

A&A Link Jackpot

Game Description
Revision 1.0

1 Table of Contents

1.1 Sections

1	Table of Contents	2
1.1	Sections	2
1.2	Figures	3
2	Revision History	5
3	Multi Game	6
3.1	Overview	6
3.2	Game Selector	7
4	A&A Link Jackpot Feature	8
4.1	Overview	8
4.2	Main Reels Game	9
5	Burning Fruits	14
5.1	Overview	14
5.2	Paytable	15
5.3	Main Game	15
5.4	Gamble Game	16
6	Soaring Stones	18
6.1	Overview	18
6.2	Paytable	18
6.3	Main Game	19
6.4	Gamble Game	20
7	Cai Shen	22
7.1	Overview	22
7.2	Paytable	22
7.3	Main Game	23
7.4	SunSpins Feature	24
7.5	Gamble Game	24
8	Abandoned Temple	26
8.1	Overview	26
8.2	Paytable	27
8.3	Main Game	27
8.4	SunSpins Feature	28
8.5	Gamble Game	29
9	Lucky Witch	30
9.1	Overview	30
9.2	Paytable	31
9.3	Main Game	31
9.4	SunSpins Feature	32
9.5	Gamble Game	32
10	Nordic Meridian	34
10.1	Overview	34
10.2	Paytable	35

10.3	Main Game	35
10.4	SunSpins Feature.....	36
10.5	Gamble Game.....	36
11	Game Menu	38
11.1	General Statistics.....	38
11.2	Game Log.....	39
11.3	Win Log.....	40
11.4	Main Game Payline Statistics	41

1.2 Figures

Figure 1:	Game Selector Screen (A&A Link Jackpot).....	7
Figure 2:	Current progressive jackpot values	8
Figure 3:	SunSpins Feature	9
Figure 4:	Scattered Suns	10
Figure 5:	Major Jackpot.....	10
Figure 6:	Grand Jackpot	11
Figure 7:	SunSpins Feature -combination on reels.....	11
Figure 8:	SunSpins Feature –bonus bottom game screen.....	12
Figure 9:	SunSpins Feature –bonus second game screen	12
Figure 10:	SunSpins Feature won screen	13
Figure 11:	Burning Fruits – Main Game Screen	14
Figure 12:	Burning Fruits – Paytable(for 5 line and 1 credits per line)	15
Figure 13:	Burning Fruits – Gamble Game Screen	16
Figure 14:	Burning Fruits – SunSpins Feature Game Screen.....	17
Figure 15:	Soaring Stones – Main Game Screen.....	18
Figure 16:	Soaring Stones – Paytable (for 5 line and 1 credits per line).....	19
Figure 17:	Soaring Stones – Gamble Game Screen	20
Figure 18:	Soaring Stones – SunSpins Feature Game Screen	21
Figure 19:	Cai Shen – Main Game Screen	22
Figure 20:	Cai Shen – Paytable (for 10 line and 1 credits per line)	23
Figure 21:	Cai Shen – SunSpins Feature Games Screen	24
Figure 22:	Cai Shen - Gamble Game Screen.....	25
Figure 23:	Abandoned Temple – Main Game Screen	26
Figure 24:	Abandoned Temple – Paytable (for 10 line and 1 credits per line)	27
Figure 25:	Abandoned Temple – SunSpins Feature Games Screen.....	28
Figure 26:	Abandoned Temple - Gamble Game Screen.....	29
Figure 27:	Lucky Witch – Main Game Screen.....	30
Figure 28:	Lucky Witch – Paytable (for 10 line and 1 credit per line)	31
Figure 29:	Lucky Witch – SunSpins Feature Games Screen.....	32
Figure 30:	Lucky Witch – Gamble Game Screen.....	33
Figure 31:	Nordic Meridian – Main Game Screen	34
Figure 32:	Nordic Meridian – Paytable (for 10 line and 1 credit per line).....	35
Figure 33:	Nordic Meridian – SunSpins Feature Games Screen.....	36
Figure 34:	Nordic Meridian – Gamble Game Screen.....	37
Figure 35:	General Statistics	38
Figure 36:	Game Log.....	39



Figure 37: Win Log	40
Figure 38: Main Game Payline Statistics	41
Figure 39: Main Game Combination Statistics	41

2 Revision History

Version	Date	Author	Description
1.0	12.10.2023	DLV	Initial document release

3 Multi Game

3.1 Overview

“A&A Link Jackpot” is a multigame machine with 6 video reels games:

1. Burning Fruits	5-reel, 5-Fixed line game with SunSpins Feature and a gamble (double-up) game
2. Soaring Stones	
3. Cai Shen	5-reel, 10-Fixed line game with SunSpins Feature and a gamble (double-up) game
4. Abandoned Temple	
5. Lucky Witch	
6. Nordic Meridian	

3.2 Game Selector

On the game selection screen, the player can choose one of the 6 available games.

The games on the screen are divided into two sets of 3 per screen, active games have colored logos and inactive games are greyed out. To switch between sets, the player must press the BET/MAX BET button. To play a game from the active set, the player must press the HOLD1 or HOLD3 or HOLD5 buttons, respectively, or touch the corresponding game logo button on the screen. Any game can be disabled in the game settings menu, and it will not be available for selection.

By pressing the PAYOUT button, the player can initiate the payment of available credits.

NOTE. After leaving the game in the game selector, the player must wait 2.5 seconds until the PAYOUT button becomes active; this is done in order to avoid accidental payouts.



Figure 1: Game Selector Screen (A&A Link Jackpot)

4 A&A Link Jackpot Feature

4.1 Overview

A&A Link Jackpot is an accumulative 4-level Mystery Progressive Jackpot. There are four levels involved in jackpot draws. Any Jackpots levels can only be won in SunSpins Feature.

MINI and MINOR Jackpot levels is fixed, GRAND and MINOR Jackpot levels is progressive.

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

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.



Figure 2: Current progressive jackpot values

4.2 Main Reels Game

For the reel games: 6, 7, 8, 9, 10, 11, 12, 13 or 14 scattered “” trigger the SunSpins feature.



SunSpins Feature

6, 7, 8, 9, 10, 11, 12, 13 or **14** scattered  trigger the **SunSpins feature**.

The  that triggered the **SunSpins feature** are held in position and all other positions turn into individual spinning reels.

3 free spins are awarded. If one or more additional  spin up, those  are also held and the number of **free spins** remaining is reset to **3**.

The **SunSpins feature** ends when either no **free spins** remain or  is won.

All prizes appearing on  are awarded at the end of the **SunSpins feature**.

Paytable prizes are not awarded during the **SunSpins feature**.
Bet multiplier is the same as in the game that triggered the **SunSpins feature**.
Bonus reels are in play during the **SunSpins feature**.

Figure 3: SunSpins Feature

Scattered Suns

6 or more  in the main game are shown closed and do not display prizes.

 with a prize values appear on the reels only in the **SunSpins** game.

 prizes are paid out either upon awarding the **SunSpins feature** or upon awarding .

Sun Prizes

Possible  prizes are   

or 100, 50, 20, 15, 10, 5, 4, 3, 2 or 1 multiplied by total bet as shown on screen.

Figure 4: Scattered Suns

Major

 is won at the end of the **SunSpins feature** if  has appeared on a .

Only 1  may contain  at any time.

Figure 5: Major Jackpot



Figure 6: Grand Jackpot



Figure 7: SunSpins Feature -combination on reels



Figure 8: SunSpins Feature –bonus bottom game screen



Figure 9: SunSpins Feature –bonus second game screen



Figure 10: SunSpins Feature won screen

5 Burning Fruits

5.1 Overview

“Burning Fruits” is a 5-reel 5-Fixed 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: SunSpins Feature and a gamble (double-up) game.

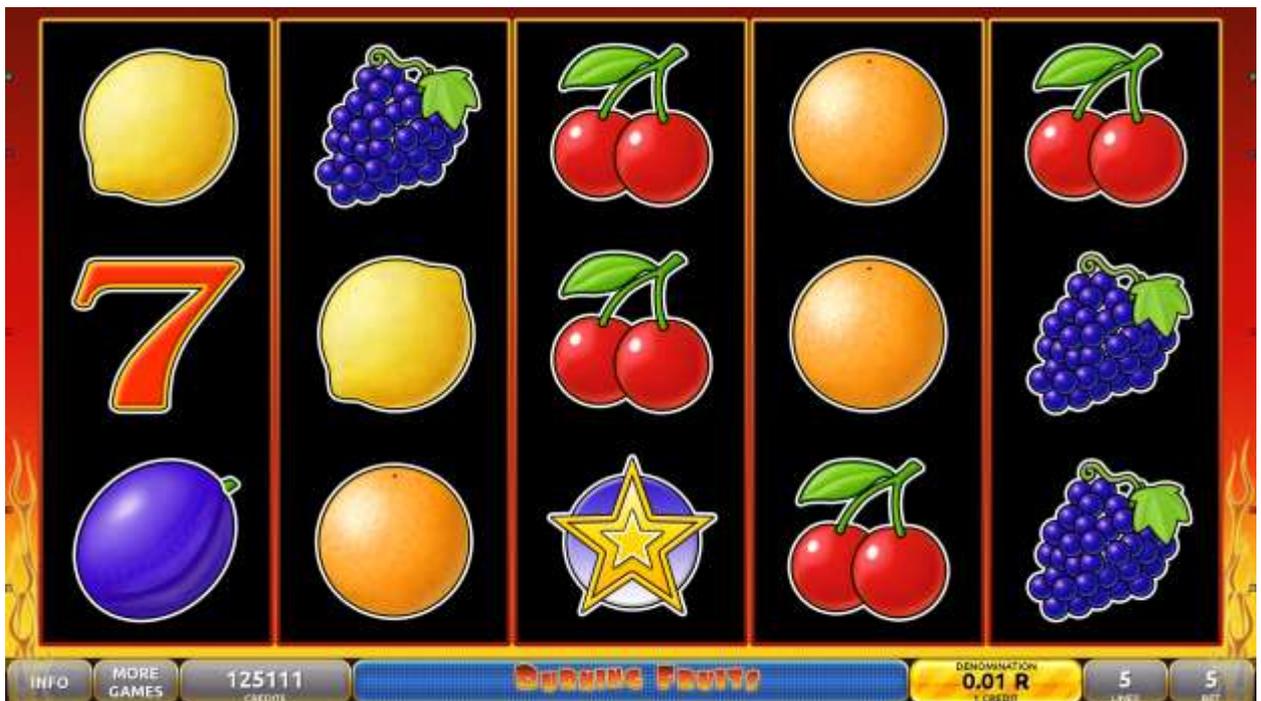


Figure 11: Burning Fruits – Main Game Screen

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 back to the game START button should be pressed.



Symbol	5 Lines	4 Lines	3 Lines
Watermelon	500	200	50
Sun (6 or more)	in the main game are shown closed and do not display prizes		
Grapes	500	200	50
Plum	200	50	20
7	5000	1000	100
Orange	200	50	20
Lemon	200	50	20
SCATTER (Star)	250	50	10
Cherries	200	50	20
Cherries (2)	50	20	5

EXIT CURRENT BET/LINE - 1 ▶

Figure 12: Burning Fruits – Paytable(for 5 line and 1 credits per line)

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 13: Burning Fruits – Gamble Game Screen



Figure 14: Burning Fruits – SunSpins Feature Game Screen

6 Soaring Stones

6.1 Overview

“Soaring Stones” is a 5-reel 5-Fixed 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: SunSpins Feature and a gamble (double-up) game.



Figure 15: Soaring Stones – Main Game Screen

6.2 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 · 500 4 · 200 3 · 50</p>	<p>6 or more</p>  <p>In the main game are shown closed and do not display prizes</p>	 <p>5 · 500 4 · 200 3 · 50</p>
 <p>5 · 200 4 · 50 3 · 20</p>	 <p>5 · 5000 4 · 1000 3 · 100</p>	<p>Scatter</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>

Figure 16: Soaring Stones – Paytable (for 5 line and 1 credits per line)

6.3 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).

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 17: Soaring Stones – Gamble Game Screen



Figure 18: Soaring Stones – SunSpins Featuer Game Screen

7 Cai Shen

7.1 Overview

“Cai Shen” is a 5-reel 10-line FIXED video reels game. The player can select bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features: SunSpins Feature and a gamble (double-up) game.



Figure 19: Cai Shen – Main Game Screen

7.2 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 • 5000 4 • 1000 3 • 100 2 • 10</p>	 <p>WILD SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p> 	 <p>5 • 750 4 • 100 3 • 30 2 • 5</p>
 <p>5 • 2000 4 • 400 3 • 40 2 • 5</p>	<p>6 OR MORE</p>  <p>IN THE MAIN GAME ARE SHOWN CLOSED AND DO NOT DISPLAY PRIZES</p>	 <p>5 • 750 4 • 100 3 • 30 2 • 5</p>
 <p>5 • 150 4 • 40 3 • 5</p>		 <p>5 • 100 4 • 25 3 • 5</p>
<p>EXIT</p> <p>CURRENT BET/LINE - 1</p> <p>▶</p>		

Figure 20: Cai Shen – Paytable (for 10 line and 1 credits per line)

7.3 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).

7.4 SunSpins Feature



Figure 21: Cai Shen – SunSpins Feature Games Screen

7.5 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 22: Cai Shen - Gamble Game Screen

8 Abandoned Temple

8.1 Overview

“Abandoned Temple” is a 5-reel 10-line FIXED video reels game. The player can select bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features: SunSpins Feature and a gamble (double-up) game.



Figure 23: Abandoned Temple – 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.



Symbol	5 Lines	4 Lines	3 Lines	2 Lines
Man's Face	5000	1000	100	10
Temple (Substitutes for all symbols except Scatter)	-	-	-	-
Woman's Face	2000	400	40	5
Golden Unicorn	750	100	30	5
Golden Pegasus	150	40	5	-
Golden Lion	750	100	30	5
Scatter (6 or more)	150	40	5	-
Letters (K, Q, J)	100	25	5	-

in the main game are shown closed and do not display prizes

EXIT CURRENT BET/LINE - 1

Figure 24: Abandoned Temple – Paytable (for 10 line and 1 credits per line)

8.3 Main Game

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

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

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

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

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

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

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

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

8.4 SunSpins Feature



Figure 25: Abandoned Temple – SunSpins Feature Games Screen

8.5 Gamble Game

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

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

Player can collect the win by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 26: Abandoned Temple - Gamble Game Screen

9 Lucky Witch

9.1 Overview

“Lucky Witch” is a 5-reel 10-line FIXED video reels game. The player can select bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features: SunSpins Feature and a gamble (double-up) game.



Figure 27: Lucky Witch – 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 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
Witch	750	125	25	2
Lighthouse	400	100	20	
AK	125	50	10	
Witch (Substituting)	9000	2500	250	10
Sun	250	75	15	
Pot	100	25	5	
10, Q, J	100	25	5	
g	100	25	5	2

Figure 28: Lucky Witch – Paytable (for 10 line and 1 credit per line)

9.3 Main Game

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

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 SunSpins Feature



Figure 29: Lucky Witch – SunSpins Feature Games 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 30: Lucky Witch – Gamble Game Screen

10 Nordic Meridian

10.1 Overview

“Nordic Meridian” is a 5-reel 10-line FIXED video reels game. The player can select bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features: SunSpins Feature and a gamble (double-up) game.



Figure 31: Nordic Meridian – 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.



Symbol	5 Lines	4 Lines	3 Lines	2 Lines
Man in Hat	750	125	25	2
Woman in Hat	750	125	25	2
Compass	250	75	15	
Binoculars	250	75	15	
A K	125	50	10	
Wild (Gold Coin)	900	250	25	10
Double (Sun)	100	25	5	
6 OR MORE (Sun)	100	25	5	2
Q J 10	100	25	5	
9	100	25	5	2

Figure 32: Nordic Meridian – Paytable (for 10 line and 1 credit per line)

10.3 Main Game

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

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 SunSpins Feature



Figure 33: Nordic Meridian – SunSpins Feature Games Screen

10.5 Gamble Game

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

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

Player can collect the win by pressing START button.

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

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

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



Figure 34: Nordic Meridian – Gamble Game Screen

11 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.

11.1 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 Wagered	Cash wagered in the current game
Cash Won	Cash won 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

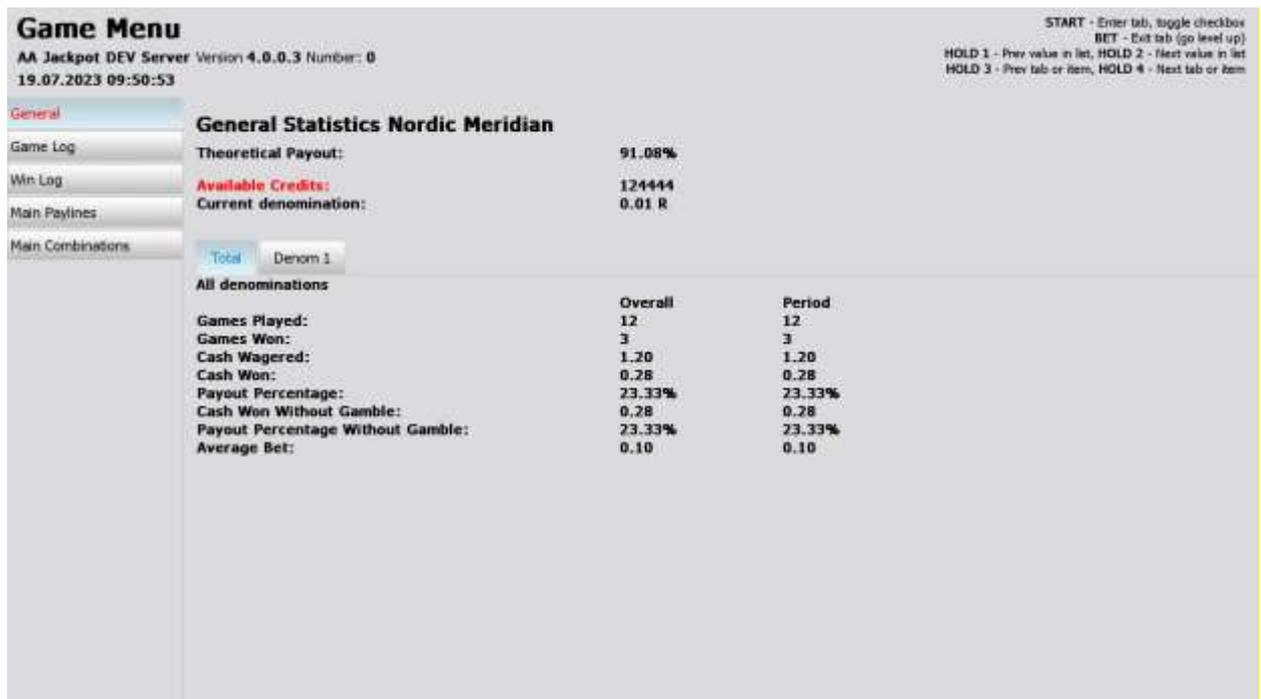


Figure 35: General Statistics

11.2 Game Log

Game Log contains information about last 100 games, including main games, gamble games, SunSpins Feature 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, SunSpins Feature;
- 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.

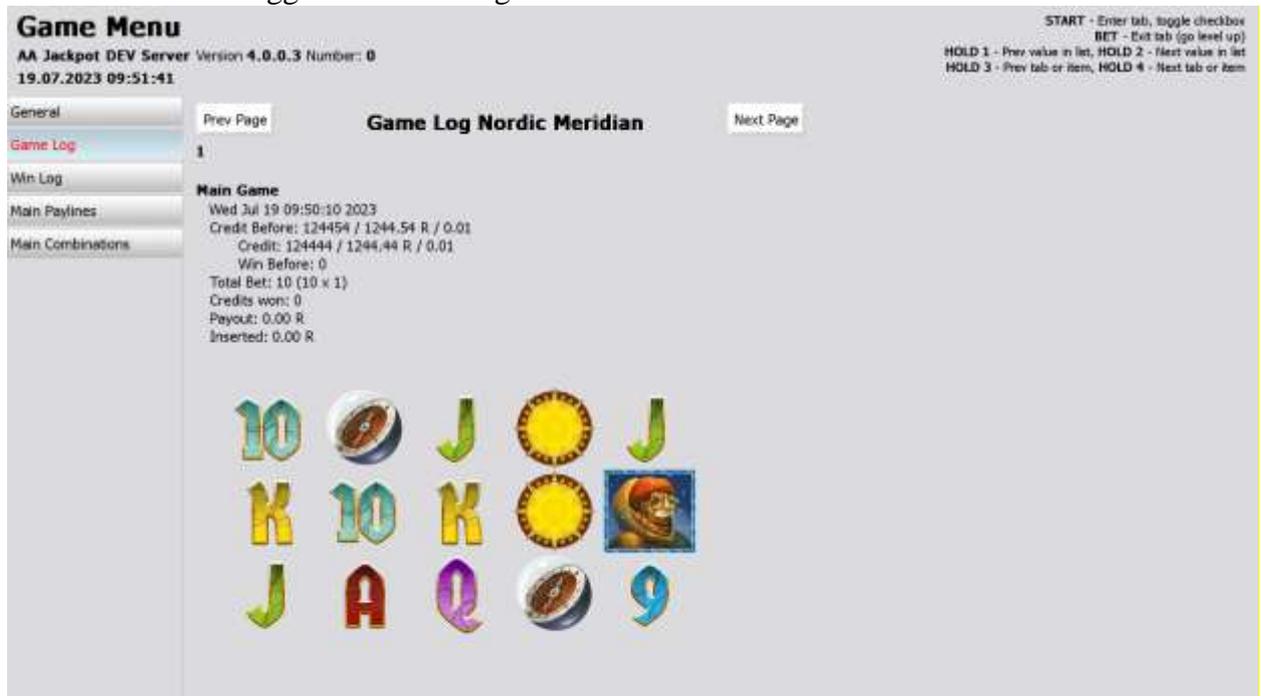


Figure 36: Game Log

11.3 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.



Game Menu
AA Jackpot DEV Server Version 4.0.0.3 Number: 0
19.07.2023 10:02:12

START - Enter tab, toggle checkbox
BET - Exit tab (go level up)
HOLD 1 - Prev value in list, HOLD 2 - Next value in list
HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item

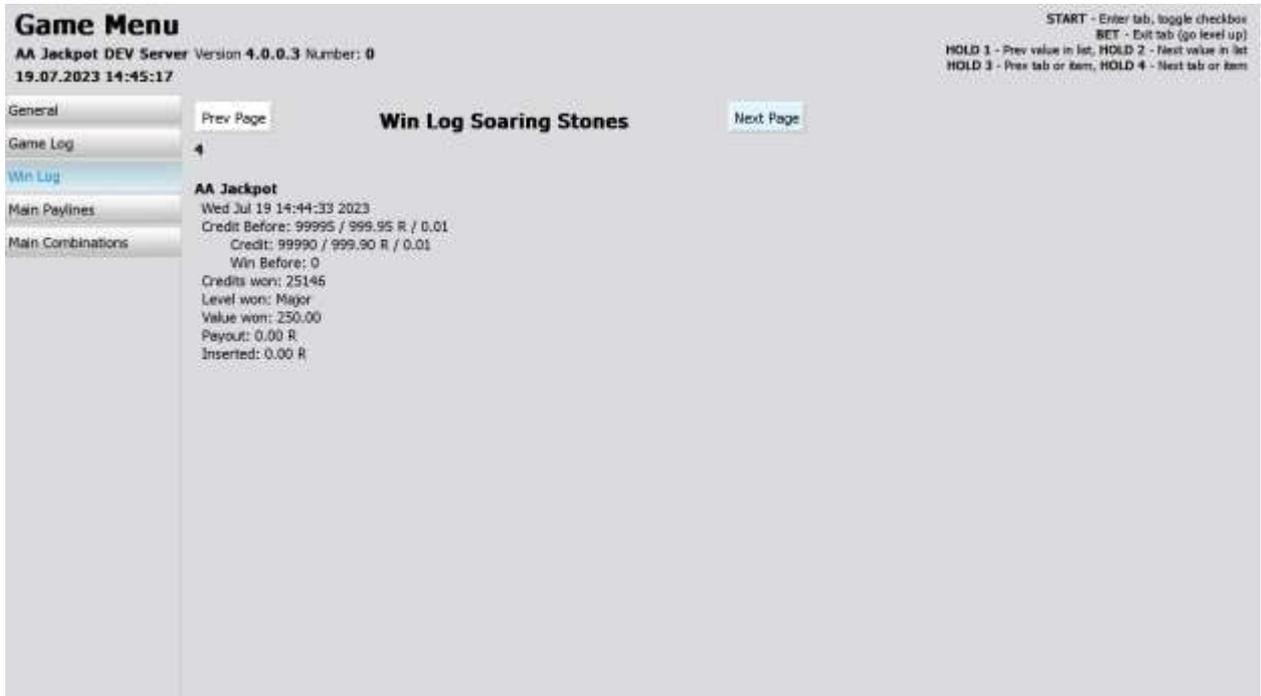
General
Game Log
Win Log
Main Paylines
Main Combinations

Prev Page
Win Log Nordic Meridian
Next Page

1

Main Game
Wed Jul 19 10:01:59 2023
Credit Before: 108989 / 1089.89 R / 0.01
Credit: 108979 / 1089.79 R / 0.01
Win Before: 0
Total Bet: 10 (10 x 1)
Credits won: 25491
Payout: 0.00 R
Inserted: 0.00 R

Viewport: = Bonus Feature

Game Menu
AA Jackpot DEV Server Version 4.0.0.3 Number: 0
19.07.2023 14:45:17

START - Enter tab, toggle checkbox
BET - Exit tab (go level up)
HOLD 1 - Prev value in list, HOLD 2 - Next value in list
HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item

General
Game Log
Win Log
Main Paylines
Main Combinations

Prev Page
Win Log Soaring Stones
Next Page

4

AA Jackpot
Wed Jul 19 14:44:33 2023
Credit Before: 99995 / 999.95 R / 0.01
Credit: 99990 / 999.90 R / 0.01
Win Before: 0
Credits won: 25146
Level won: Major
Value won: 250.00
Payout: 0.00 R
Inserted: 0.00 R

Figure 37: Win Log

11.4 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.



Figure 38: Main Game Payline Statistics

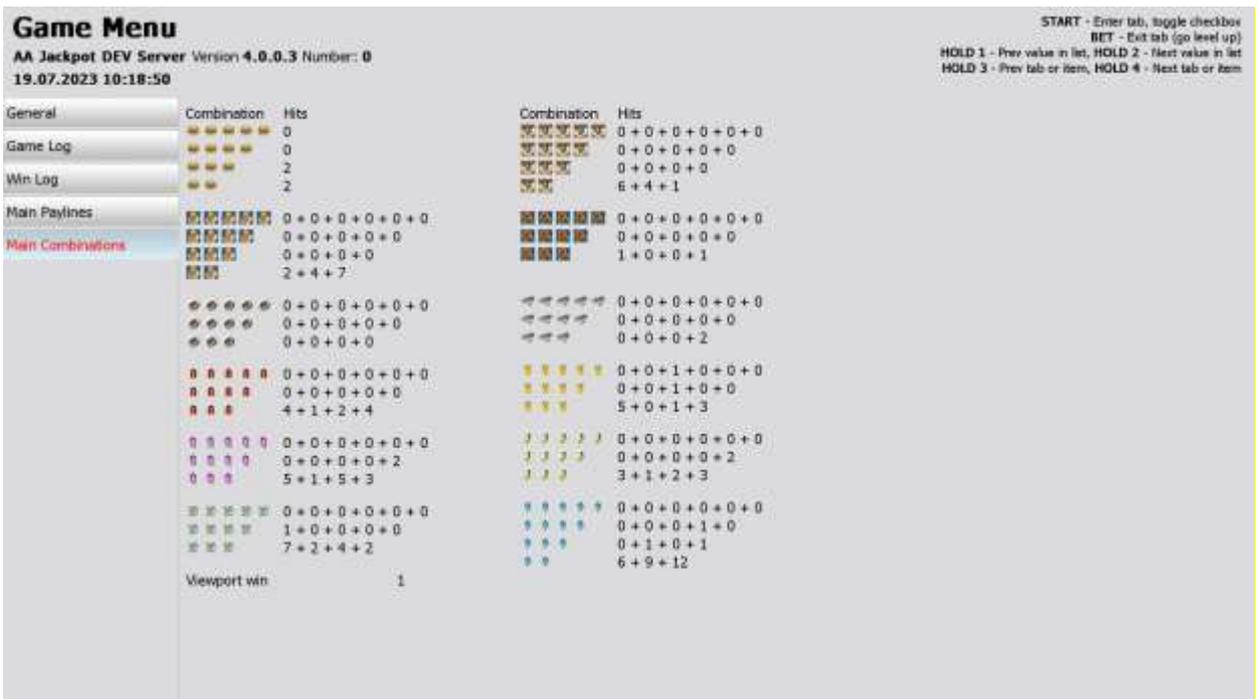


Figure 39: Main Game Combination Statistics