

Diamond Games Stars_Zooshenk

Jackpot

Game Description

Revision 1.0 WS

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2 Revision History

Version	Date	Author	Description
1.0	11.03.2019	DLV	Initial document release

3 Multi Game

3.1 Overview

“Diamond Games Stars or Zooshenk Jackpot” is a multigame machine with 20 video reels games:

1. Burning Fruits	5-reel, 5-Fixed line game with gamble and no bonus features
2. Fruits Songs	
3. Brick Fruits (5 FIX)	
4. Fruitong	6-reel, 5-Fixed line game with gamble and bonus features.
5. Lucky Witch 777	6-reel, 10-line game with gamble and bonus features.
6. Cai Shen 888	
7. Animal Power	5-reel, 10-payline game with gamble and no bonus features
8. Cool Gambling	
9. Alchemy`s Mystery	5-reel, 10-payline game with gamble and free spins feature
10. Golden Fleece 2 Waves	
11. Lucky 7	5-reel, 20 payline game without gamble and bonus features
12. Hong Long	5-reel, 20-payline game with gamble and free spins feature
13. Chica-Gato	
14. Magic Sunrise	
15. Sticker life	
16. Temptation of Gambling	
17. Brick Fruits (20 FIX)	5-reel, 20 line game with gamble and no bonus features
18. Sweet Success	4-reel, 25-line game with gamble and no bonus features
19. Skeleton Fortune	5-reel, 40-payline game with gamble and free spins feature.
20. Brick Fruits (40 FIX)	5-reel, 40-payline game with gamble and no bonus features.

All the games described herein are the same for both initialization types: standalone – Diamond Games Stars or jackpot – Zooshenk 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 (Zooshenk Jackpot mode)



Figure 2: Game Selector Screen (Diamond Games Stars mode)

4 Zooshenk Jackpot Feature

4.1 Overview

Zooshenk Jackpot is an accumulative 4-level Mystery Progressive Jackpot.

Increase of the Jackpot levels (in which the player participates) is formed by way of a percent of the player's bet.

The player's participation in each of the levels depends on the active lines number in the actual game, the closer the active lines number to the maximal one in the given game, the more levels number he participates in. The Jackpot levels in which (by the current bet) the player doesn't participate are darkened.

Initiating the Zooshenk Jackpot bonus game, the player is automatically guaranteed (depends on the bet) the accumulations part of one of the Jackpot levels, in which he participates at the time of the start. During the draw, the sum of each level can change.

Jackpot draw is performed on the winning machine.



Figure 3: Current progressive jackpot values

Zooshenk Jackpot is randomly triggered after any main spin in reel games. 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.

On each upper screen odometer, in percentage, can be displayed the lines range to participate in a level. If the lines range is not displayed, this means that all the levels are available for any lines number in a game.

Additionally, on the upper screen odometer can be displayed the maximal win value per level.

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: Zooshenk Jackpot won top game screen



Figure 5: Zooshenk Jackpot won bottom game screen

4.2 Main Reels Game

For the reel games, an extra “Zooshenk Jackpot” symbol is added to the reels, which appears on top of the regular main game symbols (see examples below). Main game symbols with “Zooshenk Jackpot” play according to the payable. “Zooshenk Jackpot” symbol is scattered and appears on the 2 first and the 2 last reels for slots of 4, 5 and 6 games reels.



Figure 6: Zooshenk Jackpot - reel symbols in main game



Figure 7: Zooshenk Jackpot - reel symbol



Figure 8: Example main game symbols with Zooshenk Jackpot symbol

4.3 Bonus Game

During the bonus game, the player has to open doors with keys. Behind each selected door, there can be one of active characters or a percent increasing the winning part. The percent value depends on the player's bet. The higher the bet, the higher the percent.

The bonus game (summing up the percent opened by the player) continues until the player opens a door with a character, which will determine the level won by the player. The possible winnings sum for each active level is displayed on indicators of the win in the upper part of the game field.

For each selection the player is given 6 seconds to prevent an automatic random selection. Player can select particular box by touching it on the screen (if touchscreen is available), or by pressing START button, random coin box will be selected.

When selecting a door with a character, the game finishes and the level corresponding to the character becomes the winning.

The winning sum corresponds to the meter's value of the won level on the game field (should not be confused with the odometer meters on the upper screen) at the moment of ending the bonus game.

The hereafter won level of the Jackpot resets to a new value.



Figure 9: Zooshenk Jackpot bonus game screen

5 Burning Fruits

5.1 Overview

Burning Fruits is a 5-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 10: Burning Fruits – 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 to the game START button should be pressed.

BURNING FRUITS		
 <p>5 - 500 4 - 200 3 - 50</p>	 <p>5 - 5000 4 - 1000 3 - 100</p>	 <p>5 - 500 4 - 200 3 - 50</p>
 <p>5 - 200 4 - 50 3 - 20</p>	 <p>5 - 250 4 - 50 3 - 10</p>	 <p>5 - 200 4 - 50 3 - 20</p>
 <p>5 - 200 4 - 50 3 - 20</p>		 <p>5 - 200 4 - 50 3 - 20 2 - 5</p>

EXIT CURRENT BET/LINE - 1 All prizes are in credits. If not stated otherwise, half bet for odd all play and pay.

Figure 11: Burning Fruits – Paytable

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 12: Burning Fruits – Gamble Game Screen

6 Fruits Songs

6.1 Overview

“Fruits Songs” is a 5-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.

All winning line combinations pay left to right only except scatters and .

Symbol  pays in adjacent positions. Scatter combinations pay in any position on the reels.

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



Figure 13: Fruits Songs - 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.



The image shows a colorful paytable for the 'Fruits Songs' slot machine. It features six categories of symbols with their respective payouts for 5, 4, and 3 symbols. A central category for a '7' symbol with musical notes has the highest payouts. Below the paytable are three small grid diagrams illustrating winning combinations on adjacent positions. At the bottom, there is an 'EXIT' button, a 'CURRENT BET/LINE - 1' indicator, and a disclaimer: 'All prizes are in credits if not stated otherwise, malfunction voids all plays and pays.'

Symbol	5 Symbols	4 Symbols	3 Symbols
SCATTER (Blue Star)	250	50	10
7 (Musical Notes)	5000	1000	100
Red Fruit (Apple/Cherry)	500	200	50
Green Fruit (Lemon/Lime)	500	200	50
Yellow Fruit (Banana)	500	200	50
Purple Fruit (Grape)	500	200	50
Red Fruit (Cherry)	200	50	20
Red Fruit (Cherry)	200	50	5

PAYS ON ADJACENT POSITION

EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise, malfunction voids all plays and pays.

Figure 14: Fruits Songs – 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 15: Fruits Songs – Gamble Game Screen

7 Brick Fruits (5 FIX)

7.1 Overview

“Brick Fruits (5 FIX)” is a 5-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 16: Brick Fruits (5 FIX) - 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.



The screenshot shows the paytable for the game 'Brick Fruits'. The title 'BRICK FRUITS' is at the top center. Below it is a large '7' symbol with a value of 5 • 5000. Below the '7' is the text 'SUBSTITUTES FOR ALL SYMBOLS'. The paytable is organized into six columns, each representing a different fruit symbol. Each column lists the number of symbols (3, 4, or 5) and the corresponding prize value. At the bottom, there is a bar for 'CURRENT BET/LINE - 1' and an 'EXIT' button.

Symbol	5 Symbols	4 Symbols	3 Symbols
Watermelon	500	50	20
Plum	100	40	20
Orange	100	20	10
Cherry	50	20	5
Apple	50	20	10
Grape	100	40	20
7	5000	-	-

Figure 17: Brick Fruits (5 FIX) – Paytable (for 5 lines 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 payable 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).

7.4 Gamble Game

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

If the winning in the gamble game exceeds Gamble Bet Limit, or the number of sequential gamble games played exceeds Gamble Hit Limit, the gamble game is ended automatically. The player can collect the winning by pressing START button.

To select RED color, the 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 18: Brick Fruits (5 FIX) – Gamble Game Screen

8 Fruitong

8.1 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 19: Fruitong – 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.

BONUS		SCATTER	
	6 • 5000 5 • 250 4 • 80 3 • 40		6 • 1000 5 • 50 4 • 15
	6 • 600 5 • 100 4 • 40 3 • 20		6 • 300 5 • 50 4 • 20 3 • 10
	6 • 100 5 • 25 4 • 10 3 • 5		SYMBOL SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS








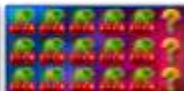




5000
500
200

CURRENT BET/LINE - 1

EXIT

Figure 20: 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

8.3 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).

8.4 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 21: Fruitong – Gamble Game Screen

9 Lucky Witch 777

9.1 Overview

“Lucky Witch 777” is a 6-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 2 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 22: Lucky Witch 777– 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.



Symbol	6	5	4	3	2
Witch	10000	750	125	25	2
Castle	10000	750	125	25	2
Witch Hat	1500	400	100	20	
A	500	125	50	10	
K	500	125	50	10	
Witch Hat (Scatter)	1500	500	20	5	2
3 or more Witch Hat symbols	15 Free Games with 6x multiplier				
Witch (Substitutes for)	20000	9000	2500	250	10
Castle (Substitutes for)	1000	250	75	15	
Witch Hat (Substitutes for)	300	100	25	5	
J	300	100	25	5	
Q	300	100	25	5	
10	300	100	25	5	
g	300	100	25	5	

SUBSTITUTES for
 and DOUBLES prize when substituting
 Scatter
 3 or more symbols trigger 15 Free Games with 6x multiplier

EXIT CURRENT BET/LINE = 2 All prizes are in credits if not stated otherwise. Infunction with all plays and pays.

Figure 23: Lucky Witch 777– Paytable (for 1 line and 2 credits per line)

9.3 Main Game

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

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 777- Free Game Screen

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 25: Lucky Witch 777– Gamble Game Screen

10 Cai Shen 888

10.1 Overview

“Cai Shen 888” is a 6-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 2 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 26: Cai Shen 888– 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.

 <p>6 • 15000 5 • 5000 4 • 1000 3 • 100 2 • 10</p>	 <p>6 • 400 5 • 200 4 • 20 3 • 2</p> <p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT SPECIAL RANDOM EXPANDING SYMBOL.</p> <p>THREE OR MORE "DRAGON" SYMBOLS ANYWHERE ON THE REELS TRIGGER 10 FREE GAMES WITH SPECIAL RANDOM EXPANDING SYMBOL.</p>	 <p>6 • 5000 5 • 2000 4 • 400 3 • 40 2 • 5</p>	
 <p>6 • 2000 5 • 750 4 • 100 3 • 30 2 • 5</p>	<p>SPECIAL EXPANDING SYMBOL</p> 	 <p>6 • 2000 5 • 750 4 • 100 3 • 30 2 • 5</p>	
 <p>6 • 750 5 • 150 4 • 40 3 • 5</p>	 <p>6 • 500 5 • 100 4 • 25 3 • 5</p>		
<p>EXIT</p> <p>CURRENT BET/LINE - 2</p> <p><small>All prizes are in credits. If not stated otherwise, half bet or voids all play and pays.</small></p>			

Figure 27: Cai Shen 888– Paytable (for 1 line and 2 credits per line)

10.3 Main Game

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

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 “Dragon” 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 28: Cai Shen 888– Special Expanding Symbol Selection

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 29: Cai Shen 888– Gamble Game Screen

11 Animal Power

11.1 Overview

“Animal Power” 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 30: Animal Power – 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.



The screenshot shows the paytable for the 'Animal Power' slot game. The central text reads 'ANIMAL POWER SUBSTITUTES FOR'. Below this, there are four columns of symbols and their corresponding payouts for 5, 4, and 3 symbols on a line. The symbols include a bull, a dragon, a phoenix, a green dragon, a kettlebell, and a whistle. At the bottom, there is a 'CURRENT BET/LINE - 1' indicator and an 'EXIT' button.

Symbol	5 Symbols	4 Symbols	3 Symbols
Bull	5000	1000	100
Dragon	500	200	50
Phoenix	200	50	20
Green Dragon	200	50	20
Kettlebell	200	50	20
Whistle	200	50	20

EXIT CURRENT BET/LINE - 1 All prizes are in credits. If not stated otherwise, half bet or voids all play and pays.

Figure 31: Animal Power – 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 payable 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).

11.4 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 32: Animal Power – Gamble Game Screen

12 Cool Gambling

12.1 Overview

“Cool Gambling” 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 a gamble (double-up) game.



Figure 33: Cool Gambling - 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.



Cool GAMBLING

 5•500 4•50 3•20	 5•5000 substitutes for all symbols	 5•100 4•40 3•20
 5•100 4•40 3•20		 5•100 4•20 3•10
 5•50 4•20 3•10		 5•50 4•20 3•5

EXIT CURRENCY KEY/LINE - 1 ▶

Figure 34: Cool Gambling – 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 payable 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 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 35: Cool Gambling – Gamble Game Screen

13 Alchemy`s Mystery

13.1 Overview

“Alchemy`s Mystery” 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 36: Alchemy`s Mystery – 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.

Symbol	5	4	3	2
Wizard	5000	500	50	10
Substitutes for (a, k, Q, J, 10)	-	-	-	-
Woman	2000	300	30	-
Scatter (Crystals)	500	50	5	-
Black Cat	1000	200	30	-
Owl	800	100	20	-
Book	600	100	20	-
Green Potion	400	100	20	-
Yellow & Red Letters	200	50	10	-
Q, J, 10	100	20	5	-

10 free games + mystic bonus

CURRENT BET/LINE - 1

All prizes are in credits if not stated otherwise. Half bet for voids of all chips and pays.

Figure 37: Alchemy`s Mystery – 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 payable 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, “Wild Mage” substitutes for all symbols except “Crystal” on all positions on two **RANDOMLY** selected reels.



Figure 38: Alchemy`s Mystery – Free Games Screen

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 39: Alchemy's Mystery – Gamble Game Screen

14 Golden Fleece 2 Waves

14.1 Overview

“Golden Fleece 2 Waves” 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 Free Games bonus and a gamble (double-up) game.



Figure 40: Golden Fleece 2 Waves – 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.

	5 • 2500 4 • 500 3 • 50 2 • 5	<p>SYMBOL SUBSTITUTES FOR ALL SYMBOLS EXCEPT SPECIAL RANDOM EXPANDING SYMBOLS</p> <p>THREE OR MORE "POISON" SYMBOLS ANYWHERE ON THE REELS TRIGGER 15 FREE GAMES WITH 3 SPECIAL RANDOM EXPANDING BONUS SYMBOLS</p> <p>TWO SPECIAL EXPANDING SYMBOLS ARE RANDOMLY SELECTED AT THE START OF THE FREE GAMES AND REPLACE THE ORIGINAL SYMBOLS ON THE REELS.</p>		5 • 375 4 • 50 3 • 15 2 • 2		
	5 • 1000 4 • 200 3 • 20 2 • 2			5 • 375 4 • 50 3 • 15 2 • 2		
	5 • 75 4 • 20 3 • 2					5 • 50 4 • 12 3 • 2
<p>CURRENT BET/LINE - 1</p> <p><small>All prizes are in credits if not stated otherwise. Redistribution valid at all plays and apps.</small></p>						

Figure 41: Golden Fleece 2 Waves – 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 payable 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

Before Free Games are started, two special expanding symbols are randomly selected in the popup window. These symbols acts as a special symbols, 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 player is awarded with special symbol combination prize multiplied by number of active paylines.

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. Three or more scattered “Poseidon” symbols anywhere on the reels award player with extra 10 Free Games. Player is informed about this event with additional popup window.

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



Figure 42: Golden Fleece 2 Waves - Special Expanding Symbol Selection

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 43: Golden Fleece 2 Waves – Gamble Game Screen

15 Lucky 7

15.1 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 44: Lucky 7 - 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.

 5 x 5000 4 x 1000 3 x 100	 5 x 50 4 x 10 3 x 2
 5 x 500 4 x 200 3 x 50	 5 x 200 4 x 50 3 x 20
 5 x 500 4 x 200 3 x 50	 5 x 200 4 x 50 3 x 20
 5 x 200 4 x 50 3 x 20	 5 x 200 4 x 50 3 x 20 2 x 5

EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise. Malfunction voids all plays and pays.

Figure 45: Lucky 7 – 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 payable 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).

16 Hong Long

16.1 Overview

“Hong long” 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 46: Hong long – 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.

 <p>5 • 2000 4 • 500 3 • 50</p>	<p>EXPANDS ON THE 3RD REEL AND SUBSTITUTES FOR</p> 	 <p>5 • 2000 4 • 500 3 • 50</p>
 <p>5 • 500 4 • 150 3 • 30</p>	 <p>SCATTER 3 • 2 15 FREE GAMES</p>	 <p>5 • 500 4 • 150 3 • 30</p>
<p>Ak</p> <p>5 • 200 4 • 50 3 • 25</p>	<p>Q J</p> <p>5 • 150 4 • 30 3 • 20</p>	<p>10g</p> <p>5 • 100 4 • 25 3 • 10</p>

EXIT CURRENT BETLINE - 1
All prizes are in credits if not stated otherwise. All function voids all plays and pays.

Figure 47: Hong long – 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 payable 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. Winnings are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

“Dragon”  symbol expands on the 3rd reel and substitutes for all symbols except scatters.

Winnings are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations.

If the machine features seconds 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 any button on



the game panel. If game is played with autostart, machine does not enter gamble game and proceed 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 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.

Three “Tiger”  symbols on the 2nd, 3rd and 4th reels award the player 15 Free Games.

During Free Games “Dragon” symbol expands on the 2nd, 3rd and 4th reels and substitutes for all symbols except scatters.

During Free Games three “Tiger”  symbols on the 2nd, 3rd and 4th reels award extra 15 Free Games.

The player is informed about this event with additional popup window.

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



Figure 48: Hong long – Free Game Screen

16.5 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 49: Hong long – Gamble Game Screen

17 Chica-Gato

17.1 Overview

“Chica-Gato” 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 50: Chica-Gato - 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.

			5 ◊ 5000 4 ◊ 500 3 ◊ 100			5 ◊ 150 4 ◊ 60 3 ◊ 30						
			5 ◊ 1000 4 ◊ 200 3 ◊ 80			5 ◊ 100 4 ◊ 30 3 ◊ 15						
	substitutes for					Scatter 5 ◊ 100 4 ◊ 10 3 ◊ 5 3, 4 or 5 award 16 Free Games with mixed substitution bonus						
CURRENT BET/LINE - 1												

Figure 51: Chica-Gato – 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 payable 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 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.



During Free Games pay mixed

pay higher prizes in Feature than in Base Game.

During Free Games can be won 16 Free Games again. The player is informed about this event with additional popup window.

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



Figure 52: Chica-Gato – Free Games Screen

17.5 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 53: Chica-Gato – Gamble Game Screen

18 Magic Sunrise

18.1 Overview

“Magic Sunrise” 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 Free Games bonus and a gamble (double-up) game.



Figure 54: Magic Sunrise - 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.

 <p>5 • 2000 4 • 200 3 • 40 2 • 10</p>	 <p>symbol substitutes for all symbols except scatters.</p>  <p>2000</p>	 <p>5 • 600 4 • 150 3 • 30</p>
 <p>5 • 400 4 • 80 3 • 25</p>		 <p>5 • 400 4 • 80 3 • 25</p>
 <p>5 • 200 4 • 40 3 • 20</p>		 <p>5 • 100 4 • 20 3 • 10</p>
  <p>3 • 2</p>		<p>Trigger up to 30 More Free + Extra Wild</p>  <p>symbol.</p>
<p>EXIT</p> <p>CURRENT BET/LINE - 1</p> <p><small>All prizes are in credits if not stated otherwise. Help/Action/voids all chips and pays.</small></p>		

Figure 55: Magic Sunrise – 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 payable 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 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.

Free Games can be won again during Free Games.

The player is informed about this event with additional popup window.

Toucan  symbols on the 2nd, 3rd and 4th reel awards up to 30 Free Games with Extra Wild symbol.



When the feature is triggered, it is necessary to choose Discover Number of Free Games:

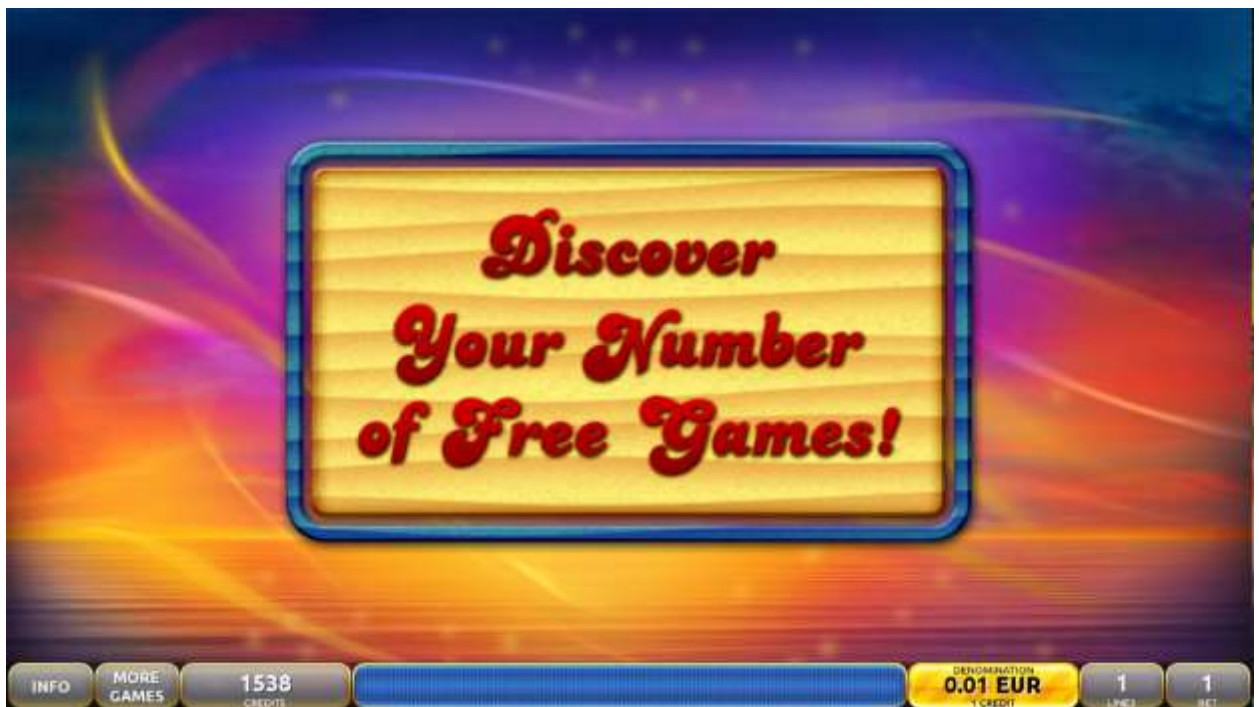
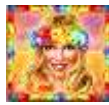


Figure 56: Magic Sunrise – Discover Number Free Games

Herewith, scene of choosing number of the games is started on the second screen.



Figure 57: Magic Sunrise – Top screen, Discover Number of Free Games



During Free Games,  becomes  and substitutes for all symbols except scatters.

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



Figure 58: Magic Sunrise – Free Games Screen

18.5 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 59: Magic Sunrise – Gamble Game Screen

19 Sticker Life

19.1 Overview

“Sticker Life” 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 a gamble (double-up) game.



Figure 60: Sticker Life – 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.



The screenshot shows the paytable for the 'Sticker Life' slot game. At the top, it lists the values for 5, 4, and 3 symbols: 5 • 2000, 4 • 500, and 3 • 50. The 'STICKER LIFE' logo is prominently displayed. To the right, it states 'SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTER', with a 'SCATTER' symbol (a red apple) shown. Below this, there are three columns of symbols and their corresponding payouts for 5, 4, and 3 symbols. The first column shows a green apple and a purple grape with payouts of 5 • 200, 4 • 40, and 3 • 20. The second column shows a blue character with payouts of 5 • 400, 4 • 80, and 3 • 20. The third column shows an orange, two cherries, and a yellow lemon with payouts of 5 • 100, 4 • 20, and 3 • 10. A 'SCATTER' symbol (red apple) is also shown with payouts of 5 • 500, 4 • 20, and 3 • 5. At the bottom, it indicates 'CURRENT BET/LINE - 1' and '40 prizes are in credits if not stated otherwise. All function voids all plays and pays.'

Symbol Combination	5 Symbols	4 Symbols	3 Symbols
5 Green Apples	2000	-	-
4 Green Apples	-	500	-
3 Green Apples	-	-	50
5 Sticker Life Symbols	2000	-	-
4 Sticker Life Symbols	-	500	-
3 Sticker Life Symbols	-	-	50
5 Apples (Green, Purple, Orange)	200	40	20
5 Blue Character	400	80	20
5 Apples (Orange, Yellow, Red)	100	20	10
5 Scatter (Red Apple)	500	20	5

Figure 61: Sticker Life – 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 payable 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).

19.4 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 62: Sticker Life – Gamble Game Screen

20 Temptation of Gambling

20.1 Overview

“Temptation of Gambling” 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 63: Temptation of Gambling - Main Game Screen

20.2 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.

<p>5 × 1000 4 × 250 3 × 75</p>	<p>SCATTER</p> <p>SUBSTITUTES FOR ALL SYMBOLS</p> <p>5 × 100 4 × 20 3 × 5</p> <p>3, 4 OR 5 SYMBOLS TRIGGER 10, 15, 25 FREE GAMES ACCORDINGLY WITH WILD SYMBOLS</p>	<p>5 × 750 4 × 200 3 × 50</p>
<p>5 × 500 4 × 100 3 × 25</p>		<p>5 × 500 4 × 100 3 × 25</p>
<p>5 × 150 4 × 40 3 × 10</p>		<p>5 × 100 4 × 20 3 × 5</p>

EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise. Redistribution voids all plays and apps.

Figure 64: Temptation of Gambling – Paytable (for 1 lines 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 payable 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).

20.4 Free Games

The Free Games feature is triggered when 3, 4 or 5 “Dragon” symbols appear anywhere on the reels, and the player is awarded 10, 15 or 25 Free Games accordingly. During Free Games “Toad”, “Turtle”, “Coins” and “Lotos” symbols become Gold 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 65: Temptation of Gambling - Free Games



Figure 66: Temptation of Gambling – Paytable Free Game (for 1 lines and 1 credit per line)

20.5 Gamble Game

The player has to guess which color will be the next dealer’s card – red or black. If the selected color and dealer’s card color match, player’s winning is doubled and the player can continue to gamble or end the game. If the player does not guess the color right, the gamble game ends with no winning.

If the winning in the gamble game exceeds Gamble Bet Limit, or the number of sequential gamble games played exceeds Gamble Hit Limit, the gamble game is ended automatically. The player can collect winning by pressing START button.

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

The payable 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 67: Temptation of Gambling – Gamble Game Screen

21 Brick Fruits (20 FIX)

21.1 Overview

“Brick Fruits (20 FIX)” is a 5-reel 20-line video reels game. Player can select bet from 1 to 50 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 20 lines, player cannot change number of active lines.

This game features a gamble (double-up) game



Figure 68: Brick Fruits (20 FIX) – Main Game Screen

21.2 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.



Symbol	5 Symbols	4 Symbols	3 Symbols
Watermelon	500	50	20
Plum	100	40	20
Orange	100	20	10
Cherry	50	20	5
7 (Substitutes for all symbols)	5000	-	-
Grapes	100	40	20
Apple	50	20	10

EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise. Malfunction voids all prizes and pays.

Figure 69: Brick Fruits (20 FIX) – Paytable (for 20 lines 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 payable 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).

21.4 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 70: Brick Fruits (20 FIX) – Gamble Game Screen

22 Sweet Success

22.1 Overview

“Sweet Success” 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 71: Sweet Success - Main Game Screen

22.2 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.



The screenshot shows the 'Sweet Success' paytable. The central area displays a 3x3 grid of reels with a '5000' bet and a 'X2' multiplier. The text 'IDENTICAL SYMBOLS ON ALL POSITIONS DOUBLE THE WIN' is shown below the reels. The paytable is organized into six panels around the reels, each showing a symbol and its corresponding win values for 4 and 3 symbols. The symbols include a cake, a purple ice cream cone, a pink cake, a lemon slice, a green ice cream cone, and a heart-shaped cookie. At the bottom, there is an 'EXIT' button and a 'CURRENT BET/LINE - 1' indicator.

Symbol	4 Symbols	3 Symbols
Cake	4000	400
Purple Ice Cream Cone	1500	150
Pink Cake	1000	100
Lemon Slice	100	25
Green Ice Cream Cone	100	25
Heart-shaped Cookie	50	15

Figure 72: Sweet Success – 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 payable 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).

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 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 73: Sweet Success – Gamble Game Screen

23 Skeleton Fortune

23.1 Overview

“Skeleton Fortune” 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 74: Skeleton Fortune – Main Game Screen

23.2 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.



 5 • 1000 4 • 200 3 • 50	 SYMBOL IS WILD AND SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS.	 5 • 250 4 • 75 3 • 20
  5 • 400 4 • 100 3 • 25	SCATTER  3 SYMBOLS ON THE 2 ND , 3 RD AND 4 TH REELS PAY 2X TOTAL BET AND AWARD YOU 5 FREE GAMES.	 5 • 150 4 • 50 3 • 5
		 5 • 100 4 • 20 3 • 5

EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise. Help/Info voids all play and pay.

Figure 75: Skeleton Fortune – 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 payable 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).



“Witch” symbol is wild and substitutes for all symbols except scatters.



If “Witch” 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 “Rose” symbols on the 2nd, 3rd and 4th reels pay 2x total bets and award the player 5 Free Games.



23.4 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 “Witch” symbol functions identically to the main game.



During Free Games three “Rose” 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 76: Skeleton Fortune – Free Games Screen



Figure 77: Skeleton Fortune – Free Games Paytable Screen

23.5 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 78: Skeleton Fortune – Gamble Game Screen

24 Brick Fruits (40 FIX)

24.1 Overview

“Brick Fruits (40 FIX)” is a 5-reel 40-line video reels game. Player can select bet from 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 40 lines, player cannot change number of active lines. This game features a gamble (double-up) game.



Figure 79: Brick Fruits (40 FIX) - 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 payable screen by pressing BET and MAX BET buttons.

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



The screenshot shows the paytable for the game 'Brick Fruits (40 Lines)'. The central feature is a large '7' symbol, which is a scatter symbol that substitutes for all other symbols. The paytable lists the following combinations and their corresponding prizes:

Symbol	5 Symbols	4 Symbols	3 Symbols
Watermelon	500	50	20
Plum	100	40	20
Orange	100	20	10
Cherry	50	20	5
7 (Substitutes for all symbols)	5000	-	-

Additional information from the screenshot: 'CURRENT BET/LINE - 1' and 'EXIT' button.

Figure 80: Brick Fruits (40 FIX) – Paytable (for 40 lines 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 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. 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 the autostart feature, the player has to press AUTO button. When the autostart feature is active, reels are started automatically. To deactivate autostart, the player has to press any button on the game panel. If a game is played with autostart, the 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

The player has to guess which color will be the next dealer’s card – red or black. If the selected color and dealer’s card color match, player’s winning is doubled and the player can continue to gamble or end the game. If the player does not guess the color right, the gamble game ends with no winning.

If the winning in the gamble game exceeds Gamble Bet Limit, or the number of sequential gamble games played exceeds Gamble Hit Limit, the gamble game is ended automatically. The player can collect the winning by pressing START button.

To select RED color, the 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 81: Brick Fruits (40 FIX) – 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 82: 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.

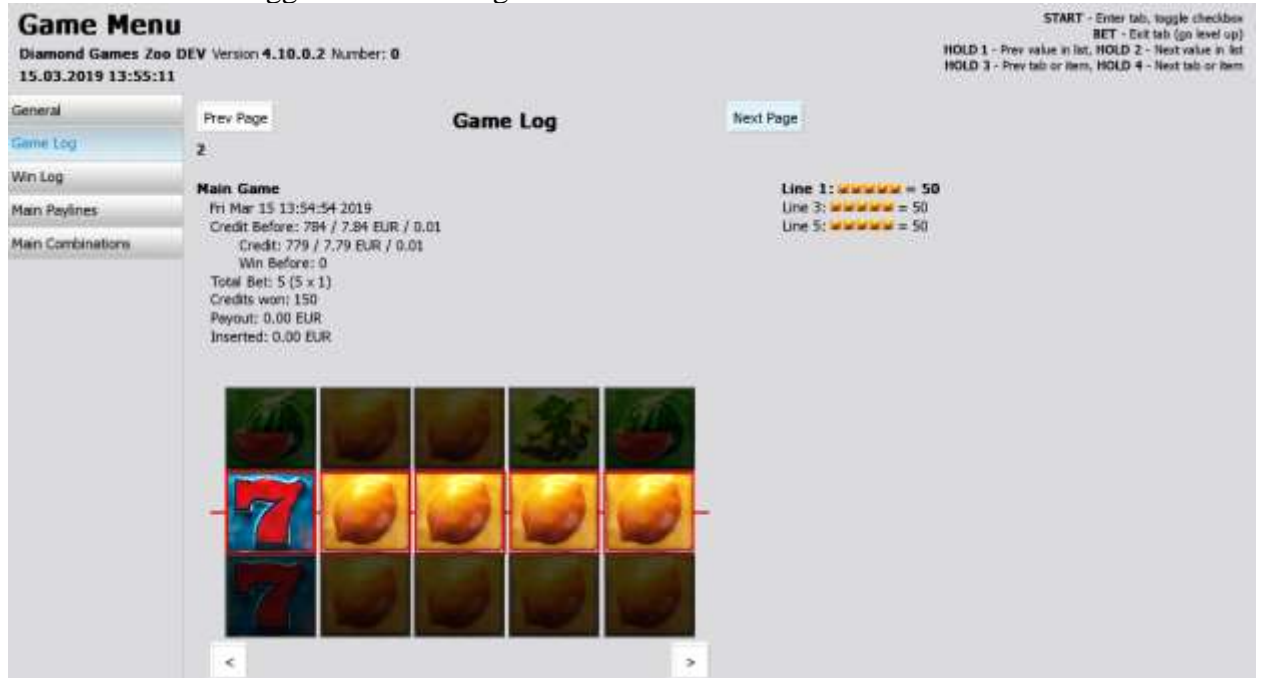


Figure 83: Game Log

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.

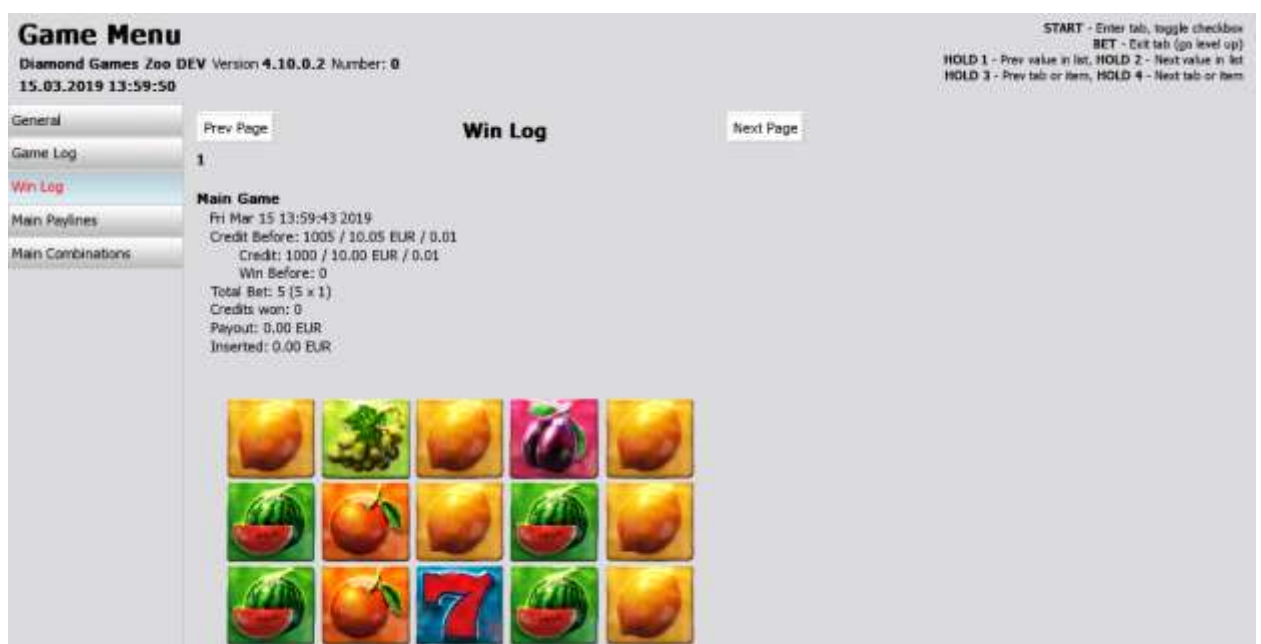


Figure 84: Win Log

25.4 Main Game Payline Statistics

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

Main Paylines Statistics Brick Fruits (5 FIX)										
L	G played	G won	Hitrate	C won	C wagered	C pp	N pp	Av. bet	Bet D	
1	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
2	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
3	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
4	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
5	13	2	6.5000	1.60	0.65	246.15%	246.15%	0.05	-0.0000	
All	13	2	6.5000	1.60	0.65	246.15%	246.15%	0.05	-0.0000	

Figure 85: Main Game Payline Statistics

Combination	Hits	Combination	Hits
	0		0
	0		0
	0		0
	0		0
	0		0
	0		0
	0		0
	0		0
	1		3
	0		0

Figure 86: Main Game Combination Statistics