

One-Armed Bandit (“Fruit Machine”) Simulator

This is a simple program to simulate a One-Armed Bandit (“Fruit Machine” in the UK, “Slot Machine” in the US). It uses the QB64 statement `_MAPTRIANGLE` to give a 3D impression of the slot machine rotating reels.

In order to run the program, download the .zip file from the URL and extract the folder “One-Armed Bandit” and place it in your QB64 folder. Be careful that the extraction process does not create an extra folder layer. Open the program “FruitMachine v2.bas” from within the IDE, making sure that you have the option “Save EXE in the source folder” checked in the IDE. The program will work with GL1.2 and above.





















[https://www.dropbox.com/s/2bpttv5k0q962tq/One-Armed Bandit.zip?dl=0](https://www.dropbox.com/s/2bpttv5k0q962tq/One-Armed%20Bandit.zip?dl=0)

Press the Spacebar to start the reels turning. Esc at any time to Quit. The randomness statistics have been set such that you are likely to win on average (at approximately \$2 per go). This has been done so as to increase the entertainment value of the simulator (it is hoped), but has resulted in the Directors of the QB64 Casino filing for immediate bankruptcy.

In detail, the simulator has three reels each with 23 positions. The method of producing the required randomness, whilst giving a realistic simulation of a mechanical system, has not used symbols fixed on the reels with random spin. Here, the spinning of each reel is fixed (this has made it easier to sync with the audio) and the positions around the reels are filled randomly with weightedness set by the required likelihoods of the winning lines. Before each spin initiation, the positions which are not in the current view are so randomly filled.

In order to create something of the “flashiness” of a Fruit Machine, I have added some rotating stars (rather naff). If this irritates you, change line 17 “Twinkle` = True” to “Twinkle` = False”. Similarly, if you do not require audio, change line 18 to False.

Winning lines are as follows:

Reel1	Reel2	Reel3	Payout
Any			\$3
		 or 	\$10
		 or 	\$20
		 or 	\$50
		 or 	\$100
			\$250