - First, if the four corners flash as described above you have a guaranteed

jackpot, just keep pressing start, sometimes you will land on one of the corners which is a

skill stop moving five in each direction (like Great Escape), you can still land on caught and

lose or on a question mark and get killed. So play safe and stop as far away from any of

these as possible. You will land on enough cash squares to get the jackpot repeater pretty

soon. Do keep an eye out, in a noisy pub if you are pretty drunk it is very easy to miss the

flashing lights, it is a lot more subtle than Fight Night and the sort that change colour.

(Although landing only on cash squares soon gives it away). The feature (in

normal mode) is okay, as long as you do not push it to far. As soon as the cash trail gets to £4 or £5 then collect or you will get killed very soon. If the nudge win is for £5 or better then collect, the only exception is if you have the extra life. You have one safe move after you lose the extra life, after that, collect. The features are a funny bunch, the bottom three are all worth £2 to £4, the middle three are £3 to £5 and the top three are all a jackpot repeater. I can not remember the names or all the features, the bottom two are totally random wins, normally £2. Cash Link is normally £4 to £5, Mystery Money flashes "Mystery Win X" in the display, I remember that win 5 is £5, and I think 7 is £8, other than that, you are on your own. Like I said, the three features below the jackpot all give a jackpot repeater anyway, so always collect them. The mysteries are the usual lose, Hi-Lo to continue, extra-life etc.

KEYS - There are five green and five red keys. If you get two keys opposite each, you get the feature listed with the chance to gamble up. This comes up very rarely so always collect if they become available (unless something good is on elsewhere) as they can all be okay. If you get a skill stop off the corners see what keys you need and consider landing on one to try and get a set. Again, can't remember what each of them are. They are as you would expect, £2 for the bottom of the five and £10 for the top of the five, above that is the jackpot repeater. Having said that, they do let you gamble up sometimes to get a better one, collect these if you get the chance, they make a change if nothing else.

OVERALL You can do pretty well on this machine if you are not too ambitious, never go for risky Hi-Los, never push the feature and go for low wins after nudges. Even when it is not paying you can normally break even with clever play. And never push for the jackpot repeater, it is a very bad repeater (I've only ever had one repeat on two occasions) so just collect £7-8 if you get the chance, it is not worth risking for what is effectively an extra couple of quid. After a jackpot try another £5, it often spreads out a £15-20 profit over quite a period of time. This is not a machine you will win a fortune on but it isn't one that will bleed you dry either.

BAR X

Game Description.

One of the oldest and most simple games around yet also the biggest selling fruit machine this

decade. With just two wins, the Xs for £2 and the Bars for £15, Electrocoins Bar - X

appeals mainly to the older player or less experienced gambler or that was until they

introduced the Nudge Wink feature and the common third hold cheat. Now Bar - X appeals

to all levels of gamblers.

Playing Strategy.

The only time I play Bar - X and other similar games is when the money is going over the

back. Once I have established that the machine is full it is just a simple matter of waiting for

the jackpot to come in, this will usually be achieved by getting three holds on two of the bars

or it can also come in after a nudge (very rare) or roll straight in. When you get it can hold

up to two times for £45.

Hints and Tips.

Not many tips for this machine as it basically plays itself. You could try just holding the bars

and nothing else, sometimes this will win you more but you need a lot of money just in case,

and once again only play the machine if it has been played a lot i.e. full up.

Other Advice.

These machines can be very addictive, don't get sucked in, just play it if you think it is worth while.

Paying-out.

Generally it will payout when full otherwise, due to its simple nature it is difficult to tell. Just

keep an eye to see if it is been played. Although its average winning potential is around £45

it can go a lot more, five jackpots in a row isn't unheard of just very rare.

Average maximum winning potential - £45 (£75 occasionally).

BIG 50

Each of the seven hidden features have four options: Skill, Random, Hi-Lo and Link.

FRUITS:

Skill - The player is awarded a skill stop on the award card. The highest fruit to light when the player presses start is awarded. Average win: Jackpot (Hold cancel and hit it on the first climb)

Random - The player is awarded a pseudo scatter on all the symbols. The fruit lit when start

is pressed is awarded. Average win: £4 (Hold cancel to slow it down, sometimes it will jump but very rare!)

Hi-Lo - Boxed wins spin in on the reels. The player Hi-Lo gambles on the left hand side of the

disc unit to progress, one step at a time, up the award card. Each successful gamble banks the

next prize in the award card. The game ends when either the player reaches the maximum

jackpot prize or guesses incorrectly on the Hi-Lo gamble. Average win: £8.80 but

sometimes
a lot more.

Link - A random pattern lights. The player is given three attempts to light each fruit in the award card that isn't lit, starting at the lowest award. When the award is lit the player has another three goes on the next award up. The lit fruit award after three attempts have failed is awarded. Average win: £1.60.

TRAIL:

Skill - A skill shot is awarded on the trial. The award card is then stepped up a number of positions shot. Average win: £5.

Random - A random scatter is shown on the trial. The player presses start to light a number. The trial then counts down one number at a time, each number that gets removed lights one step up the award card. The final value lit in the award card is awarded. Average win: £3.

Hi-Lo - As above but instead of scatter the player Hi-Lo's to light each number in the trial. Average win: £4.

Link - The player is given three attempts to light each number in the trial. When the number is lit the player has another three goes on the next number. The trial then counts down one number at a time, each number that gets removed lights one step up the award card. The final value lit in the award card is awarded. Average win: £3.

PLASMA:

Skill - A super money belt on the alpha-numeric display. Average win: Jackpot.

Random - Random values (£1.00 - £15.00) are displayed on the alpha-numeric in a cryptic style e.g. Two Pounds = *** ***. The player presses start to collect the highest win.

Average win: £3 but can give jackpot.

Hi-Lo - Each correct Hi-Lo decision on the left hand side of the disc increases the value in the alpha by £1.00 to a maximum of £15.00. The prize displayed in the alpha is awarded when

the players guesses the Hi-Lo incorrectly. Average win: £5.

Link - The player is given three attempts to light a flashing value in the alpha-numeric display. Each time the player lights a value it increases and the three shots start again. The value displayed is awarded when the player fails all three shots. Average win: £3.

ROUND A POUND:

Skill - From the ten pound coins light in the round-a-pound circle the player presses start to collect the first coin. The coin is then removed and all the nine other coins lit begin to spin. The player has to skill stop each coin in turn in the grab box at the bottom of the round-a-pound feature. Average win: £10.

Random - A random number of coins light in the round-a-pound. All lit coins pay when the player presses start. Average win: £7.

Hi-Lo - Each correct Hi-Lo decision places one coin in the round-a-pound. All lit coins pay when the player guesses the Hi-Lo incorrectly or the feature is complete. Average win: £6.

Link - The player is given three attempts to light each coin in the round-a-pound. When the coin is lit the player has another three goes on the coin. All lit coins pay when the player fail there three attempts. Average win: £6.

REELS:

Skill - All three reels line up and begin to spin. The player presses start to stop the reels. The prize on the pay-line is then awarded. Average win: Jackpot, just hold cancel as soon as you collect the feature.

Random - A pseudo skill stop-a-fruit is awarded. The player presses start to stop a fruit. The

lit fruit is then lined up on the reels and the win awarded. Average win: £2.

Hi-Lo - All reels line up and begin to spin. The player presses start to stop the reels, the prize on the win-line is awarded directly to the bank. Each correct Hi-Lo decision there on steps the

reels one down and adds the win to the bank. Average win: £20. (Stop the reels on jackpot and Hi-Lo on from there)

Link - All three reels line up on the lowest win. The win above the line begins to flash. The

player is given three attempts to light the above win. If lit the reels step one down and the win

is directly banked. The player is then given another three chances on the next win. Average win: £6.

CASHBOX:

Skill - All columns in the cash box skill shot. The player presses start to be awarded all lit coins. Average win: £8.

Random - A random number of coins light in the cash box. All lit coins pay when the player presses start. Average win: £4.

Hi-Lo - Each number to come in on the Hi-Lo reel after a successful gamble lights that many coins in the cash box (from bottom to top). The feature pays all lit coins when the player fails the Hi-Lo. Average win: £8.

Link - The player is given three shots at all the coins not lit in the cash box. The feature ends when the player fails all three shots and the linked coins are then paid. Average win: £2.

NUDGES:

All the nudge features are simple jackpots. Keep bringing the jackpot symbols closer without

nudging in a win. Once the first set of nudges have ran out, another set will be awarded, but remember never to press 'auto-nudge' as this will end the feature and give the win displayed and watch out for boxes.

Skill - Average win: Jackpot

Random - Average win: Jackpot

Hi-Lo - Average win: Jackpot

Link - Average win: Jackpot

BIG GAME

The Basics

Trail to 8 then start feature, bonus, nudges, features, knockouts, extra medal (gives furthest one away), extra life then BIG GAME which is the top feature (rated higher than the

Jackpot). On the trail 4 is the bonus like many machines containing:

BOOST- Can go to nudges if in a good mood

NUMBERS IN VIEW- Can be ok but very rarely

STOPPA- Crap unless in good mood or straight after game over

SUPER HOLD- Can be very good but given rarely

SELECTOR- Very good unless there are nudges in the bank

REEL TIME- Can be useful for win, medals or numbers

SKILL SHOT- Usually goes to feature but can go to the medal

HI/LO CLIMB- Can get BIG GAME if there are nudges in the bank but may fob you off.

N.B. can't lose first gamble so go against the odds

Many people seem unwilling to cancel nudges but it can be very useful unlike Championship

Soccer (+ clones) they do hold sometimes and give 1 extra nudge each time.

Holding them

can mean that you can get to bonus and have spare nudges to use up afterwards to get high

on the feature, hold fruits to set up wins or numbers for 3 in a row. It can be very beneficial to

sacrifice being higher on the feature for an extra medal esp. if you have one already.

The machine does give "let em spin" but cancelling nudges produces holds far more regularly.

FEATURE

Once the gamble the machine rarely kills you off at the bottom but it can happen but tends to

spin in 4 next press and give selector to the feature anyway. N.B. never gamble from extra life

to Big Game as you will only get there if it gives skill gamble where the Barcrest man flashes

and you can hold it and slow the gamble down, this is like IM (invincibility mode) or the

machine gives Hi/LO climb, skill stop or selector with nudges to use up afterwards taking you

to Big Game.

Once you exchange or are forced to the machine adds to the trails that you have lit, adding 1

or 2 to each unless in a good mood where it can go a lot higher. It also adds to the bonus and

can give skill stop or super bonus in a good mood, I tend to go for the Jackpot

instead of taking the super bonus as it isn't that good. Anyway the feature can be a bitch even when it is on the verge of going, it can kill you off very early whilst you go around collecting CASH, FEATURES, KNOCKOUTS and NUDGES. There are +1 and +2 on all and +3 on cash and bonus nudges which can be used at any time and can be useful to get extra medals, nudging in wins or changing the value of step to nearest win. NOTE if the feature flashes blank I.E. no win then you have got the big game feature from step to nearest, this incidentally always gives a minimum of £15 but can go to £60. The ? squares of which there are 3 can give true skill from the little Barcrest man again where extra life, extra medal and trail run (take the life unless medals aren't too far away so check the reels). The man can flash on HI/LO continue or the yes/no continue. The ? will regularly give game over but if you die early enough the machine usually gives bonus 4 and selector or similar (N.B. if you also get a medal with the 4 it could be looking v. Good) or 3 in a row. If you collect a pot fearing death then it can give true skill with the Barcrest button to JACKPOT + REP if you are on £1, 1 nudge, pound run or 1 knockout gamble to 2 as you can't die. EG 2 knockouts is usually £3 or more.

If you have two medals whilst you are on the gamble note that it isn't always necessary to gamble high to get the 3rd. Step to nearest can be v. Easy to get via gambling to features exchanging and it usually gives move forward 3 on bonus and rise and fall as feature so just move forward 3 at the start for Big Game (NOTE symbol/s have to be equal or less than nearest cash win). If it is 2 nudges away gamble to nudges exchange if you have 1 gamble to 2 you can't lose. If you have more than enough nudges for the Big Game you can gamble to the top Jackpot + rep so basically you have a choice (I always go for the feature as you have a better chance of getting extra cash. Also if you have taxi at the start take it straight away if you know what you want as you can get skill stop v. Easily without and risk of being killed trying to go around the board to get near to the medal, cash etc. When the machine goes into invisible mode the BIG GAME LOGO FLASHES along with the Barcrest man, when you press start you will land on the ? and get extra medal this will gambling but I assume it will give the JACKPOT but as now this is only speculation. Another good sign is the machine saying S.T.A.M.P.E.D.E. on the LCD and giving a trail

run adding

to all the pots. This only occurs on occasions and doesn't guarantee a good win but could

indicate an oncoming streak.

Exchanging from good wins for the feature can be an easy Jackpot or give better wins easily

but you can decide whether you think it is worth it also when you exchange cash goes up 1

straight away. You will sometimes get a true skill gamble if you take a pot or get a gamble to

the Jackpot and this machine does let you win the last gamble from £8 to £15 on the cash trail

unlike many older £10 machines which were converted to £15.

THE FEATURES

POUND RUN- Usually £1-3 pile of crap never take gamble

RISE AND FALL- Easy £2 but can be £3 amounts go to the same level so don't just hit it

STEP TO NEAREST- can give BIG GAME and be manipulated for good wins from bonus

nudges

KNOCKOUT SKILL- Can be v. Good, no skill involved but give £3+ nearly every time

BAR STEPPER- £3,4,5 steps to nearest can be manipulated from bonus nudges

CASH SKILL- Not really true skill but the higher you hit it the more it is likely to give it

SEVEN STEPPER- Manipulate it with bonus nudges beware or mixed but £2,7,8 v. Good

SUPER HOLD- Can be good if decent win is near, sometimes BIG GAME + again you can

use bouns nudges

CASH HUNTER- Usually £4+ rep not v. Good for such a high feature. GAMBLE IT UNLESS SUPER HOLD IS ONLY A CRAP WIN

CASH CRAZY- Seen this on before on older Barcrest machines (keeps popping up) I had

true skill to the top on features and collected this feature gives multiple win spins £15+ usually

OTHER INFORMATION

- The machine will sometimes give 1,2,3,4,5, nudge(s) next which can be manipulated for a

better chance of a win through holding some of the reels if not all of them.

- On occasions the machine will spin some of the medals in on one spin then next press spin in

the remaining 1 or 2 medals for the BIG GAME which I find very strange. This gives the top

feature without doing anything special and happens quite often and gives the most average

player an easy £15 +.

- There could be some validity in pressing start rapidly when the machine is banking £15 on

the top feature as it seems to give more but because it still gives £15 I am slightly sceptical.

- If you miss the top feature even when the machine is backing, it isn't always likely to give it

back quickly. On a session the machine offered the BIG GAME to some old timer who didn't

have a clue to what he was doing, he managed to collect £2 and walked away

after putting it back in. We jumped up thinking easy money but the machine totally clamed up, we put £30 through without any significant wins and then it streaked. It gave BG through just spinning them in and gave £33, then within £1 it gave true skill to the BG and gave £38 on top.

BIG TEN

Game Description.

An advanced Bar-X style machine with three wins to go for, Xs for £1, bars for £5 and Big

Tens for £15. The machine offers a maximum of three nudges and frequently holds bringing in the corresponding win.

Playing Strategy.

This machine pays out in massive streaks and single wins can hold many times over allowing you to build up your bank to around £70 if the machine is in a happy mood. Due to the way the machine pays out it can also eat a lot of money so only play if you know it has had a lot put in. If someone else is playing it, try to keep an eye on them to see how it is playing.

The best way to play this is continuously go for the highest wins without turning down the smaller ones, even a £1 win can hold up to ten times and three bars can add up to £30 + to your bank. When the machine wants to go it should keep paying until you reach between £50 and £70. You can get £60 from the jackpots alone but do not keep pumping loads of cash in; if it wants to pay it will usually do so with small but frequent wins.

Hints and Tips.

Because you can't see up the reels when you are offered nudges you can let the machine go for the best combination. To do this just leave the nudges for a while and they will nudge themselves.

Other Advice.

Remember to set a limit to how much you want to spend on this machine as it will take a lot of money if it isn't ready to pay.

Paying-out.

Frequent wins and nudges offering more than a pound is a good sign as are large numbers of holds on any win.

Average maximum winning potential - £50

BIG WHEEL

A classic, but still very popular fruit machine. The feature is entered through either

exchanging a win or lining up three feature symbols on the win line. During normal play

nudges can be 'cancelled out' for a chance of holding them to the next spin. If

they hold you will be awarded an extra nudge. Mostly you will only get wins of £1 and £1.20 through held nudges, unless you have four. This usually lets you have £1.60 or a rare £2. The only higher win then this it awards through banked nudges is jackpot, but that is very rare. Wins can be gambled and exchanged. Once in the feature the machine will always pay out if the mystery squares offer roll up, roll up, bonus, skill shot, extra number and skill number. The signs the machine is playing 'average' (jackpot is still possible) is if you get extra carriage and advance from the mystery squares. Do not use the cash pot as a sign to whether the machine has paid out. All the bingo card features of two lines are a jackpot except for middle line and four corners. Middle and bottom line or bottom and top line are the best to take and are usually a minimum of £30. See codes section for full details of the bingo cards.

HINTS

When exchanging wins for feature, if you press one of the feature buttons instead of the exchange button you will start in that position, very useful if your add again bonus is available.

TIP

A £1.20 exchange will usually leave three blue sevens only four nudges away, if there are two red and one blue on the win line and not a Melon above the middle reel. Three blue sevens can also be two nudges away if there are two blue and one red on the win line.

BOULDER DASH

THE BASICS

The trail is to 4 (bonus) then 9. Feature 10. Bonus 11. Extra life as well 12. Repeat advance for the hat trick. If the trail holds twice on 8 then you will always get the feature. BONUSES can be skill esp. on BOULDERDASH flashing cancel or Barcrest man button + noise

BOOST- not going to explain this one may go to bonus but usually 7 or 8

STOPPA- can't be slowed bonus if kind similar result to boost

HI/LO ADVANCE- gives 2 up board for each win can't die on first gamble may go all the way

SELECTOR- hold out for at least extra life does run out but goes for a while

SKILL STOP- same amount every time but can be repeat advance

NUMBERS IN VIEW- can be ok but more often than not it gives it when their is not enough numbers

NUDGES- self exp. Doesn't often give win

REEL TIME- steps reels slowly can give good win or a lot of numbers

To get on the feature the machine does give 3 in a row quite a lot.

NOTE If you have 1,1,anything, on the reels making 2 on the trail and they hold

just hold the 1+1 and you either get the 3rd number or the bonus. You can exchange after gambling a win once and it shows you what you can exchange for.

THE FEATURE

BONUS

BOOST- usually goes to repeat advance but not always

ADD AGAIN- useful if you are on 3 bonus nudges, 3 cash or 2 c/f

TAXI- press cancel and hit either REP ADV, +3 cash, 2 features ETC

SKILL STOP- if you want the 3 cash hit the TAXI square by it as the +3 cash has stake on

one side and ? on the other

SUPER BONUS- give extra to all your columns

SUPER JACKPOT- yep that's right

The feature board has 3 trails cash, features and repeat advance and also a mystery win which

as activated once all the symbols have been on the win line N.B. this holds along with the trail.

If you get this then different amounts flash on the LCD the highest amount that you can get is

£3.80 but this increases with every press of the start button on the feature.

HINT If you get the mystery win without getting the feature then the mystery win can be far

higher up to £15 so don't settle for small wins (this feature goes on for ages). If you have a lot

of nudges and most of the trail lit then check to see if you can collect the mystery win as it is far

more valuable.

Anyway back to the task at hand, you go around the board adding to the two trails then you will

either get +1 c/f (cash/features) +2 c/f +3 c and bonus nudges to get the mystery win nearer,

manipulate step to nearest or get wins. There is also TAXI which is a double sided arrow if it

doesn't go as far as you would like hit the taxi square again to get it again until it does + it can go

a long way. There's a SKILL STOP which is fast and Q. Hard. If you want +3 cash aim to get

the taxi near it instead of hitting it straight because it is sandwiched between

STAKE/ DINOSAUR (game over) and a ? square if you miss you won't die.

When you gain the feature if you have got to 12 then look to see what it has given you. If the

repeat advance is very low £1+ at the start then it probably won't pay that well if it is high and

the bonus is on add again + then you can get v. Good wins this usually shows the mood of the

machine. The extra life isn't total protection the machine gives collect prize a lot which is

annoying + holding the feature/ cash etc that you want doesn't work. This fobbing off method is

a joke typical BARCREST, however provided that you don't get that then you should get a

decent feature/ cash amount NOTE however the machine can give RESET if you get high on a

trail esp. annoying if you have £8 and need 1 cash for the Jackpot (don't take this risk if you

have crazy cash).

The ? square can give the true skill method (man or cancel flashes) this will allow you to either

choose the extra life, trail run, skill stop, taxi take the life unless you have one or a trail is v. High

in that case take the taxi or trail run. It can also give the true skill on the HI/LO continue and the

yes/no continue it will v. Often give roll even and kill you or STAKE/ DINOSAUR.

THE FEATURE TRAIL

WIN SPIN- £1,2,3 pathetic gamble it as you don't lose

MONEY BELT- good on the older version of Dracula it gives 4 amounts for up to £4 but only

usually worth £2,3 on the newer machines and BOULDERDASH

STEP TO NEAREST- can be v. Good have had Jackpot through using bonus nudges however

often gives +1 feature if big win is near

REEL ROULETTE- light flashes on the outer 8 symbols no skill involved take only if good

amounts often £3 but gamble if step to nearest is good + use the nudges to improve the grid and

remove £ signs

PICK A WIN- Can often give Melons for £6 and sometimes goes through the wins in ascending

order to the top this becomes pretty obvious after the first 3 or 4 picks.

SEVENTH HEAVEN- either £2,7,8 watch out for the mixed 7's but note the bonus nudges

can be used here to manipulate the win

GOLDEN HOLD- steps of 2,3 up and down for wins can give the Jackpot use the bonus

nudges again to help

SUPER MONEY BELT- far better money belt easy £5+ depends on the mood

CRAZY CASH- here it is again Barcrests favourite feature win spins for at least £15 but can go

a lot higher DON'T GAMBLE FOR THE JACKPOT not worth the risk

JACKPOT + REP- not known for repeating a lot but does do occasionally IM (invincibility mode) is indicated by the Boulderdash logo flashing.

CAMELOT

Trying in effect, to be a better version of Casino Crazy. Work your way around the feature

adding to one of four pots. Cash, nudges, features and reel blasts are on offer.

There are also

three keys to collect which will gain you entry to the Round Table feature which, unfortunately

always seems to be £15 and no more. The machine has the following features which can be

collected at anytime during play:

Reel Time - A pick a win type feature of around £2 (£1.60 rounded up).

Spell Bound - A fast cash feature of around £2 to £4.

Cash Joust - A money belt feature of £5.

Excaliber - Three wins are displayed then hidden and shuffled around. Find the highest win

which is average £7 but sometimes only £4.

Lance the Lot - A skill cash feature, just hold cancel and do not panic for an easy jackpot.

Holy Grail - Same style feature as the Waltze. Stop the reels on mixed bars after the bells for

£15 or £30 if steps again. See reel skill pages for details.

Reel blasts are also worth collecting if the reels are in a good position. Also watch out for your

nudges as these build up very quickly.

Before you start the feature you must complete the Camelot trial. This is very short but does not

often hold three times, and instead feature entry is usually gained through the bonus on the middle

reel. Also watch out for wins rolling in and large wins been offered on nudges through normal

game play. Exchanging at £5 is a guaranteed jackpot as this lights the Lance the Lot feature. The

jackpot repeats fairly well on this machine and watch out for the following:

Bonus, super bonus,

and skill as these are good signs that the machine is ready to pay.

HINTS:

Watch for the brilliant four nudge trick. If a win is not available within four nudges and the collect

button lights up. Press it and it will nudge in jackpot.

PHSYCO CASH BEAST

BASICS

The machine is similar to Dracula in the fact that you have a trail to 12, 4 being the bonus, 9

starts feature, 10 gives bonus, 11 gives extra zone, 12 gives extra life. Getting them all is quite

beneficial and I will explain this in more detail later. If the trail holds twice on 8 you will get the

feature.

The machine also has the new addition of the crystal ball in the bottom corner of the machine

which offers you bonuses on the next press (esp. when it is paying). These bonuses are usually

given when the number trail is low but can be very rewarding. These features include: -

EACHWAY NUDGES NEXT- gives nudge up if you press the Barcrest button and hold it

down

SUPER HOLD NEXT- 1up, 1down v. good for numbers and also for wins you can hold

some or all reels

LET EM SPIN- do as it says

FEATURE BONUS- gives the bonus at 4 on the trail

FEATURE ENTRY- gives enough numbers to get to 9,10, 11 or 12 (usually 9 unless playing)

NUMBERS IN VIEW- Hold numbers IE 5 or 4 if they are in view before you spin

SKILL NUDGES- Hit the Barcrest button and hit 4 nudges

SEVEN STEPPER- steps down to the first 3 sevens you meet, hold all if they are all the same

colour but you nearly always get mixed.

NUMBER RUN- steps in numbers until you get the feature

1,2+3 NUDGES NEXT-hold anything that you find useful

GUARANTEED WIN-gives a win on next spin not the same as "let em spin"

HOLD ALL- hold all for win.

THE REGULAR BONUS

The normal bonus has the usual stuff: -

REEL STEPPER- steps the reels each time you hit step otherwise it stops

BOOST- the usual waste of space

TRAIL STOPPA-about as good as boost the best you can hope for is reaching bonus

(10 on board)

SELECTOR- can give extra life V. Good

TRAIL SHOT- skill shot but doesn't go to the same point every time quite hard to judge and

no pattern, you have to be good to hit the extra life

EVEN ADVANCE- stop on the even numbers, no skill required as it is totally predetermined

but can go to the top if it wants to

REEL TIME-steps the reels around slowly stop on either good win or the feature

ADDED EXTRA-three + four, one + two ETC quite good usually get either 6 or 7 but the

feature does run out

THE FEATURE

The feature board itself is quite a unique idea, basically you go around collecting knockouts and

nudges in a feature which is a loop. These two pots are active when you have any thing in them

and can be used at any time. When you run out you are not forced to collect but you can carry

on until you either have something worth collecting or die. When you start you will be in the

bottom zone of the 5 where the wins are crap, the knockouts can be used to remove features

from the zone. In zones 1-4 there is one square which is an extra zone and that will activate the

next zone up. Anyway on the board there are some 1,2 and 3 (knockouts and nudges) if you

land on them, 2 extra zone squares, 2 bonus squares, skill stop (use Barcrest button to slow it

down), taxi (see skill stop), 3 ? squares and a GAME OVER square.

BONUS

Move Back 3-use it wisely, you can sometimes move it back to another bonus and then skill stop

Add Again- use when on extra zone for another, sometimes gives add again at the start

Taxi- use Barcrest man to slow down

Skill Stop- use Barcrest man again to slow down, if you start on skill stop keep going around

and it gives extra bonus after a while for the Jackpot +rep

Jackpot + rep- £15 doesn't often repeat

THE ?

The ? does go into skill mode by holding the Barcrest button when it flashes to select Extra

Zone Extra Life, trail knockout (the best) if high, which removes some of the available amounts

from the lit zones, leaving the high cash win and extra zone lit. The machine has Skill Continue

which goes at varying speeds hit E of continue to carry on. It also gives skill on the YES/ NO

continue, game over like every machine odd/ even continue (hit even)

THE FEATURES

ZONE 1

£5, Extra Zone, £2, rise and fall, £1+rep, pound run, 2 reel blasts, £1

ZONE 2

Seven stepper, £2+rep, 4 reel blasts, £1+rep, Take Your Pick, £3 ,Extra Zone, £6

ZONE 3

£8, Hot Shot, Extra Zone, £3+rep, Nearest Win, £4, 6 Reel Blasts, £3

ZONE 4

Reel magic, £10, Bar Rep, £5, Prize Belt, £4+rep, Extra Zone, £8,

ZONE 5

£15, sizzling sevens, £10, Over the Top, £5+rep, Money Multiplier, £15+rep, Super Series,

In Zone 1 using the reel blasts is usually a waste of time, the only thing worth having is £5.

Rise and Fall can go to £3 but this is rare usually £2. In Zone 2 seven stepper can often be £6

or £10 but check first before you collect as there are more than 1 blue + red 7's on each reel.

Check by looking around the reels and by nudging down reels that you are unsure about before

collecting. The same applies to the 4 reel blasts and nudging reels to remove bad symbols helps

give better wins usually £3+. £3 and obviously £6 are worth having. Zone 3 take good cash

wins or Nearest win , again the nudges can be used to improve the win so use them wisely, Hot

Shot is usually £3 (three shot up the cash trail) and again use the nudges to improve the £6 reel

blasts. Zone 4 take Reel Magic for Jackpot as long as one is in view (use nudges to get one in

view), good cash amounts and take Bar rep for £3-5+rep and Prize belt for very good win

usually up to £12 (amounts + multipliers). In the Top Zone take either cash win of £10 +

Sizzling sevens (sometimes), Over the Top (£15, £10, £6 +rep) money multiplier (can be very

average when it doesn't want to pay), Super Series (over the Jackpot and maybe even +rep as it

can go very high). Note that you can go back to a Zone when you have others above it open so

if you have removed most of the features/ wins in Zone 4 for example instead of having 2 shots

at the top Zone try for reel magic instead for an easy Jackpot + rep. The same applies for the

other Zones only £6 may be left in Zone 2 so use your shots wisely.

CASH BUSTER

The game revolves around a series of strategic Hi Lo decisions that allow the player to

choose a path towards the jackpot. To enter the game you must first complete three Cash

Buster symbols on the win-line. The usual JPM rules apply here. Holds after nudges, hold the

bottom line etc. Once you enter the feature you choose whether to Hi-Lo left or right, using

the best number available. The machine rarely kills you on good numbers but it can make it difficult to obtain them. The machine has the following features from the bottom up:

Bar Steppa - Steps up or down to the nearest set of bars. Can be good so watch the reels.

If £6 is available down, then there is usually £7 available by going up, but have a look first.

Note Climb - Climbs up the note ladder, can be £10 but usually £2.

Fast Cash - Average win £2.

Stop 'n Step - Fairly easy to hit this one as there is a big red bar just before the jackpot symbol.

Money Belt - Average win £3.

Notation - A slightly different Note Climb feature. Average win £4.

Super Money Belt - Shouldn't be less than £6.

Super Win Spins - A minimum of £5 and usually around £10 upwards.

Line Up - Usually jackpot.

Hi-Lo Cash - Can go really high but usually £13.

The machine also has various cash amounts, nudges, and reel blasts as you work your way

up the feature board. Watch out for **Stop 'n Step** as this is a jackpot feature if you are good,

but expect to lose on good numbers when gambling for it.

The Hi-Lo reel also has bonus symbols on certain numbers, usually helping you to progress.

The bonuses are:

No Lose - Go against the odds. Works of either number.

Skill - Moves around four squares.

Xtra Life - Very annoying if you lose it straight away.

Step Up - Likes giving this if you land on the Stop 'n Step feature, otherwise very helpful.

Lucky 7 - No lose gamble on seven. Works on either side.

CASH or BUST

As with a lot of machines, there is a Cash or Bust button. Press it and a light flashes all over

the board, including lose. The game will go through fazes of constantly landing on features and

wins, and constantly landing on lose. It is worth going for it if your number is bad or you do

not expect a high win through gambling.

At the top of the board is the jackpot repeater which can repeat very well (two or three

times!). The machine also has a habit of offering high wins (£5 upwards) every now and then

through normal game play. These wins can often lead to a jackpot.

CASH FRENZY

BASICS

The machine is similar to Dracula in the fact that you have a trail to 12, 4 being the bonus, 9

starts feature, 10 gives bonus, 11 gives extra zone, 12 gives extra life. Getting them all is quite

beneficial and I will explain this in more detail later. If the trail holds twice on 8 you will get the

feature.

The machine also has the new addition of the crystal ball in the bottom corner of the machine

which offers you bonuses on the next press (esp. when it is paying). These bonuses are usually

given when the number trail is low but can be very rewarding. These features include: -

EACHWAY NUDGES NEXT- gives nudge up if you press the Barcrest button and hold it down

SUPER HOLD NEXT- 1up, 1down v. good for numbers and also for wins you can hold

some or all reels

LET EM SPIN- do as it says

FEATURE BONUS- gives the bonus at 4 on the trail

FEATURE ENTRY- gives enough numbers to get to 9,10, 11 or 12 (usually 9 unless playing)

NUMBERS IN VIEW- Hold numbers IE 5 or 4 if they are in view before you spin

SKILL NUDGES- Hit the Barcrest button and hit 4 nudges

SEVEN STEPPER- steps down to the first 3 sevens you meet, hold all if they are all the same

colour but you nearly always get mixed.

NUMBER RUN- steps in numbers until you get the feature

1,2+3 NUDGES NEXT-hold anything that you find useful

GUARANTEED WIN-gives a win on next spin not the same as "let em spin"

HOLD ALL- hold all for win.

THE REGULAR BONUS

The normal bonus has the usual stuff: -

REEL STEPPER- steps the reels each time you hit step otherwise it stops

BOOST- the usual waste of space

TRAIL STOPPA-about as good as boost the best you can hope for is reaching bonus

(10 on board)

SELECTOR- can give extra life V. Good

TRAIL SHOT- skill shot but doesn't go to the same point every time quite hard to judge and

no pattern, you have to be good to hit the extra life

EVEN ADVANCE- stop on the even numbers, no skill required as it is totally predetermined

but can go to the top if it wants to

REEL TIME-steps the reels around slowly stop on either good win or the feature

ADDED EXTRA-three + four, one + two ETC quite good usually get either 6 or 7 but the

feature does run out

THE FEATURE

The feature board itself is quite a unique idea, basically you go around collecting knockouts and

nudges in a feature which is a loop. These two pots are active when you have any thing in them

and can be used at any time. When you run out you are not forced to collect but you can carry

on until you either have something worth collecting or die. When you start you will be in the

bottom zone of the 5 where the wins are crap, the knockouts can be used to remove features

from the zone. In zones 1-4 there is one square which is an extra zone and that will activate the

next zone up. Anyway on the board there are some 1,2 and 3 (knockouts and nudges) if you land on them, 2 extra zone squares, 2 bonus squares, skill stop (use Barcrest button to slow it down), taxi (see skill stop), 3 ? squares and a GAME OVER square.

BONUS

Move Back 3-use it wisely, you can sometimes move it back to another bonus and then skill stop

Add Again- use when on extra zone for another, sometimes gives add again at the start

Taxi- use Barcrest man to slow down

Skill Stop- use Barcrest man again to slow down, if you start on skill stop keep going around

and it gives extra bonus after a while for the Jackpot +rep

Jackpot + rep- £15 doesn't often repeat

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The ? does go into skill mode by holding the Barcrest button when it flashes to select Extra

Zone Extra Life, trail knockout (the best) if high, which removes some of the available amounts

from the lit zones, leaving the high cash win and extra zone lit. The machine has Skill Continue

which goes at varying speeds hit E of continue to carry on. It also gives skill on the YES/ NO

continue, game over like every machine odd/ even continue (hit even)

THE FEATURES**ZONE 1**

£5, Extra Zone, £2, rise and fall, £1+rep, pound run, 2 reel blasts, £1

ZONE 2

Seven stepper, £2+rep, 4 reel blasts, £1+rep, Take Your Pick, £3 ,Extra Zone, £6

ZONE 3

£8, Hot Shot, Extra Zone, £3+rep, Nearest Win, £4, 6 Reel Blasts, £3

ZONE 4

Reel magic, £10, Bar Rep, £5, Prize Belt, £4+rep, Extra Zone, £8,

ZONE 5

£15, sizzling sevens, £10, Over the Top, £5+rep, Money Multiplier, £15+rep, Super Series,

In Zone 1 using the reel blasts is usually a waste of time, the only thing worth having is £5.

Rise and Fall can go to £3 but this is rare usually £2. In Zone 2 seven stepper can often be £6

or £10 but check first before you collect as there are more than 1 blue + red 7's on each reel.

Check by looking around the reels and by nudging down reels that you are unsure about before

collecting. The same applies to the 4 reel blasts and nudging reels to remove bad symbols helps

give better wins usually £3+. £3 and obviously £6 are worth having. Zone 3 take good cash

wins or Nearest win , again the nudges can be used to improve the win so use them wisely, Hot

Shot is usually £3 (three shot up the cash trail) and again use the nudges to improve the £6 reel

blasts. Zone 4 take Reel Magic for Jackpot as long as one is in view (us nudges to get one in

view), good cash amounts and take Bar rep for £3-5+rep and Prize belt for very good win usually up to £12 (amounts + multipliers). In the Top Zone take either cash win of £10 + Sizzling sevens (sometimes), Over the Top (£15, £10, £6 +rep) money multiplier (can be very average when it doesn't want to pay), Super Series (over the Jackpot an maybe even +rep as it can go very high). Note that you can go back to a Zone when you have others above it open so if you have removed most of the features/ wins in Zone 4 for example instead of having 2 shots at the top Zone try for reel magic instead for an easy Jackpot + rep. The same applies for the other Zones only £6 may be left in Zone 2 so use your shots wisely.

CASINO CRAZY

What makes this machine more unique than others is the fact that the middle reel bonus offers more than a feature entry chance. Not only has it got the usual choose a trial, random stop etc. but it also offers Spin a Win which can then be gambled fairly high then exchanged and Super Bingo which offers a minimum of £15. The other unique part of this machine is since its conversion to £15 all the wins go up £1 at a time. So Grapes for example are worth £3 and Melons £4. This makes even a couple of Crazy Spins worth collecting as the average win with two Spins is between £4 and £7. This has its good and bad points. The good thing is, if you put a couple of pounds in the machine and you collect a couple of Crazy Spins you should be up around £5. But as most players do this it stops the jackpot from coming in as the machine is constantly making up its percentage as it goes along. This also makes features like Super Bingo and Roulette Wheel very rare and the feature board very short.

Playing Strategy:

If you are a regular player of this machine then you might disagree with what I am about to say, but I suggest that once you have gained access to the feature you collect small features or at least two Crazy Spins. Even the second feature up (pick a win) will give you £4, and a couple of Crazy Spins will be around £5, and although doing this will put the jackpot back do not worry about it as you are not playing for this. Just a small profit is all you can usually expect so do not get to addicted as it is very tempting to try for 'just one more' feature. Always hold two of a kind symbols (cherries and sevens (mixed or otherwise) only) as these will regularly drop in as the machine does not offer nudges. Once you have a win, gamble as far as possible to build your features and Crazy Spins up. Once you exchange you will nearly

always get one press but be warned that if it lands on the Casino Crazy square you will usually die on the next spin so don't be greedy and collect a feature. Also watch for your exchange on the mixed sevens as three blue sevens will usually be four nudges away and sometimes only two.

Paying out:

Dropping in wins after you hold two like symbols is a good sign that you should soon get Roulette Wheel (see back pages for more details). Rolling in a bonus frequently is also a very good sign that the machine is ready to pay.

CASINO LAS VEGAS

These machines are identical to each other just with differently named features. The feature starts after completing a one to nine trial with a bonus on position four. The annoying thing about gaining entry to the feature is the length of the trial. A bonus will not get you on with add again, boost, and rarely with choose a trial, making the machine frustrating before the feature even starts. Both offer a roll up, roll up allowing you to add again twice, with an eleven taking you straight to jackpot repeater. The roll up you need is on the second bonus of both machines. They also have an invincible mode, Las Vegas will go red and the Stash and Grab logo will rapidly flash. The jackpot can repeat several times but it is very rare to get it. While moving around the feature you can get the chance to collect three money bags. These bags will then offer Big Money, which is one of the three bars plus a repeat chance of another set of bars. The features are not really worth collecting but you should collect at least two knockouts if the feature is playing bad. It is hard to make a profit off these machines so only play if it has been played a lot.

CHAMPION SOCCER

This machine is made by BWB and has more clones out there than just about anything, they just keep popping up FIRE & ICE, HEAVEN & HELL, SUPER LEAGUE RUGBY, JACKPOT JOKERS, STARS AND STRIPES to name but a few (there are probably tons more). The boards are pretty much identical apart from the feature names the colours and some have slightly different shaped boards.

BASICS

These machines are evil when they have paid a lot, they are hard to pick and getting the Jackpot can be like getting blood out of a stone. The Trail goes to 8 with a bonus at 4 which does go in to skill mode a small logo flashes and good old cancel slows it down. After 8 you are on the cash

trail which you have to gamble as far as the exchange available to exchange but sometimes you won't have to gamble at all. Also by the trail a 5 footballers which light up with every hold of the feature, if you get all 5 you will get the barcode. The machine doesn't have to let you up after 2 or 3 holds.

BONUS

Boost- can go very high when paying, £5 is about the top end is you aren't getting up off boost walk away

Dapple- basically stoppa don't expect to get up but can go to £4

Above & Below- usually crap gives all numbers in view above and below the win line rarely gets to the feature

Skill Stop- quite fast skill stop but can go very high on the trail almost the top if it wants to pay.

Step up/down- basically you either go up or down until you reach the cash trail or have a cash win on the line, this is quite good (number run)

Re-spin- if you get no numbers you get the bonus again if you get numbers then tough luck

Add Again- given very rarely usually when the machine isn't playing if you are getting it consider doing a runner

Once you reach the cash trail the machine shows you how far you have to gamble to get on the

board. However there is a button which can light up and is an aid it gives either Exchange Boost

(boosts the exchange down to the level you are on), Nice Number which usually gives a better

number (you can be given more than 1), No Lose (you can be given more than 1, go against the

odds) & trail stoppa which gives you a shot on the trail above the level you are at. This aid only

tends to appear when the machine is in a sporting mood.

THE FEATURE

On the feature you go around the board and have two pots to add to CASH & FEATURES,

however you can only collect when you are on the cash or feature squares so it can tease you by

filling them and not letting you have them. There is a matrix in the middle of the screen and the

idea is to fill lines to get streaks. If you get a line(s) of mixed blue and red footballs you get £1 for

each line. If you get a line of blue footballs you get a win streak of about £5 and a line of reds is

usually a streak of £15 but not always. There is another bonus which gives 4 aids

1. Substitute which is part protection but only for an injury

2. Repeat chance which is either a repeat on what you collect or a feature start repeat NB if you collect about £3 and have repeat it can go to £15

3. Middle Magic which gives the middle ball on the centre matrix

4. Bonus Stopper quite a straight forward skill stop, see if you can get a **BLUE** or **RED**

streak or get

bonus add or extra player (red or blue depends what you need)

The cash trail goes £1, £2, £3, £4, £6, £8, £10, £15

THE FEATURES

Skill Cash- on LCD either £1 or £2

Money Belt- wins of £2-£4 can be expected collect esp. if you have repeat

Step a Win- steps down nearest win usually £3 or below

Spin a Win- often gives £3 but can be less has given blue sevens

Pick a Win- tells you how many goes you have on the LCD and flashes amount on the cash trail

usually £3 or £4 but has given £15 + rep even when not streaking

Golden Hold- give you a decent win, usually £5+ can and has given the Jackpot but that's not

saying much as we have had it of nudges in normal play

Nudge Shuffle- start to expect big wins of this feature, spins the reels and offers nudges and tells

you what you can get, the only time we have ever been offered this feature is during a streak and

then it either gives the Jackpot off the first or second spin

Golden goal- Should be £15 but can't remember if it is a win series or not but take whatever,

don't push for the Jackpot unless streaking or invincible

There are game over squares in the form of injured player which kills you on the board (unless

you have substitute).

The ?, this goes in to skill mode the same way that the bonus did earlier.

THE ?

This gives: -

Game Over- yep not again

Swap sides- changes the colour of the balls on the matrix IE blue to red and visa versa

Off or On- hit on to continue

Odd/ Even (even better)- hit the even number to continue some clones don't go from 1-12 they

are mixed up but find the pattern and it isn't too hard

Last chance- like escape on Indiana Jones but lands on injured player nearly every time

Extra Points- boosts the cash and features and balls

Take Away- removes features, cash and balls

-If I knew the name I would tell you but basically all you do is have a taxi and it goes to the same

extremes every time can be very useful.

The ? is pretty nasty but the features which give you a chance are pretty fair if you hit something it

usually gives it.

STRATEGY+ INVINCIBILITY

There is little that can be said for strategy on this machine, always check before you exchange for

the feature (see if it is worth it), if you change a number or select no lose whilst gambling check

the feature as it will have changed (also the machine can give a line of red balls from a £1

exchange so you don't always need to gamble.

The invincibility mode is not all that frequent but is indicated by footballers going red (oh! and you

will actually get to feel going around the board for once). The machine says "hint" on the LCD

you get a hold after a nudge or you are high on the trail and it tells you to hold a number to get on

the board (TALK ABOUT THE COMPANIES SPOON FEEDING THE NOVICES). The machine can be evil but the repeat chance is a good sign of a decent win but don't be greedy

trying for a big win as you will get just as much of £3 + rep. The machine does 3 hold on small

wins frequently and can spin in wins off the second or first press when you hold two like symbols.

You can also build a good bank without taking the feature just collecting small wins can work. If

you exchange from £4+ don't expect it to give anything collecting can be a better option.

5 FOOTBALLERS (CODES)

If you get the barcode take any of **HI / LO Cash, 3 shot Climb, £3 + rep or Skill Cash** if you

are any good. See the Various Codes for the list note that £3 + rep can be as good as any but

this is totally up to you.

STREAKS

The accuracy of this could be misleading, not because of the info but because it could all be

coincidence (but I doubt this with my experience of these machines). At the start of a streak on all

these machines we have had either the 5 footballers (rugby balls, jokers ETC) and got the

jackpot either through the £3 +REP or HI/LO cash going all the way and this indicates the start

of the streak. The next stage should be very obvious to everyone as when you get say £1 the

feature pot and cash pot are either 4 or more from the start and there are usually quite a few lit

shirts and the bonus button is nearly always lit. The machine will make it easy to get the big wins

and it will be letting you on the feature nearly every press THE STREAK IS VERY OBVIOUS.

The machine seems to always streak to £50+ and even getting the RED HOT STREAK can

mean £30 instead of the regulation £15. NB If the hold buttons start to make a different sound to

usual then the machine is streaking, this should help explain why most people hate this machine

because it likes to take a lot of money quickly after a streak.

DON'T PLAY THIS FOOTBALLER (WHEN)

(A) you are getting holds off 8 but never getting on to the cash trail

(B) the exchange is miles away

(C) you are either being given bad gambling numbers or constantly losing off good ones

(D) it likes to suck money out of you by giving a couple of wins and then taking twice as much

off

you without giving features, don't be fooled in to thinking it will pick up in a couple of quid

because it never does.

COLLOSUSS

A very bad machine to make much of a profit out of. The idea is to complete a trial of at least

seven to enter either the nudges, cash or feature ladders. Once on the feature you can Hi-Lo

gamble further up the ladder or collect a win on the way. The best features are the following,

from the bottom up:

Skill Multiplier - Will never offer more than the jackpot value. Average win is around £6.

Skill Climb - A hard skill cash feature. Should be no less than £8 (treble bars).

Win Rollover - Skill stop the reels on the jackpot. The speed of the reels changes each time.

Colossus Climber - Climbs up the cash ladder adding the wins as you go along. No skill

involved but can be very good.

Colossus Cash - A win series type feature. Goes up £10 at a time, even on £15 versions due to

poor programming, can be good though.

There are also a set of hidden features which are obtained from lighting up all the symbols along

the bottom of the glass. These symbols can be brought in through nudges in normal play but not

through the nudge ladder, and wins and feature entry will cancel this out. Most of the hidden

features are fairly useless but occasionally you will be offered a skill chance. Hold cancel and take

the jackpot repeater.

There is a bonus on the centre reel to help you access the ladders which can occasionally be

slowed down by pressing cancel. This is very rare and no light or noise will indicate this, but

nevertheless, it happens occasionally so always try for it. The bonuses are:

Add numbers - Can take you really high.

Choose a trial - Take this if you get true skill on the bonus as it should offer a high win or

feature.

Super hold - Take best win or try for the hidden feature symbols.

Number in view - Rarely gets you on.

Respin - One of the few machines that does not let you hold the reels, very bad indeed.

If you are going to play this machine for profit you must gamble everything, otherwise the machine

will continuously make up its percentage as you go along, offering small feature and slowly eating

away your money. If you keep gambling with the odds you will eventually reach the top feature

and should win around £30 - £40. Or you could collect Win Rollover or Colossus Cash, both

can offer a lot. Gambling everything will be costly at first but should pay off in the end.

CRAZY FRUITS

BASICS

The trail is to 8 with a bonus at 4 and then you go straight on to the feature,

even though you are on the cash trail. If you gain a win then you have to gamble once to activate the feature board. This machine doesn't have a cancel button but in a similar vein to the Barcrest button it has a circular button which flashes when it is active. If the trail holds on 8 twice you will always get the feature.

THE BONUS

BOOST- pathetic sometimes goes to £1 but don't hold your breath

SUPER TRAIL- like a skill stop on the LCD 1-8, 8= £2

STOPPA- similar result to getting the good old boost

MULTI RESPIN- re-spins the reels usually until you get the feature can go to £4 but this is

very rare

LUCKY NUMBERS- watch carefully as 3 changing numbers are flashed on the LCD (you

need 5+ to get the feature) not very good.

CHOOSE A TRAIL- can go up but often won't go above 8 depends on mood

You can cancel the nudges on this and most other BFM machines and if they bank it will be

indicated by the machine telling you on the LCD "nudges banked". This then gives a nudge

gamble on the next press and can lead to wins or getting the feature. They also support the "let

em spin" scenario but this occurs infrequently.

THE FEATURE

Once you get the feature you are given a matrix (the cash trail) which is blank except for some

odd lighted symbols which the machine gives you at the start. Sometimes the matrix has a lot of

low symbols lit EG cherries and not many high valued symbols EG bells (Jackpot), sevens and

pears. The machine tends to give the higher values when it wants to pay however at times it will

give two bells and kill you very quickly. The board will also have two separate matrixes which

are for nudges on the left and shots on a separate set of values on the right.

Basically the aim is

to complete a matrix for the Jackpot + rep. It can be difficult going around the board collecting

fruits on your way. There is also a set of 3 keys which you collect (you can be given some at

added to the matrix after each spin. This can give good wins, give a lot of shots or nudges or

even fill a matrix, basically that is all you have to do. The machine also has a set of features on

the board which can go right to the top at the start but you have to land on the feature square

on the board to collect it.

THE ?

The circular button can flash to give true skill from skill stop which can be very useful to get a

Key or a bell it very regularly gives the "Slow Motion" to get the jackpot when you have two

bells and only need 1 more for the Jackpot (+ it can also fill the matrix so CHECK.

It can also flash to give no bad features which are all ok but usually not that good. The ? give out of Juice (DEATH), Hi? LO continue, Extra Key, shuffle matrix (always say yes because you will need different fruits on the two matrixes for the Jackpot), shuffle board (up to you depends if you have a lot of high symbols lit or not), matrix shoot (gives some more symbols on the matrix)

THE FEATURES

Stoppa fruit- Never take it unless you are really desperate for £1 or £2

Money Belt- set of values on the LCD usually £2

Fruit Pursuit- reel roulette (any more questions?) worth £1-£3 usually but can surprise us all

but don't expect better just be happy if it gives it.

Pick Your Own- choose a win from the reels but it often only gives small wins about £3

Bounty Bar-

Golden Shot- often gives slow motion but then wont offer £15 but can be worth £5-10, £15 rarely

Nudge Frenzy- This is another good feature and can often give the jackpot

Tutti Fruity-HI/ LO up the cash trail the top feature, Gives minimum of £14 because it goes

up in as near to £15 as possible but don't expect it to carry on as it often wont. The machine indicates the Invincible mode by saying "mad for it" and the Crazy Fruits name

flashing, you will go around the board collecting fruits and will be given the Jackpot +rep (note

that if you collect shots you will get £15 but no repeat chance) which won't repeat very often

and this certainly doesn't indicate the machine will streak. This is because the machines

programmed by BFM act very differently to other machines on the market but it can clam up

very quickly after the Jackpot so only put a couple of quid in afterwards to see what will

happen. The machine also doesn't have to be full to give a quick hit of £15 but when it wants to

take in money it wont offer features (number trail doesn't hold much) and kill you off very

quickly if you do. The machine also has a tease mode which will nearly give you the matrix but

kill you off when you are close but the best time to go for the machine is when the Features go

to the top or certainly near to it right at the start it very often lands on it when at the top.

SPECIAL BONUSES (occur in normal play)

The BFM bloke (circular button) gives the sound in normal play to offer an array of features

press it and it will often hold all and give a win above or below the win line. It gives magic

nudges (always 3) and spins each reel as you press it for a win. It will step the reel down on a

reel run feature and will keep on flashing until you have enough numbers for the feature. It also

give the hold all for numbers in view usually when you are on 7 or 8 to boost you on the trail.

It can also flash on nudges to give nudge up on nudges (hold button to nudge up).

BANANA BONUS

Similar to the MAYGAY ones like supporters club/ MOE'S Tavern ETC this bonus is on the

middle reel and can be given from nudges, spun in or from nudges on the feature unlike

MAYGAY machines, It is shown by the banana flashing whilst you go around the board. The

circular button often flashes to give "Slow Motion" which is basically true skill and you can

choose a feature. Obviously the banana can be nudged in, in normal play of come in on its own

and isn't too hard to get when the machine is up for it. Fruit Explosion is about the best when

the machine is playing, however they are often around the same value and are pretty similar to

those on Star Prize.

DONKEY KONG

This style of machine was a bit of a fad for Maygay. To the average player it seemed impossible

to reach the top feature, but after a while it becomes clear. You will always lose on the Grants

Gamble/Barrel Jump squares unless the cash trial at the beginning of the feature starts on at least

80p. If it starts on 80p you should (but not always) get £4, do not gamble for more as you can still

lose. If it starts on £1.60 you should always get to the top feature. After a while you will

understand how these machines play. They tend to only pay-out a lot in streaks. The streak will

usually be between £30 and £50 on Donkey Kong and £20 to £30 on Eastenders. They offer an invincible mode, where the cash trial will go blue. This will give you

the super

jackpot as opposed to the top feature. The terrible thing about Donkey Kong offering invincible is

that you can still sometimes lose. This is probably a programming fault but you can lose on the

Barrel Jumps so be careful.

OHH AHH DRACULAR

THE BASICS

The trail is to 4 (bonus) then 9. Feature 10. Bonus 11. Extra life as well 12.

Repeat advance for

the hat trick. If the trail holds twice on 8 then you will always get the feature.

BONUSES can be skill esp. on BOULDERDASH flashing cancel or Barcrest man button +

noise

BOOST- not going to explain this one may go to bonus but usually 7 or 8

STOPPA- can't be slowed bonus if kind similar result to boost

HI /LO ADVANCE- gives 2 up board for each win can't die on first gamble may go all the way

SELECTOR- hold out for at least extra life does run out but goes for a while
SKILL STOP- same amount every time but can be repeat advance
NUMBERS IN VIEW- can be ok but more often than not it gives it when their is not enough numbers

NUDGES- self exp. Doesn't often give win

REEL TIME- steps reels slowly can give good win or a lot of numbers

To get on the feature the machine does give 3 in a row quite a lot.

NOTE If you have 1,1, anything, on the reels making 2 on the trail and they hold just hold the 1+1 and

you either get the 3rd number or the bonus. You can exchange after gambling a win once and it shows

you what you can exchange for.

THE FEATURE

BONUS

BOOST- usually goes to repeat advance but not always

ADD AGAIN- useful if you are on 3 bonus nudges, 3 cash or 2 c/f

TAXI- press cancel and hit either REP ADV, +3 cash, 2 features ETC

SKILL STOP- if you want the 3 cash hit the TAXI square by it as the +3 cash has stake on

one side and ? on the other

SUPER BONUS- give extra to all your columns

SUPER JACKPOT- yep that's right

The feature board has 3 trails cash, features and repeat advance and also a mystery win which

as activated once all the symbols have been on the win line N.B. this holds along with the trail.

If you get this then different amounts flash on the LCD the highest amount that you can get is

£3.80 but this increases with every press of the start button on the feature.

HINT If you get the mystery win without getting the feature then the mystery win can be far

higher up to £15 so don't settle for small wins (this feature goes on for ages). If you have a lot

of nudges and most of the trail lit then check to see if you can collect the mystery win as it is far

more valuable.

Anyway back to the task at hand, you go around the board adding to the two trails then you will

either get +1 c/f (cash/features) +2 c/f +3 c and bonus nudges to get the mystery win nearer,

manipulate step to nearest or get wins. There is also TAXI which is a double sided arrow if it

doesn't go as far as you would like hit the taxi square again to get it again until it does + it can go

a long way. There's a SKILL STOP which is fast and Q. Hard. If you want +3 cash aim to get

the taxi near it instead of hitting it straight because it is sandwiched between STAKE/ DINOSAUR (game over) and a ? square if you miss you won't die.

When you gain the feature if you have got to 12 then look to see what it has given you. If the

repeat advance is very low £1+ at the start then it probably won't pay that well if it is high and

the bonus is on add again + then you can get v. Good wins this usually shows the mood of the

machine. The extra life isn't total protection the machine gives collect prize a lot

which is annoying + holding the feature/ cash etc that you want doesn't work. This fobbing off method is a joke typical BARCREST, however provided that you don't get that then you should get a decent feature/ cash amount NOTE however the machine can give RESET if you get high on a trail esp. annoying if you have £8 and need 1 cash for the Jackpot (don't take this risk if you have crazy cash). The ? square can give the true skill method (man or cancel flashes) this will allow you to either choose the extra life, trail run, skill stop, taxi take the life unless you have one or a trail is v. High in that case take the taxi or trail run. It can also give the true skill on the HI/LO continue and the yes/no continue it will v. Often give roll even and kill you or STAKE/ DINOSAUR.

THE FEATURE TRAIL

WIN SPIN- £1,2,3 pathetic gamble it as you don't lose

MONEY BELT- good on the older version of Dracula it gives 4 amounts for up to £4 but only

usually worth £2,3 on the newer machines and BOULDERDASH

STEP TO NEAREST- can be v. Good have had Jackpot through using bonus nudges however

often gives +1 feature if big win is near

REEL ROULETTE- light flashes on the outer 8 symbols no skill involved take only if good

amounts often £3 but gamble if step to nearest is good + use the nudges to improve the grid and remove £ signs

PICK A WIN- Can often give Melons for £6 and sometimes goes through the wins in ascending

order to the top this becomes pretty obvious after the first 3 or 4 picks.

SEVENTH HEAVEN- either £2,7,8 watch out for the mixed 7's but note the bonus nudges

can be used here to manipulate the win

GOLDEN HOLD- steps of 2,3 up and down for wins can give the Jackpot use the bonus

nudges again to help

SUPER MONEY BELT- far better money belt easy £5+ depends on the mood

CRAZY CASH- here it is again Barcrests favourite feature win spins for at least £15 but can go

a lot higher DON'T GAMBLE FOR THE JACKPOT not worth the risk

JACKPOT + REP- not known for repeating a lot but does do occasionally IM (invincibility mode) is indicated by the Boulderdash logo flashing.

EASTENDERS

This style of machine was a bit of a fad for Maygay. To the average player it seemed impossible

to reach the top feature, but after a while it becomes clear. You will always lose on the Grants

Gamble/Barrel Jump squares unless the cash trial at the beginning of the feature starts on at least

80p. If it starts on 80p you should (but not always) get £4, do not gamble for more as you can still

lose. If it starts on £1.60 you should always get to the top feature. After a while you will understand how these machines play. They tend to only pay-out a lot in streaks. The streak will usually be between £30 and £50 on Donkey Kong and £20 to £30 on Eastenders. They offer an invincible mode, where the cash trial will go blue. This will give you the super jackpot as opposed to the top feature. The terrible thing about Donkey Kong offering invincible is that you can still sometimes lose. This is probably a programming fault but you can lose on the Barrel Jumps so be careful.

FIGHT NIGHT

BASICS

I like certain things about Fight Night and hate others, but it has some very good features

which are very profitable. You have to get a glove on each reel to get on the feature board

which is square. If you get 3 like gloves on the reels then you get either one of two wins for

that corresponding colour (there are four glove colours)

Red- £1 or £2

Blue-£2 or £4

Yellow- £3 or £6

Green-£5 or Jackpot (note you nearly always get £5)

If you get a small amount from three like gloves then exchange for the feature but if you get a

large amount like £5 then just collect it as the feature will have a few low pots: - features, cash,

knockouts and super holds so its not worth doing it.

There is also a barcode on the machine which is given by triple, double, single and falls in very

often when you have two of them already and hold for the 3rd. The guide for this can be

found on the Barcodes page. But basically take follow me or strike a light.

The Feature

On the feature you have to land on the four pots to collect any of them or the + features/ cash

ETC to collect them. This means that the features or cash could be very high and you can't

collect them or the super holds give the Jackpot but you can't have them. The machine will kill

you nearly every time if there are good wins available from super holds.

The feature is a square and it is the same as the Simpson's in that respect as well as 4 ?'s and

2 knocked out (game over) squares. However in the four corners there are now the feature

pots with small buttons which when lit and you are on them allow you to swap corners and

add to other trails if you don't want to collect. On this machine there isn't an ITCHY +

SCRATCHY type feature but instead 5 boxers which if you collect them all you get a TITLE

SHOT. This basically means that you get knockouts 1, 2, 3, 4 or five (although it doesn't light

up on the LCD) at six features which are £2+ rep, £4+ rep, JACKPOT, SUPER JACKPOT, Big Money and Big Win Repeater. You can get this off swap corner where it will land on all the remaining boxers and give you some usually 1 shot at the features.

The ?

The ? square gives some good features but also bad ones, these are :-

Title Shot- this gives a title shot

Bob N Weave- press cancel to choose what you want IE boxer, corner, + 2 features ETC

Go To Corner- goes to a corner randomly

Light Corner- lights a corner and takes you there

Saved by the Bell- Extra Life

Knocked Out-game over

HI/LO to continue

The Features

The features of which there are six are as follows: -

Line Up- first reel spins and stops on its own on a glove and the machine steps in the other

two matching gloves for on of the two wins from that glove colour

Stop N Step- press cancel to slow the first reel down and choose either triple bar not boxed

(unless the other boxed triple bars are very, very close) for £3 or Blue seven

(unboxed) for £4

provided blue sevens are the nearest sevens on or above the win line. You can on very rare

occasions get the Boxed Blue Seven £4, Red Sevens £6 (or Boxed £15) or Super Sevens

£15.

Cash Climb- 3 shot climb up the cash trail (some are lit at the start) usually £3 or £4 but can

go higher and even to the CASHPOT at the top which is £15 minimum and can go to £50

(similar to big 50 with a trail of notes)

Revolver- steps the reels round and you can get either a good win sometimes Jackpot or the

Special Feature key code (centre reel, Like Escape Committee on Great Escape)

Super Jackpot- which can repeat quite regularly, but is hard to get

The Special Feature(KEYCODE)

The feature on the centre reel which is a circle type thing gives combinations for the different

features, This unlike the Great Escape collection you are told the feature codes on the machine

by 3 colours next to the name of the feature, these correspond to the 3 hold reels. So you can

choose the feature you desire take either the Win Series (same as Great Escapes) or take the

Win Stepper which is probably the best and often goes all the way around.

RED MODE

The red mode is the same as the old blue mode on Donkey Kong where the cash trail changes

colour. The cash trail goes **RED** and all you do is press start (3 shot) to fill it for at least £15

on the CASHPOT trail of £5's. You can change corners if you land on a lit corner, this can

give the Super Jackpot from either a full feature trail or by getting the 5 boxers

and getting the Super Jackpot that way. This can repeat and end up being better than the CASHPOT but you are still running the risk of not getting £50 but this is rare to get anyway.

Other Stuff

The Jackpot does repeat on this machine a lot and if it repeats once it often goes to £60 (a bit like Apollo 9) this is why it doesn't like to give it too often. The machine doesn't recognise the high exchange wins on the 3 gloves so don't be sucked into exchanging £5 plus. The machine is very happy to offer what looks like a good exchange from good wins which have been either nudged, spun or from 3 holds and gambled. These wins are exchanged and all the trails are nearly full but the machine will simply just not let you land on squares and collect the trail, this happens a lot on this machine so be careful (however it can give the super jackpot but often won't). If the win stepper goes to £25 then the machine is usually on a streak and it can be worth playing.

G-FORCE

A very smart little game with a combination of many of JPMs traditional machines. Roller Coaster is the strongest influence with Big Bucks coming second. The idea is to get on the feature board by completing a one to six trial, six being the start number. Each reel has a different trial so the feature can be achieved from three different positions. If two or more trials get past the number five, the player is awarded the choice of start position (the highest start is not always the best choice!).

A good thing about this machine is the fact that when there is more than one question mark on the reels you get to use them both even if one of them has already achieved the feature, this can boost the start position very high, and the usual respin trick works allowing for yet another question mark. Once you are on the feature the common principal of working your way to the top feature applies, and the common Roller Coaster rules apply. You can high - low to work up a level and you also have the roll up, roll up bonus. A unique feature but certain to be copied in the future is roll down, roll down. A good gimmick if nothing else. The strange thing about the feature is roll up and skill stop are not available from the mystery squares, but instead separate squares scattered around the board. This doesn't really effect game play except that the mysteries tend to be pretty bad or okay, although there is an extra life, which is obviously good. The options from the mystery are:

Lose - Game over.

Boost - Moves you on up to seven spaces.

Bonus Dodgem - Adds an extra car to the others collected. Once all collected a true skill on hidden features is awarded.

Game Over - Lose.

Extra Life - Even works on lost high - low gambles.

Last Ride - Usually gives you this near the top. Usually a pound.

G Force - Adds one letter to the G Force logo.

XXX - Makes certain features 'super'.

As you move around the board it is fairly obvious to tell if you are going to lose. However, always try to land on one of the first two question marks as it is very rare to lose, and it should give you the extra life if happy. When landing on the

first roll down square, it is best to hit a twelve or two, which will take you to the first/second question mark allowing (hopefully) for an extra life. If you already have the spare life, try getting a number to add to your Dogems. But remember to watch out for good nudge wins.

XXX - The triple X makes some of the features 'super'. You'll know which ones they are because you will rarely land straight on them. However you might get the chance with a roll up or roll down so don't mess up! The features are as follows from bottom upwards:

Free Fall - The bottom feature. A step to nearest win feature, so can be very good.

Oblivion - You have three chances of stopping the light on the cash ladder to the right of the machine. You only have three shots so the maximum is £3, but still very easy. The super version is an easy £15, simply hit £5 three times.

Speed - A typical fast cash type feature, no skill involved, but still usually around £4.

Cyclone - A money belt type feature. Average wins £3 - £4.

Cash Rapids - Like Log Flume but without the repeat square, still averages around £3. XXX works on the higher valued side so expect at least £11.

Corkscrew - A symbol is selected from any of the outside reels. Average £3/£4. No super feature.

Screamer - A set number of knockouts on the cash symbols. The number of knockouts is determined by the number on the reel, so ten plus is a jackpot. TIP If you land on this with an extra life and you are on a nine for example, go lower and it will probably go to a ten. This will now be enough knockouts for the jackpot.

Shock Wave - A very good high - low cash feature on the X/XXX cash grid. You would think the triple X version would be good but it seems to give the same as X. It has paid £25 from the 'normal' grid many times. Go with the odds and it will keep adding up the wins, 80p/60p etc. on the normal side and £2/£4 etc. on the XXX side.

Revolution - A reel skill/stepper feature as in the Waltzes, usually offered from roll down. If you know the reels then you should be able to get £30.

Roller Coaster - It had to pop up again. Not as good as the original but a guaranteed £15. Once past £15 it can go to any amount so not always £30, £45 etc.

During game play you also have the opportunity to collect six Dodgems, each Dodgem is obtained from the corresponding odd number. The best way to get your last one is from a roll up/down bonus. Once these have been collected you are awarded true skill on the features board on the left side of the reels. Each feature is named after a classic machine. None of them are especially good, and a few are a waste of time i.e. £3ish. The one to go for is Force 10 or Cash Buster; Force 10 is the same principal as roll up. Once the reel has stopped it will count up the cash ladder that many times. You must hit dead on a ten for the jackpot, an eleven or twelve will take you over the top and back to start awarding £1 and £1.20 respectfully. This is a tricky feature especially as one number to high is £14 less and one number to low is £5 less. The Cash Buster feature is a simple skill cash, hold cancel and work your way to the jackpot. Can be tricky as it is only on the LCD display.

The hidden features are as follows. Remember the only way to get true skill is through lighting up all the dodgems. Getting three red lines awards a random stop, holding cancel slows it down but is still random so don't be fooled:

Cash Buster - Skill cash as described above. Hold cancel.

Casino Crazy - A Crazy Reels feature awarding mixed line wins. Average £4.

Big 50 - Offers either £5, £10 or £15 plus repeat chance. Sounds good but nearly always offers £5 and no repeats.

Hi - Lo Silver - Hi - Lo cash feature adding only £1 at a time. Average win is

usually £4/£5.

Impulse - A pick the highest win offered type feature. Don't expect more than £5 from this one.

Big Banker - A better Hi - Lo cash feature than Hi-Lo Silver. This one adds the wins climbing up the cash ladder. Despite this it never goes very high and isn't too keen on going past the £4 mark but can be very good.

Force 10 - As described above, cancel does not slow it down and remember not to hit past a 10. These features can also be achieved from three red lines, which is very hard to get. Having the red lines will award the features in a random format, and strangely the cancel button slows the light down but it is still not true skill.

G Force - Once the title G Force is completed by either landing on empty squares or from a

HINTS

The machine likes to roll in wins every now and then. These can range from jackpot to the red lines. Due to the programming of the machine, the best playing strategy is to collect wins of £3 - £4 as forcing the machine will not work. Collecting small wins will not slow the game down, and gambling everything will not speed up the jackpot.

OVERALL

A fun machine at first but as with most sequels, it has lost the appeal and playability of the original. A good concept but nothing new here.

STRATEGY

The best method is to collect wins of at least £3. Keep doing this and it will eventually offer chances to get the jackpot. This is a very skilled game to play and missing your chance at the jackpot with roll up may prove very costly. Watch out for your super features off of roll up and roll down. This is the most common way you will be awarded these features. No one should ever get less than £10 from a super feature. The streaking limit is between £30 and £50 on average.

GIVE US A BREAK

THE BASICS

The machine has a very long trail where you have to fill the words "give us a break" however

every time the trail holds the machine lights from the other side EG first hold "a" of break

would light up. To compensate for the long trail the machine also has big numbers EG 7, 6 and

5 on the reels to help you complete the words. This machine was also one of the first ones to

give a help button by the GIVE US A BREAK trail which is a circle and flashes to give wins

hold all ETC and also when it gives let em spin. There is a bonus on the reel which will give the

following features: -

Skill Stop- press cancel to slow and light the trail

Respin- Holding reels works so keep the bonus and any good numbers

Random Stop- press cancel to slow and light the trail

Choose a trail- doesn't always give it but if you are running out of time try hitting 1 off the

feature and if it holds you get the feature.

Boost- can give the feature if its in the mood

Add again- you rarely get the feature and usually gives it when you have 1 or 2 on the reel

Nudges- gives some nudges can be useful

The board can be reached by filling the trail or by getting a win, gambling and exchanging.

If you gamble and exchange then you will be given some things to start with, if you fill the name

it can boost trails to the top (but doesn't always light them and you can only collect lit pockets).

There are six pockets on the board and you can collect them when they are lit but it will often

fill a pocket and not let you land on it which can be frustrating. The pockets:-

NUDGES- always lit at the start but rarely offers big wins, has been known to throw the

jackpot in but it will usually be available when everything else has the jackpot available

KNOCKOUTS- from 1-8 you can get the jackpot off a couple but if you get 8 then you have

the jackpot

BONUS-

boost-(boost around the board but can boost you to MISCUE)

add again-(get the number you have again)

choose a colour-(either press start IF YOU ARE STUPID or a colour that you want by

pressing that pocket

reel skill-stop the 1-12 reel it can be tricky but if you are good can land on what you want

skill stop- skill stop which is pretty easy

super bonus- boosts all the pots but not by much

FEATURES-

CRACK SHOT- fast cash which gives any amount to the top but usually about £2, £3

CASH POT- you have to land on each corner for the cash pot, only worth taking if you need

the money or it is high, but not too hard if you take your time

POCKET MONEY- steps the reel up or down to find the coloured balls you get more

money the more balls that you find usually about £3 the 1-12 reel corresponds to the number

of steps that you get (usually only take when its high)

CLEAR THE TABLE- use the cancel button to slow the feature down

CRACK SHOT REPEATER- same as crack shot but with a repeat chance attached and

will often repeat

SNOOKER LOOPY- basically the same as waltzers on Roller Coaster except this one steps

up and down but good for the jackpot

BIG BREAK-gives the Jackpot at least, in small wins and then win again YES/NO and adds

it up this can go very high

CASH- self explanatory starts at £1 and builds up to the full compliment

NUDGE TIMER- This can give the really high wins but you have to work for them and be

good at nudging quickly. Check around the reels to see how far the wins are away, make sure

there is enough time you can get 3-5 nudges in per second if you are quick.

These are all the features except the bar code which works the same as Force 10 in that there

is a TRIPLE, DOUBLE, SINGLE and a SINGLE, DOUBLE, TRIPLE. If you get the

barcode from nudges in normal play then you have to press collect to collect the barcode and cancel the nudges this will flash but beware. The features are quite similar to force 10 but some do differ N.B. this was amongst the first generation of machines to use the barcode.

This machine isn't worth playing when the feature trail doesn't hold much or you keep getting 1 off and never actually get it, the little bonus button doesn't flash or you keep getting miscue when on the feature.

GO FOR GOLD

A smart little game, the idea is to build up one of four pots to jackpot repeater or a smaller prize. There are three feature positions to build up. Three gold medals will award a x3 on all the feature squares you land on. This will obviously build up your pots very fast so you will either die really quickly or get jackpot. Three silver will add x2 to the pots so the game will last a while, this is also fairly common. Then there are the three bronze and three mixed which is x1 to the pot fills. You achieve the medals through either feature entry or medal shots from the feature so starting on mixed does not mean you cannot get up to gold. The skill shots on this machine are difficult so practice is required. It will also eat a lot of money and does not repeat often so be careful on how you play.

GOLD RUSH

Game Description.

Simple award structure and game play, but with more wins and four features this is slightly more advanced than Bar-X. There are six wins, mixed Cherries for £1, red Cherries for £2, gold Cherries for £3 and mixed Barcrests £5, blue Barcrests £10 and the gold Barcrests are £15. There are also little dashes as apposed to a winning symbol rather like the O on Bar-X.

Playing Strategy.

Gold Rush is a fairly boring game and even with its features it's still not as fun as Bar-X.

As with all the Bingo style machines only play it if you know it has been played quite a lot or it is full. The four features are:

Golden Hold - Not usually much good, it finds the best win in view.

Gold Spin - Also not much good, spins to nearest win.

Golden Nudges - Nudges to nearest Barcrest win so a minimum of £5 (and most common) is guaranteed.

Gold Series - Top feature and also the best thing to go for. A minimum of £15 is guaranteed.

Gold Rush on centre reels awards one of the features. There is also an auto

nudge and auto

start button to let the machine play itself, which makes the game even less fun. Although fairly boring it has a good winning potential because of the number of wins and

features. Always play for your features or wins of £5 plus as these wins can hold. [Hints and Tips.](#)

The machine can award bonus nudges so if the jackpot is four nudges away and you are only offered three it still may be possible to get it so just nudge and see.

THE GREAT ESCAPE

You will usually lose on your second spin, but watch out for rolling an eight for a skill shot up and down two of the feature board lanes. Hold cancel and try to build up your cash. Landing on the skill shot corners is a good sign the machine is ready to offer a jackpot so stick with it, but do not collect anything and do not be tempted to collect wins above £5 as this will put the jackpot back a long way. Most of the features are a maximum of £5, even the win series and big money games. All three machines have an invincible mode where the logos will turn red. If invincible the jackpot will never repeat. But if you have the money and time you can collect £1 from the cash trial, when the feature is red. This will most likely make the next feature red. Carry on collecting £1 until you are offered a normal feature, then keep gambling until you fill the cash pot to super jackpot. This will usually repeat, but even if it does not, several jackpots will become available. This is a fun way to play the games but you must not give in half way through and collect a super jackpot through invincible mode as this will mess it up. It will become obvious when you play. The bar codes will offer on average £5. Take the smallest bar if the number is good, as this can be gambled and exchanged for feature where you will get at least one press. Collect £5 unless it is offering more or you are trying out the above cheat. The big bar will also be £5, so take it if the number is to risky to gamble on. The middle bar is a Follow Me feature which is the trickiest £5 out of the three.

PRO METHOD

All professional players should know of this one but there are two methods to it. The first part is the same for both methods, which is simple enough, just force everything until it offers a red feature. Once this feature is available collect £1 instead of the jackpot. More often than not the next feature will be red, if not the following two or three will be so do the same as before and collect £1. Keep doing this until you get a normal yellow feature. Once you have this, play for a full jackpot and nothing else. This will take some time but do not be tempted to collect a jackpot off nudges or a feature as this will ruin the feature we are playing for which is the jackpot plus repeat chance. Once you have a full cash pot you will get a repeat. Now this is where the two methods split up. The quick way is the machine will repeat four times giving you £50, very nice. But this does not happen on all versions of the machine. What it will do is not repeat at all and instead go red on the next feature. If it does not repeat but you have been forcing the red wins then method two will work. If it did not repeat on the yellow feature and you are offered another red, once again collect £1 and keep forcing for another jackpot repeat off the yellow. Once again the yellow will not repeat but you will get more jackpots from following features. At this point you can collect a jackpot from a red feature as this will no longer effect the game play and you can be sure of another jackpot in the following feature whether this is red or yellow. Playing this method should win you £50. Play a couple of features after £40 to see if it is still playing. The bad part about this method is you are not 100% sure when the machine has had enough and when to walk away, but on average you should get five jackpots in a row providing that none of them have repeated, although £60 is my highest it has only occurred once, it has been £50

every other time.

Important notes about the above guide:

The methods described above only work on the £10 jackpot machines. The £15 version of The Great Escape will not play to any method described above, however its clone Homers Meltdown does play to some extent the same way.

GRID RUNNER

A truly original game created by Impulse. The idea of the game is to hi - lo gamble up the feature grid working your way to either the jackpot repeater or a win collected through building up one of three pots.

When you enter the feature the individual hexagons will choose a random colour. They will turn either red for cash, blue for features, green for nudges or white for multi add. The idea is to then hi-lo up the grid using the left or right number reels which will add the colours into your pots. The features from the bottom upwards are as follows:

Money Mania: A selection of wins will rapidly appear and disappear on the alpha display. Press the start button to stop the wins and pay them to the bank. The bottom feature, so as you can imagine you can't expect more than a £2 win.

Stoppa Fruit: A lamp will scatter randomly across the reels. Hitting the Start button will stop the light and match the lit fruit to pay a three of a kind win. Obviously not true skill so once again expect little more than £2.

Super Hold: Allows the player to hold any win in view. Can occasionally be a good win or red lines.

Fast Cash: A single lamp will illuminate on the cash ladder and animate rapidly up and down. Not true skill but can be fun. £2 to £3 is the average win.

Selector: A series of wins will be spun onto the winline. When the win that you think will be the highest is spun, press the start button to collect that win. The red bars for hidden features can sometimes be offered so watch carefully.

Take five: Five knockouts on the cash awards. This is still a fairly low feature so don't expect to high a win.

Number Runner: The reels will step round until there are numbers on the winline. These will then be counted up the award column and a chance to step the reels further will be offered. If successful, the reels will step to the next set of numbers, adding them also. This will continue until the chance is failed when the current award reached will be paid.

Roll with It: The first reel will spin and you must use your skill to stop it. Whatever you stop it on will be offered as a three of a kind win, or you will be offered the chance to spin the next reel. Whatever you stop the third reel on will automatically be matched and paid. This feature is great fun and a good way to practice your skill. Aim for the jackpot which is a large symbol so spotting it on the reels should not be too difficult. You have three chances so a very good chance of a high win even if you can't see the symbol you are going for.

Cash Attack: All three reels line up to Jackpot and then spin off. Using the start button you can skill stop the reels on a win which will then be paid to the bank. You will then be offered a chance of stepping to and paying the next win. This will continue until the repeat chance has failed. This is very easy to make out the jackpot line on the reels, be warned though that if you hit the Cherries before the jackpot it will almost certainly not step, leaving you with a win of only a pound. This is a very good feature, and even if you can't hit the jackpot you should still get a win of at least £8 providing you hit the reels in a place that will not take the cash amount to high past the jackpot.

11th Heaven: The hi-lo reel will spin off and you will be offered a skill stop on that reel. Upon stopping the reel, a lamp will step up the award card the number of positions corresponding to the number on the reel.

If you stop the reel on a twelve the lamp will step off the top of the award card

back down to the bottom leaving you with £1.

By holding the cancel button down you may slow the reel to a speed that will be significantly easier to hit, although it is still not as slow as Simpson's Beer Guide which was probably too easy.

Super Series: A series of wins of at least £15 and very rarely no more, but never less than the jackpot.

To enter the feature grid you need to complete a trial of at least eight. As with most machines there is a bonus position on four, giving you the opportunity to gain a short cut to the feature. Impulse machines have a wide range of different bonuses, making the game more fun and also giving the opportunity for a high start on the feature. The position four bonuses are as follows:

Win Spin A three of a kind win will be spun in and the feature entered. This spin is never more than £2, but still a good start.

Boost Your trail will be increased by a random amount. The most popular bonus and unfortunately rarely gets you on the feature.

Reel Skill The three reels step down a position at a time offering the player the chance to stop them in the most beneficial position. Stopping the reels with no numbers on the line will offer another bonus. Try for high numbers as opposed to taking the bonus again. Also think about what symbols you can line up for nudges or the super hold feature.

Numbers in View All the numbers on symbols currently showing will be added to your trail position.

Respin The reels will spin off to a new position adding any numbers to your trail or awarding any three of a kind win.

Holding the hold buttons will stop the corresponding reel from spinning. If you have enough numbers showing to enter the feature, hold them. If not then it may be worth holding any reels without numbers hoping no more will spin in and offer the bonus again.

Skill A Skill stop on the trail. Always goes to the highest bonus grid. Press cancel to slow it down.

Super boost Your trail position will be boosted at least into the second level of feature entry.

Mystery Nudge You will be given an unlimited number of nudges that will only stop if you complete a trail or achieve an award of hidden features or a win. Pressing cancel allows you to nudge up so look out for your high wins of at least £7. Always try for a high win as opposed to a full bonus trial, this can include the red lines.

Super Hold Each of the reels will start stepping up and down one position. You may use the hold buttons to stop the reels and get either any award in view or any numbers. If you stop the reels with no numbers on the winline then you will be awarded the bonus again.

Random Stop A lamp will randomly light further up the trail from position four, hitting the start button will cause your trail to be boosted to that position.

Holding down the Cancel button will slow that scatter down allowing you to pick your entry point. Doesn't offer the highest entry point but the extra life will always be lit, just give it time.

Double Up Your current trail position will be double awarding the lowest feature entry.

Nudge Steppa My favourite bonus feature of all time. You will be offered the chance to step the reels either up or down. The reels will then start stepping in that direction. Any numbers falling on the winline will be added to the appropriate trails. If a win falls on the winline that win will be awarded. The reels will keep stepping until either a win, a complete trail or hidden features are achieved. Hold any of the reels to stop them from stepping. Holding a number will keep adding it

until the feature is entered. Once again always go for high wins as opposed to high feature starts, you should be able to get at least three single bars for £7. If a win is unavailable, think about bringing a good win very close before the feature starts, this will make it a lot easier to collect through nudges.

Add Again The numbers currently showing on the win line will be added to your trail position.

Occasionally true skill will be offered giving you the chance to take the bonus of your choice. Mystery nudge will be your best bet, and is now easier than nudge stepper as you can hold cancel to nudge up giving you a very good chance of a high win. If you would prefer a high feature start then take skill, as this is the only one guaranteed to offer the highest feature entry point. Otherwise go for a win of at least £7 through mystery nudge.

Once on the feature you have one of the most unique bonus systems ever seen on a fruit machine. There are two bonuses, the first is awarded through getting both hi - lo number reels the same. This is a Double Whammy bonus and will award the feature square again, so very good if on a +two or +three grid square. The other bonus is awarded through landing on three like colour grid squares. This is very clever as you can change your gambling direction during play to benefit from an additional bonus. The feature bonuses are as follows:

Change Numbers A better number is awarded on the Hi-Lo reels, usually a 10,11, 2 or 3. If you are on a 2 or 11 it will go to a 12 or 1. This is the most common bonus, but still handy at times.

No Lose Gamble Your next gamble cannot lose. If you already have a 12 or a 1 then this will be saved until your next gamble.

Lucky 7 Your next gamble on a 7 can not lose. A very bad bonus and mostly a waste of time.

Advance Moves you up to a better position filling your pots as it moves past the squares.

Catch Up The two lowest pots match the position of the highest pot.

Xtra Life Once awarded this bonus will 'lock in' and save you if you gamble incorrectly, at which point it will disappear.

No Lose Streak The same as No lose gamble except you can keep on gambling until the lamp goes out.

White On Turns more whites on.

Again true skill can be offered, and although tempting to take the extra life, always go for no-lose streak and remember to go against the odds as far as possible. Gambling on ones and twelves will hold back the bonus, so do this wherever possible. Also look out for your double whammies on grid squares, especially the white bonus grids.

Grid Runner also has an invincible mode whereby it is impossible to lose on the hi - lo gambles so a jackpot repeater is guaranteed. Unlike many machines, this super feature is fairly frequent. To tell whether you have the super feature, as the game starts it will flash on the alpha display 'Super Feature' the Grid Runner logo will also fluctuate.

Like many Impulse machines, Grid Runner also has hidden features. The hidden features available from this machine are achieved through lining up three red lines on the win line. It is very hard to get these features so do not intentionally set out to get them unless they are within easy reach through nudges. The hidden features are as follows and can be obtained through super hold, selector and most commonly nudges:

Crazy Reels: All three reels spin to a combination of wins awarding in most cases around £7. This is a very poor feature which should never have been included in the game. Never intentionally take this feature.

Nudge Timer: You will be given 10 seconds to nudge the reels to achieve the highest win. The speed of the reels will give you about 38 nudges, normally enough to achieve Jackpot. Be warned though if you nudge in a lower win first, that will be paid and the feature will end.

If you leave the reels where they are for the 10 seconds you will guarantee the opportunity of re-entering the hidden feature picking stage. Although this is possible you should always go for the jackpot.

Skill Knockouts: Use your skill to gain as many knockouts as possible to use on the cash award card.

Strike a Light: A lamp will animate back and forth across the buttons. Every time you successfully hit a lit button the award will climb. The closer to the top the less buttons will light and the faster it will go. Fairly hard but good fun. Never press the cancel button to slow it down as this will count as a press, and most likely a miss.

Colour Shot: Colours will rain down the feature board. Use your skill to stop as many colours as you can and watch those pots fill up. Again another good fun feature, but a difficult jackpot at times.

Hi-Lo Heaven: The cherry award will be paid to the bank and you will then have to hi-lo up the awards, each successful gamble paying the next award to the bank. The minimum win if going with the odds is £12, after this point it will give numbers such as six and eight. It is possible to get very high up the cash ladder with this feature.

Pathway to Riches: A path will shine for a short time on the feature board, using the left and right buttons repeat the path to obtain the Jackpot. One of the most fun hidden features, first seen on JPMs' Indiana Jones machines way back in 1995. All you need is a good memory and you should be certain of the jackpot repeater.

If a chance of skill is offered for the hidden features always go for Hi - Lo Heaven. Although the minimum win is £12 it can go a lot, lot higher.

Playing strategy

Plan your moves far in to the game, think about which direction will be most beneficial and also plan ahead for your bonuses. The white squares are often a very good place to land, but beware that it can and does kill you off on good numbers high in to the game. Take your jackpots, or jackpot features wherever possible as opposed to going all out for the jackpot repeater. Also watch out for your double whammies as these, in a lot of cases will dramatically increase your grid pot.

If the machine is killing you off on your first couple of moves then leave well alone. Ignore the boost bonus as a bad sign. The machine loves giving this bonus whether ready to pay or not. Three numbers on the win line will award feature entry, losing on the feature regularly rolls this in, but never more than once.

The machine is ready to pay when offering any skill bonus, and no-lose streaks and extra lives without been true skill. Getting your wins past the £5 point is also a good sign of an impending jackpot.

Grid Runner hates offering three trial holds for feature entry even when ready to pay, so don't be disappointed if you rarely get the feature in this way.

All in all Grid Runner is another great machine from Impulse, and if not their already, will be making its way to a pub near you very soon.

HIGH SPIRITS

Is very much in the "jewel in the crown" vein. You have 4 trails, knockouts,

features, nudges and cash. Wins can be exchanged for the feature and you go round the trail until you get up to the JP repeater, get killed, fill up the "HighSpirits" name or collect something. There is no Barcode (unlike some Empire games) and do not bother holding for wins above plums (£2) or go for the same after nudges, it simply will not come in. You get a win by it coming in on the reels or, much more likely, build up the numbers (you need 8) to get on the win trail. Never hold ones on the reels, always hold twos or above. There is a bonus, which can sometimes be slowed down by holding cancel, this will usually give you the Cherries from Cross Wins. If you get a skill trial bonus, sit back and watch for a few seconds and see how high it is going. This could be as little as £1 or as high as £4, once you have found how high it is prepared to go it is just a matter of hitting it there as it should go up again. This machine has a nasty Hi - Lo gamble. I always gamble once (whatever the number) as you seem to have a much higher probability of winning, after that it almost certainly will kill you on 4 - 9. So it is best to collect whatever number it is on (except 1,2,11,12). If the exchange is available, exchange, do not carry on gambling unless you are on a one or twelve. It is up to you on a two or eleven but it does kill you with distressing frequency on these numbers, and it tends not to fill in the trails much or activate the trails when you gamble up anyway. Once you are on the feature (can take quite some time on this machine) you have to get a "feel" for it. Remember, there are 4 trails that need to be "activated" before you can collect them, also if you fill up the "SPIRITS" letters you get a £10 or £5 repeater. One or two trails will be activated when you start. On the feature:

- MYSTERY (Sheriff's badge)** - There are 6 possibilities:
- LOSE** - As it says.
- BAR CLOSED** - Lose.
- DRINKS ALL ROUND** - Random fills on random trails (look out for 1-2 fills on 1-2 trails as a BAD sign).
- STAGGER** - Skill stop four to six spaces in each direction (stop on SPIRITS if you are near the top, or any double (not necessarily to add to an activated trail)).
- COLLECT** - Activates all trails and gives you a random win off any trail, usually bad.
- STOP ON** - Continue.

If it is playing nasty it will fill trails you can not collect. It will add one letter at a time to SPIRITS. It will kill you on the first mystery (look out for this one, if it kills you on the first

mystery it will not pay for a long time). It will let you fill a trail up a good way (that is activated) and then force you to collect a random point of any trail from a mystery. Bonuses give poor respins or choose a trail.

If it's going to pay - You survive more than 2 mysteries. Drinks All Round gives three or more to any trail and the top features gives jackpot or better (carry on playing).

THE TRAILS:

KNOCKOUTS - These are well worth collecting. Collect at four or five and try and gamble

to the top (it will let you do this with surprising frequency) collect £4 or better.

FEATURES - The bottom few features are very poor except for Slammer, which can offer around £6.

SLINGSHOT - A jackpot or not depending on the version of the machine. It's a skillstop

and on some versions you can slow it down with cancel, so it's a pretty easy jackpot, on other

versions you can't, collect it to find out.

ROLLIN ROUND - The middle reel spins at certain speeds (depending on the mood of the machine). Try and stop it on jackpot which surprisingly is not too difficult. It also offers a repeat

chance and can repeat several times so £40 or £50 are not unheard of.

WHISKY GALOUR - The feature above Rollin Round which, depending on your skill shots, is not as good. A win series that can offer up to around £25. It is best to gamble for jackpot

repeater as it does not matter if you lose because you will get Rollin Round.

CASH - Always collect at £6 and gamble for the top.

NUDGES - Keep an eye on the available win, always collect at £6 or better, be careful with

the gamble and make sure if you lose it you can still get the win you want.

SPIRITS - If you fill up Spirits you get a £5 or £10 repeater (normally £10). Collects automatically if you fill it up and usually repeats at least once.

JACKPOT REPEATER - You get this by filling any trail, off a knockout, or off "SPIRITS",

it is one of the best jackpot repeaters seen on any machine. No repeats is unlucky, one or two

repeats is fairly common, three repeats from time to time and a possible four.

However, do not

push for it, your safety net is the first mystery (it is very unusual to get killed on this), after that

there is a good chance (about 7/10) the next mystery will kill you, so bear that in mind.

Moreover, if it wants to give you the jackpot repeater it will let you gamble a trail to the top

when you collect something.

OTHER INFORMATION

Look out for wins holding if you lose a Hi-Lo gamble.

Watch out for a brief flash of the cancel button during play (not on the feature), press cancel

and all four trails will start running up and down. Watch the feature trail and concentrate on

stopping it near to the top, you should be able to get a jackpot most times if you

hit it pretty high.

If you have five or more knockouts and it gives you £4 or £5 with the first knockout do not

collect it, 9/10 it will give you £6 or more off one of the rest of the knockouts.

Always go for numbers on the reels after nudges, not matching symbols, it will give you a win

off numbers much more often as with most machines.

If the trail holds at the top after a bonus just hold the bonus and spin the other two reels. It will

sometimes give you just a one (so you will not get the bonus again) but if you do just hold the

bonus it will give you a respin 9/10 and no extra numbers, and then not hold so you will not get

anything.

If the trail holds twice at the top you should get six or seven numbers on the next spin. Do not

push on the Hi-Lo if the feature exchange is not available, just collect the win.

When you get a Stagger (off the mystery or you land on the square) always go for a double

measure (even if it is not a trail that is activated. If you fill any trail to the top even if it is not

activated you will get the jackpot repeater).

If you have enough numbers to get you on the feature and you hold them all it will also hold the

number. If you hold just one or two reels the Hi-Lo number will change which may be

good or bad.

HI-ROLLER

The second in a new generation of five pay-line multi-stake fruit machines from JPM.

Hi-Roller gives the player a choice between three different prices of play. 10p will give the usual middle win-line, 20p play will award wins on the middle, bottom and top win-lines, and 30p play awards both the preceding lines plus a further two going diagonally from top to bottom and bottom to top. The win lines are clearly marked with the stake button allowing players to chose the stake they would like to play at rather than the site operator.

The game is a basic hi-lo gamble up a cash ladder with wins obtained either through holds or rolling straight in. Once you have a win (or several depending on the stake) you are placed at that position on the cash ladder then have the option to gamble for larger wins. At certain points during the hi-lo gambles, certain positions are lit up allowing you to exchange for a feature. The height you are on the cash ladder will not effect the type of feature offered.

The features from top to bottom are as follows:

ACCUMULATOR

The number reel spins extremely fast, use your skill to stop it on the highest number possible (12). While the reel is spinning a random cash amount flashes on the display. Whichever number you stop the reel on it will be multiplied by the cash amount on the display. Jackpot is possible on occasion if you manage to hit a twelve. Average win is between £3 and £5.

SUPER: Same as above except the reel spins slow enough to be able to hit the number of your choice (12). Once again the feature should be no less than £5 and on many times, a lot more. The machine can be very tight on occasion and offer £3 even on super.

HI-LO SILVER

A hi-lo gamble up the cash ladder, and like all good hi-lo cash features, this one adds up the cash amounts as you go along. The feature will never offer less than £5, but do not go against the odds. It is very rare but it is possible to get amounts above £5 including £15. Always collect if on £5 or below (unless you have two casino dice).

SUPER: As above but with the minimum been offered at £15. This is the best feature in the game and as you can imagine it can go a fair way past £15.

Jackpot feature: always collect.

STARDUST

Random cash amounts flash on the display (£1,£2 and £5). This feature is never less than £5 and sometimes a little more. Collect if below £5 on the cash ladder and less than two casino dice are lit.

SUPER: As above but with the minimum mostly at £15. Can give a lot more.

Jackpot feature: always collect.

MONEY BELT

A typical money belt feature with cash amounts scrolling across the display. Average win £3 to £4.

SUPER: As above but much larger amounts scroll along. Average win should be no less than £8.

TAKE YOUR PICK

A very poor pick a win feature with the reels spinning in winning combinations. Mostly Cherries for 50p but on several win-lines (if on maximum stake) for £2 to £2.50 rounded up.

SUPER: As above but higher wins spin in. Expect no more than two win-lines of Melons for a measly £4, can on occasions offer more but don't expect to much.

MONEY MONEY MONEY

A pick a win type feature with a single win scrolling across the win line. Press start to collect or wait for another one to scroll past. A flashing amount will offer a repeat chance. Average win £3.

SUPER: As above but with higher amounts been offered. Look out for your flashing amounts on £9 plus for a repeat chance. Don't expect much more than £9 from this feature and on occasions will only offer £5.

FAST BUCK

A typical fast cash feature. Although this one doesn't appear to jump, it will never go high up the cash ladder. Average win £2.

SUPER: As above but with two chances, the first hit is the stopping point for the second. The second attempt will not go below where you stopped the first flash. Unfortunately they never go very high so don't expect more than £4.

IT'S A KNOCKOUT

Knockouts on the cash ladder. The number of knockouts is determined by the number on the hi-lo feature reel. Don't expect it to go past its minimum amount i.e. 10 knockouts will rarely offer a win past £7.

SUPER: As above but the amount of knockouts are doubled so 3 becomes 6, 10 becomes 20, and as this is a super feature, the knockouts will offer virtually anything. Even 6 knockouts offers jackpot the majority of the time. Remember 10 knockouts becomes 20 so a guaranteed Hi Roller feature. **Jackpot feature: always collect.**

GOLD N' HOLD

A one up, one down super hold. Watch out for the wild symbol to match the other two of a kind. Occasionally £8 will be available through several sets on Melons, two on the left reel (top and bottom) and three on the middle and right. Jackpot can also be available but is extremely rare.

SUPER: As above but with each reel pressed the other will step up a further step, so the final reel will move up four. Often jackpot or red lines so make sure you get the knack right and have a peek before you collect.

RUSSIAN ROULETTE

A win series with mostly Cherries rolling in. Average win £3.

SUPER: As above but a longer lasting feature. Still brings in Cherries most of the time. This feature fluctuates with your final win at times been as little as £5 or as high as £17 upwards. Only collect if low down on the cash ladder.

HOT SHOT

Skill cash feature on the LCD display. Doesn't go to fast at first and you only have six wins to get through. With a little practice you shouldn't be getting any less than £10 and with the correct timing you should be getting £15 the majority of the time. Jackpot feature: always collect.

SUPER: As above but the cancel button will slow it down for an easy jackpot.

Jackpot feature: always collect.

ROLL UP ROLL UP

Use your skill to stop the number reel on either a 12 or 5. Whichever number the reel stops on you are moved on that many positions around the centre feature.

Hitting a 12 will take you direct to jackpot, a 5 will take you to spin which will spin in the jackpot. The numbers 5 and 12 are next to each other on the number reel so with a bit of practise you should be getting the jackpot all the time.

Jackpot feature: always collect.

SUPER: As above but the reel moves slow enough to be able to hit the number of your choice which should be a 12 or 5. **Jackpot feature: always collect.**

During your gambling up the cash ladder certain numbers will spin in offering a bonus to help improve your chances. The following bonuses are available:

LUCKY SEVEN

This is a no lose gamble on the number seven. This bonus should only be offered on from super seven. If it offers it from super six then collect the win.

BOOST

Will boost you up a certain amount of spaces. If you are lucky it will boost you to a feature exchange square allowing you to collect a super feature. This is a rare bonus.

SWOP NUMBER

This bonus will only ever be offered from super seven and super 6 six. With any luck it will spin in a super ten or three allowing you to get a casino dice.

EXTRA LIFE

A time wasting bonus mostly. Usually offered from the super six bonus then lost straight away. Can be offered through a ten super or three

super, but again it will not last to long.

No Lose

Speaks for itself. The following gamble will be a guaranteed win.

HI ROLLER

Awards a casino dice. Three of these will take you to the super feature.

The main feature is Hi Roller. This is a win series working your way around the centre feature grid. The feature goes up in multiples of £15. You can also get no lose, lucky seven, boost and extra life while in the centre feature. These are awarded from the number reel. Lucky seven will not kick you out of the feature if you land on spin from a seven. Having extra life, no lose and lucky seven can not guarantee a further jackpot. Although the average win is £15 it can go as high as £45 to £60.

Use holds to play for an enhanced Third Hold cheat. On the third hold a skill stop is awarded on the reel that has not been held. Players should stop the reel in the position that awards the most wins through the multiple win lines. Holds can also be swapped about so as long as two reels are been held you can shuffle them around between spins and still be awarded the third hold cheat.

Watch for hidden holds after a feature. Press the hold buttons to see if a win has held over from the feature. This can be awarded whether you won on the feature or lost. Your third hold cheat will also work here so if the second hold got you on the feature climb, the hold after the feature (if offered) will still be third hold so it is possible to hold any two reels to further increase your win.

RED LINES:

Three red lines will award one of the features named above. The selection will either be random or skill, if it is skill go for one of the jackpot features described above. A super number will make the features super so if skill go for Hi-Lo Silver. The red lines will never drop in through holds, you will need to get them from the Gold n' Hold feature or at times they will roll in.

Playing strategy:

Play on the highest stake and only play for Cherries or Melons on the holds to get you access to the cash climb feature. Try not to gamble past £5 unless you have two dice, then chase for the centre feature. Collect any feature that offers a win of at least £5 if on a low point in the feature. Jackpot features can be awarded as low as the £1 exchange so don't play to fast or you might miss them.

IMPULSE

The machines contain the following features, from the bottom upwards (Impulse features on the left).

Pound Runner - Extinguisher - Average win £2.

Super Hold - Look out for the red lines/blue sirens!

Cash Frenzy - Water Cannon - Average win £2.

Pay Rise - Crash and Burn - Can be around £4.

Reel Surprise - Smoke Screen - Average win £3/£4.

Rota Note - Ring of Fire - Average win £5.

Risk Roulette - Do or Die - £4 or £5 average win.

11th Heaven - Fireman's Lift - Fairly difficult jackpot. Hold cancel to slow the number reel

down and hit an eleven.

Shock Wave - Back Draft - Jackpot.

Big 50 - Towering Inferno - Hi-Lo up the £5 notes. Nearly always at least £15 and

sometimes a massive £50.

The gain access to the features you need to complete a one to five trial with question marks on the reels to help you along. There are three feature ladders to reach. Once on one you can

exchange at certain points along the way. You also get one number exchange at the start plus

one extra for each ladder you exchange into. This machine will make you lose on good numbers

once the win is worth more than £5, unless it is ready to pay-out. The jackpot features are 11th

Heaven/Fireman's Lift and above, so expect to lose when gambling for these features.

Hidden features are accessed through either three red lines (Impulse) or three blue sirens (Red

Alert). The hidden features can be brought in through nudges, but you must manually nudge in

the reels so do not press auto-nudge, super hold and Smoke Screen.

These can be profitable machines if caught at the right time. The jackpot repeats often and the

Towering Inferno and Big 50 feature can offer a lot.

HINTS

11th Heaven and Fireman's Lift can be slowed down with the cancel button allowing for an easy

jackpot, but do not hit past an eleven or it will take you back to £1. Very funny when it happens

to other people though!

TIPS

The machine is in a good mood when frequently obtaining question marks. The machine also likes to

offer hidden features from few nudges fairly frequently.

THE ITALIAN JOB

You will usually lose on your second spin, but watch out for rolling an eight for a skill shot up and down two of the feature board lanes. Hold cancel and try to build up your cash. Landing on the skill shot corners is a good sign the machine is ready to offer a jackpot so stick with it, but do not collect anything and do not be tempted to collect wins above £5 as this will put the jackpot back a long way. Most of the features are a maximum of £5, even the win series and big money games.

All three machines have an invincible mode where the logos will turn red. If invincible the

jackpot will never repeat. But if you have the money and time you can collect £1 from the cash trial, when the feature is red. This will most likely make the next feature red.

Carry on collecting £1 until you are offered a normal feature, then keep gambling until you fill the cash pot to super jackpot. This will usually repeat, but even if it does not, several jackpots will become available. This is a fun way to play the games but you must not give in half way through and collect a super jackpot through invincible mode as this will mess it up. It will become obvious when you play.

The bar codes will offer on average £5. Take the smallest bar if the number is

good, as this can be gambled and exchanged for feature where you will get at least one press. Collect £5 unless it is offering more or you are trying out the above cheat. The big bar will also be £5, so take it if the number is too risky to gamble on. The middle bar is a Follow Me feature which is the trickiest £5 out of the three.

PRO METHOD

All professional players should know of this one but there are two methods to it. The first part is the same for both methods, which is simple enough, just force everything until it offers a red feature. Once this feature is available collect £1 instead of the jackpot. More often than not the next feature will be red, if not the following two or three will be so do the same as before and collect £1. Keep doing this until you get a normal yellow feature. Once you have this, play for a full jackpot and nothing else. This will take some time but do not be tempted to collect a jackpot off nudges or a feature as this will ruin the feature we are playing for which is the jackpot plus repeat chance. Once you have a full cash pot you will get a repeat. Now this is where the two methods split up. The quick way is the machine will repeat four times giving you £50, very nice. But this does not happen on all versions of the machine. What it will do is not repeat at all and instead go red on the next feature. If it does not repeat but you have been forcing the red wins then method two will work. If it did not repeat on the yellow feature and you are offered another red, once again collect £1 and keep forcing for another jackpot repeat off the yellow. Once again the yellow will not repeat but you will get more jackpots from following features. At this point you can collect a jackpot from a red feature as this will no longer effect the game play and you can be sure of another jackpot in the following feature whether this is red or yellow. Playing this method should win you £50. Play a couple of features after £40 to see if it is still playing. The bad part about this method is you are not 100% sure when the machine has had enough and when to walk away, but on average you should get five jackpots in a row providing that none of them have repeated, although £60 is my highest it has only occurred once, it has been £50 every other time.

Important notes about the above guide:

The methods described above only work on the £10 jackpot machines. The £15 version of The Great Escape will not play to any method described above, however its clone Homers Meltdown does play to some extent the same way.

LOTTA LUCK

A fairly unique game. The idea is to progress to the centre of the feature board and obtain Cash Streak. As with most Barcrest machines, there is a number trial of eight positions which must be completed to start the game, there is also a bonus position on four. After eight there is the normal start on square nine, a super start on ten, a 'taxi' on eleven and an extra life on twelve. The super start adds a few symbols to the cash climb, nudges and reel blasts. The Taxi can be used anywhere in the game so it is best to save it until you reach at least level two, but be careful as you can lose very quickly moving around the feature. There are nine features throughout the game and if you land on the same feature twice the feature will now be 'super'.

A list of the features are as follows:

Level one:

Cash Dash - Average win £1-£2. **SUPER** - Climbs up to around £5.

Money Belt - Average win £3. **SUPER** - Average win £5.

Reel Roulette - Usually brings in the lowest symbol. **SUPER** - True skill so highest symbol in view.

Level two:

Pick a Prize - Pick the best win, usually £4. **SUPER** - Usually £6 or £10.

Skill Cash - Average win £4. **SUPER** - Average win £6.

Locomotion - The reels line up and spin fairly fast. Not every line is a winner and mostly there

will be two chances for blue sevens and two for red, although it only give the chance for £4.

SUPER - A hard chance to hit the jackpot.

Golden Hold - Moves up and down once so try to get good wins in with bonus nudges.

SUPER - Moves up and down twice.

Level three:

Money Multiplier - Average win £6. **SUPER** - Average win £8.

Seven Stepper - Steps to the first set of sevens it comes across. **SUPER** - Either £6 or £10.

Gives you three of the first seven it comes across.

In the centre of the game board is **Cash Streak**. This can be very hard and costly to reach. You are guaranteed a minimum of £15 and from then on it offers however much it likes. It does not often go over £15 but it will sometimes reach £50 or £60. A unique part of this game is the way it offers invincible mode. When you start the feature part of the feature entry trial goes red, the red trial gets higher as you roll certain numbers. Once the red trial reaches start, you are invincible. The number eleven and other high odd numbers seem to help the red trial go up. There is also a cash climb feature which goes up one every time you land on the cash advance squares. You can only collect this feature if all the symbols in the circle are lit, you can light these from the bonuses and the bonus nudges as well as at the start. The cash climb offers you one chance to climb to the next level which it rarely does, it also

offers a repeat chance which is also not to common. The machine has some great sound affects but it does not help much when you lose, as you often do with this machine due to its lack of skill and more a just pay out the percentage type machine.

HINT

Watch out for your bonus nudges as these can be cancelled and added to your nudge pot.

You can also bring better symbols in view for your reel blasts, so watch out for this.

MAVERICK

One good feature in this game is Banking Nudges. If it gives you nudges but you can not win

anything, press the Bank Nudge button and 50% of the time it will hold the nudges and add one

on the next spin. Occasionally you will be able to hold the reels to line up your win but never try

for more then £2 as you will never get it

If you get the feature, you basically Hi-Lo up trying to reach the Jackpot

Repeater. If the playing

card beside the feature you gambled up to is lit you will get a repeat chance.

Features:

Pontoon - Plays the same as the card game. Average win £2.

Wild Nudges - A nudge Spinner feature. The reels spin and a certain amount of nudges are

offered. Get ready as it goes quite fast but you can hold any of the three reels but no more then

two at a time.

Average win £4.

Snap - A skill shot style game. Try and match the cards as they move along, getting faster all the time. Average win £4.

Six Shooter - A money belt feature with wins scrolling along the display. Average win £4.

Break the Bank - A skill or random stop style game. If it is skill then you can get an easy jackpot, otherwise anything from £1 to £10.

Chase the Ace - Another skill shot just slightly easier. Average win £15.

Big Bucks + Repeater - Jackpot repeater.

£15 Repeater - Jackpot repeater.

The jackpot repeater can repeat several times so always try and reach the top. As well as

exchanging your reel wins for the feature you can also exchange them for a variety of other

features that are separate from the feature board.

Hidden Features

Cash Track - Money Belt. Average win £4.

Fast Track - A fast cash feature. Average win £3.

10 Nudges - Ten nudges. Average win £5.

Super Hold - Goes up and down once in either direction watch out for the jackpot on the bottom line.

Bars Wild - Spins in mixed bars. Average win £1.

Super Bars Wild - Always spins in single or double bars.

Maverick - Feature exchange. Watch out for the £4 exchange as this is very near the top of the feature.

Other advice:

Watch out for the machine offering the next card or allowing you to pick the next card as this will

not only allow you at least two more correct gambles but also a card on the hidden feature

exchanges. If you have two lines lit on the hidden features, collect them then press the middle

hold button for feature 14 which is a waltzes style feature (see back pages for full details) and

should see you with at least a jackpot.

HOMERS MELTDOWN

Wining Strategy

Payments mostly come from the feature games, however 3 holds in a row works well for cash

amounts below £5.00. Holds after nudges works well on this machine when it's in the mood, so

keep nudging in those pairs, the maximum I've seen for this manoeuvre is £10.

Moes Diner, has a number of slick features but my recommendation is to go for 3-2-1, this

combination will give the Win Streak feature, normally about £5-£10.

Bar codes are available on this machine, but only on a 3BAR 2BAR 1BAR winline.

The bad

thing is that nudges cannot be cancelled, making it frustrating when a perfectly good barcode is

nudged in and you still have one nudge left. D'oh!

Feature Strategy

There are Simpson's characters on a lot of the reels so there is quite a good chance that holding 1 feature will bring up another two symbols. There are no known maps for the characters on the winline to the playability of the feature game.

On the board there are only a few places where you can get killed, and unfortunately these are common landing spots. Watch out for the Guy on the skateboard character, he's instant death, and another mode of death is being fired.

This game seems to play the credits down in a clever way when it's being nasty. There's a good chance that if you loose straight away on the feature board, you will get 3 feature icons on the reels on the very next spin, this can happen 4 or 5 times in a row. Weird.

The best squares to land on are the corner squares, allowing a skill shot to place Homer where you want him on the board (normally within 8 squares of the corner). Try to pick up Nudges as a first choice, because the machine can bring in nudges from above and below, cool. The cash prizes tend to be low (under 4 pounds) unless it's feeling friendly, when you've been knocked out of the board game and have come straight back in, try to train yourself to take the under £5 prizes.

The sure sign of a winning streak is a lot of pay-day bonus', these can add all of the remaining feature crawls up to the jackpot, on a lucky sequence.

Editors note: Homers Meltdown plays exactly the same as The Great Escape. It is paying out when you land on the skill shot squares. From these squares, hold cancel and land on the cash squares (+2 or +3) as this often lets you build up to a super jackpot, hardly ever repeats, nice sound FX though.

MONOPOLY 60

A brilliant game from JPM, and one of my favourites. The idea is to complete the Monopoly trial with the over laid numbers on the reels. It is a short trial so it does not usually take long to complete. There are two bonus symbols on the centre reel, Mr Money Bags and the Monopoly 60 crystal logo. The latter awards bonuses to help complete the trial. The usual JPM bonuses are present:

Numbers in view - As it says.

Super hold - Try for your no lose gambles.

Boost - Sometimes gets you on.

Nudges - Offers one to four nudges.

Skill shot - A very good sign the machine is ready to pay. Hold cancel to slow it down.

Random stop - Once again, hold cancel.

Respin - Hold any of the three reels before they spin.

Once on the board the idea is to progress around the square feature game until you reach Mayfair

(jackpot), you collect something on the way, or you get game over. As you progress you will land

on property which will stay lit. Try and complete a full set for the highest win in that set plus a

repeat chance. The repeat will often go a long way so it is a good idea to collect sets of £2 and

over. The jackpot will only offer a repeat chance if you land on Park Lane first.

This is usually

achieved by jumping a skill shot on the chance card then rolling more than a one.

The jackpot will

most likely repeat to £40 on £10 versions so it is always worth gambling for.

On the tenth square is the 'go to jail' and 'just visiting' square. If you land on this without going to

jail first, you will be awarded a set of six hidden features. The best two are Rock and Roll and

Sets Appeal. Rock and Roll should always be jackpot but you might like to go for Sets Appeal

which flashes on several sets (not always the green or blue ones!) before you either press collect

or it collects for you. The set will most likely repeat several times.

Mr Money Bags will sometimes become available either by rolling in, or most likely, through

nudge gambles. There are a further six hidden features to go for by keying in certain button codes.

The best one is 10 nudges as you can keep bringing in Mr Money Bags until the jackpot becomes

available, although this can take a long time, and sometimes but very rarely, will make the symbol

unavailable on nudges. The Money Bags symbol can also be brought in through the Rock and

Roll feature in case you mess up the jackpot.

HINTS

Watch out for skill shot on the first chance card, try and stop it on just visiting for the hidden

features. Also keep an eye out for free parking. This is a skill shot moving up to ten spaces in

either direction, so either stop it on just visiting or, if that is too difficult, try for Water Works. Free

parking is also a sign the machine is ready to pay out.

Do not go against the odds on no lose gambles as each successful gamble will advance your

exchange. It is probably best to try and reach £5 then exchange for the best chance of

jackpot repeater.

Mr Money Bags HIDDEN FEATURE CODES

Win Series - Code: 3-2-1

Description: Gives the player a number of winning combinations. Average win: £4

Hi - Lo Cash - Code: 2-3-1

Description: Directly banks £1 for Cherries. The player then Hi-Lo's up the award card banking each win. Average win: £3.80

10 Nudges - Code: 3-1-2

Description: Awards the player ten nudges. Average win: Jackpot

Crazy Reels - Code: 1-3-2

Description: The reels spin off to a random combination, all wins in the window (27 ways to win) are banked and a repeat chance is offered. If a repeat is given the reels respin and more wins are given. Average win: £4. Nearly always jackpot on £8 version.

Skill Fruit - Code: 2-1-3

Description: Each fruit in the reels window lights in sequence. The player uses there skill (true skill) to stop on the highest paying symbol. Average win: Highest fruit in the window.

Rapid Cash - Code: 1-2-3

Description: Cash values (20p, 40p, 60p, 80p) scroll across the display. The player tries to skill stop the highest accumulative value. Average win: £4.

JUST VISITING

Mix and Match - Code: 3-2-1

Description: The reel spins and stops on a fruit, the player is offered either to Mix or Match that fruit (Matching lines up the other two reels to form a win while Mixing rejects that fruit), if the player Mixes that fruit the second reel then spins, and offers the player another win, Mix again and the last reel spins and the fruit that

appears is automatically matched and awarded. Average win: £4.

Stop 'n' Step - Code: 2-3-1

Description: The player skill stops the middle reel. The other reels then step down to form that win. Average win: £3. Watch for mixed bars!

Rock 'n' Roll - Code: 3-1-2

Description: The player skill stops each of the reels (they move slowly in turn). A Rock On (super hold) is offered to form a win-line. Average win: Jackpot

Wild Bars - Code: 1-3-2

Description: All reels spin off to one of these winning combinations. Mixed (£1.20), single (£4 +repeat chance), double (£5), and triple bars for jackpot. Average win: £4

Sets Appeal - Code: 2-1-3

Description: Lamps sweep across the Monopoly board lighting sets, the player chooses the set that has the highest value. Average win: Take no less then the yellow £3 repeater set.

Super Spin - Code: 1-2-3

Description: The reels spin off to a winning combination. Average win: £4.

NEPTUNES TREASURE

The idea of the game being to get three symbols in view to start the feature. If you have three feature symbols on the win line, you start the super feature that plays along side the regular game. The super game offers knockouts above the cash or features that are lit, so if your cash ladder is at £7, you only need three knockouts for a guaranteed jackpot. The super game advances from the Hi-Lo reel, so if your not on a good number, press start to move around the regular board hoping for a better number without losing. The good thing about the super game is it rarely lets you lose on good numbers and regularly goes from one good number to another allowing you to get a fairly easy jackpot. If it does not want to play the super feature, you will get killed off very quickly. This, however does not mean it is not paying out.

Note: the features described below are for Arabian Nights, and despite a couple of name changes, they are identical on the other versions of this machine.

Pound Run - Average win £1 - £2. Spins in a £1 win, then repeats sometimes.

3 Wise Men - Three cash amounts appear in the display, wait for them to go above £1. Never more then £2.

Step to Nearest Win - The wins can be improved through the bonus nudges. Watch out for £10.

Reel Roulette - A light randomly moves around the outside of the reels and generally stops

on a symbol of about £3 - £4.

Nudge Spinner - A sort of pick a win. Average win £4. Tip If it goes up in sequence from £2 (not £1), £3, £4, £5 etc. It will always go to the jackpot. When offering this it will usually force you to collect off of a mystery.

Bar Stepper - Steps to the nearest identical bars but can be improved through bonus nudges. Maximum of £5.

Seventh Heaven - Can also be improved through bonus nudges and very often £10.

Cash Climb - Fill in the missing cash lights as you move up the cash ladder. Average win £6 as it rarely goes to the top.

Knockout Skill - Skill stop between one and eight regular knockouts. Not true skill but still a good feature most of the time.

Hi-Rise - Stop it on the highest amount but not true skill.

Super Cash - One knockout on the cash between £7 and jackpot. Can sometimes be jackpot and also others

a repeat chance on any of the wins you hit. Rarely repeats so not really worth collecting.

Crazy Streak - Win series of at least £8. Not very good.

These machines also offer a random super hold during normal game play. If the feature is available, try and get the feature symbols on or above the win line to make access to the super feature easier. If you are after a quick profit try and line up the reels to improve your step to nearest win feature as often you get the chance for three red sevens. When wins are offered off of the super hold, stick with the machine as it will be ready to pay. The style of the game makes it appear easy to get the jackpot, and generally speaking it is, but because of this it does not often repeat. Don't get addicted, try for a profit of around £20 and after one jackpot play for a little bit as wins of between £6 and £10 are fairly common. You will get used to how it wants to play after a few games and it can be a profitable and playable machine.

PRO TIP

Invincible modes are usually in sequence. After the first jackpot, play for another feature as this again may well be another invincible mode, allowing for an easy jackpot. If not you should still be able to get a good win, £5 plus.

PRO GUIDE

The popular 'force everything' type play works well on this machine, but be warned though in can take a lot of time and money and only works about 90% of the time. If you have the time and cash to take up this guide then I suggest the following strategy. Play for features but gamble everything for the jackpot. Do not collect a feature

and hope to gamble all the way up. Simply keep going around the board building up your features and cash. What you are after is the jackpot repeater. Once this is obtained it will hopefully repeat. If not, play again for another jackpot repeater. If you stick to the forcing method it will eventually give way and payout a fair bit, and of course, hopefully more than you put in. As I say, this works 90% of the time so sometimes you can be hit pretty badly so be warned.

AFTER PLAY

The machine does a little after play. You can nearly always get a £10 win off of the next feature or two after a jackpot repeat. This £10 will most likely come from the step to nearest win feature or the seven stepper, so watch what you do with your bonus nudges.

New York New York Guide

A lot of people slate this machine because of the fact that the end feature will usually give £4, another factor is that it is one of the poorer, more recent Maygay machines. You will find that a lot of the time on your last credit it will spin in one or two football helmets to get you to gamble more money.

You need three American Football Helmets on the winline for feature entry, three helmets of the same colour will give you reel skill (use cancel) so you can go for anything on the feature board. If this comes in then I usually take 10 knockouts and get the tenner rather than getting £4-8 on Stars and Stripes (the end feature).

There is all the common knowledge like three holds, sometimes you can get a 'let 'em spin' on decent amounts then gamble them on the board. Any clues are indicated by the New York logo flashing and the LCD will say. If you spin in a win you usually have to make one or two gambles before you can go around the board. When you are on the board and it puts you on a cash value, knockouts or feature it usually kills you if you don't collect or gamble it.

Features:

Cash Dash: Crap, usually 2 quid. If you land on this feature then gamble for Big Apple.

Big Apple: I usually take this as it is like S&S where the middle reel spins and you need to hit the Big Apple symbol either side or on the winline, if you hit it on the winline then it adds two on the cash amounts rather than one. It comes in after a single yellow and double blue bar. With practise you should be able to hit the symbol on the winline three times then either side for £6. Good early feature, gamble for this when on Cash Dash.

Wall Street: Good indicator of how well the machine is playing. Easy feature usually giving £4 when happy or £2- when it's not.

Around the Town: Option of step up or step down where any helmets passing through the winline will add to the cash ladder. Good for £4 at most.

Super Bowl: Slowed with cancel, climbs cash values each time you hit touchdown, this is a crap feature.

Win Series: Will spin in various amounts with repeat. Usually £4 and no repeat which is again, crap.

Stars and Stripes (same as DK's Cash Frenzy): Either hit £2, £3, £4, £5 or JP. Usually £4 or £8 at best, this is a disgrace for an end feature.

On the board:

The only way to attain the jackpot is to gamble up through knockouts.

Liberty: Get 5 of these for jackpot or £5.

Stock Market Crash: Game Over.

Elevator: Will move you up or down the board.

Zoom: Put you up the board.

Play it again sam: Yes/No to move the same again on the dice.

Taxi: Cancel slows it down.

The Chance Square:

Lose Luggage: Moves you back down the board.

Liberty: Moves you to nearest liberty statue square.

Sacked: Game over

Couple others but the above come in 90% of the time.

Good Signs: -

Big Apple symbol spinning in.

Three of the same coloured American Football helmets.

Winning risky gambles.

Getting the Big Apple feature.

Taxi.

Good wins on knockouts.

Usual things like getting three holds, hold all three etc.

Good wins on 'let 'em spin's.

Good amounts on Wall Street.

Bad Signs: -

Getting on the board, it'll usually take you all the way around the liberty's then drop you on Stock Market Crash.

Helmets never coming in or holding.

Killing you on 2 and 11's.

All the usual theft from a Maygay like killing you straight away.

This machine can be alright for paying up to £45, it can be unpredictable.

NUDGE NUDGE WINK WINK

Game Description.

Slightly more advanced than the other machines due to its added features and double win

awards, which also make it more enjoyable. There are also bonus awards and hidden features.

Playing Strategy.

Try and play for your double or high wins (£5 plus) above anything else as the smaller ones will

only set the jackpots back. To get a double win you need three boxed background symbols; you

can build up a very high bank from these sort of wins as they can hold a lot.

Another things to

watch out for are the hidden features and secret repeats. A jackpot plus a couple of repeats is

always nice!

PEEP SHOW

As with most Barcrest machines, you need to complete a trail of seven with several bonuses to help you on the feature after that position. There is also a bonuses position on four.

The idea of the game is to progress around the square play board building up your cash and feature ladders or gaining a win through nudges or collecting knockouts or three stars to play the super feature.

The bonuses on position four are as follows:

Selector - Usually goes to cash and features.

Boost - Sometimes gets you on.

Stoppa - Usually stops on seven.

Hi-Lo Climb - Go against the odds on the first gamble only. Sometimes gets you to Peep Show.

Reel Stepper - Steps down adding up the numbers. Stops just before the feature entry.

All in View - All numbers in view.

As you reach position nine the feature starts but the feature entry ladder goes on to position

thirteen. The entry positions are:

Start - Normal start.

Cash and Features - Adds some amounts to the said features.

Nudges and knockouts - Adds amounts to all four pots.

Extra life - Adds amounts to all four pots plus an extra life.

Peep Show - Super feature.

Once on the feature you usually only get a few presses before you die, but to help you along are 'peeps' these are obtained from landing on the peep squares around the board. If you are unsure of the next move, press the peep button to see the next move. If it shows you are going to lose or land on a mystery, you can 'peep' again (if you have some peeps left) and move to a different square. The good thing about these peeps are they also work when you collect a feature and then go to gamble it, so you know if you will win or lose. The strange thing about this machine is that I have never seen a successful gamble to

advance a feature or

win. The features are as follows:

Kiss Me Quid - Spins in one pound wins. Average win £1.

Cash Flasher - Two or three cash amounts flash in the display. Average win £1 to £2.

Spin the Bottle - A lights moves around the outside of the reels and usually stops on the lowest symbol.

Drop 'Em Down - Steps to nearest win. Try to bring to high wins closer with the bonus nudges.

Find the Lady - Find the best win out of three hidden cash amounts.

Bra Stepper - Steps to closest set of three identical bars. Once again try to bring the highest

bars closer using the bonus nudges. Maximum win £5.

Hold the Pose - Super hold which moves up and down twice. And again, high wins can be brought into view using the bonus nudges.

Three in a Bed - Three cash amounts are displayed then move up and down at various rates. Stop them when they are all high. Average win £6.

Sexy Sevens - Seven stepper. Three like sevens can be brought in to view with bonus nudges.

Pick a Babe - Choose the best win.

Cash Streak - A win series, usually £10 but sometimes more.

The top feature in this game is Peep Show which is either obtained through the highest feature

entry or by collecting three stars from around the board. The stars can be brought in with the

bonus nudges but it is easier to land on the squares. The top feature is a minimum of £15 but

once it reaches that point it can offer as much or as little as it likes. Unfortunately the average

win seems to be around £18 which is very poor for a top feature. The game also has an

invincible mode, the Barcrest man flashes rapidly to indicate this.

The jackpot repeater can repeat once or twice but it is very rare.

HINTS

On Hi-Lo Climb (bonus entry) the first gamble is always no-lose although it will not tell you

of this so go against the odds. This bonus can also let you gamble in to the Peep Show

super feature.

PINBALL WIZARD

Game Description:

One of the worst machines released by JPM for some time. It may appear good to play at first

but once you get to know it you'll understand that it is extremely hard to make profit.

Because the machine only likes paying out wins of £5 and less it makes the features and wins

very obvious as to what they will do, even to top feature High Score constantly pays £4 because

the next win will take it over £5. It's a shame that they made a machine like this because it not

only frustrates the player but also lets the image of JPM down.

Strategy:

From a feature entry ladder that goes up to 17 and a bonus that starts at four, the minimum

number for a cash win is eight and a successful gamble there after will allow entry in to the

Pinball feature. Each successful gamble after £1 will add one to each pot fill so the higher the

amount you exchange the more features and nudges etc. you will have available. As you work

your way around the feature you will land on pot fill squares, which will add either one or two to

the corresponding pot. While on these squares you can high - low gamble to add the same

amount to the pot. This can be a quick way to build up your features but remember that it will nearly always kill you if the win takes you above £5, even so it can be tempting to gamble on good numbers. There are also Bumperball squares which will add random amounts to various pots, these too can also be gambled on. The other good square to land on is Multiball which will help complete the Multiball trial to gain access to the super feature. Gambling on this will nearly always result in lose. Because the machine counts wins of £6 and over as a jackpot it makes it extremely difficult to get a win of more than £5 which also makes even the supposedly best features a complete waste of time.

The features are described in detail below (Lowest features first):

Bumper Fruit - Exactly the same as Reel Blasts except you only get one shot.

Cashcade - Three shots on the cash ladder trying to work your way up as high as possible.

Usually around £3 but can be more.

Cash Flash - Although not true skill it is still quite fun. A Fast Cash feature where a rapidly fast moving light moves up and down the cash ladder.

Money Belt - A various number of wins scroll along the display. Stop it on the highest possible, which should always be £4 or £5. Remember that £3.20 etc. will round up to the nearest pound.

Fruit Flipper - A Mix and Match feature. The first reel spins and you choose whether the Mix and have a go with the middle reel or match and take that win. You have three chances and should get between £3 and £5.

Sharp Shooter - A win will appear in the centre of the display either collect or wait a second for another win to appear. The average win is £4.

Mega Game - Nothing 'mega' about this. A very poor win series where wins roll in then you get a repeat chance for another win. It may sound good and be one of the top features but it will never offer more than £5.

High Score - The worst high - low cash feature I have ever seen. Plays the same as Nemesis on Roller Coaster but will always 'bump' you on £1.60 as this adds up to £4 so the £2 win will add up to £6 which as I have explained is a jackpot and the machine will not want to pay this.

Multiball - The top feature. A light flashes on various wins then stops below one of them, but even this is very poor. Sometimes you will only get £12, and although it is amazingly hard to get, the Multiball feature never seems to go above £15.

There are also mystery squares on the feature board, the random options are:

Bumper Ball - Adds a random amount to various pots.

Extra Ball - Extra life.

Multiball - Helps fill the Multiball feature.

Time Out - You must collect one of the pots. Press the pot you want or start for a random choice.

Bonus - Adds one to a pot. Press the pot button to add or press start for a random choice.

Tilt - Game over.

Skill - Moves up to three spaces in either direction.

Lose - Game over.

The machine also has a bonus position at four on the feature entry ladder, there are some good ones, but it never seems to give them. Watch out for random stop going up to £15 or various high wins, also choose a trial can go very high.

PLACE YOUR BETS

BASICS

The machine is very simple basically you spin the reel to get symbols on the matrix, when you get a line the machine lets you have BETS at the lit trail(s) of which there is 3 (cash, features, nudges). You can gamble the BETS from 1-8 and after you use the bet from 8 you can gamble again. However these bets aren't knockouts so you can get them again but never twice in a row EG if you got 2 nudges and had 3 bets left then you could get 1 but then you couldn't get it again straight away therefore the minimum is 2 from the next bet. The problem is that the machine can just go between 1 and 2 if you need more esp. for a good win. Anyway the reels also have a Bonus in the form of horse shoes. 3 in a row gives the bonus and it can be obtained from either the machine spinning them in holding 1/2 and the others coming in the symbols holding 3 times and giving "I like the way you did that" or by nudging them in when you can't get a cash win. The feature starts off on the nudge trail nearly every time some machines every time but on one version the machine can cheat you by offering cash or feature esp. if there is v. Good win from 1/2 nudges.

THE HORSE SHOE BONUSES

There is a true skill if the Barcrest bloke flashes and a sound is made, hold and go for selector or fruit run.

SKILL ADD- add for lines if you try not to get lines it can let you fill it further depends on the version

SELECTOR-can be nasty but usually gives 3 or 4 lines

RE-SPIN-usually gives 1 line but doesn't have to

STOPPA-random rarely gives any lines

SHUFFLE- shuffles in 1 + line

FRUIT DROP- all symbols fall to the bottom line usually for 1 line

FRUIT RUN- steps down to fill symbols in (can go all the way)

FRUITS IN VIEW-gives all in view has been known to fill the matrix but normally gives 1-4

lines

BONUS- adds fruits to the matrix usually no lines

THE FEATURE

The nudges span from 1-9 then Unlimited Nudges

The cash trail goes £1, £1, £2, £2, £3, £4, £5, £6, £8, £15

The Features

If the Bacrest bloke flashes on a feature take it as it should be worth £15 usually, true skill

Pound Run- spins in a pound and sometimes gives more but pretty poor (£1-£3)

Cash Advance- Gives £1 then you have to hit advance on the LCD to go to the next valve

(still pretty poor but better than pound run)

Fruit Bingo- gives a random win off the matrix (£1- £3 sometimes gives big wins but this is rare)

Reel Match- left reel spins and the middle one is matched to it and the 3rd reel spins slowly

and you have to hit it. (gives it if you miss by 1 either side)

Seventh Heaven- same as every other seventh heaven, choose up or down for £2, £7, £8

beware of mixed sevens

Golden Hold- steps reels either 2 or 3 times depends on its mood, choose the best win you

can find (it often gives blue/ red sevens and occasionally the Jackpot)

Skill Cash- using the cash trail the machine lights up the trail and you have to stop it as high as

possible, the best time to go for it is on the first time as it often goes to the top but not every time.

Stop N Step- The reels line up, you stop them and then you either step the reels down to the

next win or stop (similar to waltzers on Roller Coaster but not the same)

Super Cash Streak- Same as Fruit Shoot on BRAIN WAVES, basically the same as fruit

bingo but you get far more goes usually worth at least £15.

TIPS

Most people play this machine for the full matrix, there are a few ways to obtain this:- the

machine has on occasions just filled it in normal play this is very rare and is often part of a

streak. A far more common way is by getting 7,8,9 nudges and either getting it directly or

shuffling the reels at the cost of a nudge and it being given. The most common time to get it is

when the nudges are shuffled to 6 or 5 this happens a lot. The machine may also give the

jackpot from a lot of nudges but it can often have two jackpots on the win line and not give it.

The machine hardly ever gives the gamble from red 7's to the jackpot you nearly always end

up with £7. The machine gives the £15 from the cash trail but only when it wants to. A clever

way to go for the matrix however is to have nudges but only lines available (no cash) and be

able to nearly fill the matrix and get 3 horse shoes on the win line (N.B. you don't

have to have exactly the correct number of nudges to get the horse shoes so it doesn't matter if you have too many). Then the bonus can often be skill add for the remaining 1 symbol, fruit run, fruits in view, stoppa or bonus. However the machine likes to give selector or re-spin to fob you off. Another point to note is often very easy to get a good win in from nudges sometimes JACKPOT if you don't take the lines the machine offers you. It says EG 3 lines best but you can often manipulate it by getting 3 lines another way or less lines but leave a big win 1 or 2 nudges away. You can do this frequently with blue and red &'s but it may take some practice and a reel guide can be very helpful (SO DON'T JUST COLLECT BEST LINES). The SUPER CASH STREAK is also worth at least the same as the jackpot and some times more, it banks £15 each time but after the first £15 it doesn't have to give another £15. Walk away if the matrix isn't holding a lot or the matrix keeps filling as much as possible without giving a line. Another tip is if you are getting very few nudges and no win or you aren't getting more than 2 bets or losing from 1 bet (unless there is a big win it is unwilling to give) then run far, far away.

POT OF GOLD

Basics

The machine has a trail to 7 with a bonus at four and then you go straight on to a nudge trail which goes 1,2,3,4,5,6,7,8,9,10. However the feature can be activated by getting 3 feature symbols on the win line, there are 3 different types Bronze, Silver and Gold and if you get three like symbols then the stage of the feature you start at will be boosted. Back to the nudges, you have options with the nudges if you nudge a number on the win line then you will add that number to the nudges that you have left EG if you have 3 nudges and nudge a four above the win line on the win line you will have six nudges.

PROPER TRICK

But also there is another trick which works on both the machines if you have three like symbols two on the win line and one on the line bellow, you can press and hold cancel and the symbol bellow the win line nudges up. This can also work on mixed but doesn't have to. **BOOST**- often only goes to 7 and not the nudges or 1 useless nudge **SELECTOR**- select 2+ nudges can give quite a few **SKILL**- cancel slows so hit 2+ **RESPIN**- you can hold reels with numbers, if you get no numbers then you get the bonus again

STOPPA- random cancel doesn't work but can give a couple of nudges

THE FEATURE

You can get the feature by gambling and exchanging wins (usually once) then

also through getting 3 symbols to activate it. If you get 3 like symbols then you start on that level
 EG 3 gold = GOLD LEVEL ETC. When you start on the first level (BRONZE or 3 MIXED SYMBOLS) you go around collecting Picks for the 3 levels but only activate them when you are on that level, also you can add to the pot which you can take at any time. You can get move in to the next level which is SILVER and you will be able to carry on collecting picks and add to the silver pot. If you get move in you will be on the GOLD level which is the best level and has the largest amounts on it. You can again move in to the POT OF GOLD which is the top feature and is worth at least £15 (Jackpot) or above.

THE FEATURES (Pot of Gold) similar for RH

BRONZE LEVEL (Friar Tuck)

£1, Cash Flash, 3 nudges, £2, Pick a win, 4 nudges, bronze series, £3

SILVER LEVEL (Maid Marion)

£3, Super hold, 6 nudges, £4, Reel Roulette, 8 nudges, silver series, £5

GOLD LEVEL (Robin Hood)

£5, Cash Stepper, 10 nudges, £7, Fruit Blast, 16 nudges, Gold series, £15

CASH FLASH- flashes amounts on LCD usually £1-2

PICK A WIN- usually £4 at best can give the JACKPOT but rare

BRONZE SERIES- £5 or less

SUPER HOLD- 1up, 1 down spins in and you have time to decide whether to collect or spin.

Press cancel (same as CASH BOWL) to hold the reels indefinitely but it is easier to see what

you have on this machine than Cash Bowl

REEL ROULETTE- same as all reel roulette on all machines mbut can give good wins but

check before you collect

SILVER SERIES- between £3-£10 depends on the mood

CASH STEPPER-

FRUIT BLAST- select the best win displayed usually £5 +

GOLD SERIES- between £5 and £15 but can give more but rare

POT OF GOLD- can give a lot, £15 minimum, but doesn't often go big

THE ?

The ? square has got some half decent features on it but of course it does like to kill you.

Repeat Chance- gives you a repeat chance either after you have collected or died

Game Over- death

Continue ?- yes/no continue

Reel Skill- count to see how far move in is away and hit it unless there is something else on the

level you are on that you want

Move In- move to the next zone EG SILVER, GOLD or POT OF GOLD

Prize Run- goes around the zone you are in adding to the picks for each level and the features

Stoppa- random cancel doesn't slow it down and you get what ever it wants to give

Boost- boosts you around the level you are on

Pot Of Gold- can give this for no reason and is worth at least the Jackpot if not

more

INVINCIBILITY MODE

On both of these machines the invincibility "RED MODE" is shown by the centre feature

changing red EG the POT OF GOLD changes from Yellow to Red. There isn't anything really

Juicy about it basically you go around moving to the next level nearly every press until you are at

the centre of the board and you are entitled to £15 + which can go a lot higher if the machine

feels like it.

SHOOT ARROWS WHEN

Well the machine should give the feature quite regularly so that gives no clue to whether to play.

If the machine gives gambles to the second level Bronze (or Marion) from either cherries or

lemons IE lets you win gambles after the first win not just one gamble and an exchange.

RUN AWAY

When it isn't offering nudges, the trail isn't holding and/or you can't get out of the bottom ZONE.

If you are being killed quickly run away. The machine 3 holds a lot for the feature if it isn't then

think about leaving, the same applies to "let em spin".

POWERSPIN

A Hi-Lo game play feature along the line of Big 50, with nudges on the right ladder and cash on

the left. Use the numbers on the win line to complete the 1-7 trial with a bonus position at 4 to

help you along. Hi, Lo gamble up the nudge ladder to achieve wins. The flashes at the side of the

nudges award a bonus.

Either choose to auto-nudge a win or go for the holds after nudges, which happens frequently.

You can also get barcodes in either direction but this can only be manually nudged in so watch the reels.

It is fairly easy to tell whether the machine is going to pay out because you will be offered a lot of

bonuses on the nudge ladder. There are also bonuses on the cash side of the board but only a few

are usually lit. The bonuses on offer are:

Extra Flashes - Adds a few more flashes further up the ladder.

Boost - Boosts you at least one space up the ladder.

+Repeat Chance - Gives you a repeat chance on whichever win you choose to collect.

Activate Features - Activates the hidden bar code features. The feature changes with each

gamble and is displayed in the small window at the centre of the disc.

No Lose - A no lose gamble so go lower then twos higher the kings etc.

Power Spin - Adds a various number of letters to the Powerspin logo, once complete a win

series is awarded.

Extra Life - An extra life is awarded allowing you to carry on gambling from the

point you lost.

At the top of the machine is the Powerspin logo, as you gamble up the cash or nudge ladders certain bonuses will offer Powerspin, this lights some of the letters in the logo. Once complete you can choose to exchange for Power Spins, a win series which, despite the difficulty in obtaining it, will usually only offer between £5 and £10. When gambling from £10 to £15 you can lose frequently on good numbers, despite this the gamble is worth while as the £15 repeats frequently and can go up to a maximum of £60. If the Activate Features is lit only exchange if the feature is good and you are below the £7 win as most features offer an average of £5.

At the bonuses on position four the random options are:

Random Stop - Can go all the way to 16 nudges but the average is three. It will time out on the sixteenth stop so count in your head and stop it on at least three after the tenth stop to give it time to go high if possible.

Choose a Trial - Once again the average is three. It will time out around the eighth choice and sometimes all the way to 16 nudges.

Add Again - Adds the same number again so a maximum of four or one nudge is possible.

Nudge Stepper - A brilliant bonus that should see you with a very good win if done correctly.

Read the back pages for full details.

Double Trial - Always one nudge.

HINTS:

When Hi Lo gambling on the nudge ladder remember to check the cash ladder Hi Lo number that you will inherit when swapping over.

On a no lose gamble go higher than a queen for example to ensure a good number for the next gamble.

Consider nudging in pairs for holds after nudge if the Hi Lo number is risky or the win is very

small as it can give very good wins from holding after a nudge.

OTHER INFORMATION:

I once had a streak of £99 from this machine in the space of £10 (£15+ 1 repeat, £4, £5, £15+ 3 repeats) but I doubt if it is very common. (I also had to put in nearly £70!)

Big - Medium - Small Features

Number Runner -

Description: The reels spin and each number that appears on the win line adds up the cash

trial. Once the reels spin in no numbers the feature ends. Average win: £5.

Hide 'n' Seek -

Description: Three wins appear on the display and are then disguised and shuffled around.

Find the highest win to win that amount. Average win: £5.

Mix 'n' Match -

Description: The first reel spins and a symbol rolls in. You can either 'match' that

win to get that amount, or 'mix' the win for another chance on the second reel and do the same as before or use your final chance on the last reel which is automatically collected. Average win: £5.

Wild Nudges -

Description: A Nudge Spinner feature. All the reels spin and a number of nudges light up allowing you to collect the best win or wait for the reels to spin again. You can hold any of the three reels to try and bring a win closer. The jackpot is there occasionally but you need to know the reels or you will get mixed sevens. You will not be told of the best win available so fast reflexes are required. Average win: £5.

Quick Shot -

Description: A random win appears in the display. Either press collect or wait for another win to come along. Average win: £5.

Fast Cash -

Description: A common feature. A fast light moves up and down the cash display press start to stop the light. Not true skill. Average win: £4.

Small - Medium - Big Features

Cash Falls -

Description: A random set of lights fall down the cash symbols. Press start to stop the lights. You then have three shots at each symbol that is not lit working your way up the cash ladder. Average win: £4.

Six Appeal -

Description: An easy feature this. Six knockouts. Average win: £5.

Cash Stoppa -

Description: TBA

Money Belt -

Description: Various wins scroll along the cash display. Average win: £5.

Stop 'n' Step -

Description: The middle reel spins extremely fast. Press start or the middle hold button to stop the reel. The other reels then step down to form that win. Watch for your mixed sevens. Treble bars for £7 are fairly easy to hit. Average win: Constantly changing.

Reel Money -

Average win: £5.

RED ALERT

The machines contain the following features, from the bottom upwards (Impulse features on the left).

Pound Runner - Extinguisher - Average win £2.

Super Hold - Look out for the red lines/blue sirens!

Cash Frenzy - Water Cannon - Average win £2.

Pay Rise - Crash and Burn - Can be around £4.

Reel Surprise - Smoke Screen - Average win £3/£4.

Rota Note - Ring of Fire - Average win £5.

Risk Roulette - Do or Die - £4 or £5 average win.

11th Heaven - Fireman's Lift - Fairly difficult jackpot. Hold cancel to slow the number reel down and hit an eleven.

Shock Wave - Back Draft - Jackpot.

Big 50 - Towering Inferno - Hi-Lo up the £5 notes. Nearly always at least £15 and sometimes a massive £50.

The gain access to the features you need to complete a one to five trial with question marks on the reels to help you along. There are three feature ladders to reach. Once on one you can exchange at certain points along the way. You also get one number exchange at the start plus one extra for each ladder you exchange into. This machine will make you lose on good numbers once the win is worth more than £5, unless it is ready to pay-out. The jackpot features are 11th Heaven/Fireman's Lift and above, so expect to lose when gambling for these features.

Hidden features are accessed through either three red lines (Impulse) or three blue sirens (Red

Alert). The hidden features can be brought in through nudges, but you must manually nudge in

the reels so do not press auto-nudge, super hold and Smoke Screen.

These can be profitable machines if caught at the right time. The jackpot repeats often and the

Towering Inferno and Big 50 feature can offer a lot.

HINTS

11th Heaven and Fireman's Lift can be slowed down with the cancel button allowing for an easy

jackpot, but do not hit past an eleven or it will take you back to £1. Very funny when it happens

to other people though!

TIPS

The machine is in a good mood when frequently obtaining question marks. The machine also likes to

offer hidden features from few nudges fairly frequently.

RED HOT ROLL

Game Description.

Basic playing style and a similar format to Ring A Bell, Red Hot Roll is a machine that pays

out in streaks and also features an auto start and auto nudge button so it can play by itself.

The minimum payout can be set no less than 80% so the machine should be reasonably

happy a lot of the time.

Playing Strategy.

The idea is to get three Roll symbols anywhere in the display, this will start the Roll feature

where wins will keep rolling in. The value of the wins will mainly depend on the Roll

symbols colour. Mixed Roll will usually only pay around £3-£5, Blue Roll will pay between

£5 and £10 and Red Roll will pay out a couple of jackpots. Red Hot Roll (two red on either side and a blue or red in the centre) will also pay around £15 - £45. The best way to play this is only go for your Red Hot Rolls or jackpots through holds or nudges. The jackpot will sometimes hold as will the other wins. It's usually a waste of time going for Mixed Roll as this will only put the higher wins back further and so cost more money.

Hints and Tips.

If the machine holds after a nudge it will only bring in the Roll feature if two of the symbols were on the win line.

Other Advice.

Always go for third time holds for jackpots and ignore the Mixed Rolls. It holds three times a lot.

REVOLUTION

The latest release from Barcrest. Revolution utilizes a unique revolving wheel in the style of a Roulette table. The object of the game is to gamble as high up the cash or feature ladder as possible, until either you collect a feature or cash amount, lose or reach the top feature Break the Bank. The machine features super mode, short cut to the Break the Bank, extra lives and no lose gambles making for an enjoyable and playable game.

The features are as follows:

Spin A Win: Spin in a win. Been a bottom feature, don't expect much more than £2.

Cash Attack: A cash amount scrolls back and forth on the display. A choose a win type feature. Average win - £2

Reflex: Two cash amounts will shoot out from both sides of the alpha display. Press start to stop it on the best value. Average win £2-£3

Crack Shot: A skill cash type feature. Stop the symbol in the circle on the alpha display. For each successful hit you are advanced one up the cash trial. True skill until you reach £3-£4.

Run Around: A light moves around the outer symbols on the reels. Press start to stop the light and land on a symbol. This feature can be improved with nudges but still not much good.

Nearest Win: The reels are stepped down to the nearest win, once again nudges can be used to improve this feature.

Hide 'n Seek: Three cash amounts are shown, then hidden and shuffled. Once they have stopped, select what you believe to be the highest amount, then you have the option to gamble the win. Two zero amounts and a double are again hidden.

Tutti Fruitie: A light moves across the symbols on the win line. Press start to select the highest amount. Again this feature can be improved with nudges.

Nudge Spinner: As on all Barcrests. The reels spin off to an amount with a certain amount of nudges. Press collect to choose the win, or let them spin for

another chance. Tip – If it starts at £2 then follows in sequence to £3, £4, £5 etc. it will carry on up to jackpot. Average win £4.

Loco Hold: The reels move round slowly from their current position. Press start to stop the reels, from then on you are offered a golden hold feature which moves up and down two positions. Nudges can be used to improve this feature.

Cash Trio: Three cash amounts move up and down on the display. Press start to stop the amounts on their highest position.

Good Times: Various cash values and a multiplier are shown on the display. Press start to stop it on the highest amount i.e. 3x£5.

Break the Bank: Same as the top feature on Temple of Treasure. A light moves randomly over the cash amounts at the top of the machine. Press start to stop the light on a win. This win will be added to the bank and another chance will be awarded. Average win - £17. When super the feature is true skill with a repeat chance allowing for wins of between £30 to £75 on average.

While on the feature certain numbers have a bonus option. These bonuses are as follows:

No Lose Gamble: Allows the next gamble to be no-lose. Go against the odds to improve the chances of winning the follow up gamble.

Extra Life: Awards an extra life.

Lucky Seven: Allows a gamble on the number 7 to be no lose.

Extra Step: Awards an extra step.

Boost: One of the better bonuses. Boosts up your cash and feature amounts by spinning the wheel several times.

Super: Makes all the feature super. This does not make you invincible so it is possible to lose.

Note Symbol: Adds a note symbol. Three of these will award a short cut to the Break the Bank feature.

The original release of this machine allowed the steps prior to feature entry to be gambled. Release 1.2 does not allow this however so you can now only get a fair amount of steps from the bonus which is unlikely to offer more than 5.

Good signs of paying out are regular feature entry and boost from the feature bonus. Super lit makes all the features super but remember you can still lose on super mode.

RING A BELL

Game Description.

The idea of this game is to get three Ring the Bell symbols anywhere in the window to start the main feature. Other features include holding your nudges in to next spin, step to win and a sort of reel stepper allowing you to get a win.

Playing Strategy.

It is rare for this machine to do three times holds so try to get the Ring the Bell feature from nudges. If you are offered one nudge it can sometimes be saved in to next spin by pressing

cancel and in doing so it will also double the nudges to two. If no win or a small win is available you can try and save them again, if it saves them you will get four nudges which must be used up in that go. The first nudge can only be held if a win is not available. Sometimes you will get the option of holding the reels after you pressed cancel to hold your nudges, if this happens then your nudges are guaranteed to hold so try to get jackpot or Ring the Bell by holding the correct symbols. Once the Ring the Bell feature is obtained you simply press start to work your way up the cash 'bell'. If you get to the top it will sometimes repeat allowing you to work your way up again. The jackpot can also hold frequently and it is probably more profitable to go for this as Ring the Bell frequently gives £2 - £4 making the jackpot harder to get. When nudges are available the machine will sometimes say "roll up", this allows you to press start to bring the reels down then press cancel to hold them there. It can do this once or several times. Press cancel again to undo the reel hold.

Hints and Tips.

Sometimes the machine will 'jump' in a win by bringing one of the reels up. This win can be anything from £1 to jackpot to Ring the Bell.

Other Advice.

This machine can eat large amounts of money so only play if you have a lot to spend.

Paying-out.

Holding one nudge is a good sign and holding two (taking you up to four) is brilliant. Roll Up is also a good sign that the machine is going to pay.

Average maximum winning potential - £30

ROBIN HOOD

Basics

The machine has a trail to 7 with a bonus at four and then you go straight on to a nudge trail which goes 1,2,3,4,5,6,7,8,9,10. However the feature can be activated by getting 3 feature symbols on the win line, there are 3 different types Bronze, Silver and Gold and if you get three like symbols then the stage of the feature you start at will be boosted. Back to the nudges, you have options with the nudges if you nudge a number on the win line then you will add that number to the nudges that you have left EG if you have 3 nudges and nudge a four above the win line on the win line you will have six nudges.

PROPER TRICK

But also there is another trick which works on both the machines if you have three like symbols two on the win line and one on the line below, you can press and hold cancel and

the symbol

bellow the win line nudges up. This can also work on mixed but doesn't have to.

BOOST- often only goes to 7 and not the nudges or 1 useless nudge

SELECTOR- select 2+ nudges can give quite a few

SKILL- cancel slows so hit 2+

RESPIN- you can hold reels with numbers, if you get no numbers then you get the bonus again

STOPPA- random cancel doesn't work but can give a couple of nudges

THE FEATURE

You can get the feature by gambling and exchanging wins (usually once) then also through

getting 3 symbols to activate it. If you get 3 like symbols then you start on that level

EG 3 gold = GOLD LEVEL ETC. When you start on the first level (BRONZE or 3 MIXED

SYMBOLS) you go around collecting Picks for the 3 levels but only activate them when you

are on that level, also you can add to the pot which you can take at any time. You can get move

in to the next level which is SILVER and you will be able to carry on collecting picks and add to

the silver pot. If you get move in you will be on the GOLD level which is the best level and has

the largest amounts on it. You can again move in to the POT OF GOLD which is the top

feature and is worth at least £15 (Jackpot) or above.

THE FEATURES (Pot of Gold) similar for RH

BRONZE LEVEL (Friar Tuck)

£1, Cash Flash, 3 nudges, £2, Pick a win, 4 nudges, bronze series, £3

SILVER LEVEL (Maid Marion)

£3, Super hold, 6 nudges, £4, Reel Roulette, 8 nudges, silver series, £5

GOLD LEVEL (Robin Hood)

£5, Cash Stepper, 10 nudges, £7, Fruit Blast, 16 nudges, Gold series, £15

CASH FLASH- flashes amounts on LCD usually £1-2

PICK A WIN- usually £4 at best can give the JACKPOT but rare

BRONZE SERIES- £5 or less

SUPER HOLD- 1up, 1 down spins in and you have time to decide whether to collect or spin.

Press cancel (same as CASH BOWL) to hold the reels indefinitely but it is easier to see what

you have on this machine than Cash Bowl

REEL ROULETTE- same as all reel roulette on all machines mbut can give good wins but

check before you collect

SILVER SERIES- between £3-£10 depends on the mood

CASH STEPPER-

FRUIT BLAST- select the best win displayed usually £5 +

GOLD SERIES- between £5 and £15 but can give more but rare

POT OF GOLD- can give a lot, £15 minimum, but doesn't often go big

THE ?

The ? square has got some half decent features on it but of course it does like to kill you.

Repeat Chance- gives you a repeat chance either after you have collected or died

Game Over- death

Continue ?- yes/no continue

Reel Skill- count to see how far move in is away and hit it unless there is something else on the level you are on that you want

Move In- move to the next zone EG SILVER, GOLD or POT OF GOLD

Prize Run- goes around the zone you are in adding to the picks for each level and the features

Stoppa- random cancel doesn't slow it down and you get what ever it wants to give

Boost- boosts you around the level you are on

Pot Of Gold- can give this for no reason and is worth at least the Jackpot if not more

INVINCIBILITY MODE

On both of these machines the invincibility "RED MODE" is shown by the centre feature

changing red EG the POT OF GOLD changes from Yellow to Red. There isn't anything really

Juicy about it basically you go around moving to the next level nearly every press until you are at

the centre of the board and you are entitled to £15 + which can go a lot higher if the machine

feels like it.

SHOOT ARROWS WHEN

Well the machine should give the feature quite regularly so that gives no clue to whether to play.

If the machine gives gambles to the second level Bronze (or Marion) from either cherries or

lemons IE lets you win gambles after the first win not just one gamble and an exchange.

RUN AWAY

When it isn't offering nudges, the trail isn't holding and/or you can't get out of the bottom ZONE.

If you are being killed quickly run away. The machine 3 holds a lot for the feature if it isn't then

think about leaving, the same applies to "let em spin".

ROLLER COASTER

Everyone has played Roller Coaster but there are still many tricks and playing strategies people do not know. If the machine offers a skill shot off the bonus or from any of the mysteries past the second two, it will definitely pay out. If you start the feature by rolling a twelve, then once again the machine will pay out. £1.60 is also a brilliant place to exchange for feature as it often gives an eleven or twelve, both being for jackpot. On Test your Strength always gamble for the Waltzes as this is a more profitable feature (see code pages for details). The machine also offers a maximum streak of £60 through features like the Waltzes and Test your Strength and very often offers the jackpot features within close proximity of each other. The top Roller Coaster feature (or Sidewinder!) will usually offer around £30 but it can go up to £60. If you are playing for a quick profit, take features like Log Flume/Rocket Money for £3/£4 plus a repeat chance. Most people know roughly what to expect when they play these machines, so just bare the above information in mind.

TIP

Once a jackpot is won, if a bonus roll in on the next credit you will nearly always get another jackpot. The Waltze features are usually better then the Nemesis on £15 versions.

PRO GUIDE

Gamble everything to reach the top feature.

The best way to force this machine to give big wins is to keep gambling for the top Roller Coaster feature. Once it starts offering roll up, roll up it will want to payout as soon as possible. Still go for your jackpots i.e. hit an eleven on roll up, roll up, to take you to Test your Strength. This will show the machine that it has offered you a jackpot but it was refused fuelling for good follow up features. Now the important bit you must always follow to maximise your profit is to never hi-lo gamble during feature play. This includes been on a one or twelve on any feature including the Nemesis. You must just play the feature with the start button.

Landing on Test your Strength with a number one and gambling higher will effect the game play because it is what the machine is expecting and we want to give it what it least expects. Playing like this will mostly take quite a while and cost a fair bit (£40 - £60) but the features are brilliant fun and when you do eventually get the top feature it should keep on repeating £60 upwards. The most I have ever seen it do was £90 and it went empty with £32 owed.

Bad points about this strategy. Sometimes it will force a big win on Last Ride. Do not be put off by this, carry on playing to the above guidelines. Sometimes you will be given a feature such as the Nemesis or Test your Strength plus one repeat with last ride. If this happens it is up to you to either cut your losses and run or if you have made a small profit just walk away. When it does this it will put the machine off for a while so I would advise walking away and maybe come back after it has been played for a while.

Points to remember. Never hi-lo gamble during the feature as you will be playing along with the machine and that is not what we want to do. Sometimes it will offer £30 from the top feature then follow it up with a couple of other jackpots. The average high win of this machine is £60. Once you reach that point it will play slower and you will start to lose. The only way past the £60 limit is with the top feature and this is not always guaranteed.

The above strategy works on both £10 and £15 versions. There are other techniques that can be applied but you will most likely adapt these methods to suit you during gameplay.

Other methods to try:

Sometimes while playing the machine you will be offered a high win after a very short amount of time. Say for instance if you land on Test your Strength and you have only inserted £10 or less it may be best to either gamble for the Waltz and take it playing the £29.80 method or you could just collect Test your Strength and walk away with a little profit.

Streaking method for Sidewinder:

You may have heard a rumour about an emptying method for the Sidewinder machine. Although the machine can sometimes be emptied, it is not a proper emptying method. How it works is the same as a streak on any other machine except it is a lot larger, £80-£90 in some cases. What happens is you will get a feature and play for the Waltz (unsure of correct name but same as Roller Coaster!). Collect this and play for £29.80. If it is going to streak it will give the £29.80 and roll in a bonus on the next spin. Providing you get a feature you should get another Waltz and again, another £29.80. This brings the total up to pretty much £60. Now occasionally it will do this for a third time allowing for another £29.80 but I have only ever seen this happen once. As you can gather, with this amount of money the machine will usually go empty and that is where people mistake it for an emptier but as I say it is only a streak and can be very rare.

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SNAKES and LADDERS

Definitely one of my most profitable machines, and although it was more predictable when it was

£10, since its upgrade to £15 it is still very profitable. The best way to play is to simply go for

the Sands of Time feature or Hyper Vyper, but more on those later. The machine has the

following features:

Cash Adder - Steps the reels either up or down and adds one to the cash pot for each number.

The number of steps is determined by the number on the Hi-Lo reel. Average win £2.40.

The Rattler - A super hold feature going once in either direction. Watch out for the jackpot

and try not to gamble on this position as it does not like giving stop and step very often, so

expect to lose on two etc. unless it really wants to pay (not a bad sign if you lose though).

Reel Cobra - A stop and step feature, I find this easier to hit than Big Bucks. The jackpot is

only there if mixed bars are not in the way.

Side Winder - A 'snake' of money moves around the cash box. Maximum win £5.40.

Sands of Time - Nudge timer. Watch out for two symbols on the win-line as this will mess you

right up. As soon as you collect the feature, hold down a button (cancel will do) to pause the

game and light up the reels. This allows you to see whereabouts the jackpot is.

Let go of the

button to start the feature but remember to hit the timer on the first time up as it goes to the top

first go.

Lucky Ladders - All the ladders move up and down extremely fast. Press start to stop the

lights then choose the best ladder. Do not gamble from Sands of Time to this feature.

Pyramid Puzzle - A light moves back and fourth across a pyramid, hit the light on the arrows to

move up progressing to jackpot. Once at the £5 - £15 'peak' hit the light straight after you hear

the first bleep as it starts on £5 first.

Hyper Vyper - A Waltzes type feature. Stop it on the Melons after the mixed bars for £14.80

or £29.80. See back pages for more details.

Snakes and Ladders - Plays the same as the top feature on Roller Coaster and

mostly goes up £15 at a time, although the average win is £15. It is very obvious when the machine is willing to pay-out at least one jackpot because you will not lose on the mystery squares, and a sign of at least one jackpot is roll up, roll up on any mystery and skill shot on any mystery past the first one. You will usually get antidote on the first mystery so always try to land on that square. Use your Hi-Lo gambles wisely because you do not want to gamble away from features such as Sands of Time. To help you play the game I have described the best ways to play the feature below:

Start - Roll a two to add again which then takes you to bonus and gives antidote (extremely good sign). From then you get an:

Eleven - Adds again up to five nudges, lower to six nudges, roll a three then higher to eight nudges. You are now on the top line with antidote so try your best from thereon. Any numbers which take you to two crazy spins - Do not Hi-Lo from this position as a ten which takes you to add again, then Sands of Time is very common. A more skilful way to Sands of Time is to roll a one from this position which takes you to skill. From there try your best to stop it on Side Winder then go higher and collect. Any numbers which take you to five nudges - From this position the machine likes to give a twelve (if paying-out a lot) which takes you to add again and Pyramid Puzzle, go lower and collect Hyper Vyper.

If you have nudges during normal game play, always try for cherries as once these are gambled the mixed bar exchange will often leave the jackpot very close. Two red bars and a blue means the jackpot is only three nudges away and very often will give you a one, which adds again to two nudges, go higher for a simple jackpot. Blue bar, yellow bar, red bar (and vice-versa) means the jackpot is only six nudges away and carrying on from four nudges on the feature will very often roll in a one for a skill shot to five nudges, then an obvious higher for jackpot.

The top feature can be very poor as occasionally it will not give a jackpot but instead anything from £3.60 to £5 (rare but does happen). Once past £5 you will get at least £15, then the following repeat will ensure £30, then £45 etc. but do not get too excited as this is very rare, £15 is the average.

HINTS

You may have noticed that the LED display that tells you about the game when not been played, reads as well as other things "watch for my secret repeats". Snakes and Ladders does not have any features that repeat and the above was just copied from different machines.

SONIC THE HEDGEHOG

THE BASICS

This machine has all the hallmarks of other JPM titles such as Roller Coaster in the way it is set out the tricks it has and even the length of the trail. Basically it has a trail to 7 with a bonus on the centre reel on a cherry (?). This bonus is quite useful for getting the number trail full, it has all the usual bonuses: -

SUPER HOLD- 1 up, 1 down which usually has a small win available or enough numbers for the feature

NUMBERS IN VIEW- all the numbers from win line, 1 up & 1 down

SKILL STOP- press cancel to slow it and hit 7

RANDOM STOP- press cancel again for easy stop on 7

RESPIN- spins the reels but hold down any reels to keep what you want EG to keep the

bonus hold the middle reel

PLUS NUMBERS- extra numbers (boost) can give the feature but won't always

CHOOSE A TRAIL- selector usually goes to 7 but not always

NUDGES- gives nudges sometimes for a win or feature but not always

If you haven't come across these before you have probably lived a sheltered life.

Also if the

trail hold on 4 upwards 3 times then you have the feature (same on roller coaster, pinball

ETC). If you gain a win from Hold 3 times, Sonic Spin (let em spin), hold 1st, 2nd or 3rd reel

or hold all, nudges ETC then you have to gamble to get the feature exchange.

However you

won't start at the start of the feature, you start at the corresponding cash amount. If you get

mixed bars and gamble you may notice that it says no lose gamble on the LCD basically this

happens every time and means that you can go against the odds and win. There is one

problem in that you will probably want to gamble to £2 from the good number on £1.60 but I

tend not to. This isn't because it could kill you but go passed the gamble from loop the loop to

Super Sonic. This is the best gamble on the board but don't be surprised if you lose on an 11

or a 2 as if you win it you are usually in the cash (a bit like winning the elusive gamble on

ROLLER COASTER from tin can ally to test of strength).

THE FEATURE

Once you get on the board you will be on a snaking trail which goes from the start to the £15

jackpot + rep at the end. At certain stages on the board you can gamble HI/LO to move up

the board you can see where you can gamble by a small trail of Sonics that lights up.

The features are: -

SUPER HOLD- same as superhold on the cherry on the centre reel 1 up, 1 down

FAST CASH- same as on many of the other JPM machines, can give good wins if it can

afford it can blatantly cheat if it wants to but £4 shouldn't be too hard

LOOP THE LOOP- like LOG FLUME on ROLLER COASTER, however if you light all the cash amounts you get a repeat chance

QUICK SHOOT- choose a cash amount on the LCD which you think is best this is only

usually good for £2 to £3 but it can offer repeater chances (amount flashes quickly)

NUDGE SPINNER- can be excellent, the reels spin and it offers nudges, however like

RESPIN you can hold reels to stop them from spinning this can give let you try for big wins

sometimes the JACKPOT. You may find you still only get small wins but when you experiment you may start to get better wins. The reels spin quite a few times but not indefinitely.

STRIKE IT RICH- snake pit from the brilliant but dated INDIANA JONES where you hit

the cash amount and avoid stop can go big but usually good for £4+

SUPER SONIC- you should be in the money go HI/LO on the 1-12 reel but don't start going

against the odds as it won't have it. You can a lot from it but it doesn't have to give the

Jackpot but nearly always will give at least £15

SUPER LOOPER- another Roller Coaster feature WALTZERS, the reels line up and you

try to stop it on the Jackpot. When you stop the reels spinning on the jackpot then it either

steps or stops (unless you try for the maximum the feature offers by hitting the amount the right

distance away from Jackpot to add all the wins before it to get your last step to the jackpot

however it doesn't always step). I go for the Jackpot as it often doesn't step to it if you go the

other way, this applies to Roller Coaster, Sidewinder ETC.

On the board there are also cash amounts which correspond to the wins for different fruits you

can also gamble HI/LO on some of these amounts but not all of them. There are nudges which

are available on the trail which can help you gain good wins but usually crappy £1, £1.20

ETC. There is also a bonus ring feature which awards you with a ring for each number which

is on the ring 1,3,5,7,9,11 once you fill it you get either the Jackpot + rep or a smaller win

repeater this again is very similar to ROLLER COASTER. There are hidden holds (flash

holds) which are given after a win like FORCE 10 this does surprisingly happen after the

Jackpot but don't go expecting it.

There is a the ? square which can give good stuff but also KILL YOU:-

EXTRA LIFE- very useful to get high on the board but you can lose it very quickly and die

straight after losing it

BONUS RING- gives either 1,3,5,7,9,11

ZOOM- like a boost and can go to a ? or GAME OVER

REEL SKILL- spins the 1-12 reel and you stop it, if you are good then you will get the

number you want to a good feature ETC

SONIC BOOM- Gives you exactly what it wants which is usually £2.

GO BACK 2- pisses you around often makes you go back 2 sometimes to add again, ? or

death but on occasions has been good

SKILL- Hold start when you get it and release and press again quickly for the next square if it

is good, can be slow can be quick but unless you are half asleep then you can get good things

such as loop the loop or just avoid death.

GAME OVER - DR ROBOTNICK kills you game over.

This machine is worth playing watch out as with Roller Coaster for the ADD

AGAIN as it can

lead to you getting good wins by hitting it from REEL SKILL. The machine in a good mood

will offer the feature, sonic spin, the bonus cherry or nudge in wins often it may let you gamble

to a high point on the board and will let you build a bank very quickly with little effort. The

Skill from ? will be slow and it won't kill you low on the board.

DON'T PLAY IT

When the machine isn't giving the feature from the bonus cherry, the trail doesn't hold much.

Nudges are few and far between and also it doesn't give Sonic Spin which it Gives even when

just playing ok. The main things to note are on the feature, if you die on the gamble from £1 to

£1.20 (short cut) then come off, if you die on the first ? if you keep getting Zoom to Game.

SPIKER THE BIKER

A great game from Barcrest and in some ways an evolved version of their previous machines such as Arabian Nights and Neptune's Treasure and with many features

taken from Lotta Luck. The machine has two features, a regular version achieved by obtaining three

'Road Hogs' anywhere in view, and a super feature which is achieved by getting three symbols on the

win line. The regular feature is very simple with only 20 different places to land.

Keep going

round the small feature board landing on squares which either add to the cash pot or feature games pot.

There is also the usual lose, mystery, and bonus squares as well as skill stop multi-add, extra road

hog and cash pot fills. Once a feature starts a cash pot builds up, keep an eye on this as it can climb

very fast. Once full it is £15. The cash pot squares can add as much as five coins at any time

and once past the 20ps, adds up very quickly. The game has twelve feature games all of which have a

'bonus' version. In all cases the 'bonus' version of the game is better but not necessarily a 'super' version

of the original game, but you will win more cash in bonus mode.

The features are in the following order from bottom upwards:

Coin Climb – Unknown but probably £1.

Pound Run – Builds up £1 at a time usually stopping at £1-£2.

Reel Roulette – Spins round the outside of the reels and stops on a symbol

matching it up.

Cash Climb – Unknown.

Money Belt - £3 upwards.

Seven Stepper – Step up or down the three like sevens. Minimum win £2.

Pick a Note – Unknown but probably a minimum of £5.

Skill Cash – Unknown but probably the same as other Barcrest versions.

Money Multiplier - Usually around £7 upwards, simply hit the highest multiple.

Locomotion – Either £10 or jackpot depending on its mood and your skill.

Note Skill – An easy jackpot but no repeat.

Hi Lo Notes – Jackpot plus high low repeat chance.

Entry to the super feature can be achieved through three Road Hog symbols on the win line

or through landing on the extra Hog during feature play. Once in the super feature you can not

lose and your pots will build up fairly fast, but you can get spun out to the regular game.

Even if you get spun out once you can start the super feature again. It is, in a lot of cases easy

to get back to the super feature as you will only need one more Hog symbol on the win line.

Your nudge pot can be used at anytime so re-entry to the super feature can take place as soon

as you are spun out the first time. This method can be repeated several times until your nudge

pot is empty or, obviously when you get the jackpot.

As an extra bonus during play, an invincible mode is awarded by landing on all four mystery

squares without losing. After the fourth one you are invincible so work your way up to Hi Lo Notes.

The Hi Lo Notes feature is jackpot plus a hi lo chance for another jackpot up to a maximum of £75

which is not impossible just not very common.

The machine plays in the same style as Arabian Nights and clones so use your original playing methods

as they should work just as well on Spiker the Biker.

Tips

Watch out for your nudges building up as they can be used at anytime, the best time is usually straight

after the super feature or if you want a high win with Seven Stepper.

STASH AND GRAB

These machines are identical to each other just with differently named features.

The feature

starts after completing a one to nine trial with a bonus on position four. The annoying thing

about gaining entry to the feature is the length of the trial. A bonus will not get you on with add

again, boost, and rarely with choose a trial, making the machine frustrating before the feature

even starts. Both offer a roll up, roll up allowing you to add again twice, with an eleven taking

you straight to jackpot repeater. The roll up you need is on the second bonus of both machines.

They also have an invincible mode, Las Vegas will go red and the Stash and Grab logo will

rapidly flash. The jackpot can repeat several times but it is very rare to get it.

While moving around the feature you can get the chance to collect three money bags. These bags will then offer Big Money, which is one of the three bars plus a repeat chance of another set of bars. The features are not really worth collecting but you should collect at least two knockouts if the feature is playing bad. It is hard to make a profit off these machines so only play if it has been played a lot.

SUPER STREAK GOLD EDITION

Game Description.

Exactly the same as Red Hot Roll except to gain entry to the feature game you need three 'S' symbols. Gold for Super Streak, silver for a smaller streak. The same rules apply as in Red Hot Roll i.e. always go for your three times holds for jackpot and Super Streak.

The machine also has a service button so you can call an attendant should the machine go wrong or you want to annoy people.

THUNDERBIRD

One of the best fruit machines Barcrest have made for some time. A very enjoyable machine but unfortunately not very profitable. The game features two game boards each with twelve features. The bottom twelve are mostly poor features of only a few pound whereas the top twelve are generally more profitable. The bottom features are obtained from any win starting at £1 and the top twelve generally start at £3 but sometimes more or less. For each successful gamble the feature will change, sometimes for better, sometimes for worse. Each feature has a number, the higher the number the better the game.

As well as the normal features, occasionally the Barcrest man will flash meaning you have a super feature. The super features are described next to the feature list further below. Wins are obtained from nudges which go from one to nine then jackpot repeater. There is also a one to seven trial that must be completed in order to gain nudges. There is a bonus on position four allowing you to advance further up the trial.

The bonuses are as follows:

Boost - Usually two but can go all the way to the jackpot.

Numbers in view - Normally only a few numbers but sometimes gets you nudges.

Stoppa - Very rare for it to go higher than two nudges.

Skill shot - Hold cancel and wait a while. Will usually reach five nudges.

Selector - Wait a while as it sometimes gives the jackpot.

Number run - The reels step down adding up several numbers until you reach the nudges.

Reel skill - The reels step slowly round. Stop it on a win or as many numbers as possible but

remember to try and line up a good win.

Respin - The reels spin several times usually allowing access to the nudge ladder.

The bottom twelve features are as follows:

1. **Win Spin** - Spins in £1 to £3. **SUPER** - Spins in red sevens for £10.
2. **Cash Flash** - Three cash amounts flash in the display allowing you to win £2. **SUPER** - Higher symbols flash but still not very good. Average win £5.
3. **Reel Roulette** - A light moves around the outside of the reels stopping on the lowest symbol. **SUPER** - A true skill version so stop it on the highest symbol.
4. **One Knockout** - Around £2. **SUPER** - Automatically knocks out wins below £3.
5. **Two Knockouts** - Around £2. **SUPER** - Automatically knocks out wins below £3.
6. **£1 Repeater** - Unlikely to repeat. **SUPER** - Repeats to £15.
7. **Three Reel Blasts** - Can be good, watch for your boxed symbols. **SUPER** - A true skill so stop it on the highest symbol.
8. **Five Reel Blasts** - As above but with more chances. **SUPER** - As above.
9. **£3 Repeater** - Usually £3 or £6. **SUPER** - Repeats to £15.
10. **Pick a Win** - The highest is usually £5. **SUPER** - Usually £10.
11. **Hi - Lo Notes** - Hi-Lo across the top four notes. It is usually jackpot. Minimum win is £5. **SUPER** - Adds up all the notes as you go along allowing you to win £38 very rare though.
12. **Jackpot Repeater** - Can repeat up to a massive £75.

The top twelve features are as follows:

1. **Money Belt** - Wins scroll along the display. Average win £3. **SUPER** - Higher win values scroll along allowing a win of around £5.
2. **Two Knockouts** - Minimum win £1. **SUPER** - Minimum win £3.
3. **Four Knockouts** - Minimum win £2. **SUPER** - Minimum win £3.
4. **£2 Repeater** - Rarely repeats and never more than once. **SUPER** - Repeats up to £14 or £16.
5. **Six Knockouts** - Minimum win £4. **SUPER** - Do not try for more than £10 as it is unlikely.
6. **Seven Reel Blasts** - There are only nine symbols in view so a boxed win is almost guaranteed. **SUPER** - A true skill shot on all the symbols so go for the highest win.
7. **£5 Repeater** - Average win £5 to £10. **SUPER** - Repeats to £15.
8. **Cash Skill** - A slow skill shot that moves up and down the cash ladder reaching around £6. **SUPER** - Climbs up to the jackpot repeater.
9. **Note Shoot** - A light flashes randomly on one of the four notes. Anything from £5 to £15. **SUPER** - A true skill version allowing for an easy jackpot.
10. **Note Skill** - A true skill shot on the notes for an easy £15. **SUPER** - None.
11. **Mega Cash** - A light flashes randomly on the notes and 'spin' lights. Press start to stop the light. Usually £25 but sometimes £60 plus. **SUPER** - None.
12. **Jackpot Repeater** - Can repeat up to £75 but don't push for it.

The bad thing about this machine is it kills you on good numbers on the cash side even when paying-out which gets extremely frustrating. As you reach the £8 mark you nearly always get either Mega Cash or the jackpot from the features. Do not push more than Mega Cash unless on a one or twelve, as this is a very good feature. Once one top feature is offered and not taken it will usually offer another top feature a couple of gambles later. As you gamble up on either ladder you will sometimes get a bonus off the number reel. The bonuses will help you advance further. Think about the number you will inherit when you nudge in a win. Do not go lower than a twelve on nudges if the win is the same because the number can be used for gambling up the cash. The game also offer at least one chance to change the number so use it wisely.

HIDDEN FEATURES

If you get three numbers in a row on the win line without getting on the nudge ladder you get one chance to press in one of six sequences giving a certain amount of nudges. 2-1-3 will give six nudges. The mystery win can go up to jackpot but is usually £1 to £2. Boxed wins are doubled.

PAYING-OUT

Watch out for several change numbers during play as this is an extremely good sign but it can still take a while to get going. The jackpot can repeat a lot, £75 is not uncommon.

UP and OVER

BASICS

The machine is very simple well as simple as a Barcrest Machine gets, basically there is a straight forward trail to 8 (bonus at 4) and you get on the cash trail at 9 and climbs to about 22 which is the Jackpot + REP. The machine is a gamblers machine in that you have to gamble to get anywhere and strategy can play a very important role however as you should know if it wants to kill you it will still do it off a 2 or 11.

BONUS- Skill is denoted by the machine laughing at you and the cancel button flashing

Boost- pretty crap, goes to £2 max and more often than not 6,7 or 8

Multi Re-spin - re-spins until you get the feature nearly every time

Stoppa- still hate it and yes goes to about £2.40 in very good mood but usually less than 8

Super Hold-1up, 1 down good for something be it a win numbers or 3 in a row

Skill Stop- quite fast but good for anything between £1-3 but £2 is most likely

Numbers in View- not exp. It but gives it mainly when you can't get up from the numbers in view

Reel Skill- steps the reels around, hitting nothing doesn't give the feature back but usually good

for either a win or enough numbers to get on the board

Selector- rarely goes above £3 but helpful

Number Run- can carry on for a while well after reaching the board (had it to

£4) but should
be good for £1 minimum every time

THE FEATURE

You gamble from the bottom left hand corner to the top right where the Jackpot lays in wait.

You can gamble on two HI/LO reels one goes up and the other goes across (right to left), the

machine will also give exchange numbers between 1-5 (depends on the mood).

With every

gamble the machine increases the cash ladder by 1 and if you get two like numbers on the reels

then you get a bonus usually change number but not always.

Whats on the Board?

Knockouts ranging from 1 to 12 (ish) NOT EXPLAINING THEM

Bonus nudges in 1's, 2's and 3's (numbers add cash and if you get a winning line then you move

up to that level on the cash ladder and can continue)

Bonus Squares which offer help: - change numbers, go for it (next gamble GUARANTEED),

TAXI yep a taxi (cancel slows), Row Skill (go anywhere on the row , again use cancel),

Elevator (column skill), another skill stop that maps out a square of 9 for a TAXI, reel skill also

appears when getting two like numbers but gives a difficult skill shot to improve both HI/LO

gambles

FEATURES (there are quite a few)

Many of the hereditary Barcrest features appear

POUND RUN- yep £1 or £2 nearly every time

MONEY BELT- crap and gives £1, £2 if you are lucky

REEL ROULETTE- crap if any of the outside 8 are £ symbols and yes you will get them, if

no £'s then £2 minimum mixed sevens

CASH CLIMBER- strange starts 1 below where you are on the board and then then 3 shot

climb but only seems to let you win once (strange I repeat myself)

PICK A WIN - can give any amount but £5-6 is usually top end

PICK A NUDGE- choose whether to re-spin or collect the win offered from the nudges

(SAME AS NUDGE SHUFFLE ON CHAMP SOCCER)

REEL STEPPER-nearest win can be very good, tells you what you can win so you decide

BAR STEPPER-nearest bar win tells you either £3,4,5,

CASH STOPPER- can be true skill at the cash ladder but rarely goes above £5

NUMBER SKILL-? Not sure of the name or what it does (as yet)

CASH LADDER REPEATER-whatever you have on the cash ladder and a repeat chance

CRAZY CASH- not like on other Barcrest machines you aren't guaranteed the Jackpot has

given £7 but saying that can go big

SUPER REEL ROULETTE- basically an easy true skill version of the crappy lower feature

check before you collect but you may have no choice and beware of mixed sevens Temp there are a couple missing but without the board in front of me I can't

remember all in one

go!!!

INVINCIBILITY

Doesn't make it too clear but basically the UP & OVER symbol flashes and so does the

Barcrest man, the number changes goes to 5 and you can use them if you really want to. But the

main trick to this is to try to get pairs of numbers as they boost the cash trail and you don't want

to reach the Jackpot repeater. Use up as many of the change numbers that you can going high

want to move up and across landing on the cash repeater squares heading towards the squares

that offer 2 repeater adds instead of 1. If you cross the two single repeaters early then you

should be heading for the doubles. Don't be scared to go higher on an 11 or lower on a 2 as

you can't die so don't worry but basically you want to escape getting the £15 on the cash ladder

and get **BIG MONEY** on the repeaters ladder (top of screen) and collect it as it is often worth

more than the Jackpot repeater as (A) it rarely repeats the Jackpot and (B) the **BIG MONEY**

feature is worth at least the same as the Jackpot.

HOPE YOU FOLLOWED THAT !

PLAY THE MACHINE

The machine is worth playing when it is giving good bonuses EG selector, skill stop regularly.

The trail is holding on 8 twice thus giving £1 min, also the machine is giving you a chance of

getting somewhere on the board EG 3+ change numbers, the bonus squares are giving bonuses

which help you move further up the board not just one square or cash boost. The main thing is

even if it is killing you on the board it is doing it high up IE not from Pound Run ETC. This

suggests that the machine is likely to be willing to part with some cash.

WALK AWAY

Sometimes the machine isn't worth touching with a barge pole, if the machine isn't backing

(dropping through) after a few quid and is giving only a few features then it has probably been

done. The machine will give you stoppa and boost and not to the board and the trail isn't holding

much. If you aren't getting "let em spin" from £ signs and mixed sevens then walk away and

don't come back for a while.

WIZARD OF ODDS**Game Description:**

The idea of the game is to high/low gamble across the feature board working your way to the

jackpot repeater or a smaller win or feature on the way. There are no feature squares that are

bad as the game is lost by getting a high/low gamble wrong.

Strategy:

To enter the feature you first need to achieve eight or more numbers on the trial or get a win

from nudges or holds. This is a difficult feature to play by sticking to one strategy so it is best to follow several depending on how the machine is playing. The first is to gamble as far as possible on good numbers until you get to a feature or win that is good then collecting it. The second is to try and gamble all the way, whatever the number until you get to a jackpot feature (this strategy can be costly so think about how much you have to spend before doing this). The third and probably the most common is to gamble until your good numbers run out and if the feature is no good, press the Wizard of Odds button for a random feature, cash win or game over.

You can tell if the feature board will be good because you will get a lot of bonuses one after the other allowing you to gamble further. If the machine is doing this, do not gamble past a jackpot feature to try and get jackpot repeater as you will still probably end up getting game over. If it wants to play it will offer several jackpots after and in the following features. The jackpot features are Magic Circle and In a Spin. These two features require a lot of skill especially the latter but at least you get three chances (more details below). The other way to ensure a high win is to obtain it from the bonus square which is at number four on the feature entry ladder. If the machine is playing well it will give you a high win from Choose a Trail, Random Stop, Boost and Numbers in View. The other top bonus and quite easily the best is Number Runner which, if you know what you are doing, will allow you to get a very good win or very high numbers for a brilliant exchange. A £3 win is good because you are only two gambles away from Magic Circle which is an easy jackpot and £6 and £7 are also very good as these are only two successful gambles away from the jackpot repeater.

The Features:

One to Four Win Spins - Two plus will usually see you with around £3 - £5.

One to Six Knockouts - Depends how generous the machine is feeling. On average £5.

One to Six Reel Blasts - A number of shots at the symbols on the reels. Only collect if there

is a fair number of good symbols on the reels. Average win £5.

Magic Cash - Shows 60ps, 20ps etc. in the LCD display. At best £2.

Cash Tower - Three shots at each symbol on the cash ladder trying to work your way as high

as possible. May sound good but usually on £3.

Fruit Flash - Same as one Reel Blast. Total waste of time, more of a space filling feature.

Spell Bound - A 'fast cash' feature. Not true skill but you have to put some effort into it. A fast

light moves up and down extremely fast, stop it as high as possible and it will jump usually

between £2 and £5 but sometimes it will give you a jackpot.

Magic Wand - Choose the best win displayed in the window. Collect no less than £4.

Magic Circle - All the reels line up then spin try your best to stop it on jackpot. The speed the reels spin changes so sometimes it will be extremely fast other times reasonably slow. Always collect.

In a Spin - A brilliant combination of Mix and Match and Stop and Step. The fast reel spins incredibly fast, try to stop it on jackpot if you can see it, if not just hit and hope. Once the first reel has been stopped you will have the option to mix or match the symbol. Even if you can't see the reels there is a good chance you will hit a good win so always collect as the next gamble may move away from the following jackpot square.

Jackpot Repeater - Be very annoyed if this does not repeat. You will usually get two repeats (£45) but three is also possible.

BONUSES:

Boost - Usually gets you on. Sometimes goes up to £3 plus.

Add Again - A bad sign. Adds the same number again so a maximum of £1 is available.

Number Runner - Sure sign of an impending jackpot. See back pages for more details.

Choose a Trial - You get around seven chances. Can go as high as jackpot but £1.60 is average.

Random Stop - Can also go to jackpot and other high wins you get around 16 chances so stop on £1.60 after your tenth chance.

PAYING-OUT:

The best way to tell if this machine is going to pay is getting Number Runner which is a guaranteed impending jackpot if played correct. The other way is if a lot of bonuses are offered while playing the feature. Choose a Trial and Random Stop going over £2 are also good signs and even if a jackpot repeater isn't possible a jackpot can be.

HINTS:

Watch your exchanges. Always check the reels for potentially good nudge or Reel Blast wins.

A £1.20 win will often leave £5 only two nudges away so one successful gamble going up will get you this.

The machine will also let you nudge in high wins such as £6 during normal game play

occasionally so keep a look out. Also look out for your holds after nudges, if it does hold you

can hold the two symbols and press start or let all the reels spin so think about this for nudge

and Reel Blast purposes.