

Joshua Gleason
gleaso22@gmail.com

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1 Purpose

The purpose of this paper is to propose a new design for a casino style video slot machine and attempt to resolve possible implementation issues. The payback rate for the slot machine must be approximately 85%. This means that for every \$1.00 that a patron inserts into the machine, approximately \$0.85 will be returned.

2 Design

2.1 Type of Machine

The video slot machine industry has many types of slot machines, of these three different categories will be considered. The first type would be a playing card type, where a virtual deck is used to determine the card values, and then depending on some set of rules those values determine the value to be paid back. Another type of video slot considered here is the reel type slot machine. These slot machines can consist of either physical or virtual reels with various symbols on them. When these types of slots are played the reels spin for some random amount of time and then stop. The payout is then somehow determined by the symbols that are visible on these reels. The last category to be considered is the games where the player makes some sort of choice, and then lets the game continue until the round is complete. If the player choose correctly then a payout is rewarded.

2.2 Number of Reels