

Re: Anyone here know how an one-armed bandit (slot machine) works?

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*Source:* <http://sci.tech-archive.net/Archive/sci.electronics.design/2006-11/msg02533.html>

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- *From:* The Real Andy <[will\\_get\\_back\\_to\\_you\\_on\\_This@xxx](mailto:will_get_back_to_you_on_This@xxx)>
  - *Date:* Sat, 11 Nov 2006 07:26:18 +1000
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On Thu, 09 Nov 2006 12:31:43 -0500, [gfretwell@xxxxxxx](mailto:gfretwell@xxxxxxx) wrote:

On Thu, 09 Nov 2006 17:30:05 +1000, The Real Andy  
<[will\\_get\\_back\\_to\\_you\\_on\\_This@xxx](mailto:will_get_back_to_you_on_This@xxx)> wrote:

Nevada was the first to outlaw near-miss programming.

How is "near miss programming" defined?

A combination that looks close to a jackpot or a big win. Players tend to think that they are 'almost' a winner.

BTW I put very little credibility in anyone "who worked on slots". They don't have a clue what is burned into that software. They swap boards, they don't write code.

I dont "work on slots" as such :) I do however, have about 10 years software/hardware exp. in the gaming industry in case you have not picked it already.

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