Diamond Games Stars_Fruits Jackpot

Game Description

Revision 1.1 WS

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2 Revision History

Version	Date	Author	Description
1.0	08.01.2018	DLV	Initial document release
1.1	20.03.2018	DLV	Update Screenshots Substitution Timbertales for Fruitong

3 Multi Game

3.1 Overview

"Diamond Games Stars or Fruits Jackpot" is a multigame machine with 20 video reels games:

1. Fruitong	6-reel, 5-line game with gamble and bonus features.
2. Kittenpult	5-reel, 10-payline game with gamble and no bonus features
3. Lucky 7	5-reel, 20 payline game without gamble and bonus features
4. Valhalla Warriors	5-reel, 10-payline game with gamble and free spins feature
5. Golden Fleece	
6. Lucky Witch	
7. Star Jong	5-reel, 20-payline game with gamble and free spins feature
8. Bear`s corner	
9. Alter Gods	
10. Vikingar	
11. Cool Place	
12. The Edge of Luck	5-reel, 20 line game with gamble and no bonus features
13. Kin House	
14. Titanium Fruits	4-reel, 25-line game with gamble and no bonus features
15. Filibuster`s Ghost	5-reel, 40-payline game with gamble and free spins feature.
16. Cool Cracker	
17. Scandy Gold	
18. Snowluck	5-reel, 40-payline game with gamble and no bonus features.
19. Glass Fruits	
20. Sticker Smile	

All the games described herein are the same for both initialization types: standalone – Diamond Games Stars or jackpot – Fruits Jackpot.

3.2 Game Selector

From the Game Selector screen the player can select one of 20 available games. Games on the screen are divided into two sets, active games have colored logos and inactive games are grayed. To switch between the sets, the player has to press START button. To play a game from the active set, the player has to press HOLD1 to HOLD5 buttons respectively or touch corresponding button with game logo on the screen. Any game can be disabled from the Game Setup Menu and will not be available for selection.

Selector games can be grouped into categories which are selectable by pressing respective buttons in the upper part of the screen. Selection time is 10 seconds, after which all games will be active again.

By pressing PAYOUT button, the player can initiate payout of available credits.
NOTE: After exiting game to the game selector, the player has to wait for 2.5 seconds, until PAYOUT button becomes active; this is done to avoid accidental payouts.
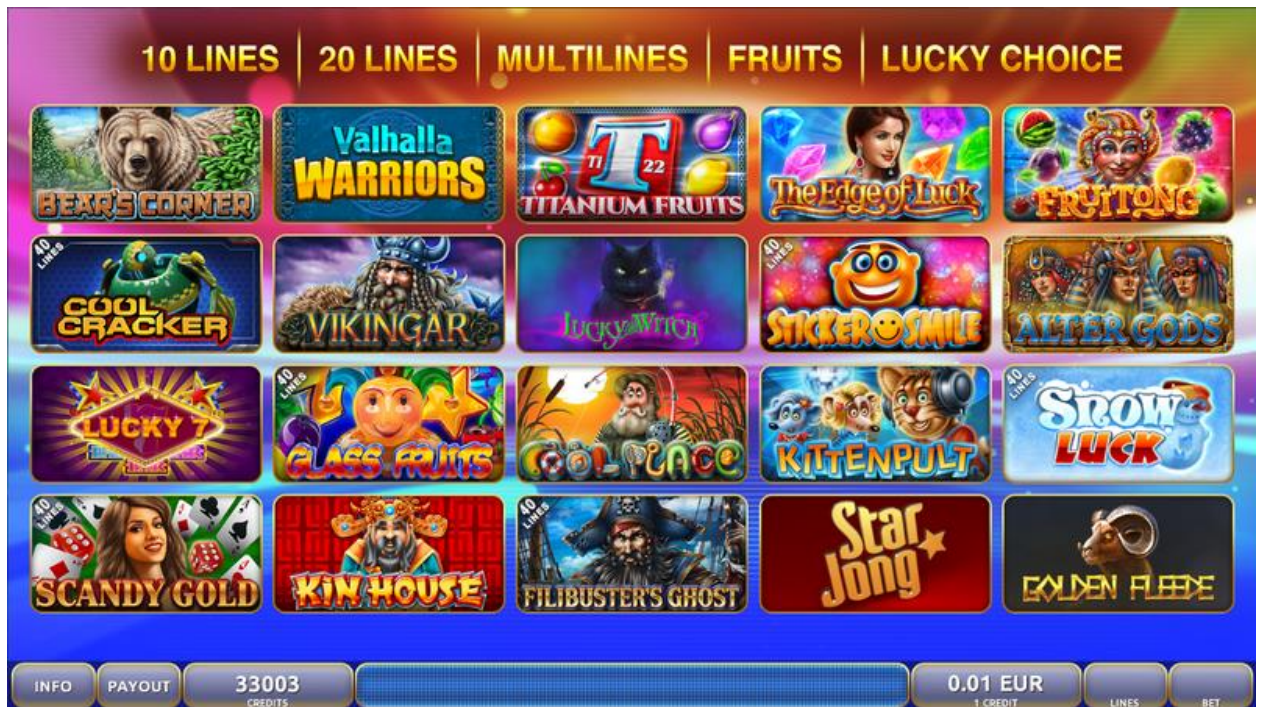
Figure 1: Game Selector Screen (Fruits Jackpot mode)
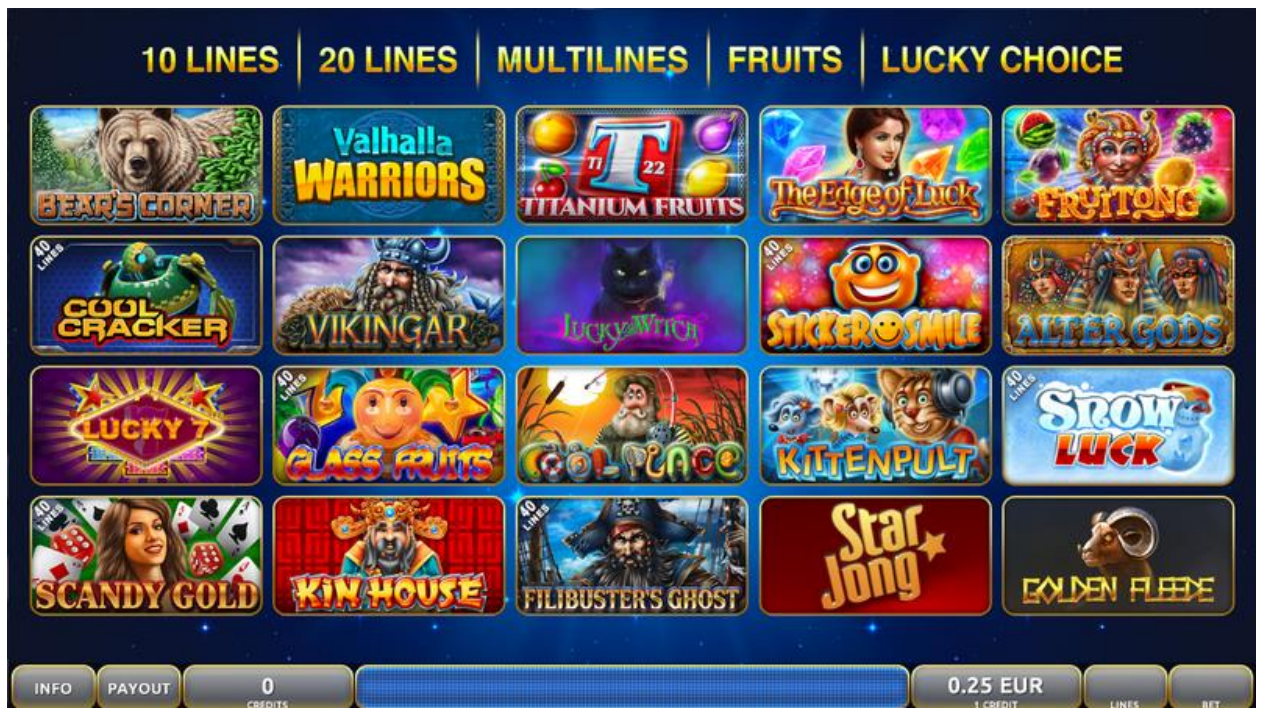
Figure 2: Game Selector Screen (Diamond Games Stars mode)

4 Fruits Jackpot Feature

4.1 Overview

Fruits Jackpot is progressive jackpot system that can act as a standalone or as network-based system. Fruits Jackpot features 3 levels of mystery progressives – Strawberry, Plum and Lemon.

Level increment depends on the contributions from the slot machines participating in the system.

Jackpot draw is performed on the winning machine.

Figure 3: Current progressive jackpot values

Fruits Jackpot is randomly triggered after any main spin in reel games or after the second deal in the poker game. The player is informed about winning the bonus game by a congratulatory window.

Information on the win is displayed as well on the other machines in the link.

Depending on jackpot settings, players can take part in different levels. Jackpot levels in which, with the current bet, a player cannot participate, are darkened.

Upper screen's odometer displays bet range for every level. If bet range is not displayed, it means that all levels are available for all bets.

All jackpot values are displayed in currency.

Jackpot win is cumulative with the win in the game (if any) in accordance with the selected denomination.

All wins are added to player's credit meter and, unless Gamble Bet Limit is exceeded, can be gambled further.

Figure 4: Fruits Jackpot won top game screen

Figure 5: Fruits Jackpot bottom game screen

5 Fruitong

5.1 Overview

Fruitong is a 6-reel 5-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 5 lines, player cannot change number of active lines.
This game features a gamble (double-up) game.

Figure 6: Fruitong – Main Game Screen

5.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. Player can change current bet in paytable screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

Figure 7: Fruitong – Paytable

Equal symbols 🍑 🍋 🍏 🍒 on all positions add to the main win a bonus with multipliers:

 Total Bet x 1000

 Total Bet x 100

 Total Bet x 40

5.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen. To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum bet per line will be set for all lines.

After pressing START button reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

5.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealers' cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 8: Fruitong – Gamble Game Screen

6 Kittenpult

6.1 Overview

"Kittenpult" is a 5-reel 10-line video reels game. Player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).
This game features a gamble (double-up) game.

Figure 9: Kittenpult - Main Game Screen

6.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.
The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 10: Kittenpult – Paytable (for 5 lines and 1 credit per line)

6.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD3, HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

6.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealers' cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 11: Kittenpult – Gamble Game Screen

7 Lucky 7

7.1 Overview

"Lucky 7" is a 5-reel 20-line video reels game. Player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

Figure 12: Lucky 7 - Main Game Screen

7.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. Player can change current bet in paytable screen by pressing BET and MAX BET buttons. To return back to the game START button should be pressed.

Figure 13: Lucky 7 – Paytable (for 1 line and 1 credit per line)

7.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

8 Valhalla Warriors

8.1 Overview

"Valhalla Warriors" is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features Free Games bonus and a gamble (double-up) game.

Figure 14: Valhalla Warriors – Main Game Screen

8.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 15: Valhalla Warriors – Paytable (for 1 line and 1 credit per line)

8.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

8.4 Free Games

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game. During Free Games credit prizes are multiplied by 4 for all winning combinations. Three or more "Scatter" symbols anywhere on the reels award the player extra 20 Free Games. The player is informed about this event with additional popup window.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 16: Valhalla Warriors - Free Games Screen

8.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 17: Valhalla Warriors – Gamble Game Screen

9 Golden Fleece

9.1 Overview

"Golden Fleece" is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features Free Games bonus and a gamble (double-up) game.

Figure 18: Golden Fleece – Main Game Screen

9.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.
The player can change current bet in paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 19: Golden Fleece – Paytable (for 1 line and 1 credit per line)

9.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

9.4 Free Games

Before Free Games are started, a special expanding symbol is randomly selected in the popup window. This symbol acts as a special symbol, until Free Games are over. When special symbols appear anywhere on the reels during Free Games and form winning combination, special symbols expand to cover all positions on corresponding reels and the player is awarded a special symbol combination prize multiplied by number of active paylines.

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.
Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game. Credit prizes for winning combinations are identical to the main game. Three or more scattered "Poseidon" symbols anywhere on the reels award the player extra 10 Free Games. The player is informed about this event with additional popup window.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 20: Golden Fleece - Special Expanding Symbol Selection

9.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.

Only Aces of all suits are used in the gamble game.

Figure 21: Golden Fleece – Gamble Game Screen

10 Lucky Witch

10.1 Overview

"Lucky Witch" is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features Free Games bonus and a gamble (double-up) game.
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Figure 22: Lucky Witch – Main Game Screen

10.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.
The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 23: Lucky Witch – Paytable (for 1 line and 1 credit per line)

10.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

10.4 Free Games

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game. Credit prizes are multiplied by 3 for all winning combinations. Three or more "Hat" symbols anywhere on the reels award the player extra 15 Free Games. The player is informed about this event with additional popup window.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 24: Lucky Witch – Free Games Screen

10.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.

Only Aces of all suits are used in the gamble game.

Figure 25: Lucky Search – Gamble Game Screen

11 Star Jong

11.1 Overview

"Star Jong" is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

All winning line combinations pay left to right and right to left. 5 of a kind wins are paid only once.

This game features respin bonus and a gamble (double-up) game.

Figure 26: Star Jong – Main Game Screen

11.2 Paytable

Prize values in the pay table are shown in credits for currently selected bet and number of lines.

The player can change current bet in the pay table screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 27: Star Jong – Paytable (for 1 line and 1 credit per line)

11.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.
If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Pay table section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

11.4 Free Games

Free Spins are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of free spins.

Counter in the "Information field" informs the player about the number of free spin played.

"STAR" HOLDS the reels and triggers RESPIN of the other reels. Appears on reels 2,3 and 4 only.

During free spins reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Free spin are played on the same bet as in the main game that triggered the feature.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 28: Star Jong – Free Respin Screen

11.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
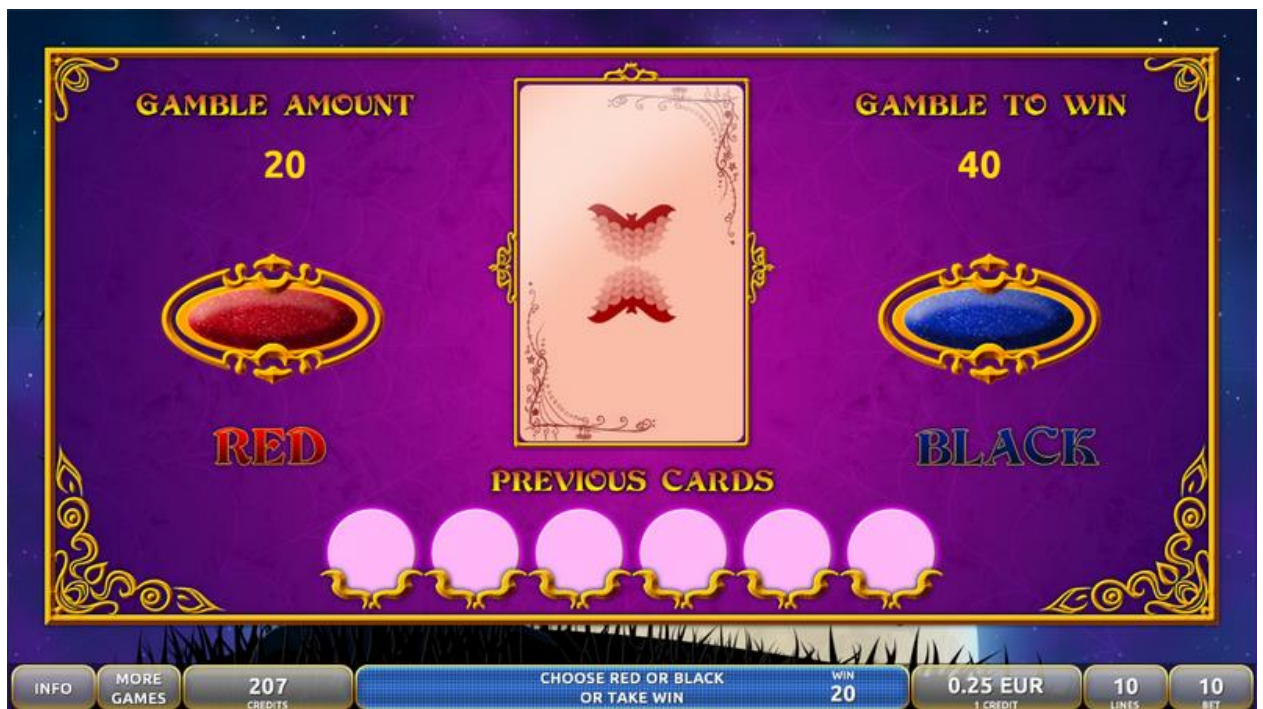Only Aces of all suits are used in the gamble game.

Figure 29: Star Jong – Gamble Game Screen

12 Bear`s Corner

12.1 Overview

"Bear`s Corner" is a 5-reel 20-line video reels game. The player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features Free Games bonus and a gamble (double-up) game.

Figure 30: Bear`s Corner - Main Game Screen

12.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 31: Bear`s Corner – Paytable (for 1 line and 1 credit per line)

12.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, win combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

12.4 Free Games

The Free Games feature is triggered when 3, 4 or 5 "Grizzly" symbols appear anywhere on the reels, and the player is awarded 10, 15 or 25 Free Games accordingly. During Free Games "White bear", "Brown bear", "Black bear" and "Panda" symbols become jokers and substitute for all symbols.

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.
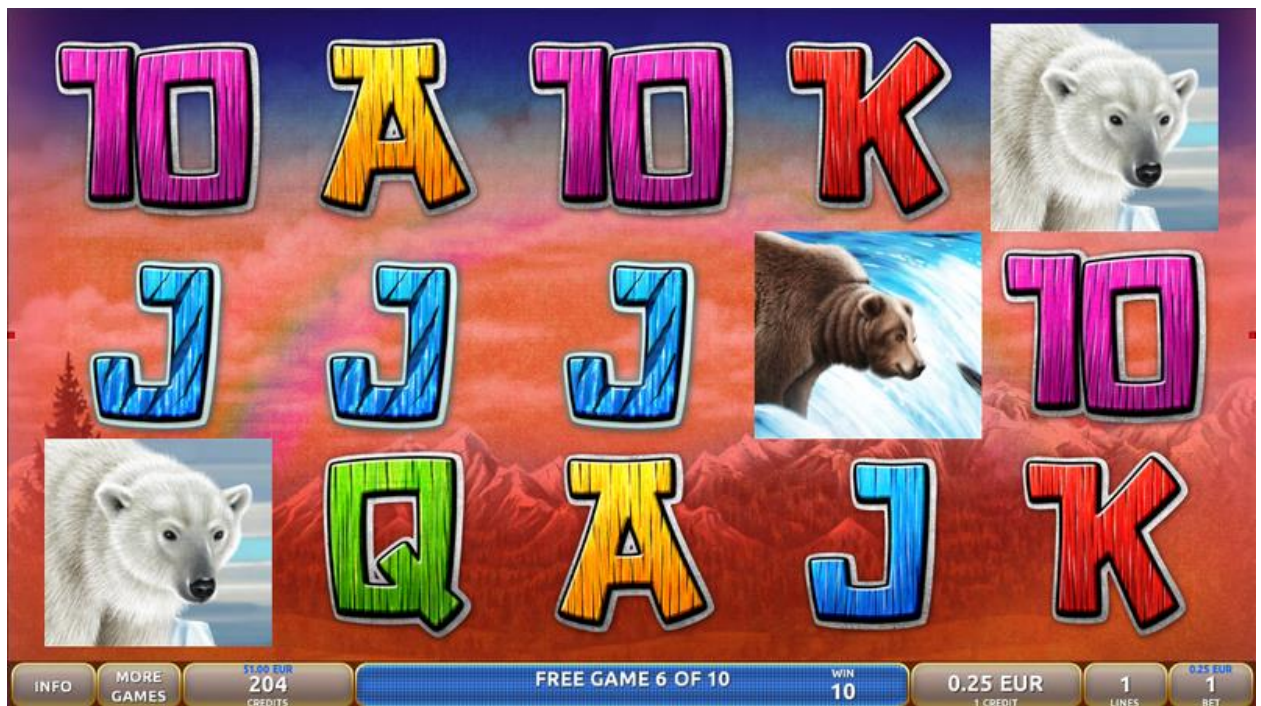
Figure 32: Bear`s Corner - Free Games Screen

12.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 33: Bear`s Corner – Gamble Game Screen

13 Alter Gods

13.1 Overview

"Alter Gods" is a 5-reel 20-line video reels game. The player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features Free Games bonus and a gamble (double-up) game.

Figure 34: Alter Gods – Main Game Screen

13.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 35: Alter Gods – Paytable (for 1 line and 1 credit per line)

13.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

13.4 Free Games

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.
Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game.

When the feature is triggered, it is necessary to choose one of the 3 special symbols with multipliers:

Figure 36: Alter Gods – Free Games Selector Screen

During Free Game, Paytable may change, depending on the option selected. When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 37: Alter Gods – 12 Free Games Paytable Screen

Figure 38: Alter Gods – 15 Free Games Paytable Screen

Figure 39: Alter Gods – 18 Free Games Paytable Screen

Figure 40: Alter Gods – Free Games Screen

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

13.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 41: Alter Gods – Gamble Game Screen

14 Vikingar

14.1 Overview

"Vikingar" is a 5-reel 20-line video reels game. Player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features Free Games bonus and a gamble (double-up) game.

Figure 42: Vikingar – Main Game Screen

14.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. The player can change current bet in the pay table screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

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Figure 43: Vikingar – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.
If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Pay table section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

14.4 Free Games

   Free Games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of Free Games.
Counter in the "Information field" informs the player about number of Free Games played and total number of Free Games won.
   During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.
   When the feature is triggered, it is necessary to choose one of the 5 special symbols with multipliers:

1. [20 Free Games + "Ship" substitutes and multiplies win up to x 5]
2. [15 Free Games + "Ship" substitutes and multiplies win up to x 8]
3. [10 Free Games + "Ship" substitutes and multiplies win up to x 10]
4. [8 Free Games + "Ship" substitutes and multiplies win up to x 15]
5. [5 Free Games + "Ship" substitutes and multiplies win up to x 30]

Figure 44: Vikingar - Free Games Selector Screen

   During Free Games "Ship" substitutes for all symbols except "Amulet" and multiplies up to X5, X8, X10, X15, X30 respectively.
During Free Games, 3 or more "Amulet" symbols award extra Free Games with up to 20 Free Games Feature and with up to x30 Multiplayer
When the current Free Games are over, extra Free Games are initiated with the NEW multiplier selection option.
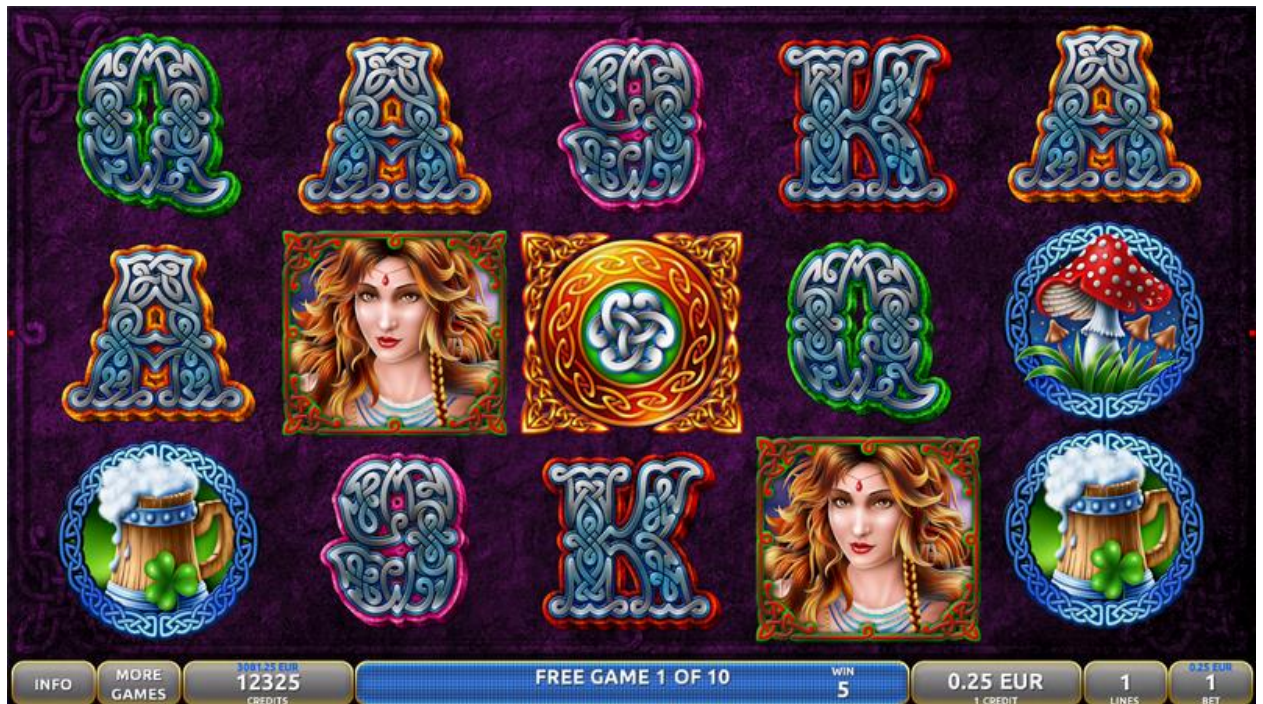
Figure 45: Vikingar - Free Games Screen

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

14.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealers' cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 46: Vikingar – Gamble Game Screen

15 Cool Place

15.1 Overview

"Cool Place" is a 5-reel 20-line video reels game. The player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). All winning line combinations pay left to right and right to left. 5 of a kind wins are paid only once

Figure 47: Cool Place – Main Game Screen

15.2 Pay table

Prize values in the pay table are shown in credits for currently selected bet and number of lines.
The player can change current bet in pay table screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

Figure 48: Cool Place – Pay table (for 1 line and 1 credit per line)

15.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Pay table section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

15.4 Free Game

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

During Free Games credit prizes are multiplied by 4 for all winning combinations. Three or more "Scatter" symbols anywhere on the reels award the player extra 20 Free Games. The player is informed about this event with additional popup window.

When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 49: Cool Place – Free Games Screen

15.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.

Only Aces of all suits are used in the gamble game.

Figure 50: Cool Place – Gamble Game Screen

16 The Edge of Luck

16.1 Overview

"The Edge of Luck" is a 5-reel 20-line video reels game. The player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

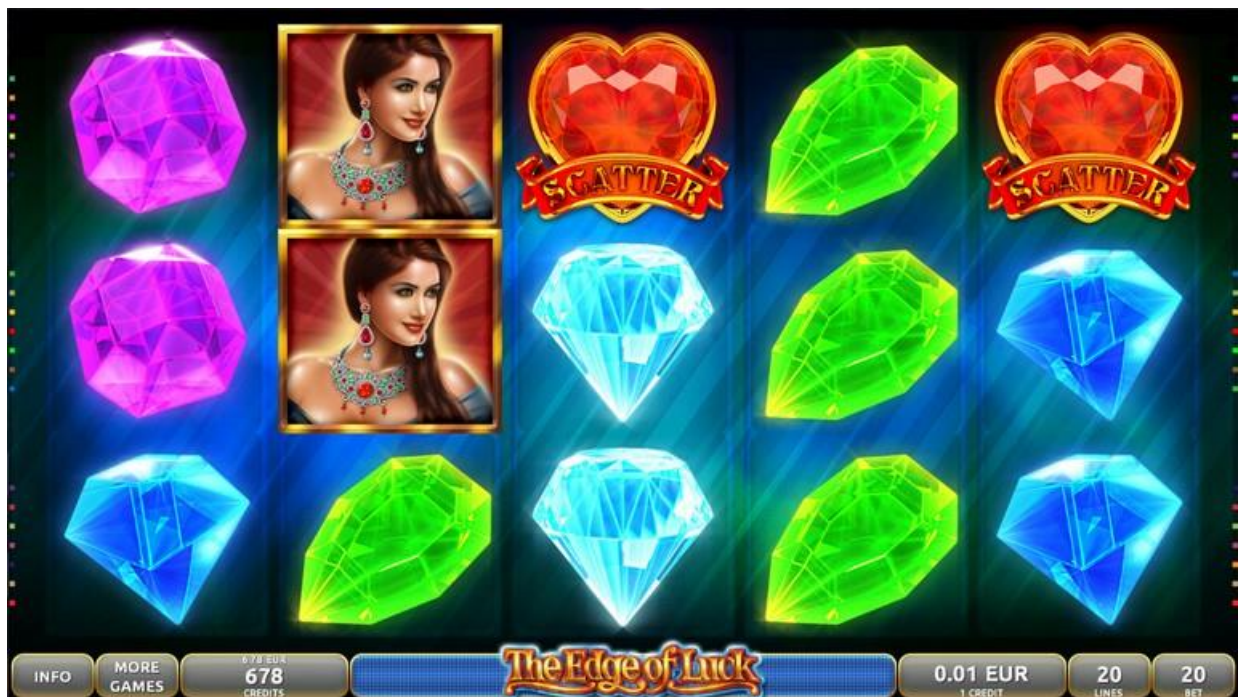This game features a gamble (double-up) game.

Figure 51: The Edge of Luck – Main Game Screen

16.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 52: The Edge of Luck – Paytable (for 1 line and 1 credit per line)

16.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

16.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 53: The Edge of Luck – Gamble Game Screen

17 Kin House

17.1 Overview

"Kin House" is a 5-reel 20-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features a gamble (double-up) game.

Figure 54: Kin House - Main Game Screen

17.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 55: Kin House – Paytable (for 1 line and 1 credit per line)

17.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

17.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 56: Kin House – Gamble Game Screen

18 Titanium Fruits

18.1 Overview

"Titanium Fruits" is a 4-reel 25-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features a gamble (double-up) game

Figure 57: Titanium Fruits - Main Game Screen

18.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. Player can change current bet in paytable screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

Figure 58: Titanium Fruits – Paytable (for 1 line and 1 credit per line)

18.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3 or HOLD4. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

Identical 4 fruit symbols on all positions double the win.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

18.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealers' cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 59: Titanium Fruits – Gamble Game Screen

19 Filibuster`s Ghost

19.1 Overview

"Filibuster`s Ghost" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup).

This game features Free Games bonus and a gamble (double-up) game.

Figure 60: Filibuster`s Ghost – Main Game Screen

19.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. Player can change current bet in paytable screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

Figure 61: Filibuster`s Ghost – Paytable (for 1 line and 1 credit per line)

19.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

"Ship" symbol is wild and substitutes for all symbols except scatters.

If "Ship" symbol appears consecutively on the reel (4 symbols from top to bottom) and participates in any of the winning combinations, it expands on the reel and substitutes for all symbols except scatters.

Three "Compass" symbols on the 2nd, 3rd and 4th reels pay 2x total bets and award the player 5 Free Games.

19.4 Free Games

Free Games are played with the same bet and number of lines as in the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs the player about the number of Free Games played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.

Reels layout and payout percentage are different from those in the main game.

During Free Games "Ship" symbol functions identically to the main game.

During Free Games three "Compass" symbols on the 2nd, 3rd and 4th reels pay 2x total bets and award the player extra 5 Free Games. The player is informed about this event with additional popup window.

Figure 62: Filibuster`s Ghost – Free Games Screen

19.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 63: Filibuster`s Ghost – Gamble Game Screen

20 Cool Cracker

20.1 Overview

"Cool Cracker" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup).
This game features Free Games bonus and a gamble (double-up) game.

Figure 64: Cool Cracker – Main Game Screen

20.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. Player can change current bet in paytable screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

Figure 65: Cool Cracker – Paytable (for 1 line and 1 credit per line)

20.3 Main Game

The player can press HELP button any time when game is idle, to see help and paytable screens.

The player can select the number of paylines by pressing LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5. To stop all the reels at once, the player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

20.4 Free Games

Free Games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs player about number of Free Games has been played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless player can stop any of reels or all of them as in main game.

Reels layout and payout percentage is different from main game.

Credit prizes for winning combinations are identical to the main game.

During Free Games scatter symbols on 2nd, 3rd and 4th reels pay **4x** total bet and award extra 10 Free Games

When all Free Games are played, popup window will appear with total number of credits won during Free Games feature.

Figure 66: Cool Cracker – Free Game Screen

20.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealers' cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 67: Cool Cracker – Gamble Game Screen

21 Scandy Gold

21.1 Overview

"Scandy Gold" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup).
This game features Free Games bonus and a gamble (double-up) game.

Figure 68: Scandy Gold - Main Game Screen

21.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.
The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 69: Scandy Gold - Paytable (for 1 line and 1 credit per line)

21.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.

To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

21.4 Free Games

Free Games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of Free Games.

Counter in the "Information field" informs player about number of Free Games has been played and total number of Free Games won.

During Free Games reels are launched automatically. Nevertheless player can stop any of reels or all of them as in main game.

Reels layout and payout percentage is different from main game.

Credit prizes for winning combinations are identical to the main game.

During Free Games scatter symbols on 2nd, 3rd and 4th reels pay **4x** total bet and award extra 10 Free Games

When all Free Games are played, a popup window will appear with total number of credits won during Free Games feature.

Figure 70: Scandy Gold – Free Game Screen

21.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 71: Scandy Gold – Gamble Game Screen

22 Snow Luck

22.1 Overview

"Snow Luck" s a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). This game features a gamble (double-up) game.

Figure 72: Snow Luck - Main Game Screen

22.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 73: Snow Luck - Paytable (for 1 line and 1 credit per line)

22.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.

To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

22.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 74: Snow Luck – Gamble Game Screen

23 Glass Fruits

23.1 Overview

"Glass Fruits" s a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). This game features a gamble (double-up) game.

Figure 75: Glass Fruits - Main Game Screen

23.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.

The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.

To return back to the game, START button should be pressed.

Figure 76: Glass Fruits - Paytable (for 1 line and 1 credit per line)

23.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.

To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

23.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 77: Glass Fruits – Gamble Game Screen

24 Sticker Smile

24.1 Overview

"Sticker Smile" s a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup).
This game features a gamble (double-up) game.
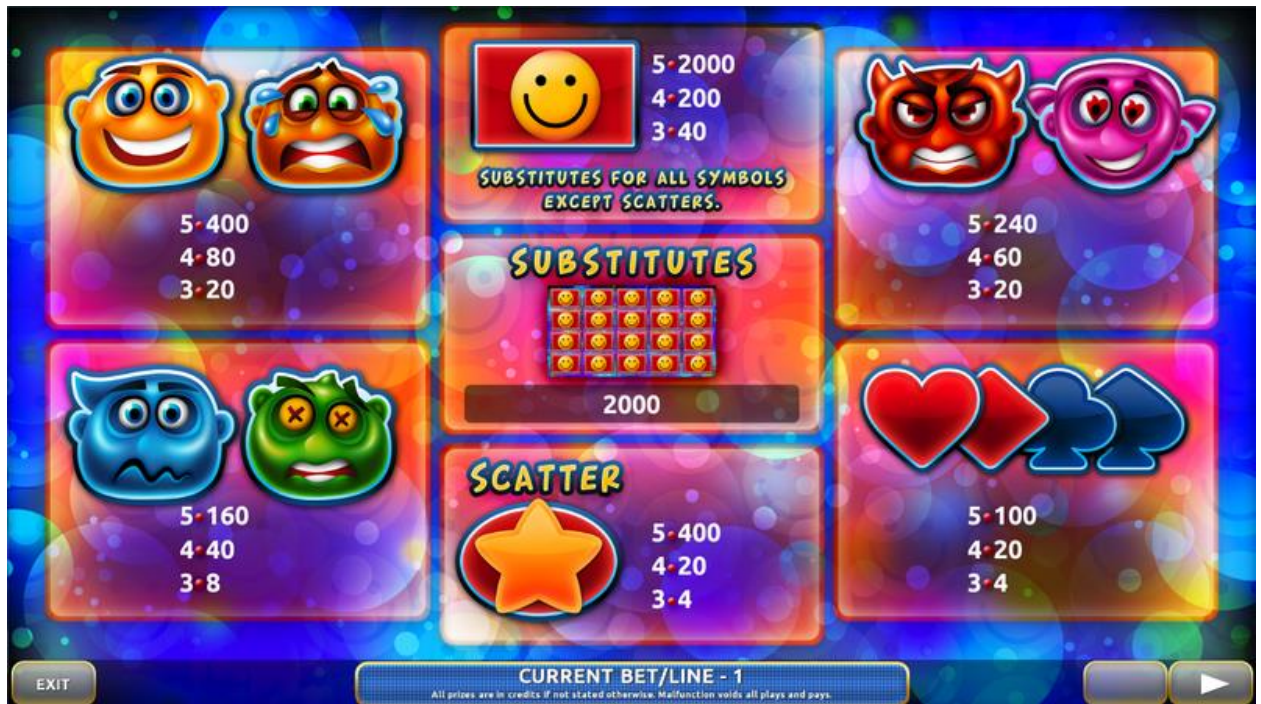
Figure 78: Sticker Smile - Main Game Screen

24.2 Paytable

Prize values in the paytable are shown in credits for currently selected bet and number of lines.
The player can change current bet in the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 79: Sticker Smile - Paytable (for 1 line and 1 credit per line)

24.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.

To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins are shown in the following order – payline combinations first, and then scatters.

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Player can change game speed by choosing Speed game selection button in the information menu. (1x – normal speed, 2x – Force Stop Reels, 3x – Fast speed).

Any win in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

24.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win is doubled and player can continue to gamble or end the game. If player does not guess the color right, gamble game ends with no win.

If the win in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.

Player can collect the win by pressing START button.

To select RED color, player has to press BET button, BLACK color – MAX BET button.

Paytable and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game
Previous Cards	Colors and suits of six previous dealer's cards

Probability of winning or losing in the gamble game is 50%.
Only Aces of all suits are used in the gamble game.

Figure 80: Sticker Smile – Gamble Game Screen

25 Game Menu

To enter Game Menu, select the desired game from the game selector screen, and then turn and release mechanical OWNER or RENTIER KEY or corresponding digital key.

25.1 General Statistics

This tab displays general statistics meters for the selected game.

Theoretical Payout	Theoretical payout of the current game
Games Played	Number of main games played in the current game
Games Won	Number of main games won
Cash Won	Cash won in the current game
Cash Wagered	Cash wagered in the current game
Payout Percentage	Current payout percentage of the current game
Average Bet	Average bet per game
Available Credits	Number of currently available credits to the player
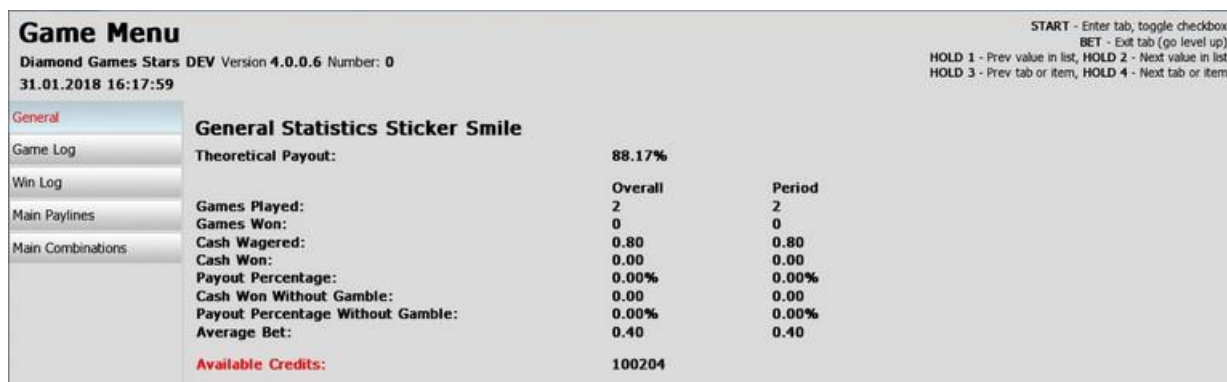
Figure 81: General Statistics

25.2 Game Log

Game Log contains information about last 100 games, including main games, gamble games, Free Games and bonuses.

Game log entries can be scrolled by using "Prev. Page" and "Next Page" buttons. Each game log entry contains following information:
- Type of game – Main game, Gamble game, Free Game or Bonus;
- Date and time when game was started;
- Amount of credits, cash amount and denomination before game was started;
- Total bet ("Number of Lines" x "Bet per Line") value when the game was started;
- Credits Won – number of credits won in current game;
- Payout – Cash amount that was paid out after current game;

By using "<" and ">" buttons it is possible to see all the winning combinations on every line and scatters that were triggered in current game.
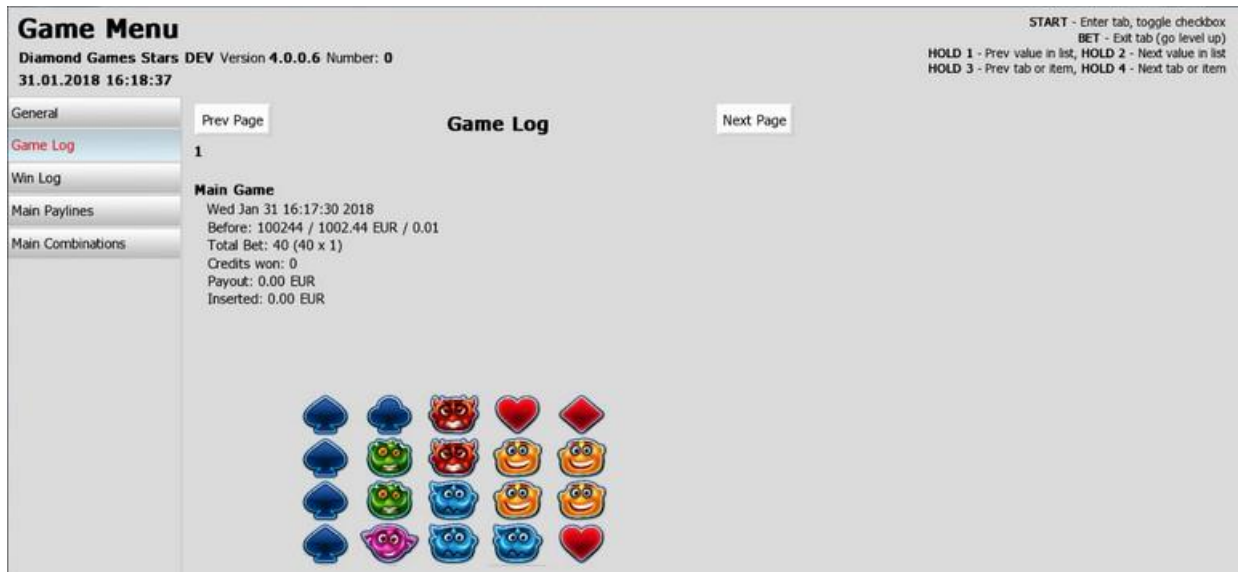
Figure 82 Game Log

25.3 *Win Log*

Win Log contains information about up to 20 most recent games, where the win exceeded Win Log Limit (configured in Initial Setup). Information provided for each game is identical to the Game Log.
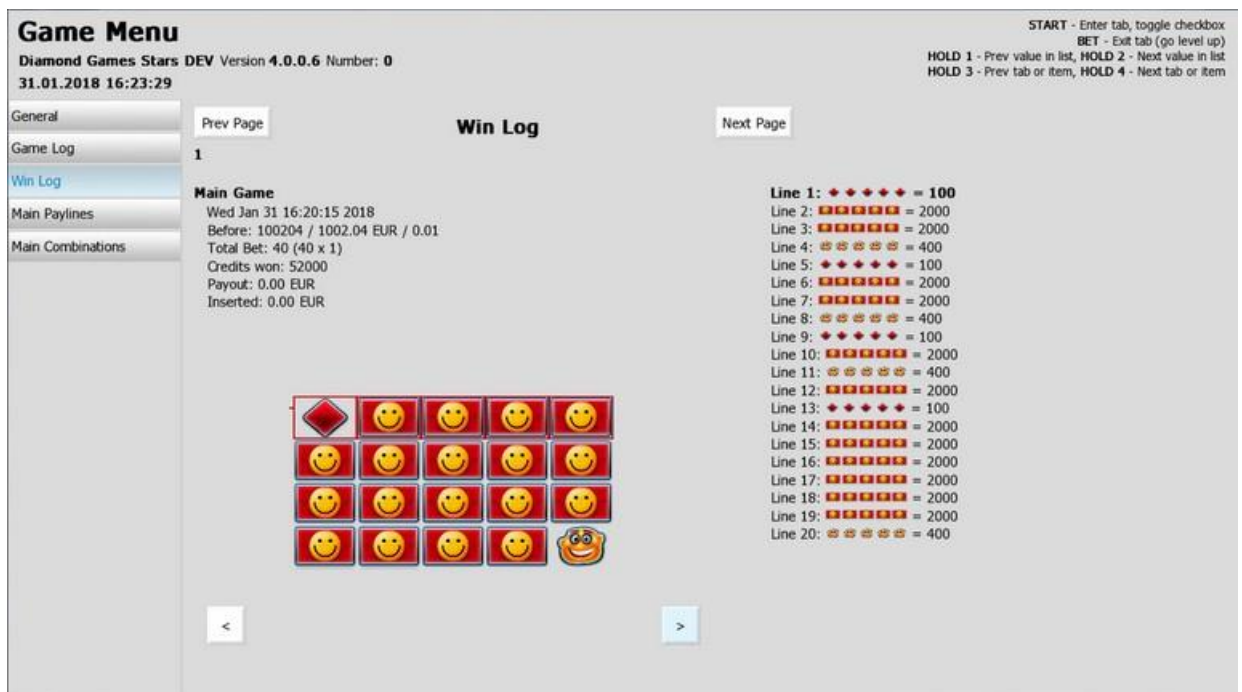
Figure 83: Win Log

25.4 Main Game Payline Statistics

Main Game Payline Statistics contains extended information about game play. This statistics can be used to monitor several game parameters and to analyze players' preferences.

Figure 84: Main Game Payline Statistics

Figure 85: Main Game Combination Statistics