Jewel Jackpot

Game Description

Revision 1.1

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 6
4 Jewel Jackpot Feature 8
4.1 Overview 8
4.2 Main Reels Game 8
4.3 Bonus Game 9
5 Burning Fruits 11
5.1 Overview 11
5.2 Paytable 11
5.3 Main Game 12
5.4 Gamble Game 13
6 Lucky 7 14
6.1 Overview 14
6.2 Paytable 14
6.3 Main Game 15
7 Royal Jewels 16
7.1 Overview 16
7.2 Paytable 16
7.3 Main Game 17
7.4 Gamble Game 18
8 History of Aviator 19
8.1 Overview 19
8.2 Paytable 19
8.3 Main Game 20
8.4 Free Games 21
8.5 Gamble Game 21
9 The Golden Fleece 23
9.1 Overview 23
9.2 Paytable 23
9.3 Main Game 24
9.4 Free Games 25
9.5 Gamble Game 26
10 Secrets of Alchemy 27
10.1 Overview 27
10.2 Paytable 27
10.3 Main Game 28
10.4 Free Games 29
10.5 Gamble Game 29

11 King Tut....31
11.1 Overview....31
11.2 Paytable....31
11.3 Main Game....32
11.4 Free Games....33
11.5 Gamble Game....33
12 Mysterious India....35
12.1 Overview....35
12.2 Paytable....35
12.3 Main Game....36
12.4 Free Games....37
12.5 Gamble Game....37
13 Hot Cruise....39
13.1 Overview....39
13.2 Paytable....39
13.3 Main Game....40
13.4 Free Games....41
13.5 Gamble Game....41
14 Poseidon Treasure....43
14.1 Overview....43
14.2 Paytable....43
14.3 Main Game....44
14.4 Free Games....45
14.5 Gamble Game....45
15 Game Menu....47
15.1 General Statistics....47
15.2 Game Log....47
15.3 Win Log....48
15.4 Main Game Statistics....48

1.2 Figures

Figure 1: Game Selector Screen....7
Figure 2: Current progressive jackpot values....8
Figure 3: Jewel Jackpot - Combination on reels....9
Figure 4: Jewels Jackpot - reel symbol....9
Figure 5: Example main game symbols with Jewels Jackpot symbol....9
Figure 6: Jewel Jackpot bonus game screen....10
Figure 7: Burning Fruits - Main Game Screen....11
Figure 8: Burning Fruits – Paytable (for 5 lines and 1 credit per line)....12
Figure 9: Burning Fruits – Gamble Game Screen....13
Figure 10: Lucky 7 - Main Game Screen....14
Figure 11: Lucky 7 – Paytable (for 1 line and 1 credit per line)....15
Figure 12: Royal Jewels - Main Game Screen....16
Figure 13: Royal Jewels – Paytable (for 1 line and 1 credit per line)....17
Figure 14: Royal Jewels – Gamble Game Screen....18
Figure 15: History of Aviator – Main Game Screen....19
Figure 16: History of Aviator – Paytable (for 1 line and 1 credit per line)....20

Figure 17: History of Aviator – Gamble Game Screen 22
Figure 18: The Golden Fleece – Main Game Screen.....23
Figure 19: The Golden Fleece – Paytable (for 1 line and 1 credit per line).....24
Figure 20: The Golden Fleece - Special Expanding Symbol Selection.....26
Figure 21: The Golden Fleece – Gamble Game Screen.....26
Figure 22: Secrets of Alchemy – Main Game Screen.....27
Figure 23: Secrets of Alchemy – Paytable (for 1 line and 1 credit per line).....28
Figure 24: Secrets of Alchemy – Gamble Game Screen.....30
Figure 25: King Tut – Main Game Screen.....31
Figure 26: King Tut – Paytable (for 1 line and 1 credit per line).....32
Figure 27: King Tut – Gamble Game Screen.....34
Figure 28: Mysterious India – Main Game Screen.....35
Figure 29: Mysterious India – Paytable (for 1 line and 1 credit per line).....36
Figure 30: Mysterious India – Gamble Game Screen.....38
Figure 31: Hot Cruise – Main Game Screen 39
Figure 32: Hot Cruise – Paytable (for 1 line and 1 credit per line) 40
Figure 33: Hot Cruise – Gamble Game Screen 42
Figure 34: Poseidon Treasure – Main Game Screen 43
Figure 35: Poseidon Treasure – Paytable (for 1 line and 1 credit per line).....44
Figure 36: Poseidon Treasure – Gamble Game Screen 46
Figure 37: Game Log 48

2 Revision History

Version	Date	Author	Description
1.0	2009.06.18	DLV	Initial document release
1.1	2010.08.31	DLV	Replaced Poseidon Treasure images

3 Multi Game

3.1 Overview

"Jewel Jackpot" is a multi game machine with 10 video reels games:

1. Burning Fruits	5-reel, 5 payline game with gamble and no bonus features
2. Lucky 7	5-reel, 9 payline game with gamble and no bonus features
3. Royal Jewels	5-reel, 9 payline game with gamble and no bonus features
4. History of Aviator	5-reel, 9 payline game with gamble and free spins feature
5. The Golden Fleece	
6. Secrets of Alchemy	
7. King Tut	
8. Mysterious India	
9. Hot Cruise	
10. Poseidon Treasure	

3.2 Game Selector

From the Game Selector screen player can select one of eight available games.
Games on the screen are divided into two sets, active games have colored logos and inactive games are grayed. To switch between sets, player has to press START button. To play a game from the active set, 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 be not available for selection.
By pressing PAYOUT button, player can initiate payout of available credits.
NOTE: After exiting from the game to game selector, player has to wait for 2.5 seconds, until PAYOUT button becomes active; this is done to avoid accidental payouts.

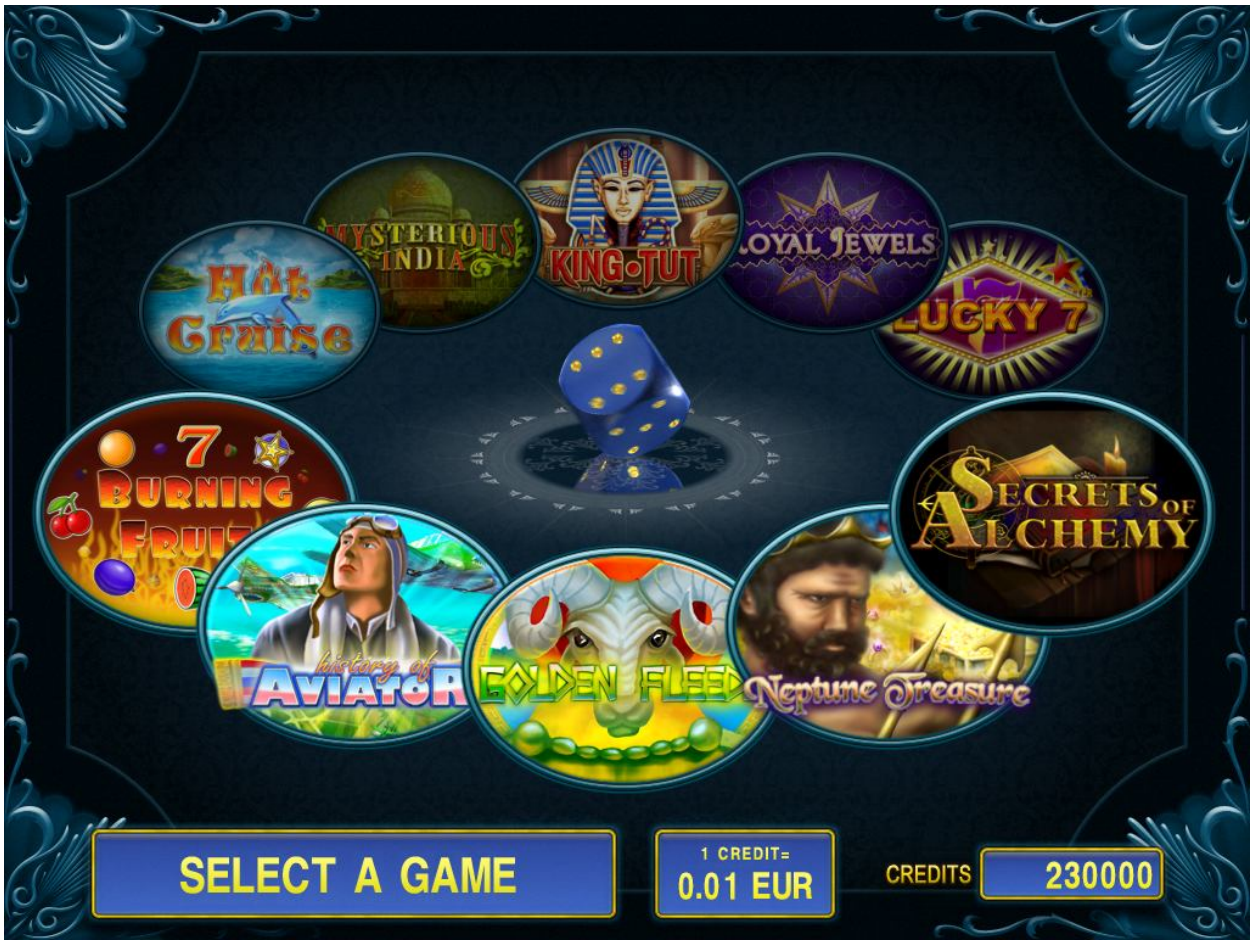

Figure 1: Game Selector Screen

4 Jewel Jackpot Feature

4.1 Overview

Jewel Jackpot is progressive jackpot system that can act as a standalone or as network-based progressive system. Jewel Jackpot features 3 levels of progressives – Diamond, Ruby and Emerald.
For the reels games extra "Jewel Jackpot" symbol is added to the reels, which appears on top of the regular main game symbols.
When "Jewel Jackpot" symbols appear anywhere on 1st, 3rd and 5th reels in the main game, Jewel Jackpot bonus game is started, where player is guaranteed to win one progressive level.

Figure 2: Current progressive jackpot values

4.2 Main Reels Game

For the reels games extra "Jewel Jackpot" symbol is added to the reels, which appears on top of the regular main game symbols (see examples below). Main game symbols with "Jewel Jackpot" play according to the paytable. "Jewel Jackpot" symbol is scattered and appears on 1st, 3rd and 5th reels.

Figure 3: Jewel Jackpot - Combination on reels

Figure 4: Jewels Jackpot - reel symbol

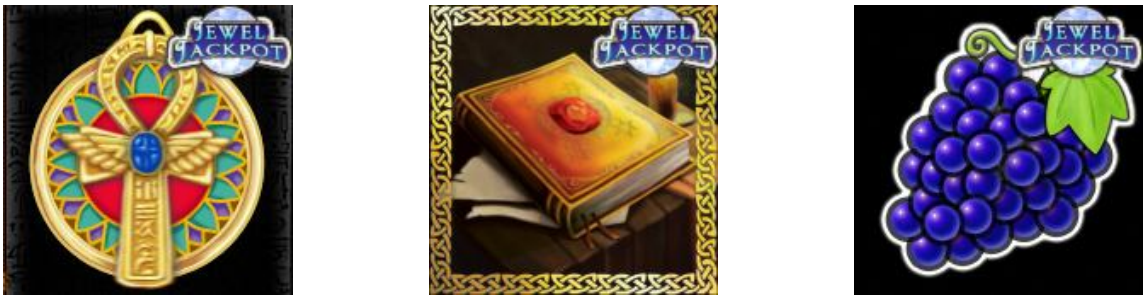

Figure 5: Example main game symbols with Jewels Jackpot symbol

4.3 Bonus Game

During bonus game, player has to select jewel boxes. Each selected jewel box will reveal one of three jewels – diamond, ruby or emerald. Bonus game continues until player collects 7 emerald, 5 ruby or 3 diamond jewels. Corresponding jackpot level is award to the player, and the jackpot

level won is reset to the starting value. Winning in the bonus game is added to the player's credit meter.
Player can select particular jewel box by touching it on the screen (if touhscreen is available), or by pressing START button, random jewel box will be selected.
For each selection player is given 5 seconds, to prevent

Figure 6: Jewel 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 can not change number of active lines.
This game features a gamble (double-up) game.

Figure 7: 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.

Figure 8: Burning Fruits – Paytable (for 5 lines and 1 credit 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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, and then scatters.
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 proceeds to the next game.
Any winning 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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

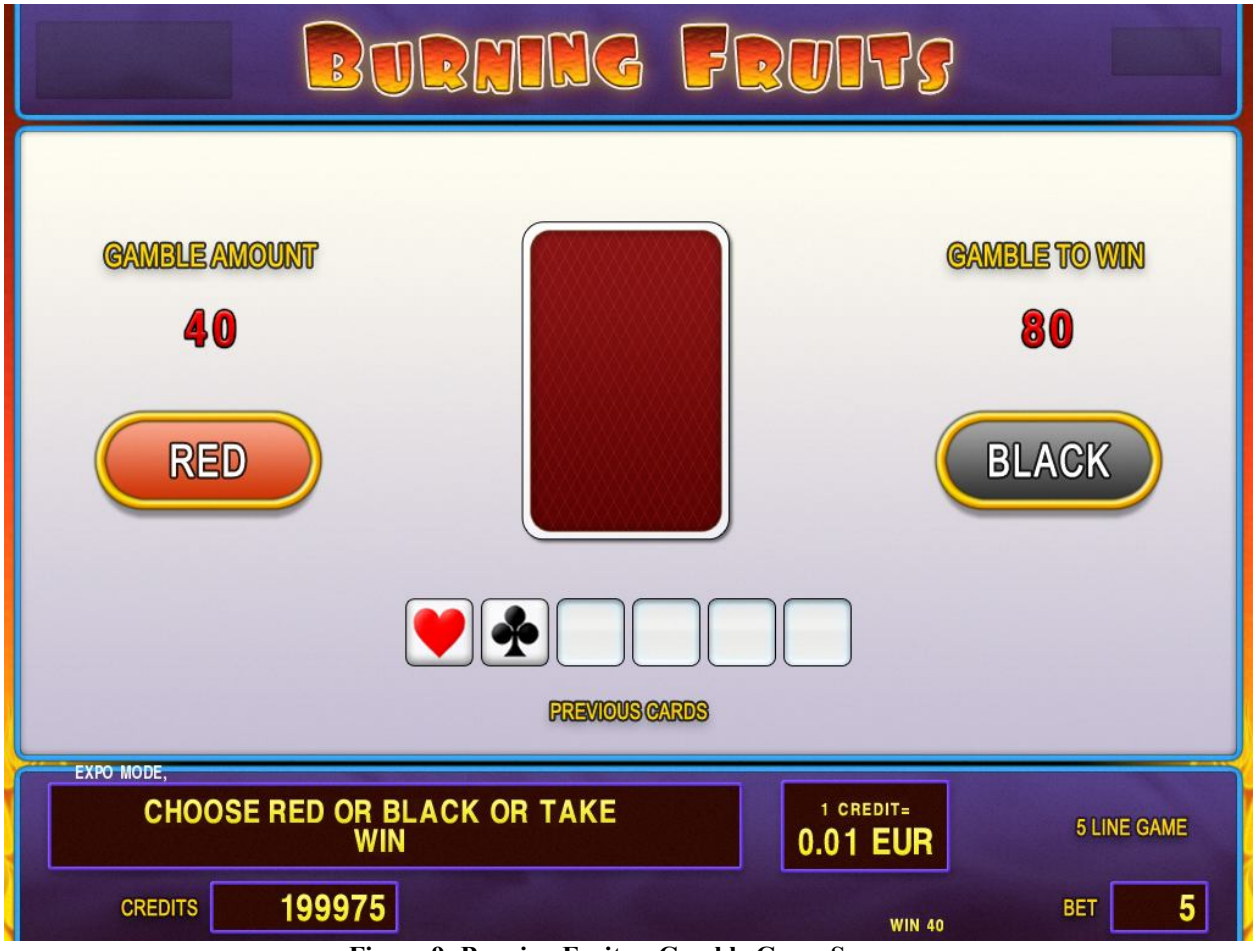

Figure 9: Burning Fruits – Gamble Game Screen

6 Lucky 7

6.1 Overview

"Lucky 7" is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

Figure 10: Lucky 7 - 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.

Figure 11: Lucky 7 – Paytable (for 1 line and 1 credit 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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5 to stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, and then scatters.
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.

7 Royal Jewels

7.1 Overview

"Royal Jewels" is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 12: Royal Jewels - Main Game Screen

7.2 Paytable

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

Figure 13: Royal Jewels – Paytable (for 1 line and 1 credit per line)

7.3 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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5 to stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, and then scatters.
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.

7.4 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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 14: Royal Jewels – Gamble Game Screen

8 History of Aviator

8.1 Overview

History of Aviator is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 15: History of Aviator – Main Game Screen

8.2 Paytable

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

Figure 16: History of Aviator – Paytable (for 1 line and 1 credit per line)

8.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

8.4 Free Games

Free games are played with the same bet and number of lines as 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, additionally "Plane" symbol acts as joker and substitutes for all symbols without exception. Thee "Plane" symbols on the 1st, 3rd and 5th reels awards 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.

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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

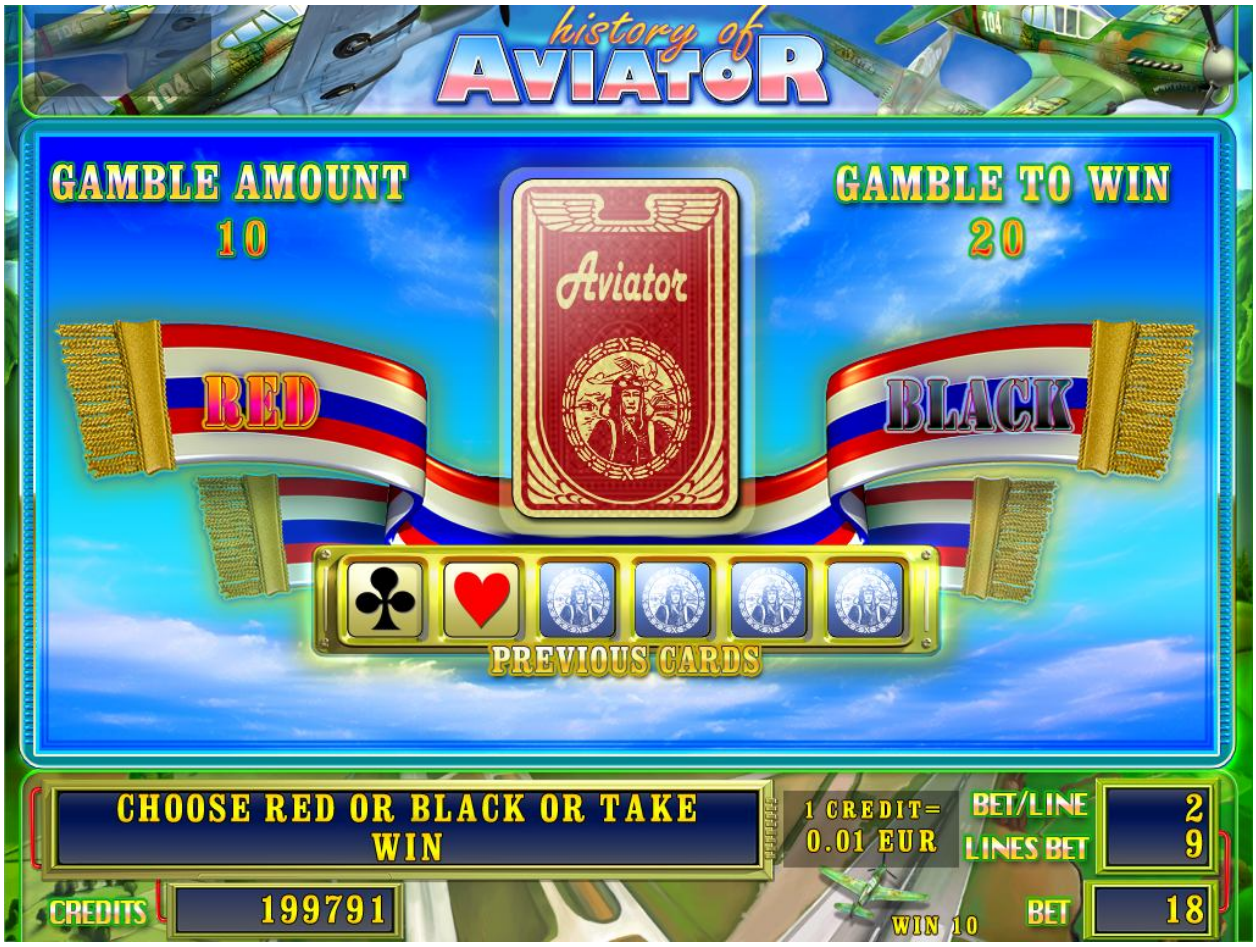

Figure 17: History of Aviator – Gamble Game Screen

9 The Golden Fleece

9.1 Overview

The Golden Fleece is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).
This game features free games bonus and a gamble (double-up) game.

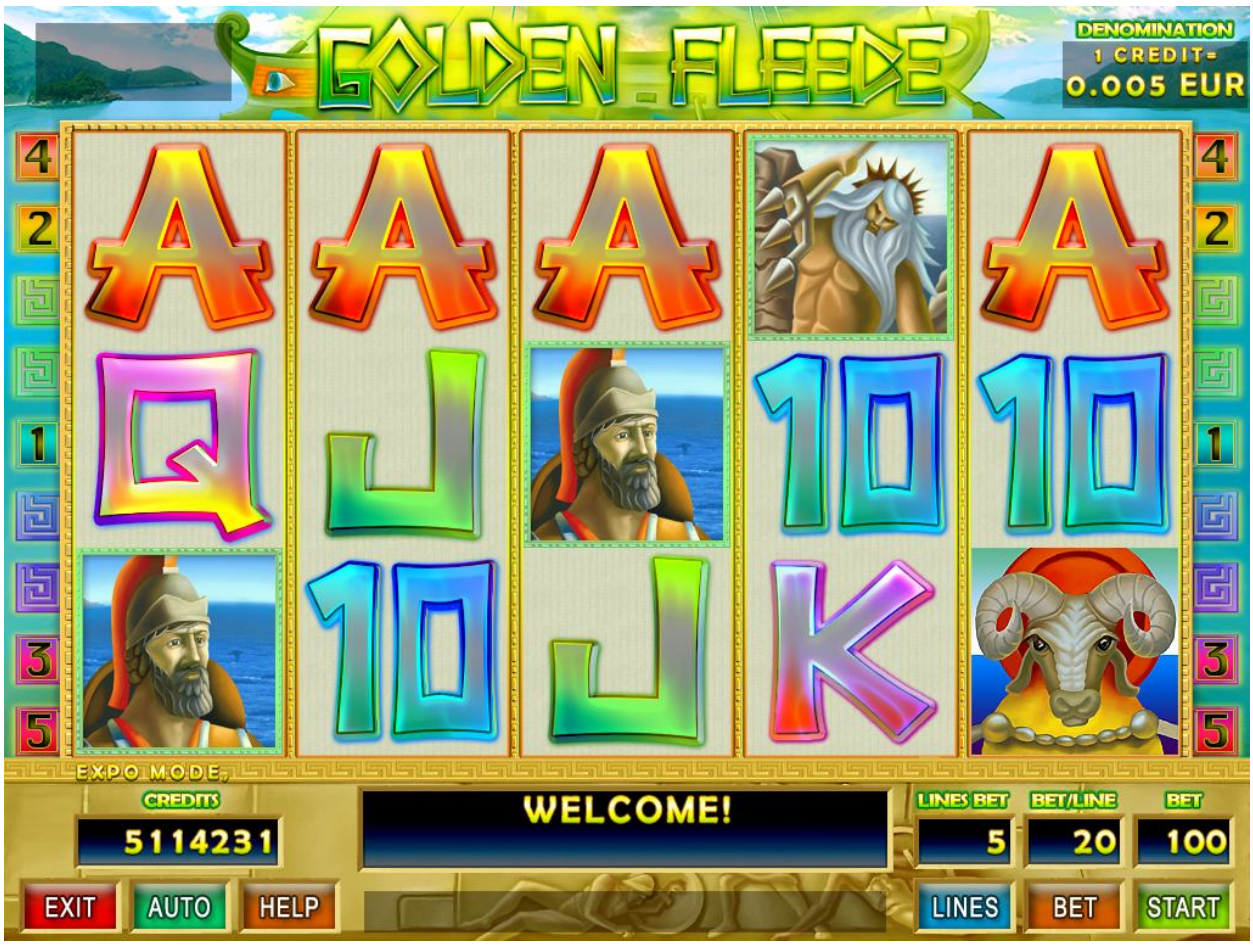

Figure 18: The Golden Fleece – Main Game Screen

9.2 Paytable

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

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

9.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

9.4 Free Games

Before free games are started, 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 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. Thee 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 20: The Golden Fleece - Special Expanding Symbol Selection

9.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

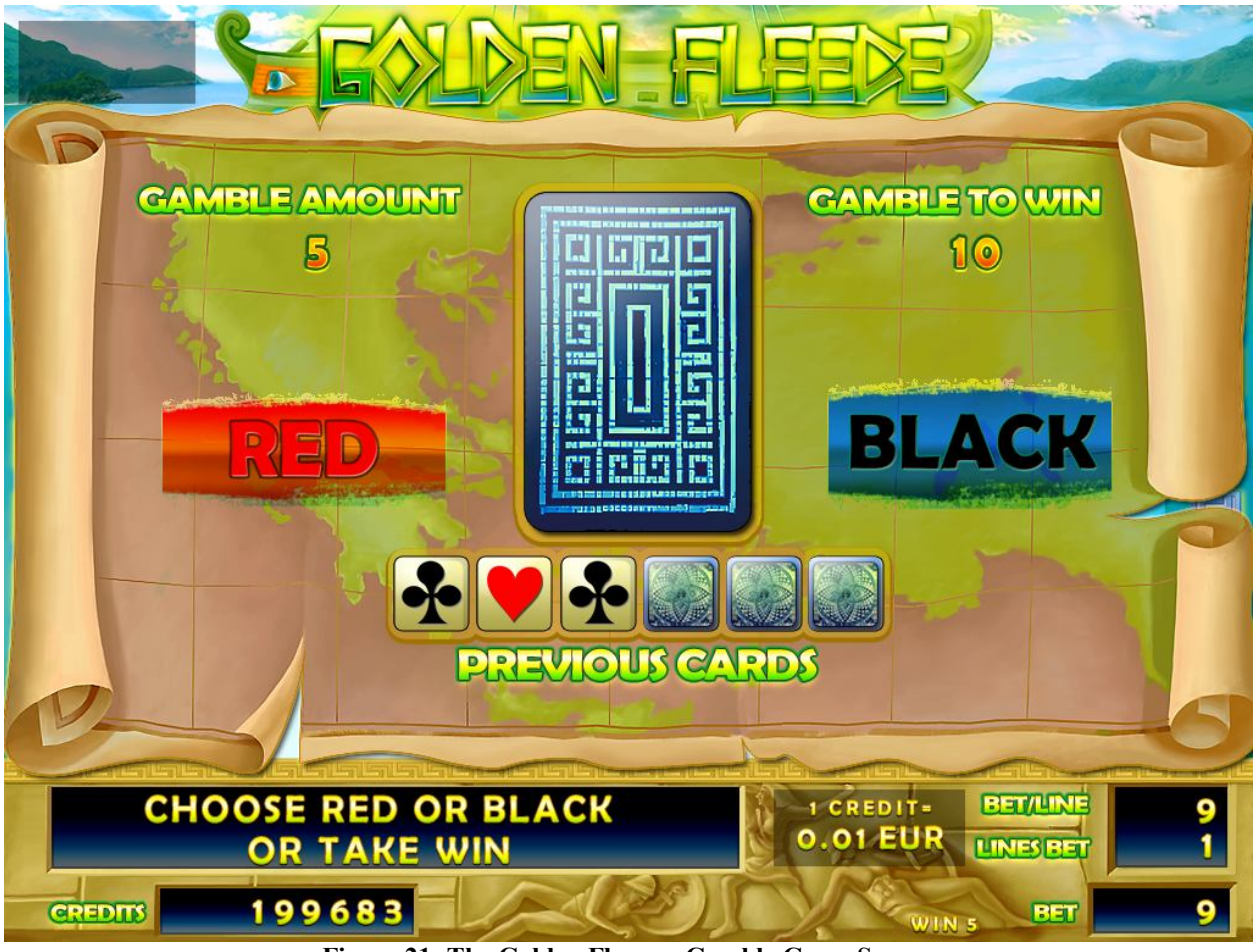

Figure 21: The Golden Fleece – Gamble Game Screen

10 Secrets of Alchemy

10.1 Overview

"Secrets of Alchemy" is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 22: Secrets of Alchemy – Main Game Screen

10.2 Paytable

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

Figure 23: Secrets of Alchemy – Paytable (for 1 line and 1 credit per line)

10.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

10.4 Free Games

Free games are played with the same bet and number of lines as 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 are multiplied by 3 for all winning combinations. Thee or more "Gold Bars" symbols anywhere on the reels award player with extra 15 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.

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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

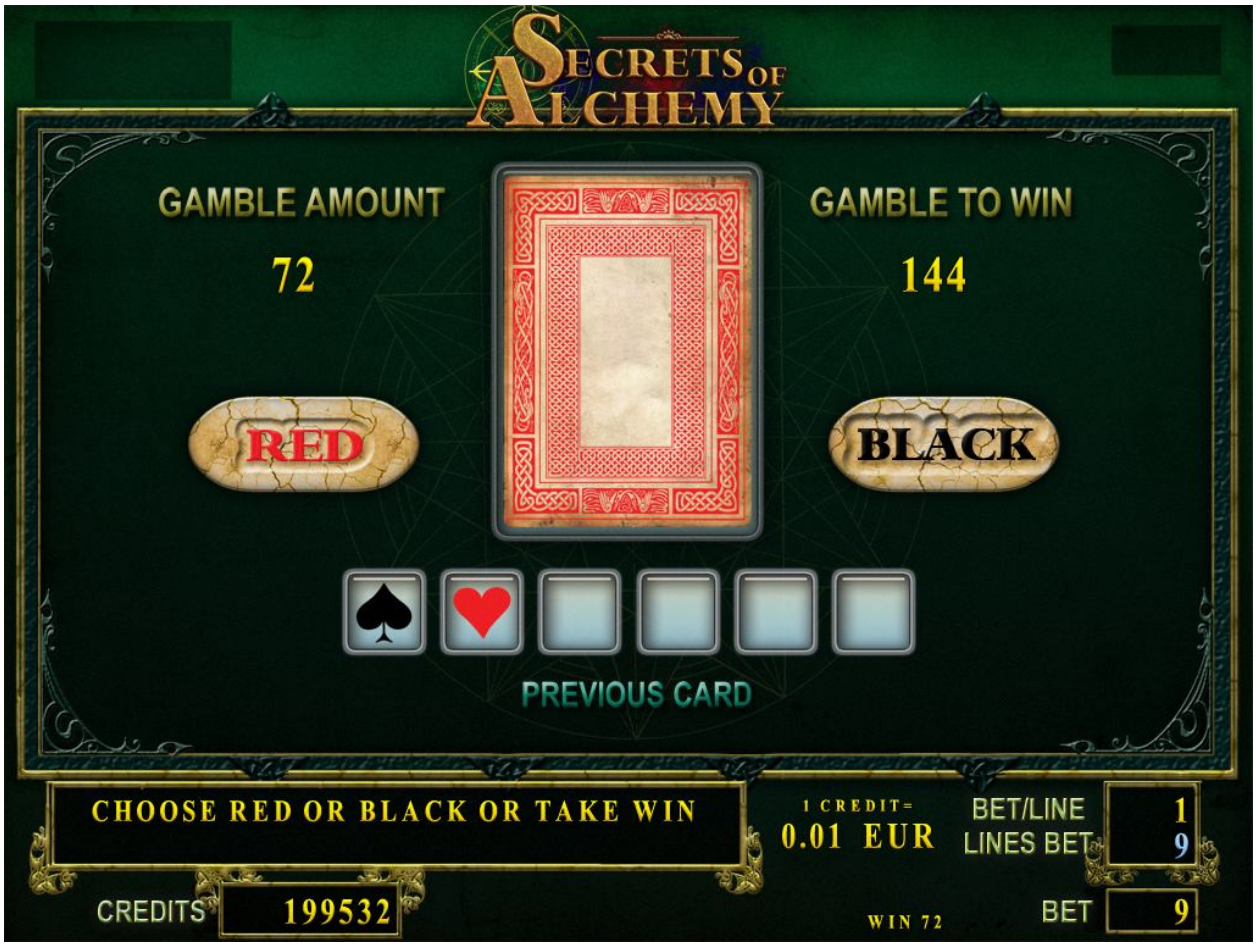

Figure 24: Secrets of Alchemy – Gamble Game Screen

11 King Tut

11.1 Overview

"King Tut" is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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: King Tut – Main Game Screen

11.2 Paytable

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

Figure 26: King Tut – Paytable (for 1 line and 1 credit per line)

11.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

11.4 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. Thee "Pyramids" 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.

11.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

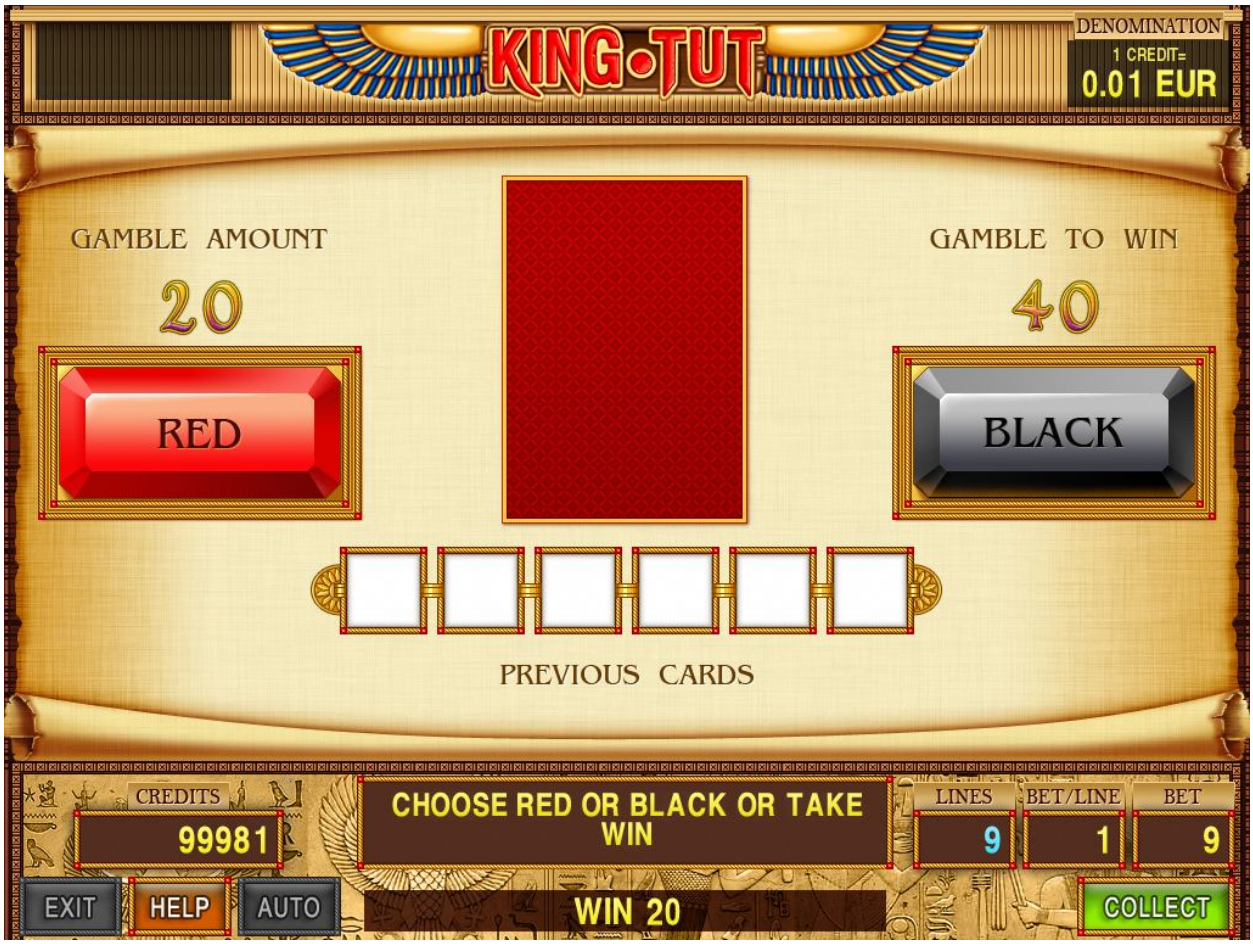

Figure 27: King Tut – Gamble Game Screen

12 Mysterious India

12.1 Overview

Mysterious India is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 28: Mysterious India – Main Game Screen

12.2 Paytable

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

Figure 29: Mysterious India – Paytable (for 1 line and 1 credit per line)

12.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

12.4 Free Games

Free games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of free games.
Counter in the "Information field" informs player about number of free games has been played and total number of free games won.
During free games reels are launched automatically. Nevertheless player can stop any of reels or all of them as in main game.
Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game, additionally "Taj Mahal" symbol acts as joker and substitutes for all symbols without exception. Thee "Taj Mahal" symbols on the 1st, 3rd and 5th reels awards 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.

12.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

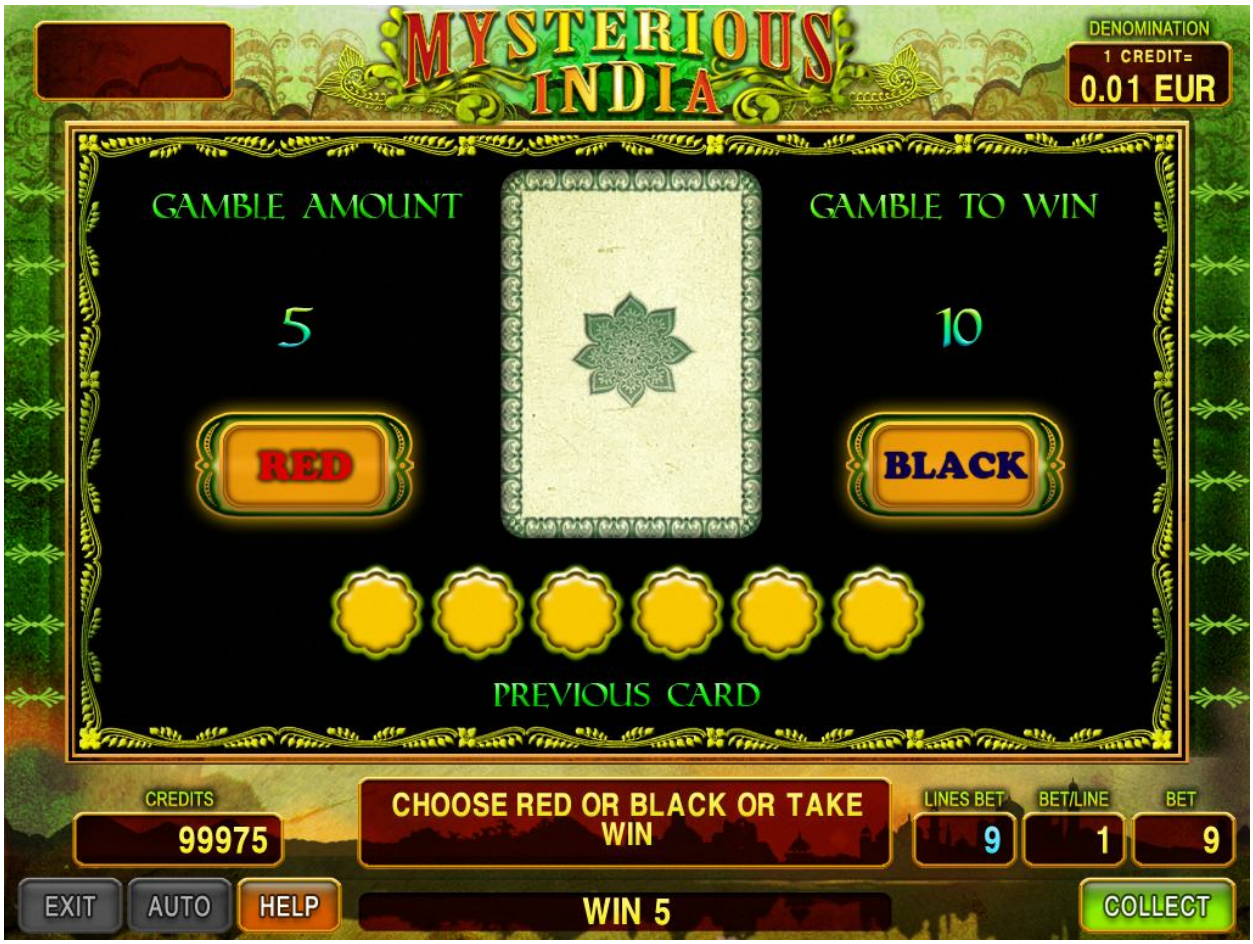

Figure 30: Mysterious India – Gamble Game Screen

13 Hot Cruise

13.1 Overview

"Hot Cruise" is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 31: Hot Cruise – Main Game Screen

13.2 Paytable

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

Figure 32: Hot Cruise – Paytable (for 1 line and 1 credit per line)

13.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

Any winning 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 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. Thee or more "Cruiser" symbols anywhere on the reels award player with extra 12 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.

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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

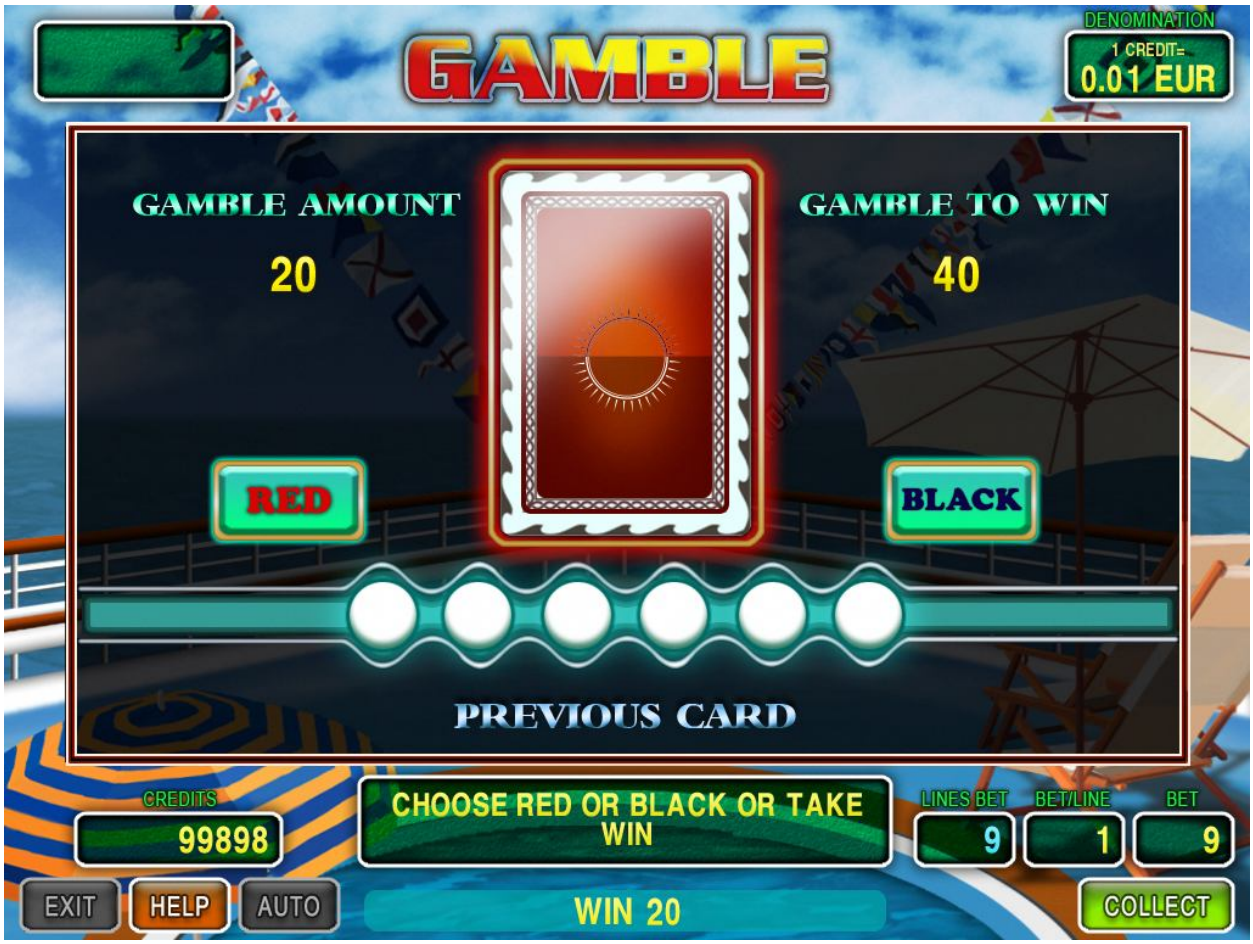

Figure 33: Hot Cruise – Gamble Game Screen

14 Poseidon Treasure

14.1 Overview

Poseidon Treasure is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).
This game features free games bonus and a gamble (double-up) game.

Figure 34: Poseidon Treasure – Main Game Screen

14.2 Paytable

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

Figure 35: Poseidon Treasure – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.
Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.
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. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.
After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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

14.4 Free Games

Free games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of free games.
Counter in the "Information field" informs 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, additionally "Chest" symbol acts as joker and substitutes for all symbols without exception. Thee "Chest" symbols on the 1st, 3rd and 5th reels awards 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.

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' winning 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 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.
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 loosing in the gamble game is 50%.
Only Aces of all suits are used in gamble game.

Figure 36: Poseidon Treasure – Gamble Game Screen

15 Game Menu

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

15.1 General Statistics

This tab displays general statistics meters for selected game.

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

15.2 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 start;
- 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 37: Game Log

15.3 Win Log

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

15.4 Main Game Statistics

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