

THE FRUIT **MACHINE** **CODE**

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**Please note that we cannot accept responsibility for your success or
failures based on information contained within this guide.**

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.

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 loser after loser 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.

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.

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 or 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 point 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.

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
4 bells	£2.40
BAR BAR	£2.00
3 bells	£1.60
77	£1.20
3 fruit	£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.

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.

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.

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.

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.



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:



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.



HOLD

HOLD

HOLD

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



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 faint 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 bleeping again and resetting itself.

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 bleeping 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, then 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 on the symbols you have held.



HOLD

HOLD

HOLD

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

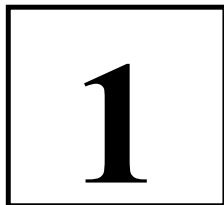
HI/LO OPTION

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**



HI/LO

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!



HI/LO

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 suprising 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!

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 advice 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.

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!