

Jewel Jackpot III

Game Description

Revision 1.0 WS

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2 Revision History

Version	Date	Author	Description
1.0	2012.10.30	DLV	Initial document release

3 Multi Game

3.1 Overview

“Jewel Jackpot 3” is a multi game machine with 15 video reels games:

1. Burning Fruits	5-reel, 5-line game with gamble and no bonus features
2. Royal Jewels	5-reel, 10-payline game with gamble and no bonus features
3. Lucky 7	5-reel, 10 payline game without gamble and bonus features
4. Mirmilon	5-reel, all ways pay game with gamble and bonus features
5. Poseidon Treasure	5-reel, 10-payline game with gamble and free spins feature
6. Fast Colt	
7. Cai Shen	
8. Jack Sarobos	
9. King Tut	
10. Lucky Witch	
11. Tumatop	
12. Orokorn	5-reel, 20-payline game with gamble and free spins feature
13. Ihtiada	
14. Mystic Jungle	
15. N.Y. Gangsters	

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 awarded 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 touchscreen 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 cannot 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.

BURNING FRUITS		
 <p>500·5 200·4 50·3</p>	 <p>5000·5 1000·4 100·3</p>	<p>5·500 4·200 3·50</p> 
 <p>200·5 50·4 20·3</p>	 <p>250·5 50·4 10·3</p>	<p>5·200 4·50 3·20</p> 
 <p>200·5 50·4 20·3</p>		<p>5·200 4·50 3·20 2·5</p> 
EXIT	CURRENT BET/LINE - 1	PREV NEXT

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

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.

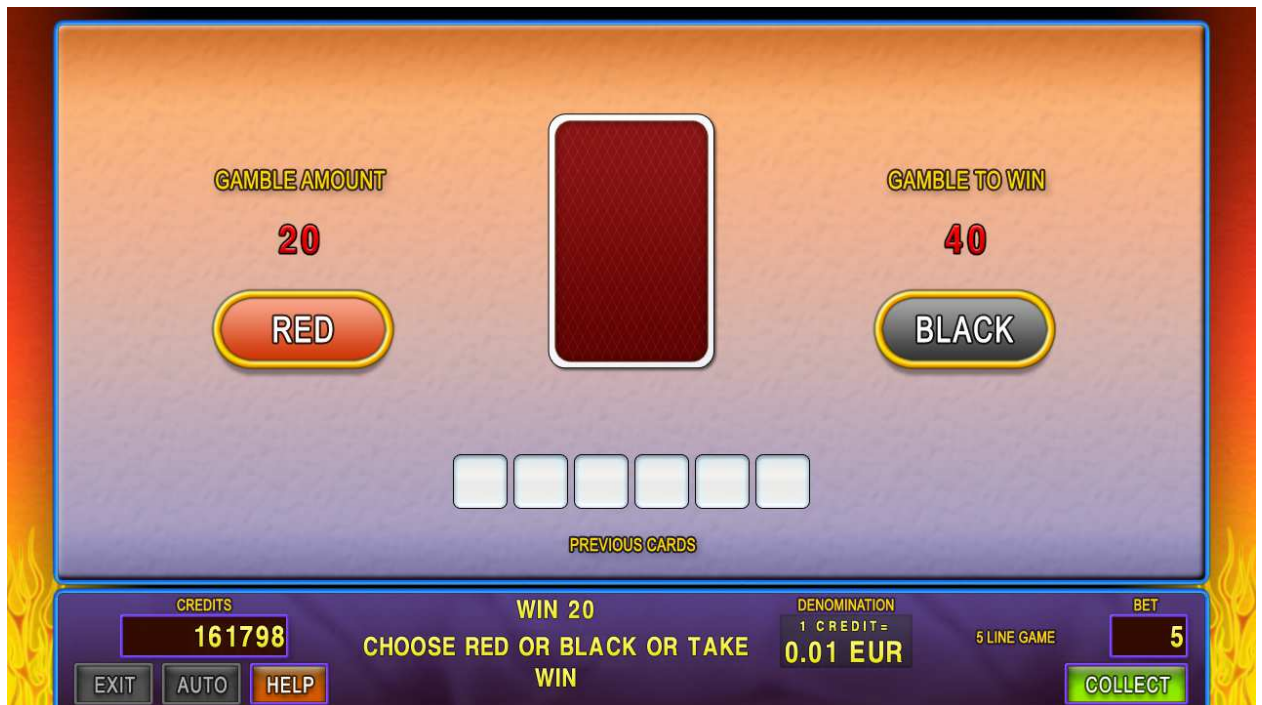


Figure 9: Burning Fruits – Gamble Game Screen

6 Royal Jewels

6.1 Overview

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



Figure 10: Royal Jewels - 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.



ROYAL JEWELS
10 Lines

 <p>500 5 60 4 10 3</p>	 <p>1000 5 100 4 20 3</p>	<p>5 500 4 60 3 10</p> 
 <p>200 5 40 4 5 3</p>	 <p>EXPANDS AND SUBSTITUTES FOR ALL SYMBOLS</p>	<p>5 200 4 40 3 5</p> 
 <p>100 5 20 4 5 3</p>	<p>CURRENT BET LINE - 1</p>	<p>5 100 4 20 3 5</p> 

EXIT PREV NEXT

All prizes are in credits if not stated otherwise. Maximum wins: all stack and pays.

Figure 11: Royal Jewels – 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 2, LINE 3, LINE 4, 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.

6.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' 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.

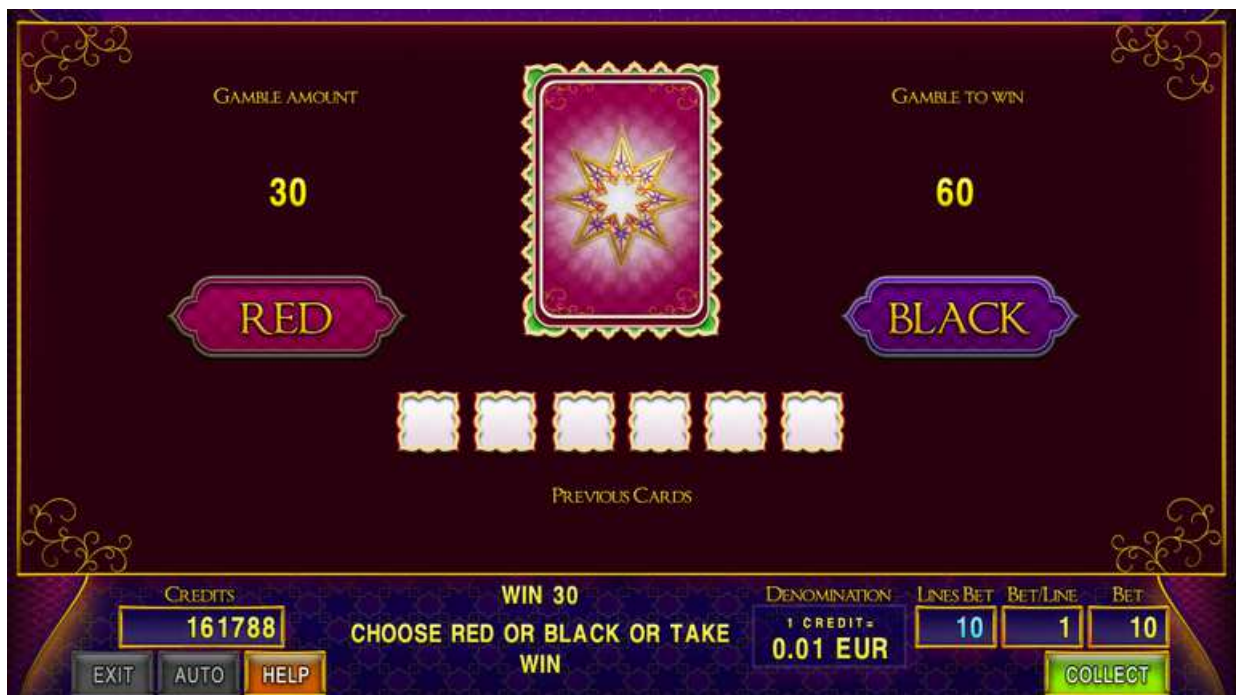


Figure 12: Royal Jewels – Gamble Game Screen

7 Lucky 7

7.1 Overview

“Lucky 7” is a 5-reel 10-line video reels game. Player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).



Figure 13: Lucky 7 - Main Game Screen

7.2 Paytable

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



The image shows a digital paytable for the 'Lucky 7' slot game. At the top, it says 'LUCKY 7' in large, stylized letters with a crown over the '7', and '10 Lines' below it. The background is purple with stars. The paytable is organized into two columns of boxes. Each box contains a symbol, a multiplier (3x, 4x, 5x), and a prize value. The symbols include red, yellow, green, and blue '7's; 'TRAP BAR' symbols; a 'BAR' symbol; and a 'SCAT' (scatter) symbol represented by a star. A central box indicates 'CURRENT BET/LINE - 1'. At the bottom, there are buttons for 'EXIT', 'PREV', and 'NEXT'.

Symbol	Multiplier	Prize
Red 7	5x	5000
Red 7	4x	1000
Red 7	3x	100
Yellow 7	5x	500
Yellow 7	4x	200
Yellow 7	3x	50
Green 7	5x	500
Green 7	4x	200
Green 7	3x	50
Blue 7	5x	200
Blue 7	4x	50
Blue 7	3x	20
TRAP BAR	5x	200
TRAP BAR	4x	50
TRAP BAR	3x	20
BAR	5x	200
BAR	4x	50
BAR	3x	20
BAR	2x	5
SCAT (Star)	5x	50
SCAT (Star)	4x	10
SCAT (Star)	3x	2

Figure 14: Lucky 7 – 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.

8 Mirmilon

8.1 Overview

“Mirmilon” is a 5-reel all ways pay video reels game. All combinations pay from left to right in any position on adjacent reels except bonus symbols.

Player can select total bet to play from 5 to 1000 credits (maximum bet is configured during Initial Setup).

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



Figure 15: Mirmilon - 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.

8.4 Free Games

Free games are played with the same bet 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 “Mirmilon” symbols act as jokers and substitute for all symbols without exception. Thee “Mirmilon” 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: Mirmilon – Gamble Game Screen

9 Poseidon Treasure

9.1 Overview

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



Figure 18: Poseidon Treasure – 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.



Poseidon Treasure

 <p>5 ♦ 1000 4 ♦ 200 3 ♦ 50 2 ♦ 5</p>	 <p>5 ♦ 5000 4 ♦ 1000 3 ♦ 100 2 ♦ 10</p> <p>Poseidon Substitutes for all symbols except  symbol.</p>	 <p>5 ♦ 500 4 ♦ 100 3 ♦ 25 2 ♦ 5</p>
 <p>5 ♦ 250 4 ♦ 75 3 ♦ 15 2 ♦ 5</p>	<p style="text-align: center;">CURRENT BET/LINE - 1</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.

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

Figure 19: Poseidon Treasure – 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

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. Three “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.

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.

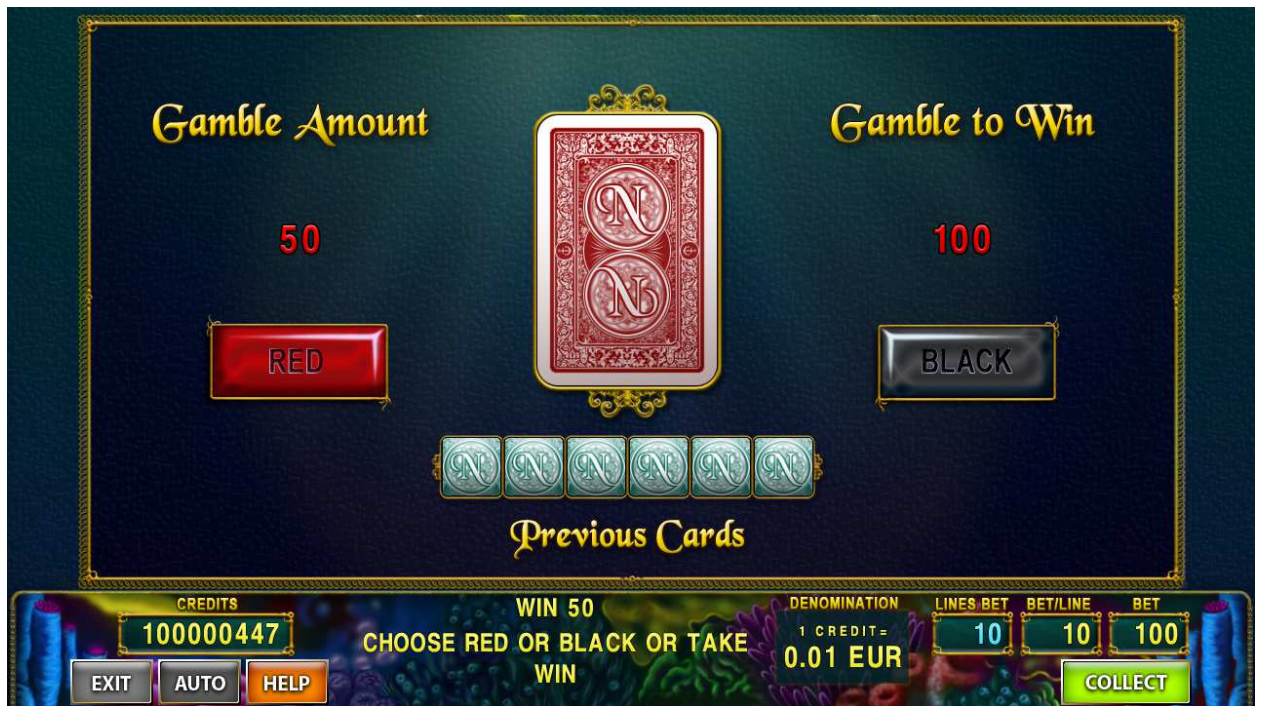


Figure 20: Poseidon Treasure – Gamble Game Screen

10 Fast Colt

10.1 Overview

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



Figure 21: Fast Colt – 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.

		CURRENT BET/LINE - 1	
5 • 500		5 • 500	
4 • 100		4 • 100	
3 • 25		3 • 25	
2 • 5		2 • 5	
5 • 250		5 • 250	
4 • 75		4 • 75	
3 • 15		3 • 15	
5 • 200	A K	5 • 5000	Q J
4 • 40		4 • 1000	
3 • 10		3 • 100	
		2 • 10	
 SUBSTITUTES FOR     A K Q J		SCATTER    10 FREE GAMES	
EXIT		← →	

Figure 22: Fast Colt – 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 10 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 2, LINE 3, LINE 4 or LINE 5 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

Before free games are started, player has to select one position on 2nd, 3rd, or 4th reel.

During free games if any personage (character) symbol stops on selected position, one turn of Fast Colt is awarded. Fast Colt bonus gives a chance to win additional credits or free games.



Figure 23: Fast Colt - Free Games and Fast Colt Bonus rules

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, except that all line winning in free games are doubled.

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



Figure 24: Fast Colt – Fast Colt Bonus

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 25: Fast Colt – Gamble Game Screen

11 Cai Shen

11.1 Overview

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



Figure 26: Cai Shen – 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.

CURRENT BET LINE = 1

	5 • 5000 4 • 1000 3 • 100 2 • 10		5 • 200 4 • 20 3 • 2		5 • 750 4 • 100 3 • 30 2 • 5
	5 • 2000 4 • 400 3 • 40 2 • 5	SUBSTITUTES FOR ALL SYMBOLS THREE OR MORE "DRAGON" SYMBOLS ANYWHERE ON THE REELS TRIGGER 10 FREE GAMES WITH SPECIAL RANDOM EXPANDING SYMBOL * * * * * SPECIAL EXPANDING SYMBOL * * * * *			5 • 750 4 • 100 3 • 30 2 • 5
	5 • 150 4 • 40 3 • 5				5 • 100 4 • 25 3 • 5

EXIT ← →

All winning combinations pay left to right. Special symbols may substitute for other symbols. Malfunction voids all plays and pays.

Figure 27: Cai Shen – 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 10 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 10 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

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. Three or more scattered “Dragon” 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 28: Cai Shen - Special Expanding Symbol Selection

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.

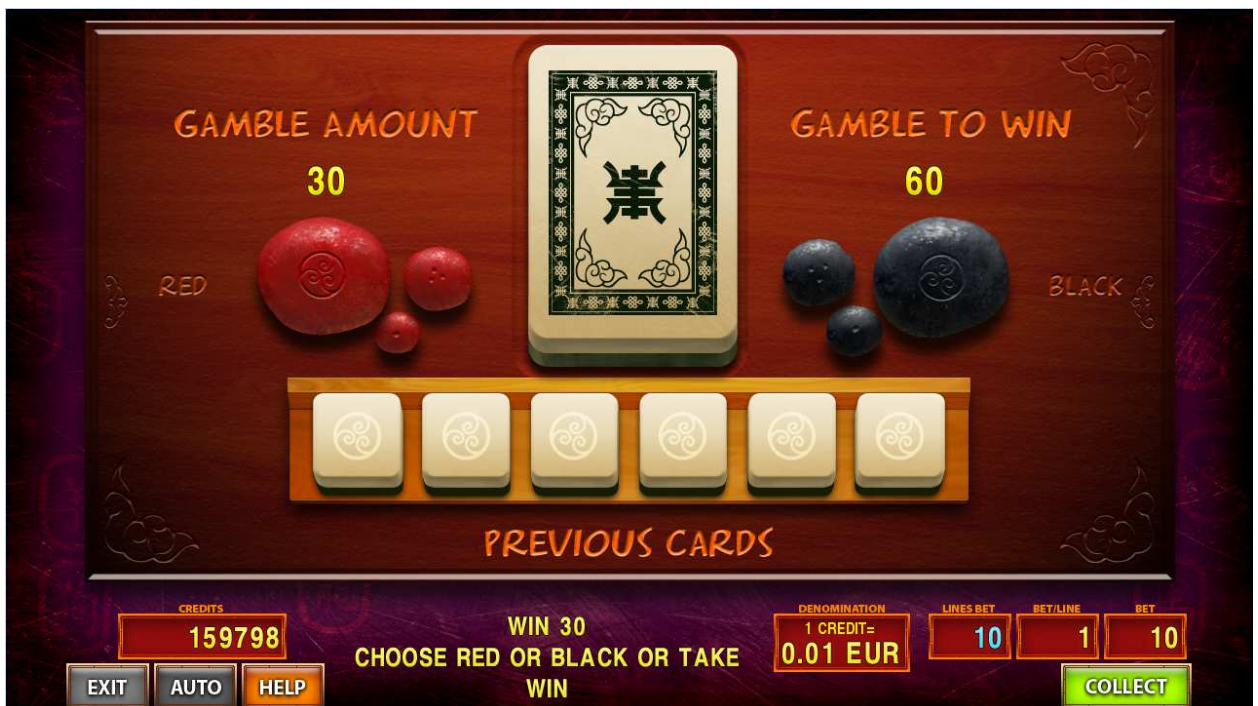


Figure 29: Cai Shen – Gamble Game Screen

12 Jack Sarobos

12.1 Overview

“Jack Sarobos” 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 30: Jack Sarobos – Main Game Screen

12.2 Pay table

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

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

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



The image shows a pay table for the Jack Sarobos slot game. It features a dark blue background with a night sky, a crescent moon, and a ship. The pay table is organized into several sections on parchment scrolls:

- Top Left:** 5 • 3000, 4 • 300, 3 • 50, 2 • 5
- Top Middle:** 5 • 10000, 4 • 2000, 3 • 200, 2 • 10, 1 • 2. Below it: "SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS".
- Top Right:** 5 • 500, 4 • 100, 3 • 25, 2 • 2
- Middle Left:** 5 • 500, 4 • 75, 3 • 20
- Middle Center:** "SCATTER" and "FREE GAMES". Below "FREE GAMES": 5 • 4000, 4 • 200, 3 • 50, 2 • 20.
- Middle Right:** 5 • 500, 4 • 75, 3 • 20
- Bottom Left:** 5 • 250, 4 • 50, 3 • 10
- Bottom Middle:** 5 • 200, 4 • 50, 3 • 10
- Bottom Right:** 5 • 100, 4 • 25, 3 • 5

At the bottom, there is an "EXIT" button on the left, "CURRENT BET/LINE / 1" in the center, and left and right arrow buttons on the right.

Figure 31: Jack Sarobos – Pay table (for 1 line and 1 credit per line)

12.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected.

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or by pressing stop corresponding reel LINE 1, LINE 2, LINE 3, LINE 4 or LINE 5. To stop all the reels at once, the player has to press START button.

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

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

Any winning in the 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 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, four or five “Wheel” symbols anywhere on the reels award the player extra 8, 15 or 20 free games accordingly. 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.

After each free spin, additional “Ship” symbols may appear and substitute other symbols on the reels. After substitution, all winnings are paid according to the pay table.



Figure 32: Jack Sarobos - Free Games with additional symbols

12.5 Gamble Game

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

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

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

Pay table and help pages are available by pressing HELP button.

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

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

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



Figure 33: Jack Sarobos – Gamble Game Screen

13 King Tut

13.1 Overview

“King Tut” 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 34: King Tut – Main Game Screen

13.2 Pay table

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

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



The image shows a pay table for the King Tut slot machine. It features various symbols and their corresponding payouts for 5, 4, 3, and 2 symbols on a line. The symbols include the Sphinx, Scarab, Ankh, Eye of Horus, KA, 3x Scatter (Pyramids), and 10 (Jack). A central box indicates 'Substitutes for all symbols except' with a Pyramid symbol. At the bottom, it says '10 Free Games' and 'CURRENT BET/LINE - 1'. There are 'EXIT', 'PREV', and 'NEXT' buttons.

Symbol	5 Symbols	4 Symbols	3 Symbols	2 Symbols
Sphinx	1000	200	40	10
Scarab	500	150	40	-
Ankh	400	100	20	-
Eye of Horus	400	100	20	-
KA	200	40	10	-
3x Scatter (Pyramids)	10 Free Games	-	-	-
10 (Jack)	100	20	5	-

Figure 35: King Tut – Pay table (for 1 line and 1 credit per line)

13.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10. To stop all the reels at once, the player has to press START button.

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

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

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

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

13.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. Three “Pyramids” 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 36: King Tut – Free Game

13.5 Gamble Game

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

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

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

Pay table and help pages are available by pressing HELP button.

Gamble Amount	Credits to be bet in the gamble game
Gamble to Win	Amount of credits that can be won in current gamble game

Previous Cards

Colors and suits of six previous dealer's cards

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



Figure 37: King Tut – Gamble Game Screen

14 Lucky Witch

14.1 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 38: Lucky Witch – Main Game Screen

14.2 Pay table

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

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

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

Symbol	5	4	3	2
Witch (AKQJ109)	9000	2500	250	10
Witch Hat	750	125	25	2
Broom	400	100	20	-
AK	125	50	10	-
Scatter (Witch Hat)	500	20	5	2
10J	250	75	15	-
Q	100	25	5	-
9	100	25	5	2

3 or more symbols trigger 15 free games with 3x multiplier

CURRENT BET/LINE - 1

Figure 39: Lucky Witch – Pay table (for 1 line and 1 credit per line)

14.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10. To stop all the reels at once, the player has to press START button.

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

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

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

Any winning in the 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 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 40: Lucky Witch – Free Games Screen

14.5 Gamble Game

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

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

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

Pay table and help pages are available by pressing HELP button.

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

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



Figure 41: Lucky Witch – Gamble Game Screen

15 Tumatop

15.1 Overview

“Tumatop” 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 42: Tumatop – Main Game Screen

15.2 Pay table

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

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

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



The image shows the pay table for the Tumatop slot game. It features a central 'TUMATOP' logo and various symbols with their corresponding payouts for 5, 4, and 3 symbols. The symbols include a clown, a girl, a girl with a hat, the letters 'AK', a building, a girl with a hat, a girl with a hat, the letters 'QJ109', a girl with a hat, and a girl with a hat. A 'SCATTER' symbol is also shown with a '12 FREE GAMES' bonus. The current bet line is 1.

Symbol	5	4	3
Clown	2000	500	50
Girl	1000	200	30
Girl with Hat	1000	200	30
AK	250	50	10
Building	10000	2500	250
Girl with Hat	500	100	20
Girl with Hat	500	100	20
QJ109	100	20	5
Girl with Hat	2000	400	100
Girl with Hat	2000	400	100
SCATTER	2	40	40

Substitutes for all symbols except Scatter.

12 FREE GAMES

EXIT CURRENT BETLINE - 1

Figure 43: Tumatop – Pay table (for 1 line and 1 credit per line)

15.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10. To stop all the reels at once, the player has to press START button.

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

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

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

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

15.4 Free Games

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

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

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

Reels layout and payout percentage are different from those in the main game. Three “Golden Bunny” symbols anywhere on the reels award the player extra 12 free games. The player is informed about this event with additional popup window.

After every winning, free game additional multiplier



is awarded in “Coctail Bonus” for that free game.



Figure 44: Tumatop – 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.

15.5 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

Pay table 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 the gamble game is 50%.

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



Figure 45: Tumatop – Gamble Game Screen

16 Orokorn

16.1 Overview

“Orokorn” 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).



Figure 46: Orokorn - Main Game Screen

16.2 Pay table

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

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



Symbol	5X	4X	3X	2X
Wizard	10000	3000	500	10
Substitutes for A	-	-	-	-
Apple	-	-	-	-
Mushroom	-	-	-	-
Dragonfly	-	-	-	-
Beetle	-	-	-	-
Acorn (SCATTER)	10000	600	100	-
13 FREE GAMES + POTION BONUS	-	-	-	-
A	2000	400	100	-
K	150	60	20	-
Q	500	200	50	-
J	100	30	10	-
10	-	-	-	-

Figure 47: Orokorn – Pay table (for 1 line and 1 credit per line)

16.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 2, LINE 3, LINE 4, LINE 5. To stop all the reels at once, the player has to press START button.

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

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

To activate the autostart feature, the player has to press AUTO button. When the autostart feature is active, reels are started automatically. To deactivate autostart, the player has to press any button on the game panel.

16.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. Three “Acorn” symbols anywhere on the reels award the player extra 13 free games + Acorn Bonus. The player is informed about this event with additional popup window.



During Free Games collect each “Gem Acorn” to win extra 7 Free Games.

Each “Gem Acorn” pays total bet x2.

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



Figure 48: Orokorn – 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.

16.5 Gamble Game

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

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

The player can collect winning by pressing START button.

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

Pay table and help pages are available by pressing HELP button.

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

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

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



Figure 49: Orokorn – Gamble Game Screen

17 Ihtiada

17.1 Overview

“Ihtiada” 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 50: Ihtiada – Main Game Screen

17.2 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.



Ihtiada ★

 <ul style="list-style-type: none"> 5 × 2000 4 × 200 3 × 50 2 × 5 	 <p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p> <ul style="list-style-type: none"> 5 × 5000 4 × 1000 3 × 100 2 × 10 	 AND 	
 <ul style="list-style-type: none"> 5 × 750 4 × 100 3 × 25 2 × 5 	<p>SCATTER</p>    <p>TRIGGER 10 FREE GAMES WITH INITIAL MULTIPLIER X2.</p>		
 <ul style="list-style-type: none"> 5 × 500 4 × 75 3 × 20 2 × 5 	 <ul style="list-style-type: none"> 5 × 200 4 × 40 3 × 10 	 <ul style="list-style-type: none"> 5 × 150 4 × 25 3 × 5 	 <ul style="list-style-type: none"> 5 × 100 4 × 20 3 × 5

EXIT CURRENT BET/LINE - 1 ← →

All prizes are in credits. It not stated otherwise. Maximum bets all lines and spins.

Figure 51: Ihtiada – Paytable (for 1 line and 1 credit per line)

17.3 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 5, LINE 10, LINE 15 or LINE 20 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 5, LINE 10, LINE 15 or LINE 20 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).

17.4 Free Games

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

Counter in the “Information field” informs player about number of free games has been played and total number of free games won.

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

Reels layout and payout percentage is different from main game. Thee “Black Pearl” symbols anywhere on the reels restart free games counter and increments multiplier by 1. 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.

17.5 Gamble Game

Player has to guess which color will be the next dealers’ card – red or black. If selected color and dealers’ card color match, players’ 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.

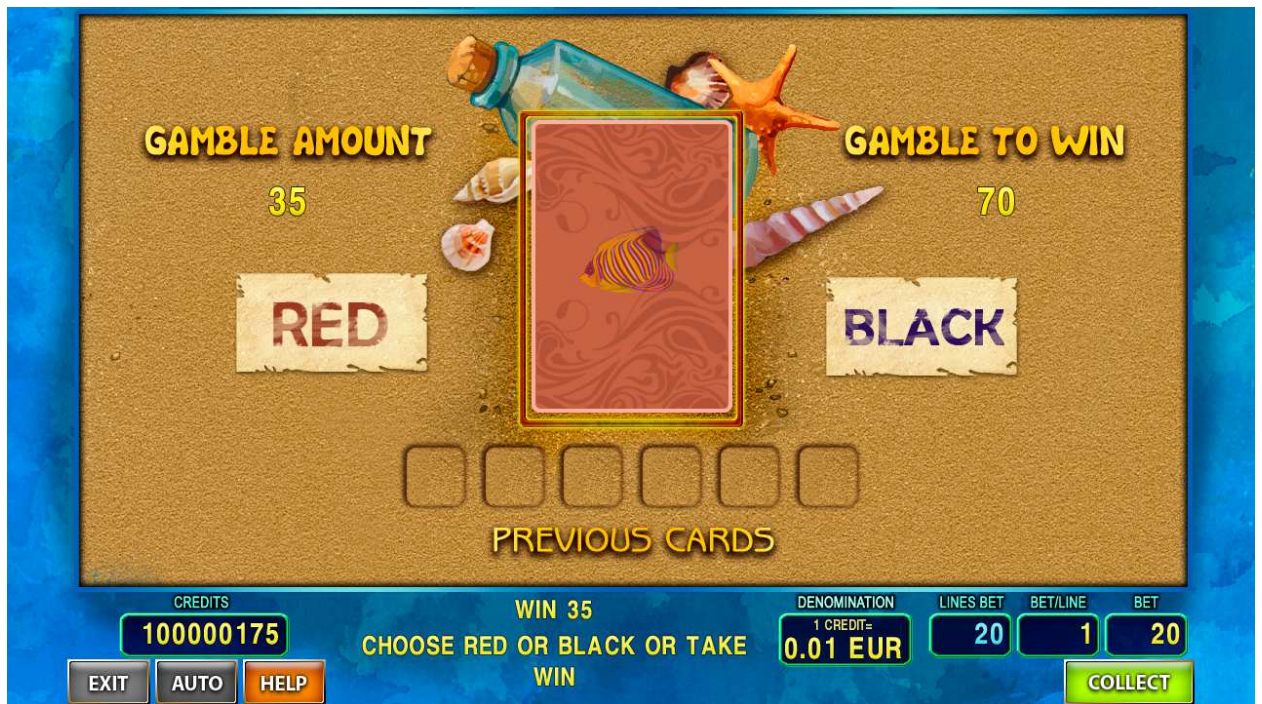


Figure 52: Ihtiada – Gamble Game Screen

18 Mystic Jungle

18.1 Overview

“Mystic Jungle” 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 53: Mystic Jungle – Main Game Screen

18.2 Paytable

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



MYSTIC JUNGLE 20 Lines

 5 ♦ 1000 4 ♦ 250 3 ♦ 75	 5 ♦ 100 4 ♦ 20 3 ♦ 5	 5 ♦ 750 4 ♦ 200 3 ♦ 50
 5 ♦ 500 4 ♦ 100 3 ♦ 25	SCATTER SUBSTITUTES for all symbols 3, 4 and 5  symbols trigger 10, 15 and 25 FREE GAMES accordingly with WILD SYMBOLS	 5 ♦ 500 4 ♦ 100 3 ♦ 25
 5 ♦ 150 4 ♦ 40 3 ♦ 10 EXIT	 CURRENT BET/LINE - 1	 5 ♦ 100 4 ♦ 20 3 ♦ 5 PREV NEXT

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

Figure 54: Mystic Jungle – Paytable (for 1 line and 1 credit per line)

18.3 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 5, LINE 10, LINE 15 or LINE 20 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 5, LINE 10, LINE 15 or LINE 20 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).

18.4 Free Games

Free games feature is triggered when 3, 4 or 5 “Ape” symbols appear anywhere on the reels, and player is awarded with 10, 15 or 25 free games accordingly. During free games “Chameleon”, “Flog”, “Plant” and “Toucan” symbols become jokers and substitutes for all symbols except “Ape”.

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.

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

18.5 Gamble Game

Player has to guess which color will be the next dealers’ card – red or black. If selected color and dealers’ card color match, players’ 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.

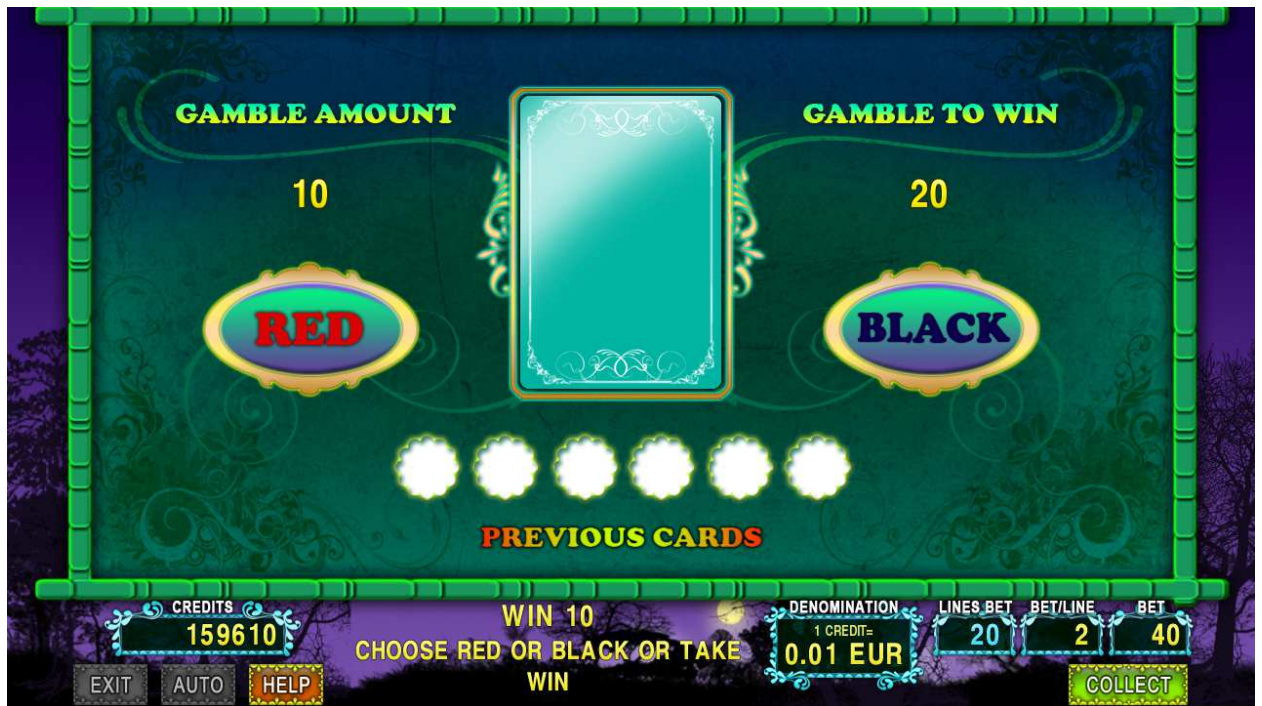


Figure 55: Mystic Jungle – Gamble Game Screen

19 N.Y. Gangsters

19.1 Overview

“N.Y. Gangsters” 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 56: N.Y. Gangsters – Main Game Screen

19.2 Paytable

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

	5 1000 4 250 3 50		5 15000 4 5000 3 500	
		SUBSTITUTES FOR 		
		AKQJ109 SCATTER		
	5 800 4 200 3 40		5 500 4 20 3 5	
	5 200 4 50 3 10	20 FREE GAMES CURRENT BET / LINE = 1		
		<small>All prizes are in credits if not stated otherwise. Matchstick on voids all plays and pays.</small>		

Figure 57: N.Y. Gangsters – Paytable (for 1 line and 1 credit per line)

19.3 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 5, LINE 10, LINE 15 or LINE 20 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 5, LINE 10, LINE 15 or LINE 20 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).

19.4 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.

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

19.5 Gamble Game

Player has to guess which color will be the next dealers’ card – red or black. If selected color and dealers’ card color match, players’ 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 losing in the gamble game is 50%.

Only Aces of all suits are used in gamble game.

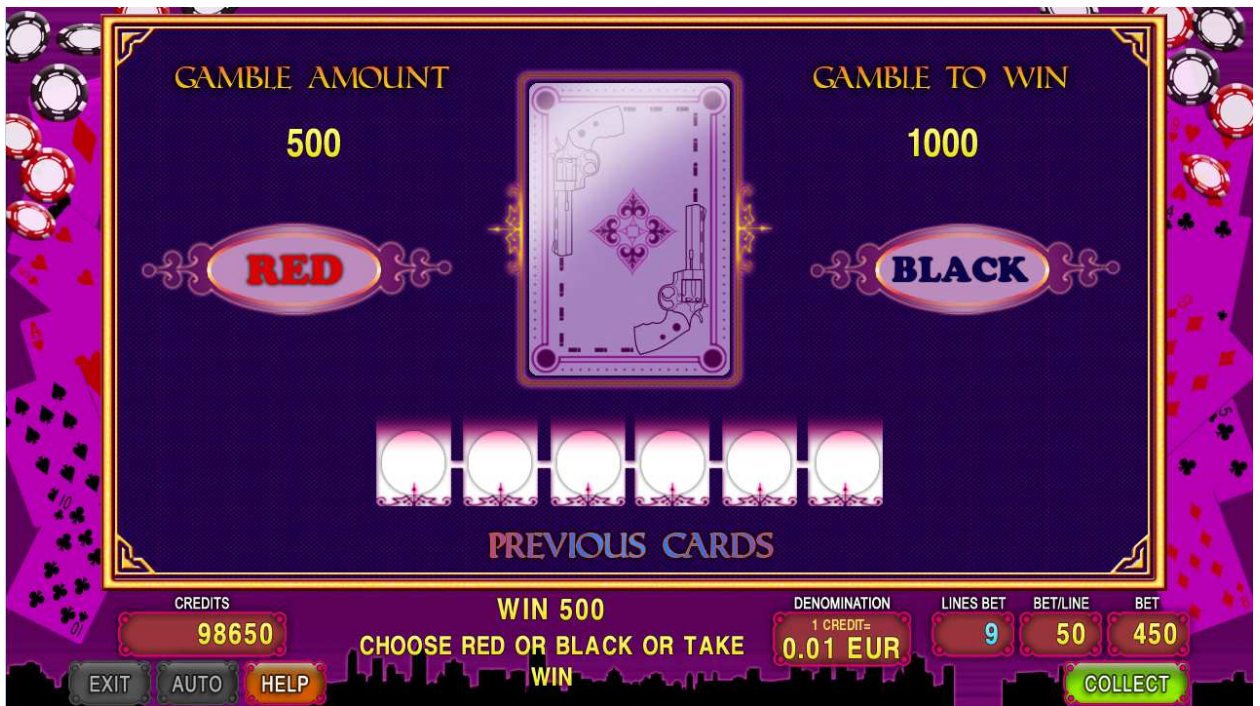


Figure 58: N.Y. Gangsters – Gamble Game Screen

20 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.

20.1 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

20.2 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.

General

Prev Page

Game Log


Next Page

Game Log

 Win Log

3. Main Spin Tue Oct 30 16:26:38 2012
 Before: 706483 / 7064.83 EUR / 0.01
 Total Bet: 1000 (10 x 100)
 Credits won: 1000
 Payout: 0.00 EUR

Line 4: 🍀🍀 = 500
 Line 9: 🍀🍀🍀 = 500



<

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Figure 59: Game Log

20.3 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.

20.4 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.