

Diamond Games Exclusive 2

Zooshenk Jackpot 2

Game Description

Revision 1.1 WS

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2 Revision History

Version	Date	Author	Description
1.0	21.01.2020	DLV	Initial document release
1.1	03.09.2020	DLV	Change game Vikingar to Draw Poker Update Screenshot

3 Multi Game

3.1 Overview

“Diamond Games Exclusive 2 or Zooshenk Jackpot 2” is a multigame machine with 20 video reels games:

1. Brick Fruits	5-reel, 10-payline game with gamble and no bonus features
2. Cai Shen	5-reel, 10-payline game with gamble and free spins feature
3. Lucky Witch	
4. Fantasy Fish	5-reel, 20-payline game with gamble and free spins feature
5. Mysterious India	
6. Bear`s corner	
7. Alter Gods	
8. Bugaboo	
9. Magic Tale	
10. The Great Dogtective	
11. Cool Place	
12. Amazing Valley	
13. Kin House	5-reel, 20 line game with gamble and no bonus features
14. Fishman`s Gold	5-reel, 30-line game with gamble and free spins feature
15. Green Fog	5-reel, 40-payline game with gamble and free spins feature.
16. Filibuster`s Ghost	
17. Papyrus Tale	5-reel, 40-payline game with gamble and no bonus features.
18. Stones of Endylite	
19. Glass Fruits	
20. Draw Poker	

All the games described herein are the same for both initialization types: standalone – Diamond Games Exclusive 2 or jackpot – Zooshenk Jackpot 2.

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.

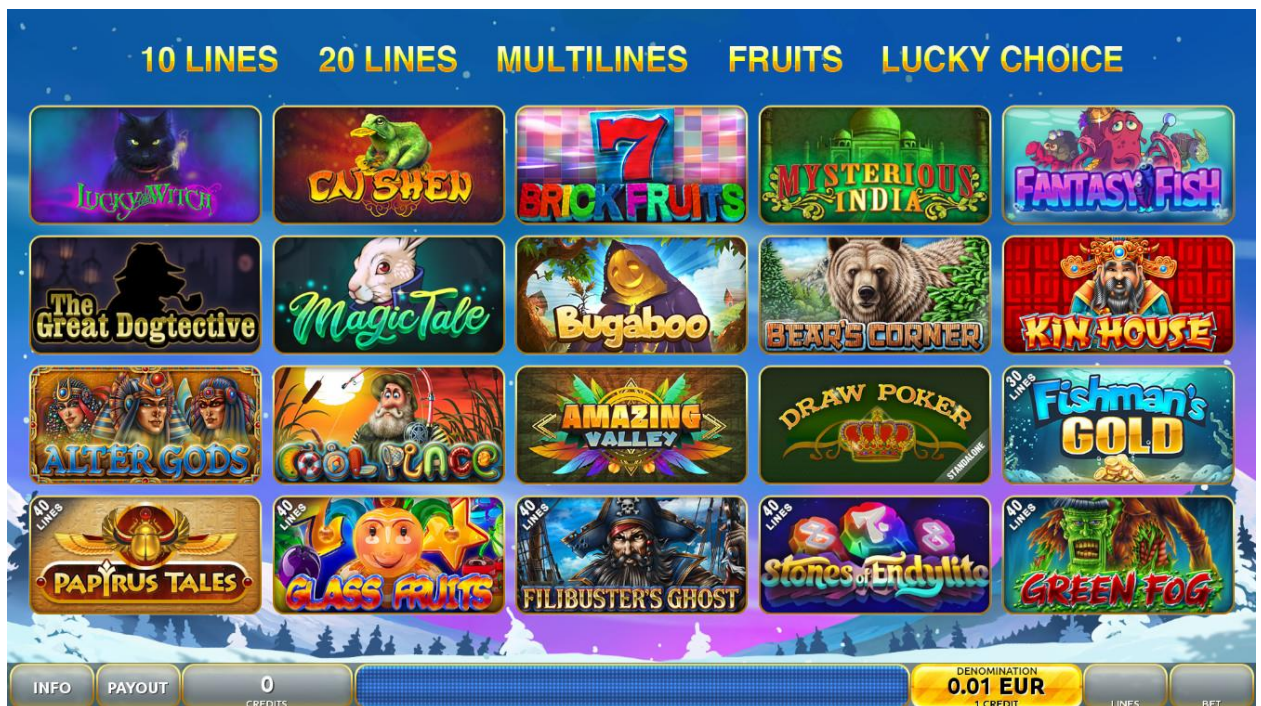


Figure 1: Game Selector Screen (Zooshenk Jackpot 2 mode)

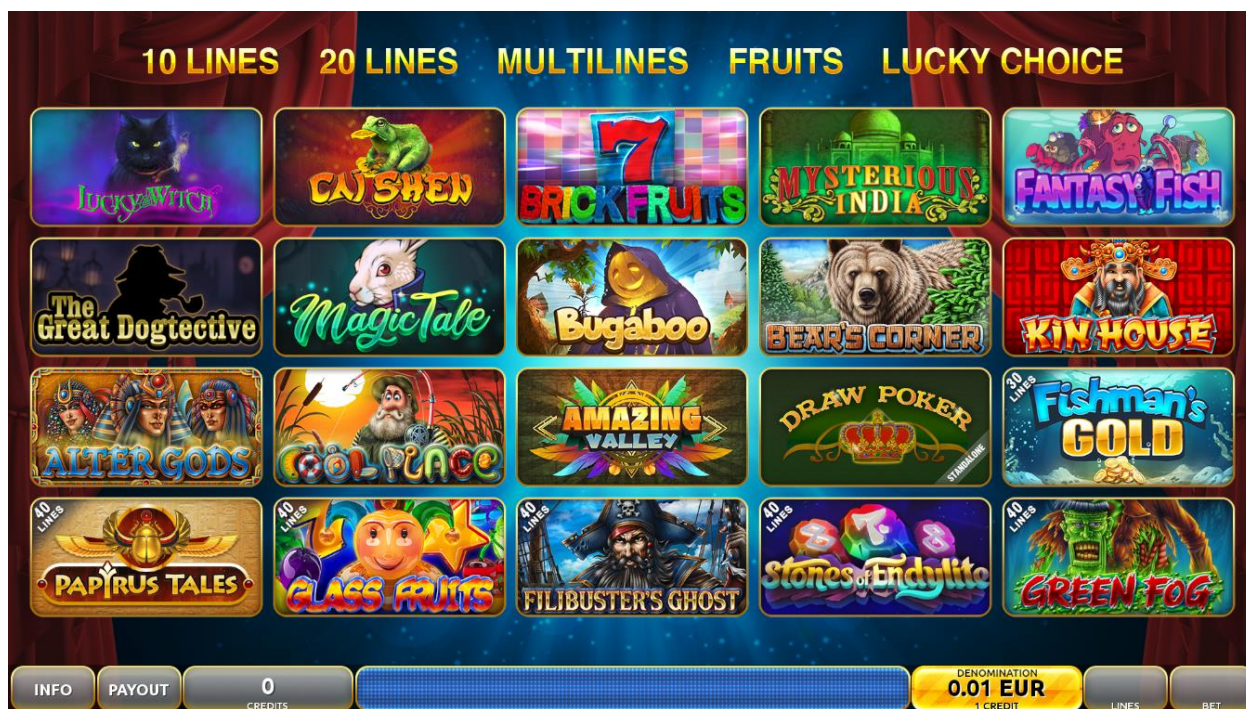


Figure 2: Game Selector Screen (Diamond Games Exclusive 2 mode)

4 Identical Elements for All Games

4.1 Paytable & Help

The player can open the Help screen only while the game is idle, by pressing INFO button. In addition, he/she will be able to access Help screens in different situations, and pay table.

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.

4.2 Main Game

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).

4.3 Gamble Game

Note: This element may not be available in some games.

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.

5 Zooshenk Jackpot 2 Feature

5.1 Overview

Zooshenk Jackpot 2 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 2 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 2 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.

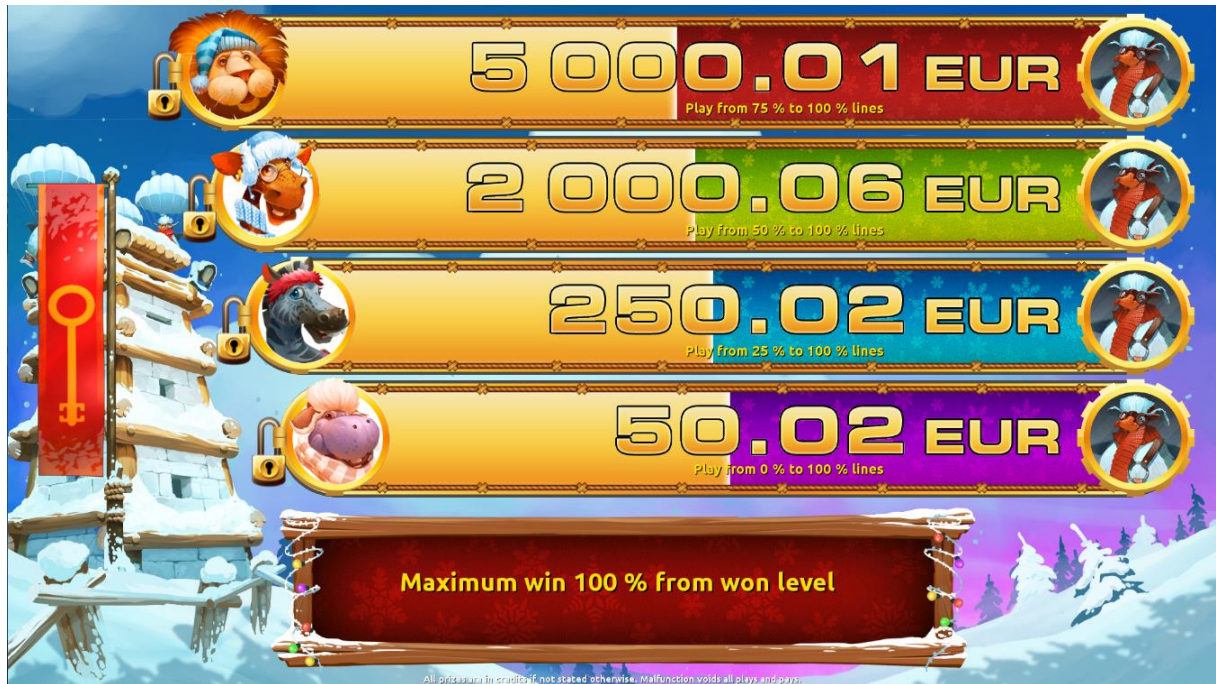


Figure 4: Zooshenk Jackpot 2 top Bonus game screen



Figure 5: Zooshenk Jackpot 2 won bottom game screen

5.2 Main Reels Game

For the reel games, an extra “Zooshenk Jackpot 2” 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 2” play according to the payable. “Zooshenk Jackpot 2” 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 2 - reel symbols in main game



Figure 7: Zooshenk Jackpot 2- reel symbol



Figure 8: Example main game symbols with Zooshenk Jackpot 2 symbol

5.3 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.

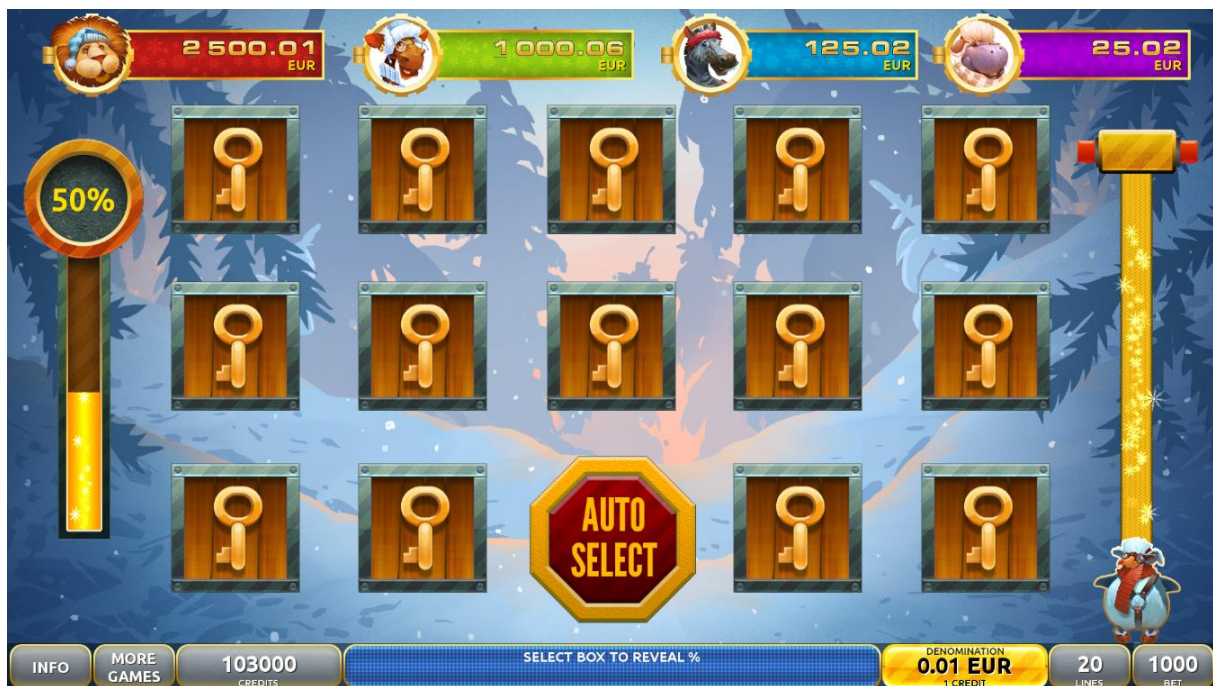


Figure 9: Zooshenk Jackpot 2 bonus game screen

6 Brick Fruits

6.1 Overview

“Brick Fruits” 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 10: Brick Fruits - Main Game Screen



Figure 11: Brick Fruits – Paytable (for 5 lines and 1 credit per line)

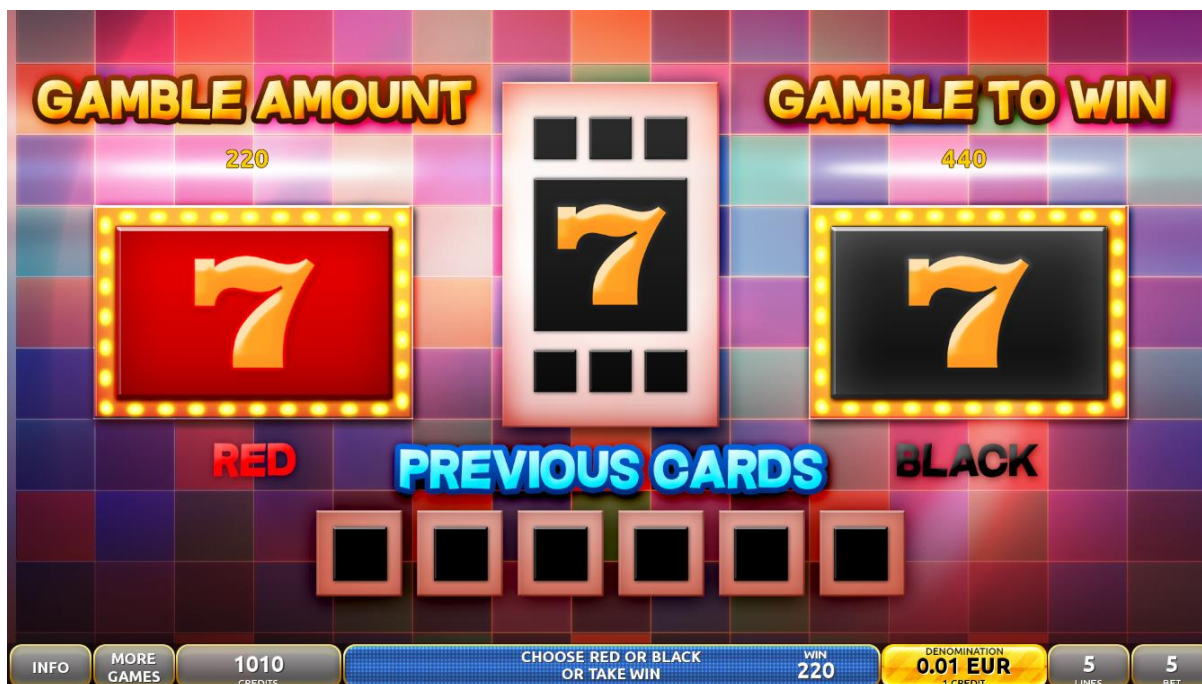


Figure 12: Brick Fruits – Gamble Game Screen

7 Cai Shen

7.1 Overview

“Cai Shen” 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 13: Cai Shen – Main Game Screen








 <ul style="list-style-type: none"> 5 • 5000 4 • 1000 3 • 100 2 • 10 	 <ul style="list-style-type: none"> 5 • 200 4 • 20 3 • 2 	 <ul style="list-style-type: none"> 5 • 2000 4 • 400 3 • 40 2 • 5
 <ul style="list-style-type: none"> 5 • 750 4 • 100 3 • 30 2 • 5 	<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>	 <ul style="list-style-type: none"> 5 • 750 4 • 100 3 • 30 2 • 5
 <ul style="list-style-type: none"> 5 • 150 4 • 40 3 • 5 	<p>SPECIAL EXPANDING SYMBOL</p> 	 <ul style="list-style-type: none"> 5 • 100 4 • 25 3 • 5
EXIT	<p>CURRENT BET/LINE - 1</p> <p><small>All prizes are in credits. If not stated otherwise. Malfunction voids all plays and pays.</small></p>	▶

Figure 14: Cai Shen – Paytable (for 1 line and 2 credits per line)

7.2 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 15: Cai Shen – Special Expanding Symbol Selection

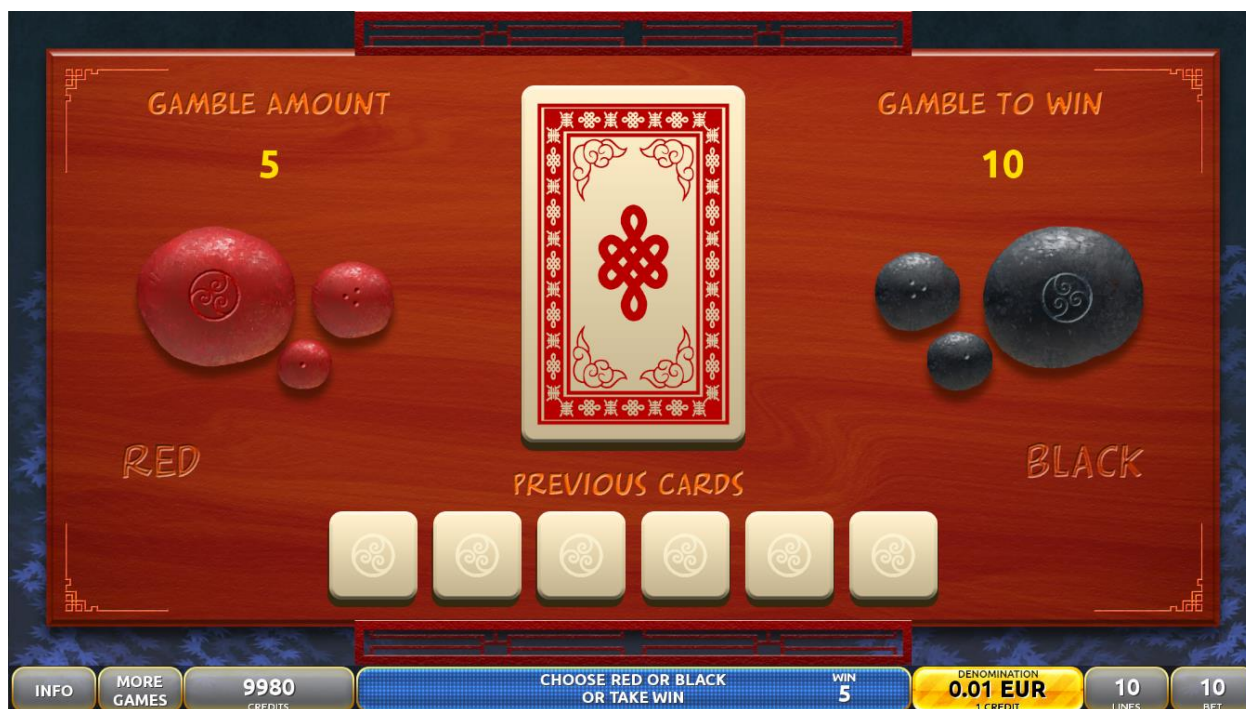


Figure 16: Cai Shen – Gamble Game Screen

8 Lucky Witch

8.1 Overview

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



Figure 17: Lucky Witch – Main Game Screen

  5 • 750 4 • 125 3 • 25 2 • 2	 5 • 9000 4 • 2500 3 • 250 2 • 10 SUBSTITUTES for      A K Q J 10 9 One or more  substituting in win combination, DOUBLES the prize. Scatter  5 • 500 4 • 20 3 • 5 2 • 2 3 or more "Hat" symbols trigger 15 free games with 3x multiplier.	 5 • 250 4 • 75 3 • 15  5 • 100 4 • 25 3 • 5 10 Q J 9
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Figure 18: Lucky Witch – Paytable (for 1 line and 1 credit per line)

8.2 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 19: Lucky Witch – Free Games Screen

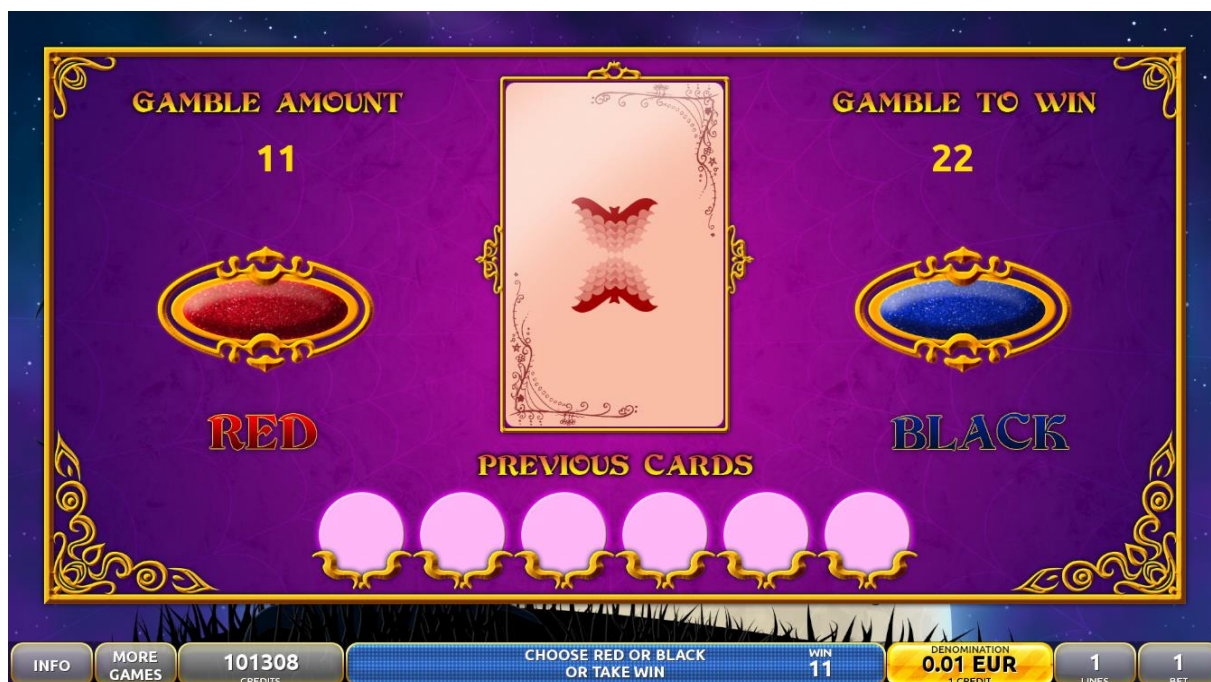


Figure 20: Lucky Witch – Gamble Game Screen

9.1 Overview

FANTASY FISH



5 * 500
4 * 150
3 * 30



5 * 5000
4 * 500
3 * 50



5 * 500
4 * 150
3 * 30



5 * 200
4 * 50
3 * 15



5 * 150
4 * 25
3 * 10



5 * 200
4 * 50
3 * 15



5 * 150
4 * 25
3 * 10

SCATTER









3 symbols trigger
5 Free Games
Appears on reels 2, 3 and 4 only. **with wild symbol.**

CURRENT BET/LINE - 1

All prizes are in credits IF not stated otherwise. Malfunction voids all plays and pays.

EXIT
SPIN
PAUSE

Diamond Games Exclusive 2_Zooshenk Jackpot 2 - Game Description 1.1

9.2 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 the Free Games reels 1 and 5 are held and symbol  SUBSTITUTES for ALL SYMBOLS except scatters.

Three “Star” symbols on reels 2,3 and 4, award 5 extra 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.

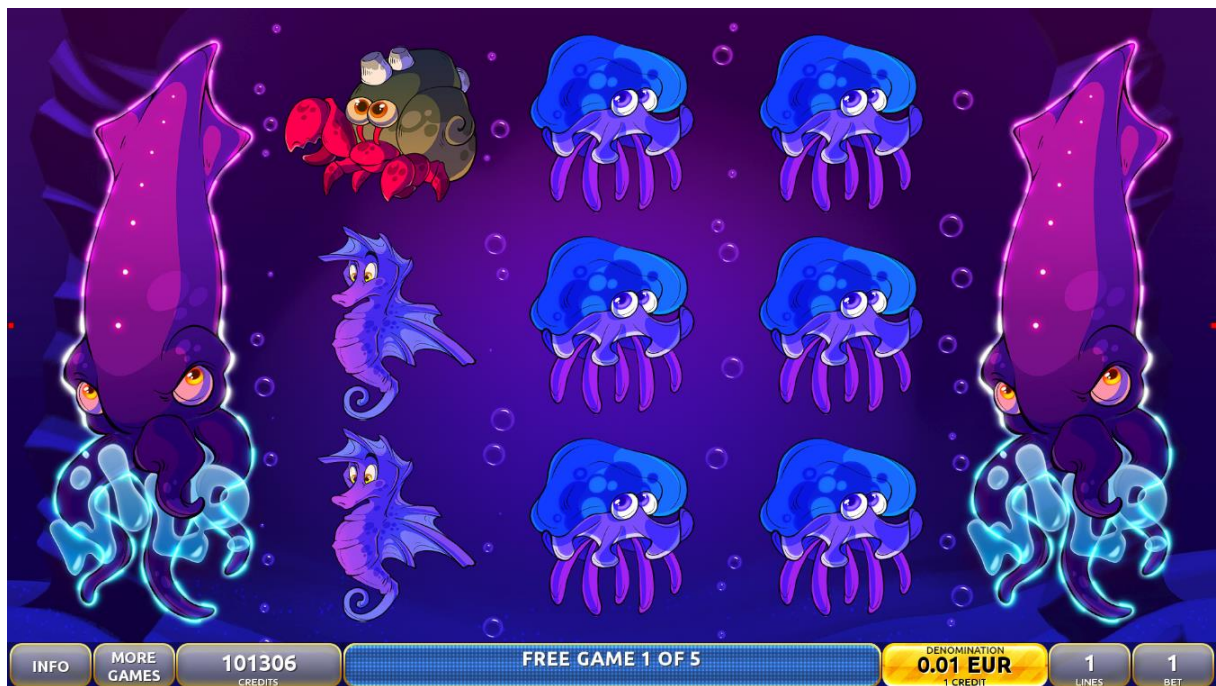


Figure 23: Fantasy Fish – Free Games Screen

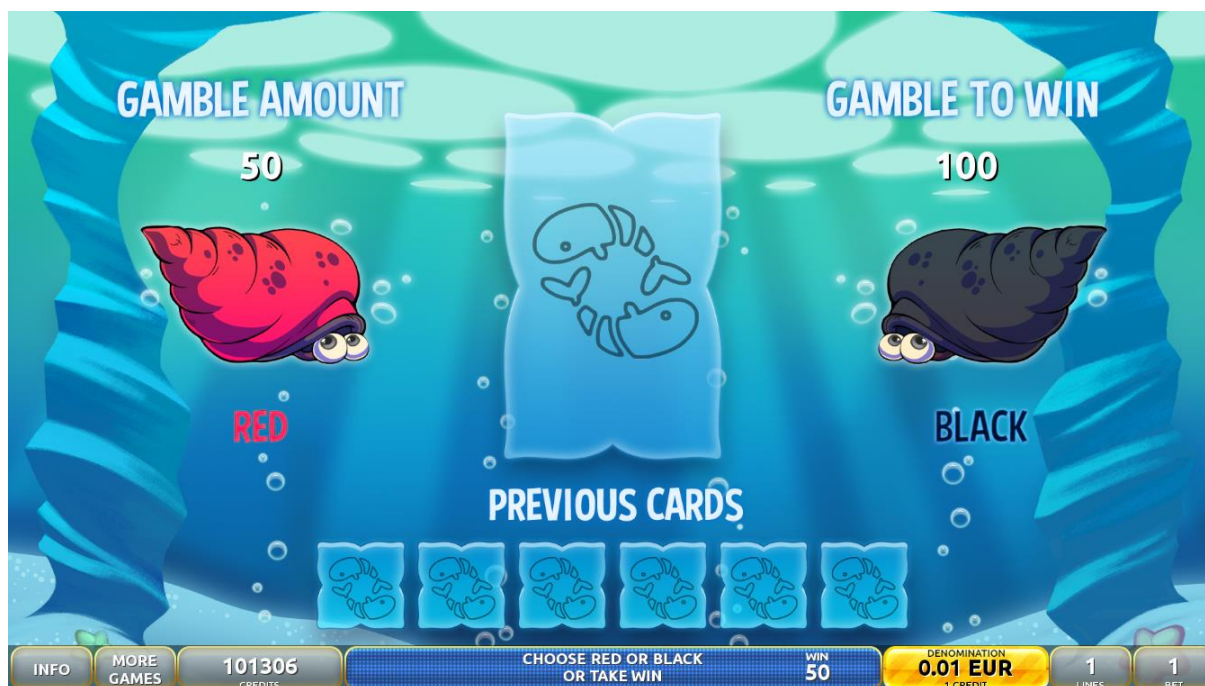


Figure 24: Fantasy Fish – Gamble Game Screen

10 Mysterious India

10.1 Overview

“Mysterious India” 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 25: Mysterious India – Main Game Screen

 <p>5 • 1000 4 • 200 3 • 50 2 • 5</p>	 <p>5 • 5000 4 • 1000 3 • 100 2 • 10</p> <p>Shiva substitutes for all symbols except Taj Mahal</p>	 <p>5 • 500 4 • 100 3 • 25 2 • 5</p>
 <p>5 • 250 4 • 75 3 • 15 2 • 5</p>	 <p>5 • 150 4 • 40 3 • 10</p>	 <p>5 • 100 4 • 20 3 • 5</p>

on the 1st, 3rd and 5th reels awards 10 Free Games.
During Free Games  substitutes for all symbols. During Free Games   award extra 10 Free Games.

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

Figure 26: Mysterious India – Paytable (for 1 line and 1 credits per line)

10.2 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 for winning combinations are identical to the main game, additionally “Taj Mahal” symbol acts as a joker and substitutes for all the symbols without exception. Three “Taj Mahal” symbols on the 1st, 3rd and 5th 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 27: Mysterious India – Free Game screen



Figure 28: Mysterious India – Gamble Game Screen

11 Bear`s Corner

11.1 Overview

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



Figure 29: Bear`s Corner - Main Game Screen

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

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

Figure 30: Bear`s Corner – Paytable (for 1 line and 1 credit per line)

11.2 Free Games

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

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

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

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

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

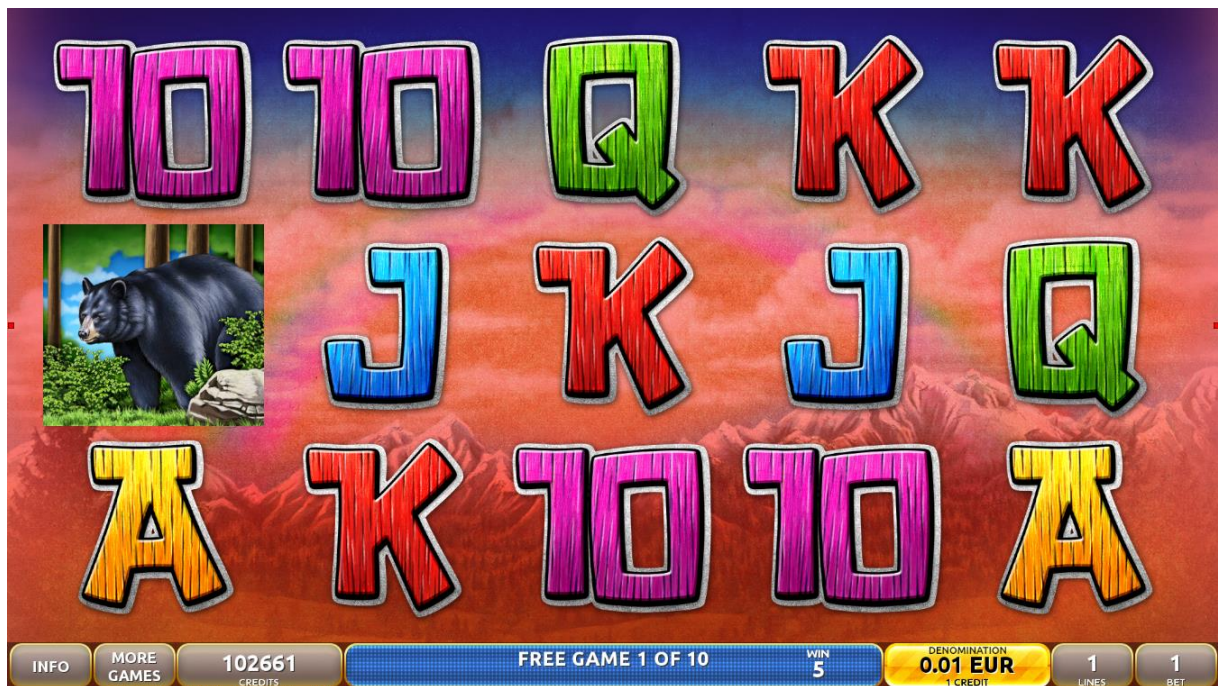


Figure 31: Bear's Corner - Free Games Screen

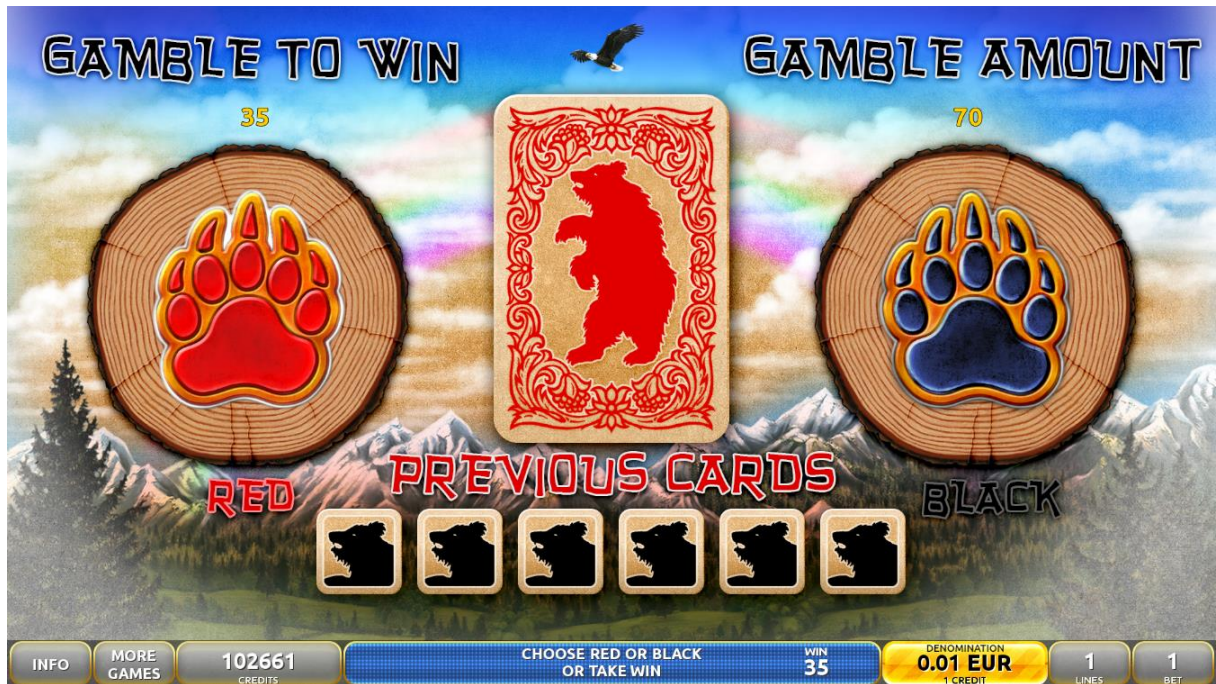


Figure 32: Bear`s Corner – Gamble Game Screen

12 Alter Gods

12.1 Overview

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



Figure 33: Alter Gods – Main Game Screen

	5 • 2500 4 • 500 3 • 100 2 • 5		5 • 5000 4 • 750 3 • 150 2 • 10		5 • 1000 4 • 300 3 • 75 2 • 5
	5 • 500 4 • 200 3 • 50		5 • 750 4 • 250 3 • 75		5 • 250 4 • 100 3 • 25
	5 • 200 4 • 75 3 • 25		5 • 150 4 • 50 3 • 15		5 • 100 4 • 25 3 • 10
SCATTER WILD			5 • 100 4 • 10 3 • 2	WIN 12, 15 OR 18 FREE GAMES & ALTER FEATURE	
EXIT CURRENT BET/LINE - 1 <small>All prizes are in credits if not stated otherwise. Malfunction voids all plays and pays.</small>					

Figure 34: Alter Gods – Paytable (for 1 line and 1 credit per line)

12.2 Free Games

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

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

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

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

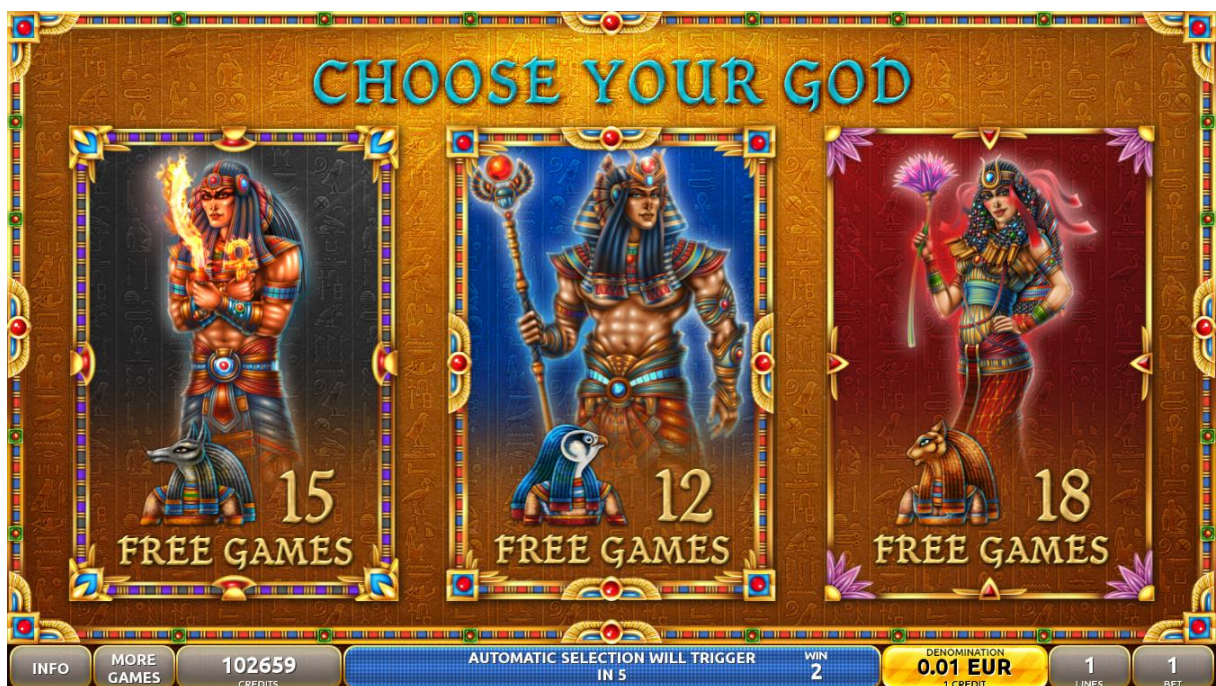


Figure 35: Alter Gods – Free Games Selector Screen

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

 5 • 2500 4 • 500 3 • 100 2 • 5	 5 • 5000 4 • 750 3 • 150 2 • 10	 5 • 1000 4 • 300 3 • 75 2 • 5
 5 • 500 4 • 200 3 • 50		 5 • 250 4 • 100 3 • 25
 5 • 200 4 • 75 3 • 25	A K 5 • 150 4 • 50 3 • 15	Q J 5 • 100 4 • 25 3 • 10
SCATTER WILD	 5 • 100 4 • 10 3 • 2	3 OR MORE SCATTER SYMBOLS ON THE SCREEN AWARD EXTRA 12 FREE GAMES

Figure 36: Alter Gods – 12 Free Games Paytable Screen

 5 • 2500 4 • 500 3 • 100 2 • 5	 5 • 5000 4 • 750 3 • 150 2 • 10	 5 • 1000 4 • 300 3 • 75 2 • 5
 5 • 200 4 • 75 3 • 25	 5 • 750 4 • 250 3 • 75	 5 • 250 4 • 100 3 • 25
 5 • 200 4 • 75 3 • 25	A K 5 • 150 4 • 50 3 • 15	Q J 5 • 100 4 • 25 3 • 10
SCATTER WILD	 5 • 100 4 • 10 3 • 2	3 OR MORE SCATTER SYMBOLS ON THE SCREEN AWARD EXTRA 15 FREE GAMES

Figure 37: Alter Gods – 15 Free Games Paytable Screen

 5 • 2500 4 • 500 3 • 100 2 • 5	 5 • 5000 4 • 750 3 • 150 2 • 10	 5 • 1000 4 • 300 3 • 75 2 • 5
 5 • 500 4 • 200 3 • 50	 5 • 750 4 • 250 3 • 75	
 5 • 200 4 • 75 3 • 25	A K 5 • 150 4 • 50 3 • 15	Q J 5 • 100 4 • 25 3 • 10
SCATTER WILD	 5 • 100 4 • 10 3 • 2	3 OR MORE SCATTER SYMBOLS ON THE SCREEN AWARD EXTRA 18 FREE GAMES

Figure 38: Alter Gods – 18 Free Games Paytable Screen



Figure 39: Alter Gods – Free Games Screen

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



Figure 40: Alter Gods – Gamble Game Screen

13 Bugaboo

13.1 Overview

“Bugaboo” 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 41: Bugaboo – Main Game Screen

 <p>5 * 70 4 * 50 3 * 30 2 * 20</p>	 <p>5 * 200 4 * 70 3 * 50 2 * 30</p>	 <p>5 * 50 4 * 30 3 * 20 2 * 10</p>
 <p>5 * 36 4 * 24 3 * 12</p>	<p>substitutes for all symbols except Scatters.</p>	 <p>5 * 30 4 * 20 3 * 10</p>
 <p>5 * 24 4 * 12 3 * 4</p>	 <p>5 * 30 4 * 20 3 * 10</p>	 <p>5 * 20 4 * 10 3 * 2</p>
<p>SCATTER Appear on 2nd, 3rd and 4th reel.</p>  <p>9 * 10 8 * 10 7 * 10</p> <p>+20 Free Games +15 Free Games +10 Free Games</p>		
<p>EXIT</p> <p>CURRENT BET/LINE - 1 <small>All prizes are in credits. If not stated otherwise. Malfunction voids all plays and pays.</small></p> <p>▶</p>		

Figure 42: Bugaboo – Paytable (for 1 line and 1 credit per line)

13.2 Free Games

The Free Games feature is triggered when 7, 8 or 9 “Bug” symbols appears stacked on 2nd, 3rd and 4th reel, and the player is awarded 10, 15 or 25 free games accordingly.

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.

Free Games cannot be retrigged.

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



Figure 43: Bugaboo – Free Games Screen

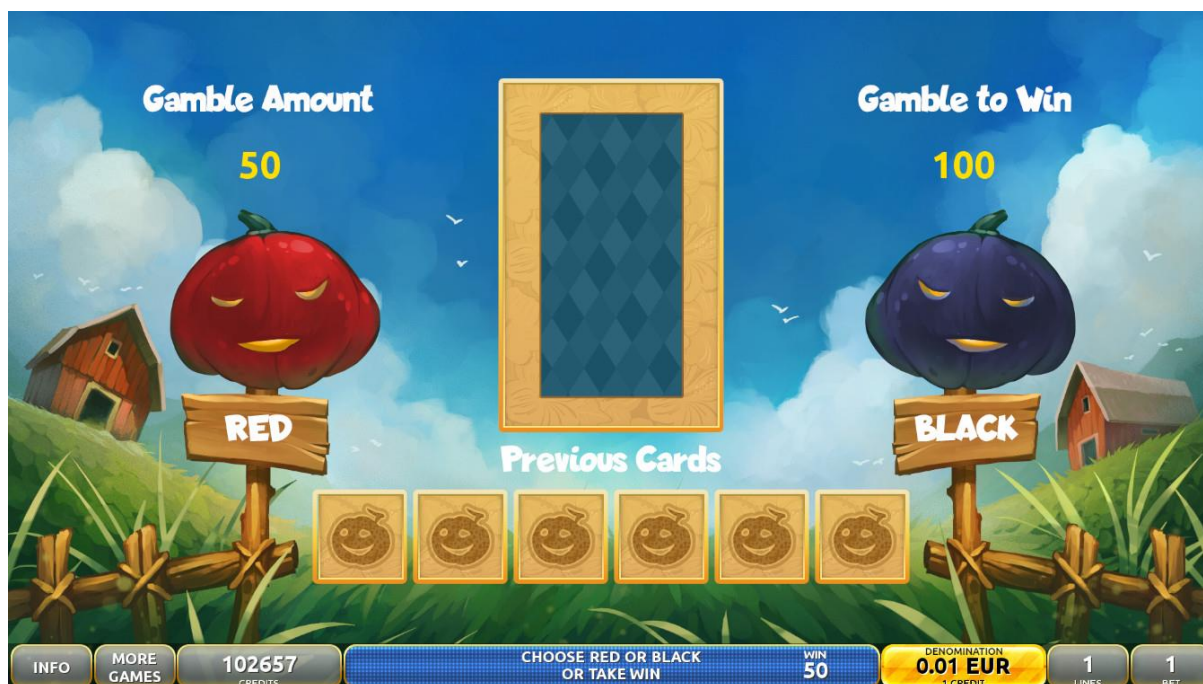


Figure 44: Bugaboo – Gamble Game Screen

14 Magic Tale

14.1 Overview

“Magic Tale” 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 45: Magic Tale - Main Game Screen

<p>5x80 4x50 3x10 2x6</p>	<p>Stacked Wild</p> <p>5x1000 4x300 3x50 2x10</p> <p>Substitutes for all symbols except </p>	<p>5x60 4x40 3x10 3x4</p>
<p>5x50 4x30 3x8</p>	<p>5x40 4x20 3x8</p>	<p>5x30 4x16 3x6</p>
<p>5x20 4x10 3x4</p>	<p>Stacked Scatter</p> <p>9x5 8x4 7x3</p> <p>+30 free games +20 free games +10 free games</p> <p>Appears on 2nd, 3rd and 4th reel</p>	<p>5x16 4x8 3x2</p>

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

Figure 46: Magic Tale – Pay table (for 1 line and 1 credit per line)

14.2 Free Game

The Free Games feature is triggered when 7, 8 or 9 “Cat” symbols appears stacked on 2nd, 3rd and 4th reel, and the player is awarded 10, 20 or 30 free games accordingly.

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.

Free Games cannot be retrigged.

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

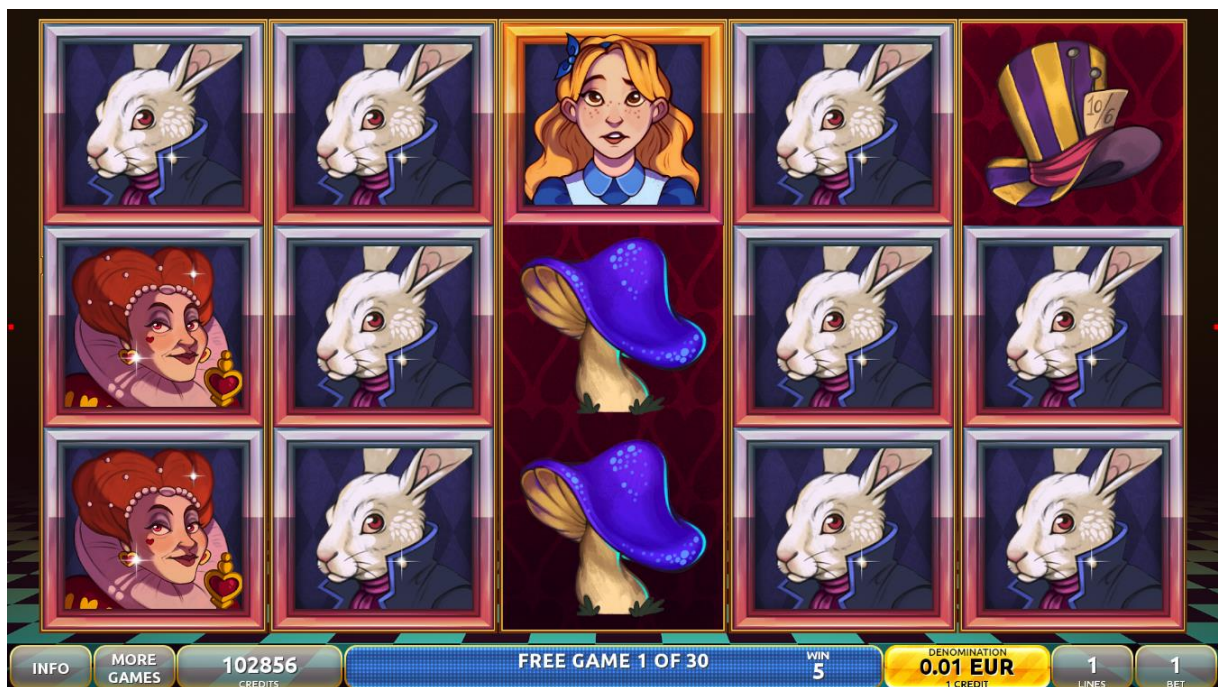


Figure 47: Magic Tale – Free Games Screen



Figure 48: Magic Tale – Gamble Game Screen

15 The Great Dogtective

15.1 Overview

“The Great Dogtective” 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 49: The Great Dogtective – Main Game Screen

 <p>5•2000 4•200 3•75</p>	 <p>substitutes for all symbols except </p>	 <p>5•750 4•100 3•30</p>
 <p>5•250 4•50 3•20</p>	<p>AK</p> <p>5•150 4•30 3•10</p>	
 <p>5•100 4•20 3•10</p>	 <p>5•50 4•10 3•5</p>	<p>9</p> <p>5•100 4•15 3•5</p>
<p>3 x  award Free Games and choose your feature: Up to 20 Free Games Multiplier up to x30</p>		
<p>EXIT CURRENT BET/LINE - 1 All prizes are in credits if not stated otherwise. Malfunction voids all plays and pays.</p>		

Figure 50: The Great Dogtective – Paytable (for 1 line and 1 credit per line)

15.2 Free Games

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

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

When the feature is triggered, it is necessary to choose one of the 5 special symbols with multipliers:

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

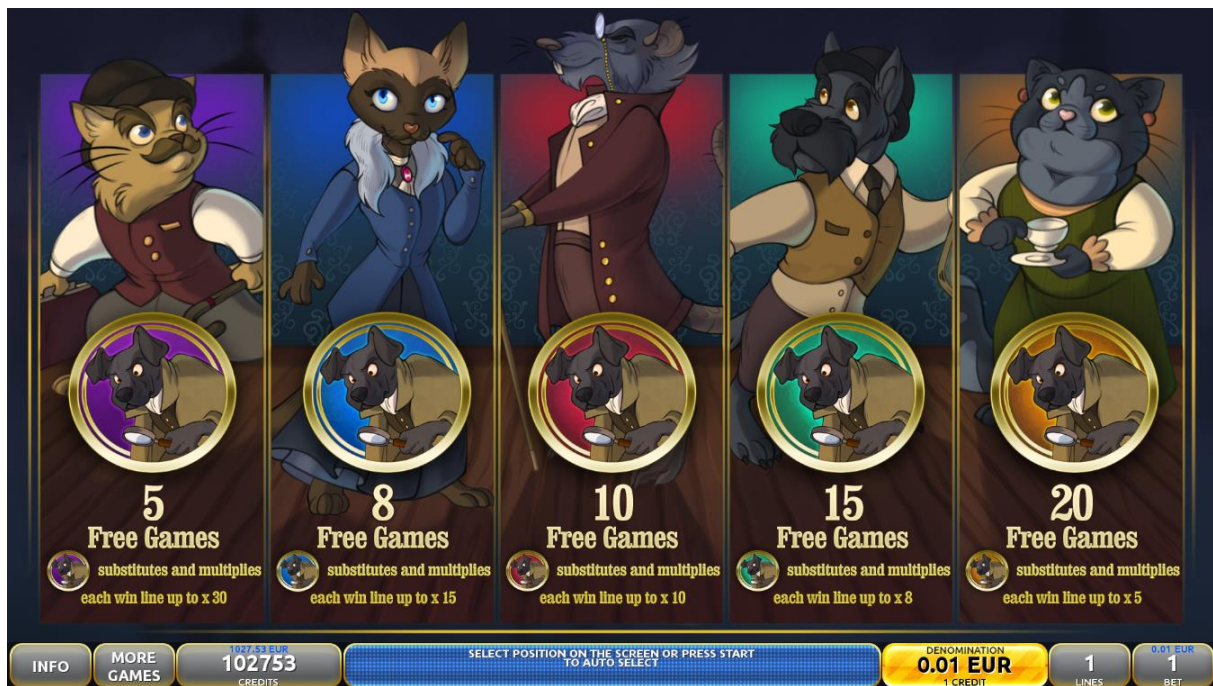


Figure 51: The Great Dogtective - Free Games Selector Screen

During Free Games “Dogtective” substitutes for all symbols except “Scatter” and multiplies up to X5, X8, X10, X15, X30 respectively.

For each won line with Dogtective symbol the multiplier is selected randomly from respective group:

- X2, X3, X5
- X3, X5, X8
- X5, X8, X10
- X8, X10, X15
- X10, X15, X30

During Free Games, 3 or more “Scatter” symbols award extra Free Games with up to 20 Free Games Feature and with up to x30 Multiplier

When the current Free Games are over, extra Free Games are initiated with the NEW multiplier selection option.



Figure 52: The Great Dog Detective - Free Games Screen

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



Figure 53: The Great Dog Detective – Gamble Game Screen

16 Cool Place

16.1 Overview

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

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



Figure 54: Cool Place - Main Game Screen

 <p>5 • 5000 4 • 500 3 • 100</p>	<p>3, 4 OR 5 AWARD 20 FREE GAMES WITH 4 X MULTIPLIER</p>  <p>5 • 500 4 • 20 3 • 5 2 • 1</p>	 <p>5 • 1000 4 • 200 3 • 25</p>
 <p>5 • 500 4 • 100 3 • 15</p>	<p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTER</p>  	 <p>5 • 200 4 • 50 3 • 10</p>
 <p>5 • 100 4 • 25 3 • 5</p>		 <p>5 • 100 4 • 25 3 • 5</p>

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

Figure 55: Cool Place – Pay table (for 1 line and 1 credit per line)

16.2 Free Game

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

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

During Free Games credit prizes are multiplied by 4 for all winning combinations.

Three or more “Scatter” symbols anywhere on the reels award the player extra 20 Free Games. The player is informed about this event with additional popup window.

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



Figure 56: Cool Place – Free Games Screen



Figure 57: Cool Place – Gamble Game Screen

17 Amazing Valley

17.1 Overview

“Amazing Valley” 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.

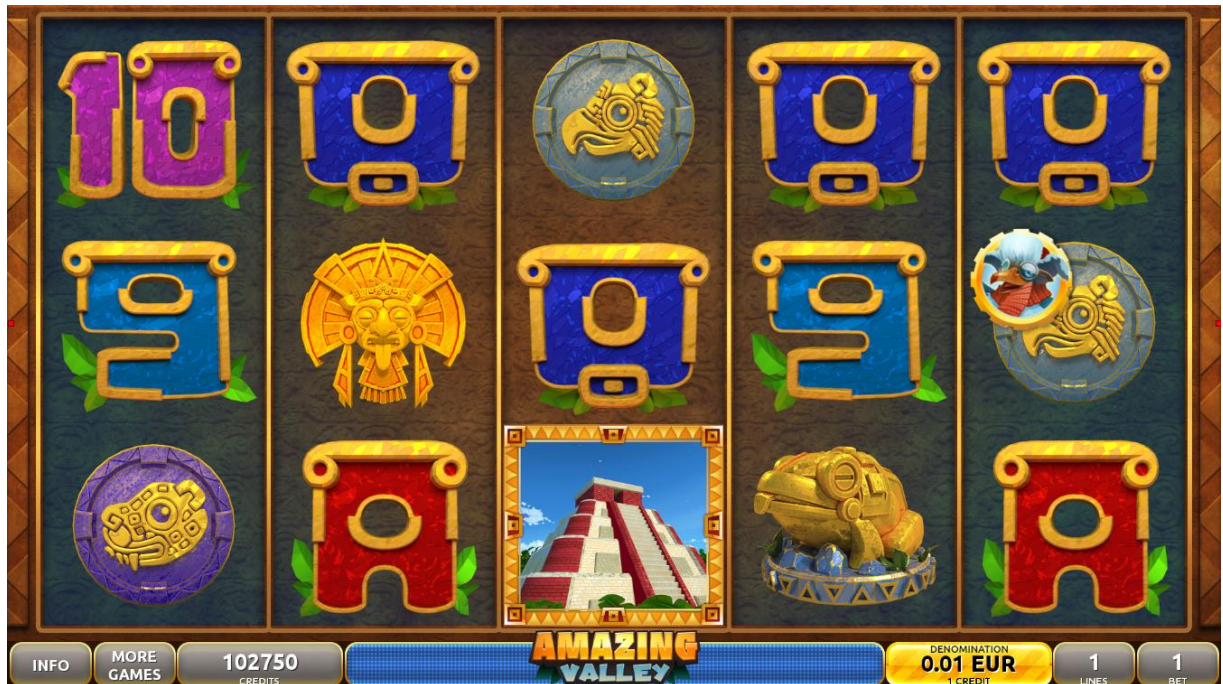


Figure 58: Amazing Valley – Main Game Screen

<p>5 • 2000 4 • 200 3 • 75</p>	<p>substitutes for all symbols except scatter</p>	<p>5 • 150 4 • 30 3 • 10</p>
<p>5 • 750 4 • 100 3 • 30</p>	<p>SCATTER</p> <p>5 • 50 4 • 10 3 • 5</p> <p>3 or more award Free Games and choose your feature Up to 20 Free Games Multiplier up to x30</p>	<p>5 • 100 4 • 20 3 • 10</p>
<p>5 • 250 4 • 50 3 • 20</p>		<p>5 • 100 4 • 15 3 • 5</p>

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

Figure 59: Amazing Valley – Paytable (for 1 line and 1 credit per line)

17.2 Free Games

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

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

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

When the feature is triggered, it is necessary to choose one of the 5 special symbols with multipliers:

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



Figure 60: Amazing Valley - Free Games Selector Screen

During Free Games “Pyramid” substitutes for all symbols except “Amulet” and multiplies up to X5, X8, X10, X15, X30 respectively.

During Free Games, 3 or more “Scatter” symbols award extra Free Games with up to 20 Free Games Feature and with up to x30 Multiplier

When the current Free Games are over, extra Free Games are initiated with the NEW multiplier selection option.



Figure 61: Amazing Valley - Free Games Screen

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

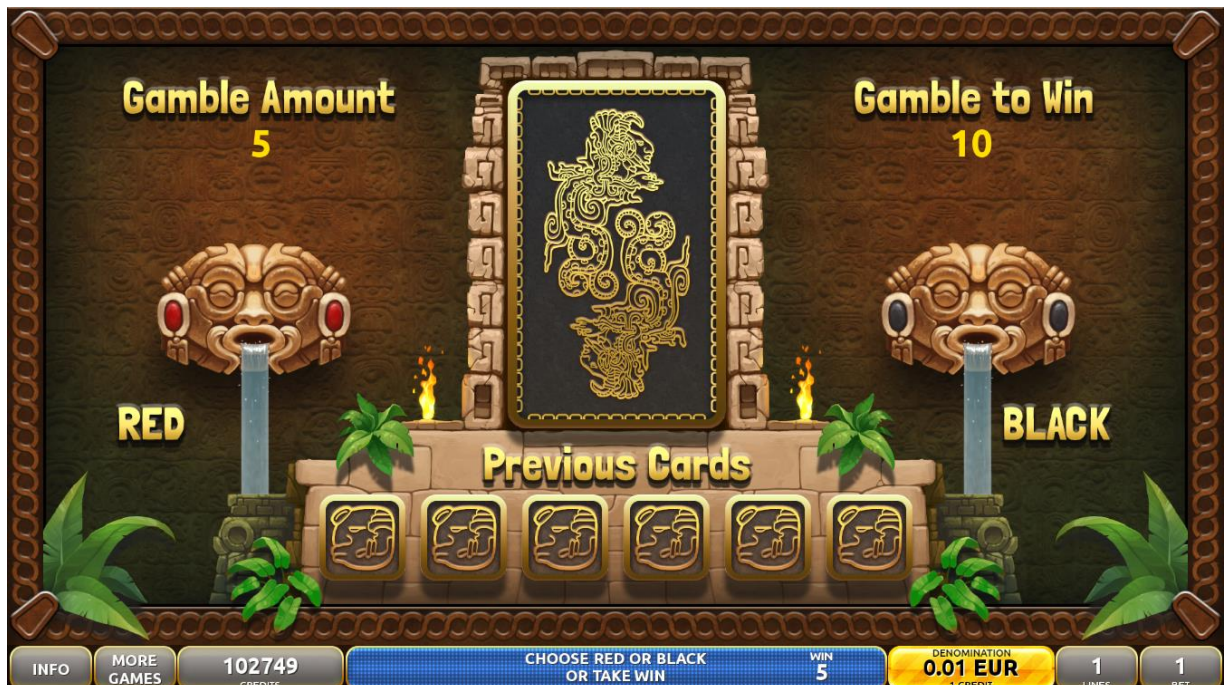


Figure 62: Amazing Valley – Gamble Game Screen

18 Kin House

18.1 Overview

“Kin House” is a 5-reel 20-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features a gamble (double-up) game.



Figure 63: Kin House - Main Game Screen










 <p>5 • 1000 4 • 400 3 • 40</p>	 <p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p> 	
 <p>5 • 200 4 • 40 3 • 20</p> 	 <p>5 • 400 4 • 80 3 • 20</p>  <p>SCATTER</p> <p>5 • 500 4 • 20 3 • 5</p>	 <p>5 • 100 4 • 20 3 • 10</p> 
<p>EXIT</p>	<p>CURRENT BET/LINE - 1 <small>All prizes are in credits. If not stated otherwise, Malfunction voids all plays and pays.</small></p>	<p>▶</p>

Figure 64: Kin House – Paytable (for 1 line and 1 credit per line)

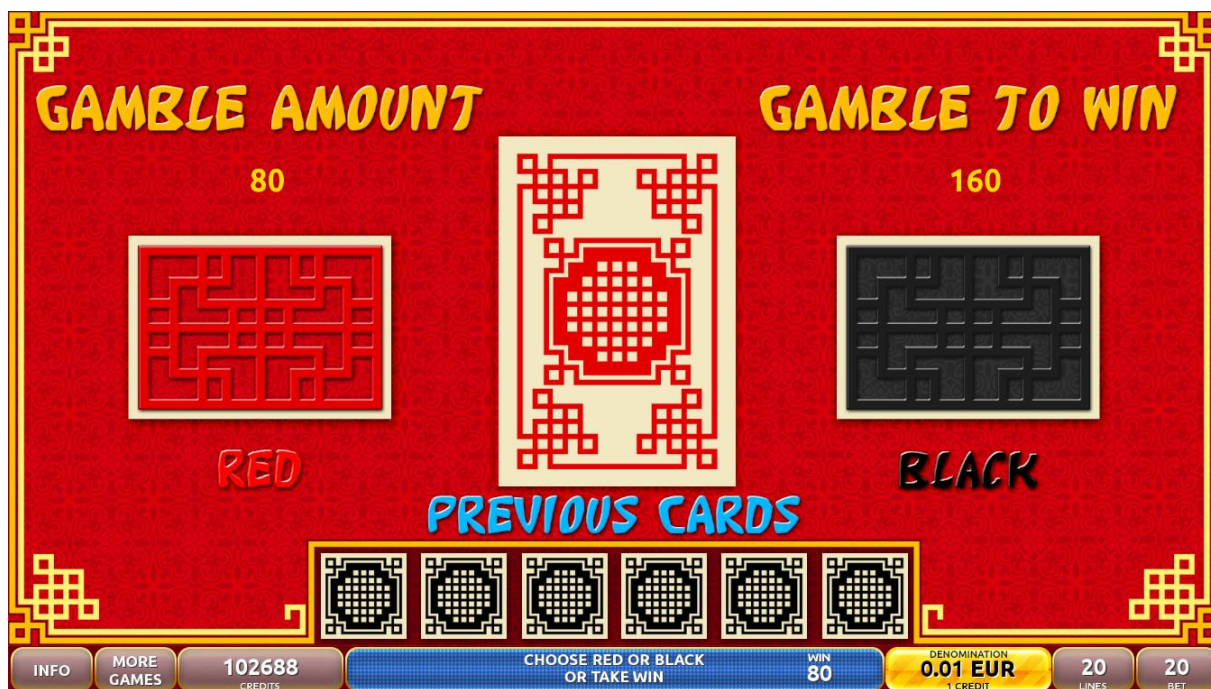


Figure 65: Kin House – Gamble Game Screen

19 Fishman`s Gold

19.1 Overview

“Fishman`s Gold” is a 5-reel 30-line video reels game. The player can select to play 1 to 30 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 66: Fishman`s Gold - Main Game Screen

<p>5-50 4-20 3-10 2-6</p>	<p>STACKED WILD</p> <p>5-1000 4-300 3-60 2-16</p> <p>Substitutes for all symbols except SCATTER</p>	<p>5-40 4-20 3-10 3-4</p>
<p>5-36 4-20 3-8</p>	<p>STACKED SCATTER</p> <p>SCATTER Appears on 2nd, 3rd and 4th reel</p>	<p>5-30 4-20 3-8</p>
<p>5-24 4-16 3-6</p>	<p>Free Games</p> <p>+30 +15 +8</p>	<p>5-20 4-10 3-4</p>
<p>5-16 4-8 3-2</p>		

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

Figure 67: Fishman`s Gold – Paytable (for 1 lines and 1 credit per line)

19.2 Free Games

The Free Games feature is triggered when 7, 8 or 9 “Octopus” symbols appears stacked on 2nd, 3rd and 4th reel, and the player is awarded 8, 15 or 30 free games accordingly.

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.

Free Games cannot be retrIGGERED.

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



Figure 68: Fishman's Gold - Free Games Screen

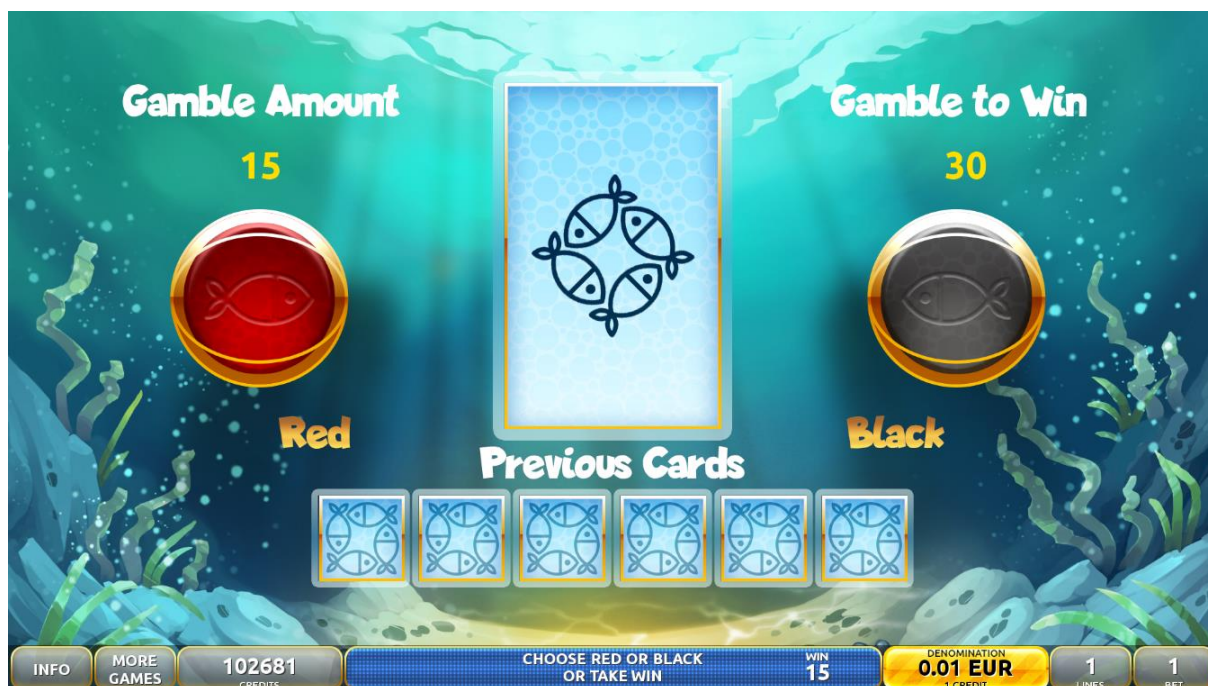


Figure 69: Fishman`s Gold – Gamble Game Screen

20 Green Fog

20.1 Overview

“Green Fog” 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.

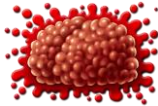


Figure 70: Green Fog - Main Game Screen

 5 • 2500 4 • 500 3 • 50 2 • 10	 EXPANDS ON THE 3RD REEL AND SUBSTITUTES FOR 3, 4 OR 5	 5 • 250 4 • 50 3 • 10
 5 • 250 4 • 100 3 • 20	 5 • 400 4 • 160 3 • 80 AWARD 10 FREE GAMES WITH EXTRA WILD SYMBOLS ON REELS 2, 3 AND 4	 5 • 150 4 • 50 3 • 10
 5 • 50 4 • 20 3 • 4		 5 • 40 4 • 10 3 • 2

Figure 71: Green Fog – Paytable (for 1 line and 1 credit per line)

20.2 Main Game features

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

20.3 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.

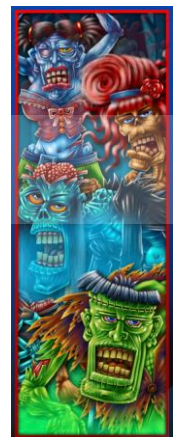
Reels layout and payout percentage are different from those in the main game.

Three “Z_Purple”  symbols on the any reels award the player 10 Free Games.

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

During Free Games three “Z_Purple”  symbols on any reels award 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.



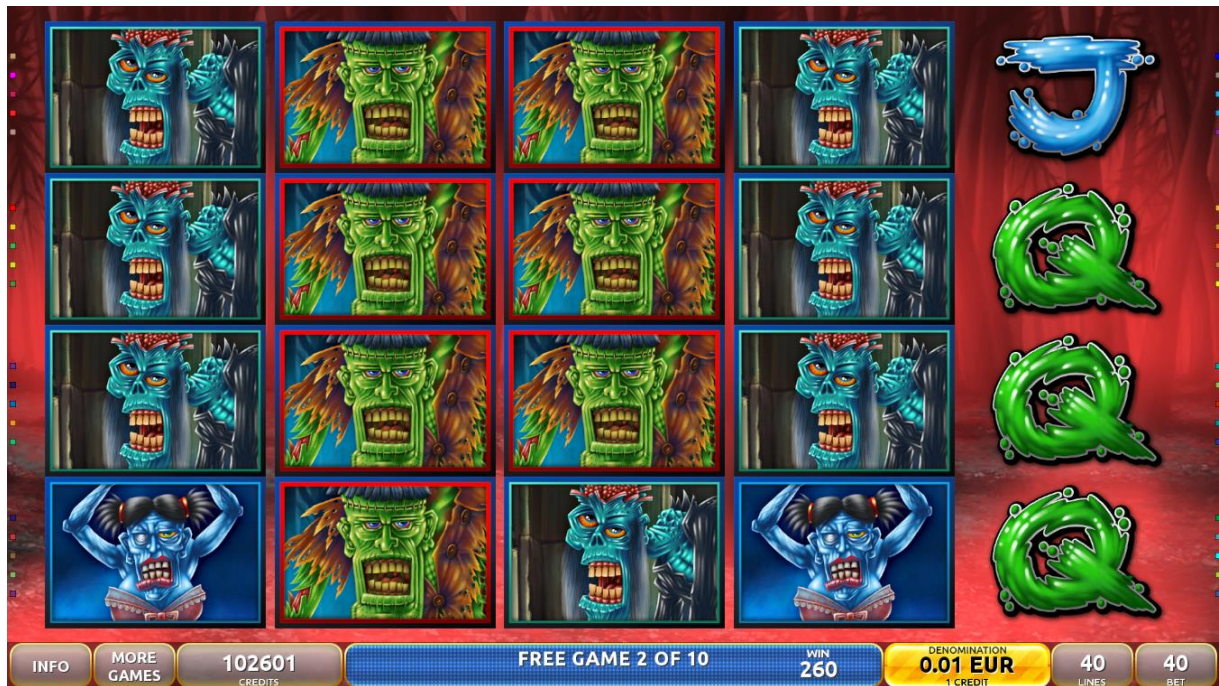


Figure 72: Green Fog – Free Games Screen

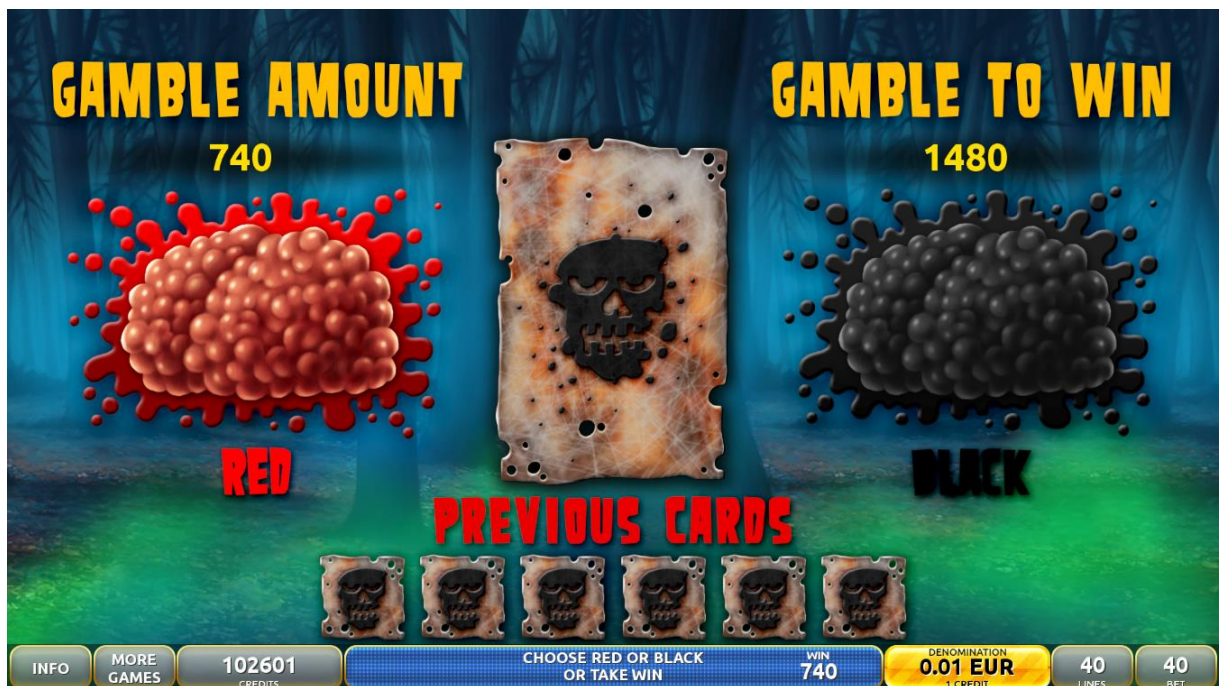


Figure 73: Green Fog – Gamble Game Screen

21 Filibuster`s Ghost

21.1 Overview

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





Figure 74: Filibuster`s Ghost – Main Game Screen



Figure 75: Filibuster`s Ghost – Paytable (for 1 line and 1 credit per line)

21.2 Main Game features

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

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

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




21.3 Free Games

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

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

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

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

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


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



Figure 76: Filibuster's Ghost – Free Games Screen

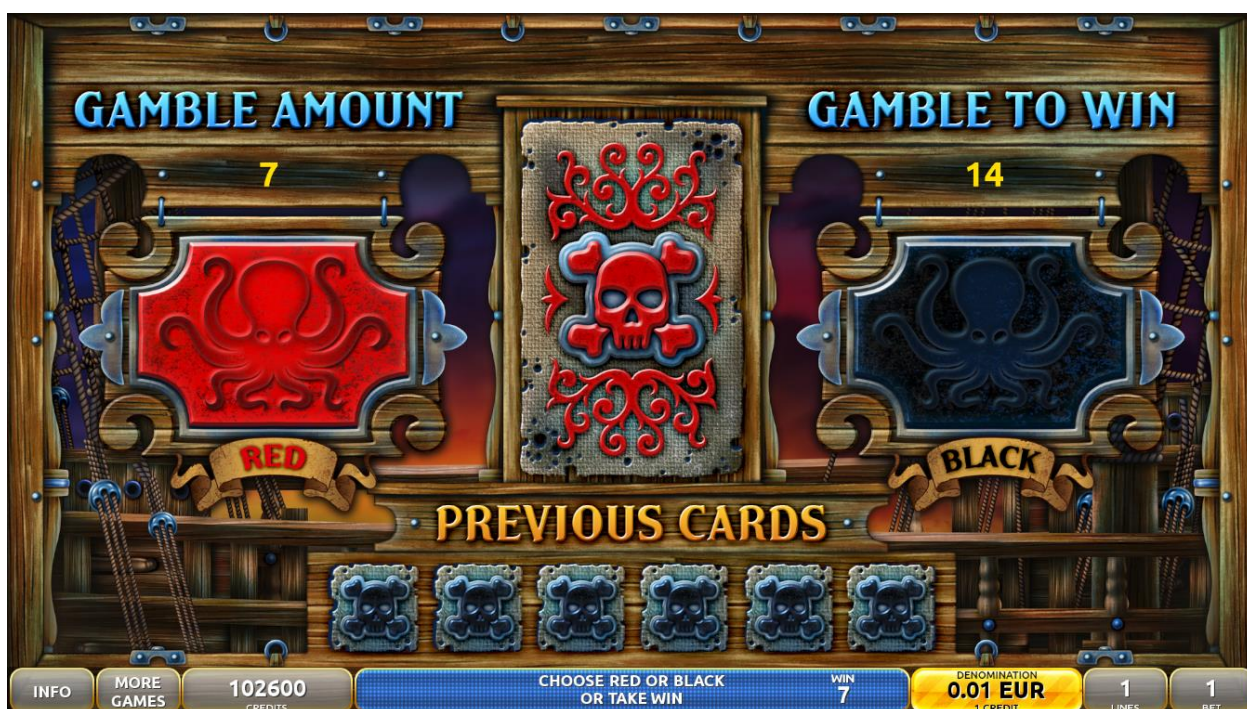


Figure 77: Filibuster's Ghost – Gamble Game Screen

22 Papyrus Tales

22.1 Overview

“Papyrus Tales” 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 78: Papyrus Tales – Main Game Screen

 <p>5 • 1000 4 • 200 3 • 50</p>	 <p>SYMBOL IS WILD AND SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS.</p>	 <p>5 • 250 4 • 75 3 • 20</p>
 <p>5 • 400 4 • 100 3 • 25</p>	<p>SCATTER</p> <p>3</p> <p>SYMBOLS ON THE 2ND, 3RD AND 4TH REELS PAY 2X TOTAL BET AND AWARD YOU 5 FREE GAMES</p>	 <p>5 • 150 4 • 50 3 • 5</p>
 <p>5 • 100 4 • 20 3 • 5</p>	<p>CURRENT BET/LINE - 1</p> <p><small>All prizes are in credits. If not stated otherwise, Malfunction voids all plays and pays.</small></p>	 <p>5 • 100 4 • 20 3 • 5</p>

Figure 79: Papyrus Tale – Paytable (for 1 line and 1 credit per line)

22.2 Main Game features



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



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

22.3 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 “Boat” symbol functions identically to the main game.



During Free Games three “Golden Scarab” 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 80: Papirus Tale – Free Games Screen

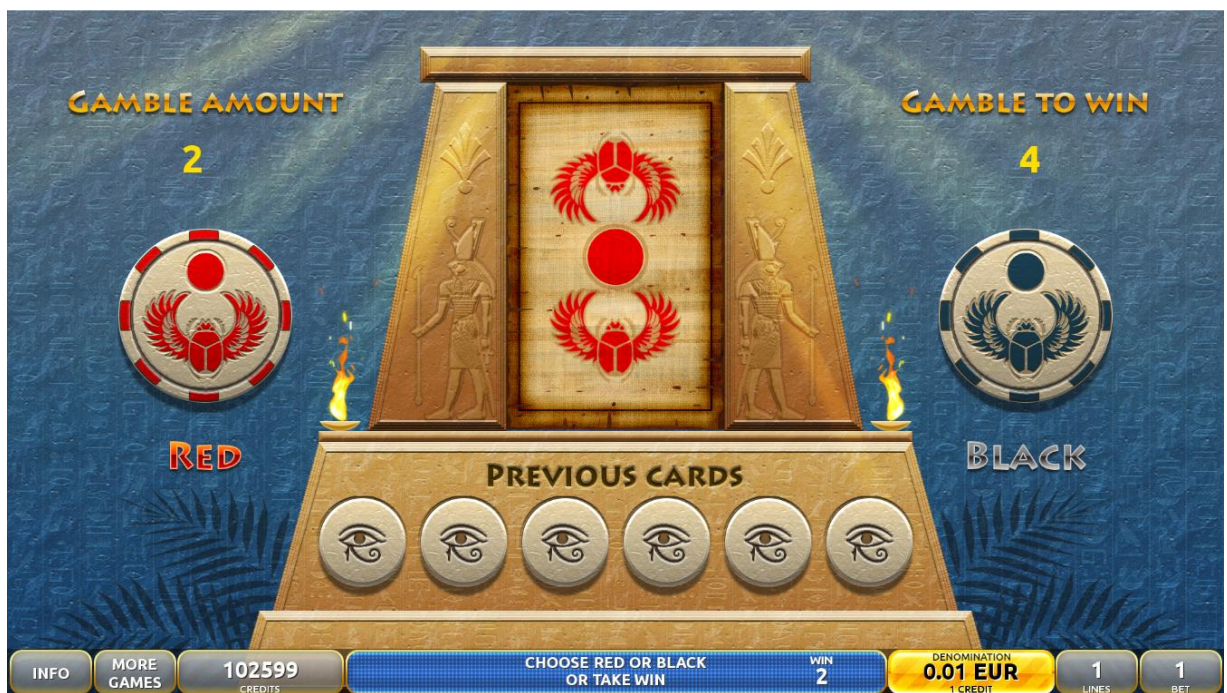


Figure 81: Papirus Tale – Gamble Game Screen

23.1 Overview

The screenshot displays the 'Stones of Endylite' slot machine interface. The main play area consists of a 5x4 grid of symbols. The symbols include various colored stones (purple, blue, orange, red) with different patterns and characters (like '7', '8', 'A', 'G'), a red apple, a blue water droplet, a purple cracked stone, and a yellow star with the word 'Scatter' on a banner. A small circular inset in the bottom right of the grid shows a character in a hat. Below the grid is a control panel with a blue background. It features a 'INFO' button, a 'MORE GAMES' button, a display showing '102597 CREDITS', a 'DENOMINATION 0.01 EUR' button, a '1 LINES' button, and a '1 BET' button. The game title 'Stones of Endylite' is prominently displayed in the center of the control panel.

Figure 82: Stones of Endylite – Main Game Screen





 <p>5 • 400 4 • 80 3 • 20</p>	 <p>5 • 500 4 • 200 3 • 40</p> <p>Substitutes for all symbols except scatters</p>	 <p>5 • 240 4 • 60 3 • 20</p>
 <p>5 • 160 4 • 40 3 • 8</p>	 <p>5 • 400 4 • 20 3 • 4</p>	 <p>5 • 100 4 • 20 3 • 4</p>
<p>EXIT</p>	<p>CURRENT BET/LINE - 1</p> <p>All prizes are in credits. If not stated otherwise, malfunction voids all plays and pays.</p>	<p>▶</p>

Figure 83: Stones of Endylite – Paytable (for 1 line and 1 credit per line)

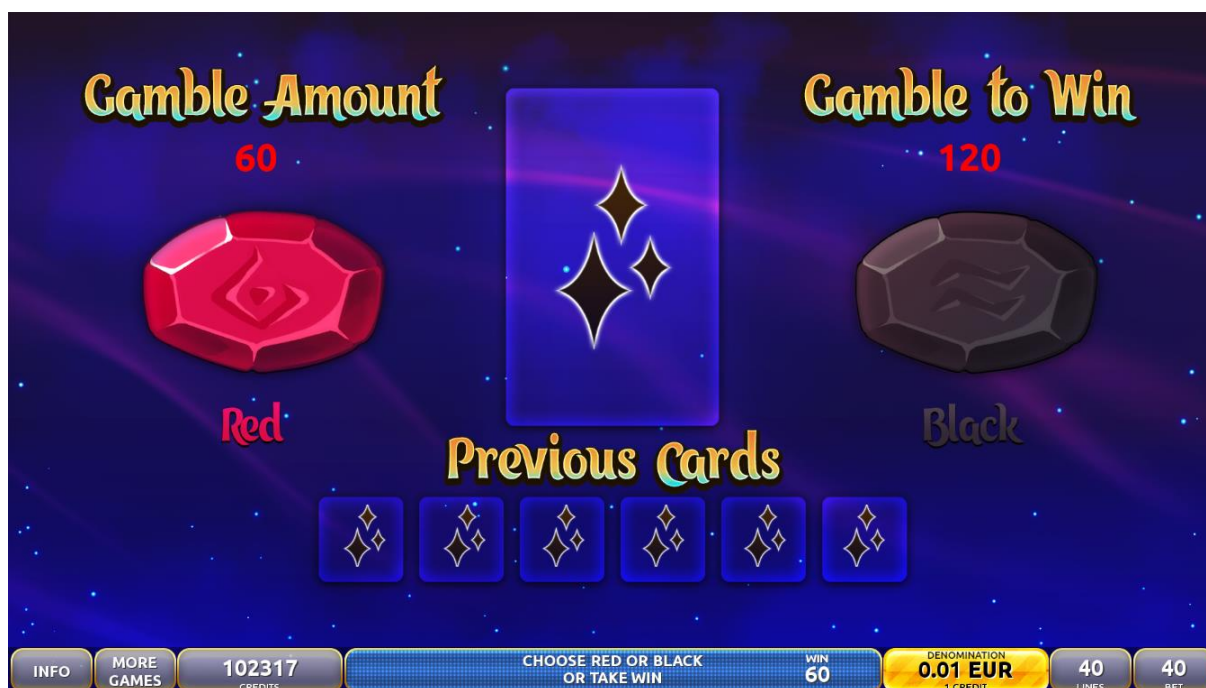


Figure 84: Stones of Endylite – Gamble Game Screen

24 Glass Fruits

24.1 Overview

“Glass Fruits” 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 a gamble (double-up) game.



Figure 85: Glass Fruits - Main Game Screen

<p>5 • 400 4 • 80 3 • 20</p>	<p>5 • 2000 4 • 200 3 • 40</p> <p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS.</p>	<p>5 • 240 4 • 60 3 • 20</p>
<p>5 • 160 4 • 40 3 • 8</p>	<p>SUBSTITUTES</p> <p>2000</p>	<p>5 • 100 4 • 20 3 • 4</p>
<p>SCATTER</p> <p>5 • 400 4 • 20 3 • 4</p>		
<p>EXIT</p> <p>CURRENT BET/LINE - 1</p> <p><small>All prizes are in credits. If not stated otherwise. Malfunction voids all plays and pays.</small></p>		

Figure 86: Glass Fruits - Paytable (for 1 line and 1 credit per line)

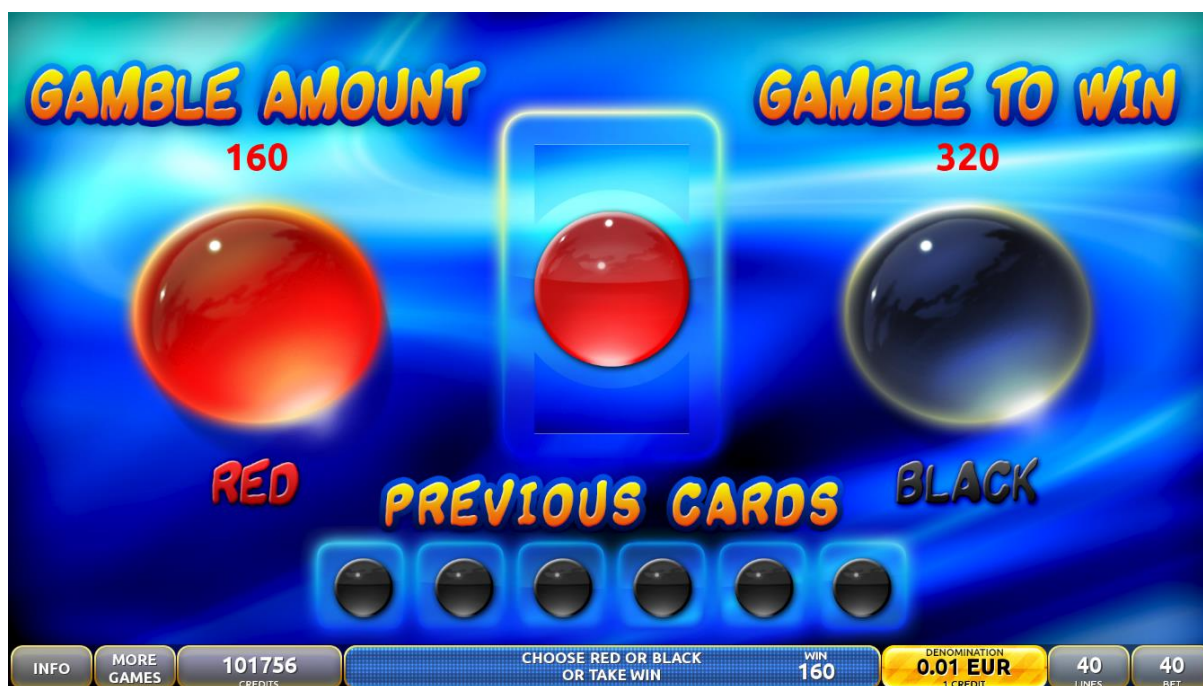


Figure 87: Glass Fruits – Gamble Game Screen

25 Draw Poker

25.1 Overview

“Draw Poker” is a one deck (with no joker), two draw video poker game. Player can select to bet 1 to 1000 credits per draw (maximum bet can be configured in Initial Setup). Credits are wagered only for the first draw.

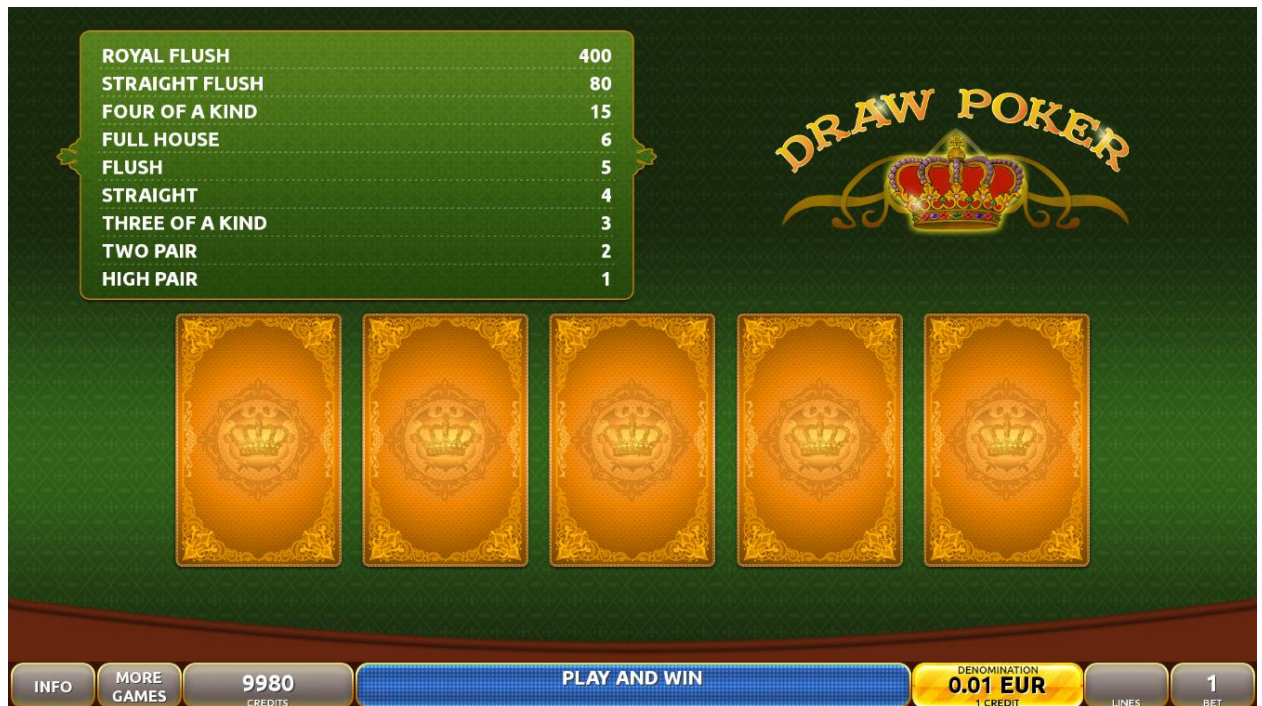


Figure 88: Draw Poker - Main Game Screen

25.2 Main Game

To adjust current bet 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 will be set.

After pressing START button five cards of the first deal will be shown on the screen. Player has to select card to be held by pressing HOLD1 to HOLD5 buttons (or by touching corresponding card on the touch screen). Machine will automatically propose card to be held. If current cards form winning combination, corresponding combination will be highlighted in the paytable.

After selecting cards to be held, player has to press START button for the second draw to be dealt. Cards that form winning combination will be labeled with “WIN” sign. After transferring winning to the credits meter, cards that have paid will be labeled with “PAID” sign.

To activate autostart feature, player has to press AUTO button. When autostart feature is active, game is played automatically (card are held using auto-hold feature). To deactivate autostart, player has to press any button on the game panel. When game is played with autostart, machine does not enter gamble game and proceed to the next game.

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

25.3 Paytable

Paytable shows possible winning combinations.

To return back to the game START button should be pressed



Hand Combination	Label
10, J, Q, K, A of Hearts	ROYAL FLUSH
5, 6, 7, 8, 9 of Clubs	STRAIGHT FLUSH
3, 7, 7, 7, 2 of Hearts	FOUR OF A KIND
9, 9, 9, 2, 2 of Clubs	FULL HOUSE
4, 5, 6, 7, 8 of Mixed Suits	STRAIGHT
4, 7, 10, 10, 10 of Mixed Suits	THREE OF A KIND
7, 6, 6, 3, 3 of Mixed Suits	TWO PAIR
4, 5, 6, 7, J of Mixed Suits	HIGH PAIR
2, 3, 4, 5, 6 of Diamonds	FLUSH

EXIT All prizes are in credits. If not stated otherwise, Malfunction voids all plays and pays. START

Figure 89: Draw Poker - Paytable (for 1 line and 1 credit per line)

25.4 Gamble Game

Player has to select one of four proposed cards by selecting in on the button panel with HOLD2, HOLD3, HOLD4, HOLD5 buttons, or by touching card on the screen.

If selected card beats dealer, player wins. Joker is the highest card, 2 is the lowest.

If players card rank matches dealers card rank, game is replayed without wagering or winning credits. If dealer beats players card, gamble game ends with no winning.

If winning 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 winning by pressing START button.

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

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

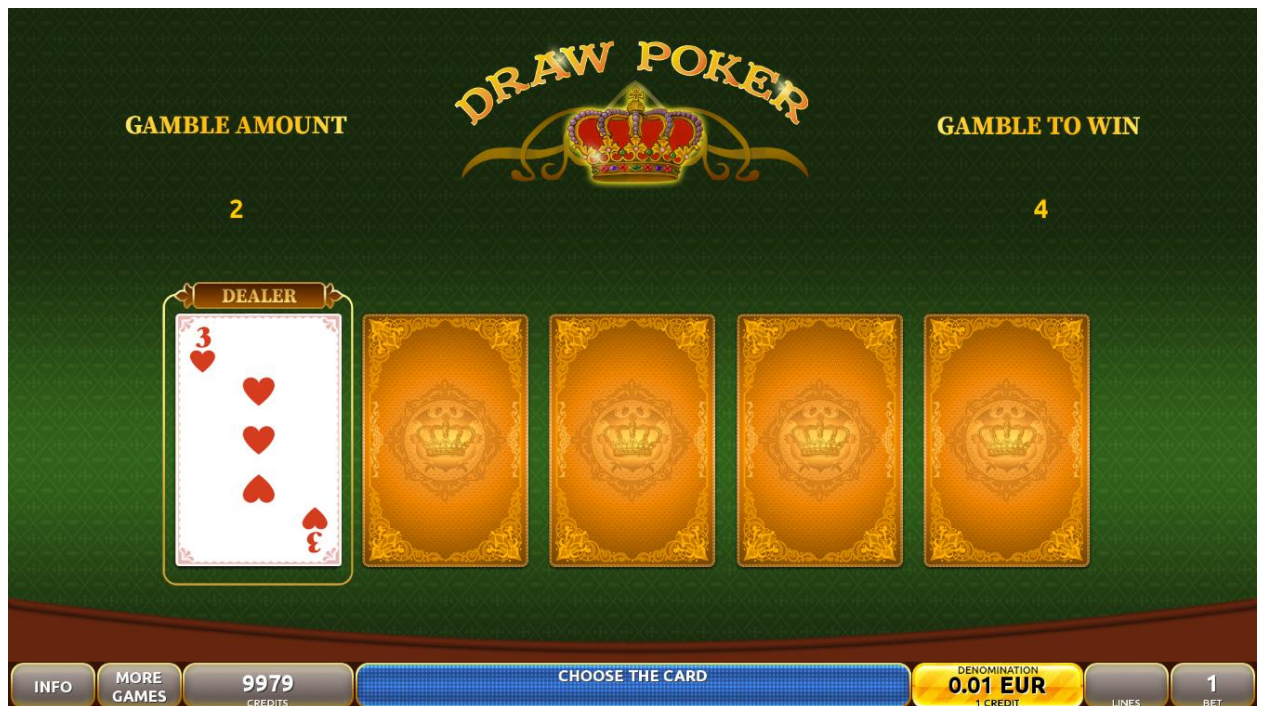


Figure 90: Draw Poker – Gamble Game Screen

26 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.

26.1 General Statistics

This tab displays general statistics meters for the selected game.

Theoretical Payout	Theoretical payout of the current game
Theoretical Payout Without Jackpot	Theoretical payout of the current game without Jackpot
Available Credits	Number of currently available credits to the player
Current denomination	
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
Payout Percentage Without Gamble	Current payout percentage of the current game without gamble
Average Bet	Average bet per game



Figure 91: General Statistics

26.2 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;

- Inserted – Cash amount that was inserted (Remote In) in 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.

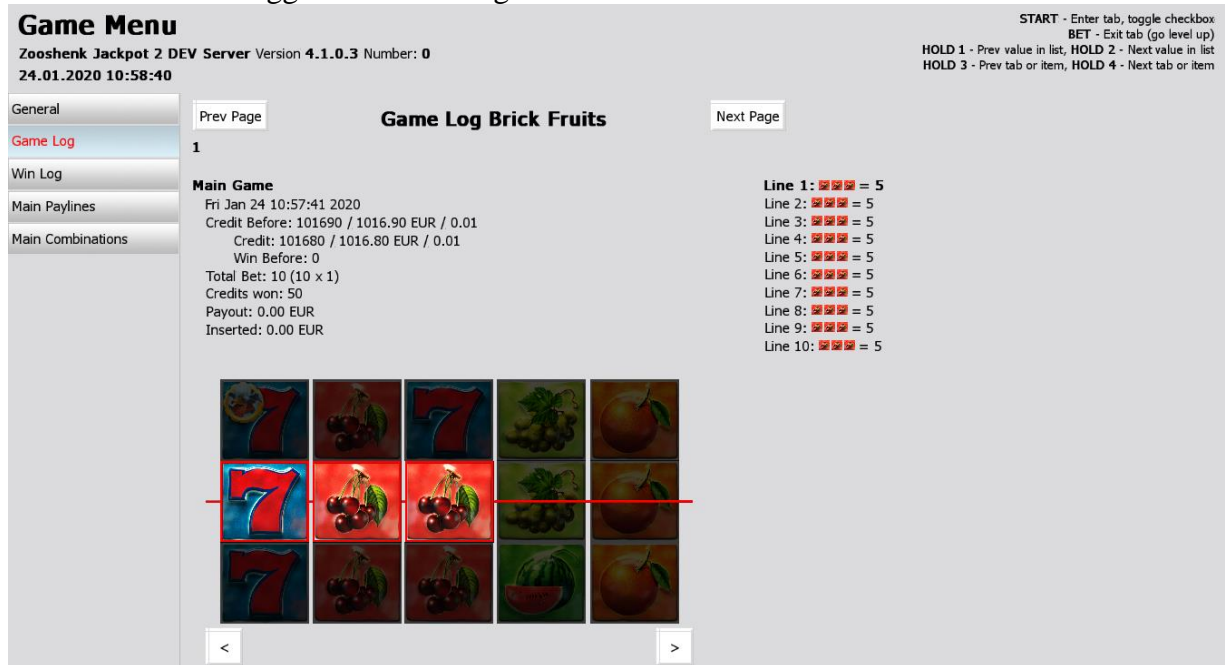


Figure 92: Game Log

26.3 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.

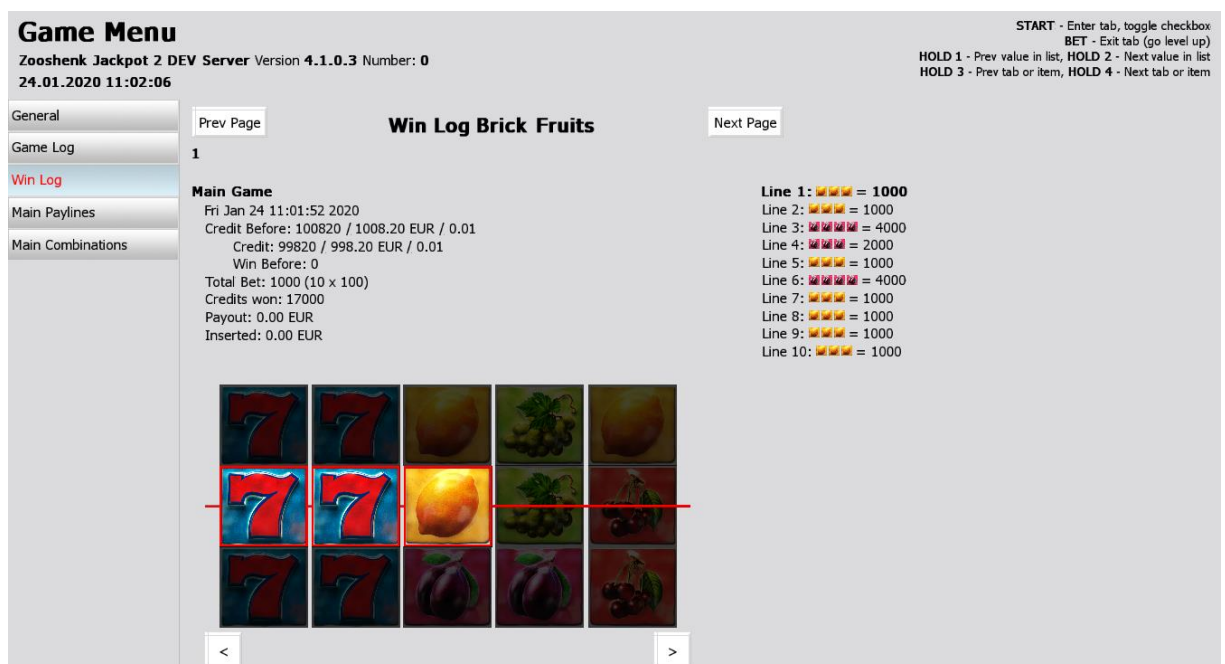


Figure 93: Win Log

26.4 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.

Game Menu

Zooshenk Jackpot 2 DEV Server

Version 4.1.0.3

Number: 0

24.01.2020 11:02:47

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

Main Paylines Statistics Brick Fruits

L	G played	G won	Hitrate	C won	C wagered	C pp	N pp	Av. bet	Bet D
1	1	0	0.0000	0.00	0.01	0.00%	0.00%	0.01	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	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000
6	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000
7	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000
8	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000
9	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000
10	12	4	3.0000	170.65	21.00	812.62%	195.83%	1.75	13.6125
All	13	4	3.2500	170.65	21.01	812.23%	194.21%	1.61	12.7809

Figure 94: Main Game Payline Statistics

Game Menu

Zooshenk Jackpot 2 DEV Server

Version 4.1.0.3

Number: 0

24.01.2020 11:03:34

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	Combination	Hits	Combination	Hits
Game Log		0		0
Win Log		0		0
Main Paylines		0		0
Main Combinations		0		2
		0		1
		1		0
		0		0
		0		7
		0		
		11		

Figure 95: Main Game Combination Statistics