

The Slot Machine

The tuning variables are in Edith Constants. Use the Constant Editing dialog box in Edith to set the tuning variables.

Main Simulation:

Main:

The slot machine has no functionality other than when in use by a Sim.

Interactions:

Bet Low Amount:

This is available autonomously if the budget is higher than “**Min Budget**”. The amount is stored in “**Low Bet**”. Play is called with the proper bet amount.

Bet High Amount:

This is only available by user direction. The amount is stored in “**High Bet**”. Play is called with the proper bet amount.

Play:

After routing the bet amount is subtracted from the budget as a misc expense. The bet amount appears over the Sim’s head like any other time the Sim spends money.

There are two different pull handle animations. A weak one and a strong one. One will be chosen randomly based on the Sim’s Active personality.

There are two different idle animations. Playful Sims will breath, Serious Sims will play Consider.

The Sim can either win or lose based upon the Fun Motive. Less Fun means a better chance of winning.

If they lose their fun motive will be increased by “**Fun for Lose**”. If it was a low bet they will play shrug. If it was a high bet they will run the standard tantrum.

If they win their fun motive will be increased by “**Fun for Win**”. The budget will be incremented by the amount they bet times “**Win Multiplier**” and reported as misc income. If it was a low bet they will play enthralled2 (The standard clap animation). If it was a high bet they will run the sell painting animation.