

Scroll Slots

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1. Introduction

It all started as a prototype for one of my customers. I had to embed some resources and needed some sort of basic scrolling. After a few hours of coding I ended up with this, quite addictive, slots game.

The scroll is based on simple off-screen image copying. I've tried it on several systems and it will not perform on older single CPU systems. Well, if your graphical card is capable of displaying themes like Aero (and other glass ones), you're able to play the game. Sorry for that...

When the game is launched it will look like this:



Figure 1: Scroll Slots main screen

2. Rules

You'll always start with € 20,- within the slot machine. When you've spanned the money, a € 20,- note will show up. Get the € 20,- by clicking on it and don't forget you'll owe your computer that money 😊...

The game is not so generous, so your changes to win are not so great. That's why the lockers are added (which usually can be found on real slot machines).

The lockers will only be available when you haven't won for five times in a row. You can lock one of more items if you like and you do not have to lock when the lock feature comes available. But be aware, when you win, the lock feature will be unavailable for five losing games.

3. Themes

The game ships with four themes, when I've time I will add some more. The next paragraph will explain how to add themes yourself. And if you've created some nice ones, send them to me and I will add them as separate downloads and I will mention your name on my site for the credits!

You can change the games theme by pressing the [Theme(s)]-button on the main screen. The following dialog will show up:

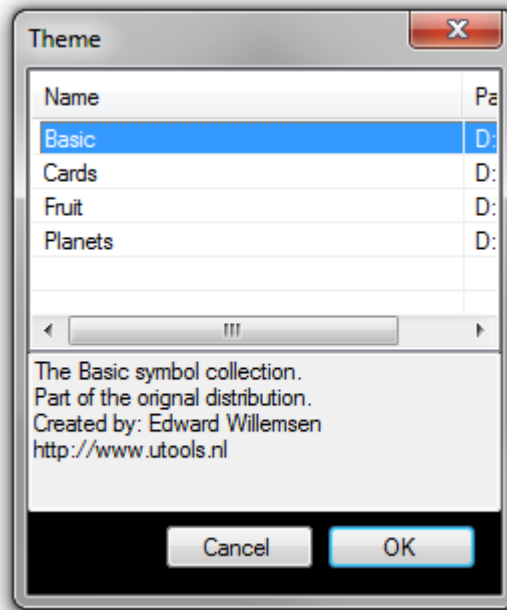


Figure 2: Theme selection

By default, the game searches for and opens the Basic theme. This is the theme which you can see on the 'Figure 1: Scroll Slots main screen' screenshot. Here is a breath description of the currently available themes:

Name	Description
Basic	The regular slot machine objects like cherries, clover and melon.
Cards	The slots will contain some cards of a regular card game.
Fruit	Realistic healthy food, like apple, orange and kiwi.
Planets	Some of our 'nearby' planets.

Table 1: Available themes

3.1. Custom themes

You can simply create custom themes by placing creating a folder underneath the Scroll Slot game folder. The name of the folder will be used as theme name, so take a decent name.

Within the folder there must (preferably) be eight different Portable Network Graphics (.PNG) image file format. The dimensions of these images should be 70x70.

The names of the pictures are: sym_000.png, sym_001.png, sym_002.png, sym_003.png, sym_004.png, sym_005.png, sym_006.png and sym_999.png.

Some of these pictures have a dedicated task which is listed here:

Name	Task
sym_000.png	This image is used for the € 30,- payment.
sym_001.png	This image is used for the € 20,- payment.
sym_002.png	This image is used for the € 10,- payment.
sym_003.png	This image is used for the € 5,- payment.
sym_999.png	This image is used as the wildcard, which is used as symbol for the € 15,- payment. So any three of a kind (other than sym_000 and sym_001), will be used for the payment of € 15,-.

Table2: Name versus task

Finally, the folder can contain a text file called 'description.txt', which is used to be displayed within the theme selection form. You can put a brief description in it, just like the ones I've used.

4. Release history

The following table shows the release history of this product.

Version	Description
V1.0	The first edition of Scroll Slots.

Table: Release history

4.1. Note

Nor uTools or myself can be held responsible for any damage created by the use or misuse of the software/source code which can be found on the www.utools.nl site. All released software is scanned with the latest anti-virus scanning software.

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