

# **Lab Creatures Jackpot**

Game Description

Revision 1.0 WS

# 1 Table of Contents

## 1.1 Sections

1	Table of Contents .....	2
1.1	Sections.....	2
1.2	Figures .....	5
2	Revision History .....	8
3	Multi Game.....	9
3.1	Overview.....	9
3.2	Game Selector.....	10
4	Dragon Jackpot Feature .....	11
4.1	Overview.....	11
4.2	Main Reels Game.....	11
4.3	Bonus Game.....	13
5	Burning Fruits.....	14
5.1	Overview.....	14
5.2	Paytable.....	14
5.3	Main Game .....	15
5.4	Gamble Game .....	16
6	Silver Hauberk.....	17
6.1	Overview.....	17
6.2	Paytable.....	17
6.3	Main Game .....	18
6.4	Gamble Game .....	19
7	Tynoochky .....	20
7.1	Overview.....	20
7.2	Paytable.....	20
7.3	Main Game .....	21
7.4	Gamble Game .....	22
8	Royal Jewels.....	23
8.1	Overview.....	23
8.2	Paytable.....	23
8.3	Main Game .....	24
8.4	Gamble Game .....	25
9	Mushroom Fable.....	26
9.1	Overview.....	26
9.2	Paytable.....	26
9.3	Main Game .....	27
10	Topatoo.....	28
10.1	Overview .....	28
10.2	Paytable .....	28
10.3	Main Game.....	29
10.4	Free Games.....	30
10.5	Gamble Game.....	31
11	Golden Fleece.....	32
11.1	Overview .....	32

11.2	Paytable .....	32
11.3	Main Game .....	33
11.4	Free Games.....	34
11.5	Gamble Game.....	35
12	Lucky Search .....	36
12.1	Overview .....	36
12.2	Paytable .....	36
12.3	Main Game.....	37
12.4	Free Games.....	38
12.5	Gamble Game.....	39
13	Mesozoic Tales .....	41
13.1	Overview .....	41
13.2	Paytable .....	41
13.3	Main Game.....	42
13.4	Free Games.....	43
13.5	Gamble Game.....	44
14	Alchemy`s Elements.....	45
14.1	Overview .....	45
14.2	Paytable .....	45
14.3	Main Game.....	46
14.4	Free Games.....	47
14.5	Gamble Game.....	48
15	Chambohua.....	50
15.1	Overview .....	50
15.2	Paytable .....	50
15.3	Main Game.....	51
15.4	Free Games.....	52
15.5	Gamble Game.....	53
16	Winch & Wheels .....	54
16.1	Overview .....	54
16.2	Paytable .....	55
16.3	Main Game.....	55
16.4	Free Games.....	56
16.5	Gamble Game.....	57
17	Quick Stamp .....	58
17.1	Overview .....	58
17.2	Paytable .....	58
17.3	Main Game.....	59
17.4	Free Games.....	60
17.5	Gamble Game.....	61
18	Bear`s corner.....	62
18.1	Overview .....	62
18.2	Paytable .....	62
18.3	Main Game.....	63
18.4	Free Games.....	64
18.5	Gamble Game.....	65
19	Welkin guards.....	66
19.1	Overview .....	66
19.2	Pay table .....	66

19.3	Main Game .....	67
19.4	Free Games .....	68
19.5	Gamble Game .....	69
20	Hong long .....	70
20.1	Overview .....	70
20.2	Paytable .....	70
20.3	Main Game .....	71
20.4	Free Games .....	72
20.5	Gamble Game .....	73
21	Cosmos Jumping .....	74
21.1	Overview .....	74
21.2	Paytable .....	75
21.3	Main Game .....	75
21.4	Free Games .....	76
21.5	Gamble Game .....	77
22	Wine Treasury .....	78
22.1	Overview .....	78
22.2	Pay table .....	78
22.3	Main Game .....	79
22.4	Free Games .....	80
22.5	Gamble Game .....	81
23	Buku bora .....	82
23.1	Overview .....	82
23.2	Paytable .....	82
23.3	Main Game .....	83
23.4	Free Games .....	84
23.5	Gamble Game .....	85
24	Zahmelusha .....	86
24.1	Overview .....	86
24.2	Paytable .....	86
24.3	Main Game .....	87
24.4	Free Games .....	88
24.5	Gamble Game .....	89
25	Rudakop .....	90
25.1	Overview .....	90
25.2	Pay table .....	90
25.3	Main Game .....	91
25.4	Free Games .....	92
25.5	Gamble Game .....	92
26	Amecar Force .....	94
26.1	Overview .....	94
26.2	Paytable .....	94
26.3	Main Game .....	95
26.4	Free Games .....	96
26.5	Gamble Game .....	97
27	Kote Mate .....	98
27.1	Overview .....	98
27.2	Paytable .....	98
27.3	Main Game .....	99

27.4	Gamble Game.....	100
28	Kin House.....	101
28.1	Overview.....	101
28.2	Paytable.....	101
28.3	Main Game.....	102
28.4	Gamble Game.....	103
29	Smakyboo.....	104
29.1	Overview.....	104
29.2	Paytable.....	104
29.3	Main Game.....	105
29.4	Free Games.....	106
29.5	Gamble Game.....	107
30	Game Menu.....	108
30.1	General Statistics.....	108
30.2	Game Log.....	108
30.3	Win Log.....	109
30.4	Main Game Statistics.....	110

## 1.2 Figures

Figure 1:	Game Selector Screen.....	10
Figure 2:	Current progressive jackpot values.....	11
Figure 3:	Lab Creatures Jackpot - Combination on reels.....	12
Figure 4:	Lab Creatures Jackpot - reel symbol.....	12
Figure 5:	Example main game symbols with Lab Creatures Jackpot symbol.....	12
Figure 6:	Lab Creatures Jackpot bonus game screen.....	13
Figure 7:	Burning Fruits - Main Game Screen.....	14
Figure 8:	Burning Fruits – Paytable (for 5 lines and 1 credit per line).....	15
Figure 9:	Burning Fruits – Gamble Game Screen.....	16
Figure 10:	Silver Hauberk - Main Game Screen.....	17
Figure 11:	Silver Hauberk – Paytable (for 1 line and 1 credit per line).....	18
Figure 12:	Silver Hauberk – Gamble Game Screen.....	19
Figure 13:	Tynoochky - Main Game Screen.....	20
Figure 14:	Tynoochky – Paytable (for 1 line and 1 credit per line).....	21
Figure 15:	Tynoochky – Gamble Game Screen.....	22
Figure 16:	Royal Jewels - Main Game Screen.....	23
Figure 17:	Royal Jewels – Paytable (for 1 line and 1 credit per line).....	24
Figure 18:	Royal Jewels – Gamble Game Screen.....	25
Figure 19:	Mushroom Fable - Main Game Screen.....	26
Figure 20:	Mushroom Fable – Paytable (for 1 line and 1 credit per line).....	27
Figure 21:	Topatoo – Main Game Screen.....	28
Figure 22:	Topatoo – Paytable (for 1 line and 1 credit per line).....	29
Figure 23:	Topatoo – Free Games Screen.....	30
Figure 24:	Topatoo – Gamble Game Screen.....	31
Figure 25:	Golden Fleece – Main Game Screen.....	32
Figure 26:	Golden Fleece – Paytable (for 1 line and 1 credit per line).....	33
Figure 27:	Golden Fleece - Special Expanding Symbol Selection.....	34
Figure 28:	Golden Fleece – Gamble Game Screen.....	35

Figure 29: Lucky Search – Main Game Screen.....	36
Figure 30: Lucky Search – Paytable (for 1 line and 1 credit per line) .....	37
Figure 31: Lucky Search – Free Games Selector Screen .....	38
Figure 32: Lucky Search – Free Games .....	39
Figure 33: Lucky Search – Gamble Game Screen .....	40
Figure 34: Mesozoic Tales – Main Game Screen.....	41
Figure 35: Mesozoic Tales – Paytable (for 1 line and 1 credit per line) .....	42
Figure 36: Mesozoic Tales – Free Games Screen .....	43
Figure 37: Mesozoic Tales – Gamble Game Screen .....	44
Figure 38: Alchemy`s Elements – Main Game Screen .....	45
Figure 39: Alchemy`s Elements – Paytable (for 1 line and 1 credit per line) .....	46
Figure 40: Alchemy`s Elements – Free Games Selector Screen.....	47
Figure 41: Alchemy`s Elements – Free Games Screen .....	48
Figure 42: Alchemy`s Elements – Gamble Game Screen .....	49
Figure 43: Chambohua - Main Game Screen .....	50
Figure 44: Chambohua – Paytable (for 1 lines and 1 credit per line).....	51
Figure 45: Chambohua - Special Expanding Symbol Selection.....	52
Figure 46: Chambohua – Gamble Game Screen .....	53
Figure 47: Winch & Wheels – Main Game Screen .....	54
Figure 48: Winch & Wheels – Paytable (for 1 line and 1 credit per line).....	55
Figure 49: Winch & Wheels – Free Games Screen.....	56
Figure 50: Winch & Wheels – Gamble Game Screen.....	57
Figure 51: Quick Stamp – Main Game Screen.....	58
Figure 52: Quick Stamp – Paytable (for 1 line and 1 credit per line) .....	59
Figure 53: Quick Stamp – Free Games Screen .....	60
Figure 54: Quick Stamp – Gamble Game Screen.....	61
Figure 55: Bear`s corner – Main Game Screen .....	62
Figure 56: Bear`s corner – Paytable (for 1 line and 1 credit per line).....	63
Figure 57: Bear`s corner – Free Games Screen.....	64
Figure 58: Bear`s corner – Gamble Game Screen.....	65
Figure 59: Welkin guards – Main Game Screen .....	66
Figure 60: Welkin guards – Pay table (for 1 line and 1 credit per line) .....	67
Figure 61: Welkin guards – Free Games Screen .....	68
Figure 62: Welkin guards – Gamble Game Screen .....	69
Figure 63: Hong long – Main Game Screen.....	70
Figure 64: Hong long – Paytable (for 1 line and 1 credit per line) .....	71
Figure 65: Hong long – Free Game Screen .....	72
Figure 66: Hong long – Gamble Game Screen.....	73
Figure 67: Cosmos Jumping – Main Game Screen .....	74
Figure 68: Cosmos Jumping – Paytable (for 1 line and 1 credit per line).....	75
Figure 69: Cosmos Jumping – Free Games Screen.....	76
Figure 70: Cosmos Jumping – Gamble Game Screen.....	77
Figure 71: Wine Treasury – Main Game Screen.....	78
Figure 72: Wine Treasury – Pay table (for 1 line and 1 credit per line).....	79
Figure 73: Wine Treasury – Free Games Screen.....	80
Figure 74: Wine Treasury – Gamble Game Screen.....	81
Figure 75: Buku bora – Main Game Screen .....	82
Figure 76: Buku bora – Paytable (for 1 line and 1 credit per line).....	83
Figure 77: Buku bora – Free Games Screen.....	84

Figure 78: Buku bora – Gamble Game Screen.....	85
Figure 79: Zahmelusha – Main Game Screen .....	86
Figure 80: Zahmelusha – Paytable (for 1 line and 1 credit per line).....	87
Figure 81: Zahmelusha – Free Game .....	88
Figure 81: Zahmelusha – Gamble Game Screen .....	89
Figure 82: Rudakop – Main Game Screen .....	90
Figure 83: Rudakop – Pay table (for 1 line and 1 credit per line).....	91
Figure 84: Rudakop – Free Games Screen .....	92
Figure 85: Rudakop – Gamble Game Screen .....	93
Figure 86: Amecar Force - Main Game Screen.....	94
Figure 87: Amecar Force – Paytable (for 1 lines and 1 credit per line) .....	95
Figure 88: Amecar Force - Free Games .....	96
Figure 89: Amecar Force – Gamble Game Screen.....	97
Figure 90: Kote Mate - Main Game Screen .....	98
Figure 91: Kote Mate – Paytable (for 1 lines and 1 credit per line).....	99
Figure 92: Kote Mate – Gamble Game Screen.....	100
Figure 93: Kin House - Main Game Screen .....	101
Figure 94: Kin House – Paytable (for 1 lines and 1 credit per line).....	102
Figure 95: Kin House – Gamble Game Screen .....	103
Figure 96: Smakyboo - Main Game Screen .....	104
Figure 97: Smakyboo - Paytable (for 5 credits total bet) .....	105
Figure 98: Smakyboo – Free Games Screen .....	106
Figure 99: Smakyboo – Gamble Game Screen .....	107
Figure 100: General Statistics .....	108
Figure 101 Game Log.....	109
Figure 102: Win Log .....	109
Figure 103: Main Game Payline Statistics .....	110
Figure 104: Main Game Combination Statistics .....	110

## 2 Revision History

<b>Version</b>	<b>Date</b>	<b>Author</b>	<b>Description</b>
1.0	2015.09.09	DLV	Initial document release



## 3 Multi Game

### 3.1 Overview

“Lab Creatures Jackpot” is a multigame machine with 25 video reels games:

1. Burning Fruits	5-reel, 5-line game with gamble and no bonus features
2. Silver Hauberk	5-reel, 10-payline game with gamble and no bonus features
3. Tynoochky	
4. Royal Jewes	
5. Mushroom fable	
6. Topatoo	5-reel, 10-payline game without gamble and bonus features
7. Golden Fleece	
8. Lucky Search	
9. Mesozoic Tales	
10. Alchemy's Elements	
11. Chambohua	
12. Winch & Wheels	
13. Quick Stamp	
14. Bears` corner	5-reel, 10-payline game with gamble and free spins feature
15. Welkin guards	
16. Hong Long	
17. Cosmos Jumping	
18. Wine Treasury	
19. Buku Bora	
20. Zahmelusha	
21. Rudakop	
22. Amecar Force	
23. Kote Mate	
24. Kin House	
25. SmakyBoo	5-reel, 20-line game with gamble and no bonus features
	5-reel, all ways pay game with gamble and bonus features

### 3.2 Game Selector

From the Game Selector screen the player can select one of 25 available games. Games on the screen are divided into two sets, active games have colored logos and inactive games are grayed. To switch between the sets, the player has to press START button. To play a game from the active set, the player has to press HOLD1 to HOLD5 buttons respectively or touch corresponding button with game logo on the screen. Any game can be disabled from the Game Setup Menu and will not be available for selection.

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

NOTE: After exiting game to the game selector, the player has to wait for 2.5 seconds, until PAYOUT button becomes active; this is done to avoid accidental payouts.

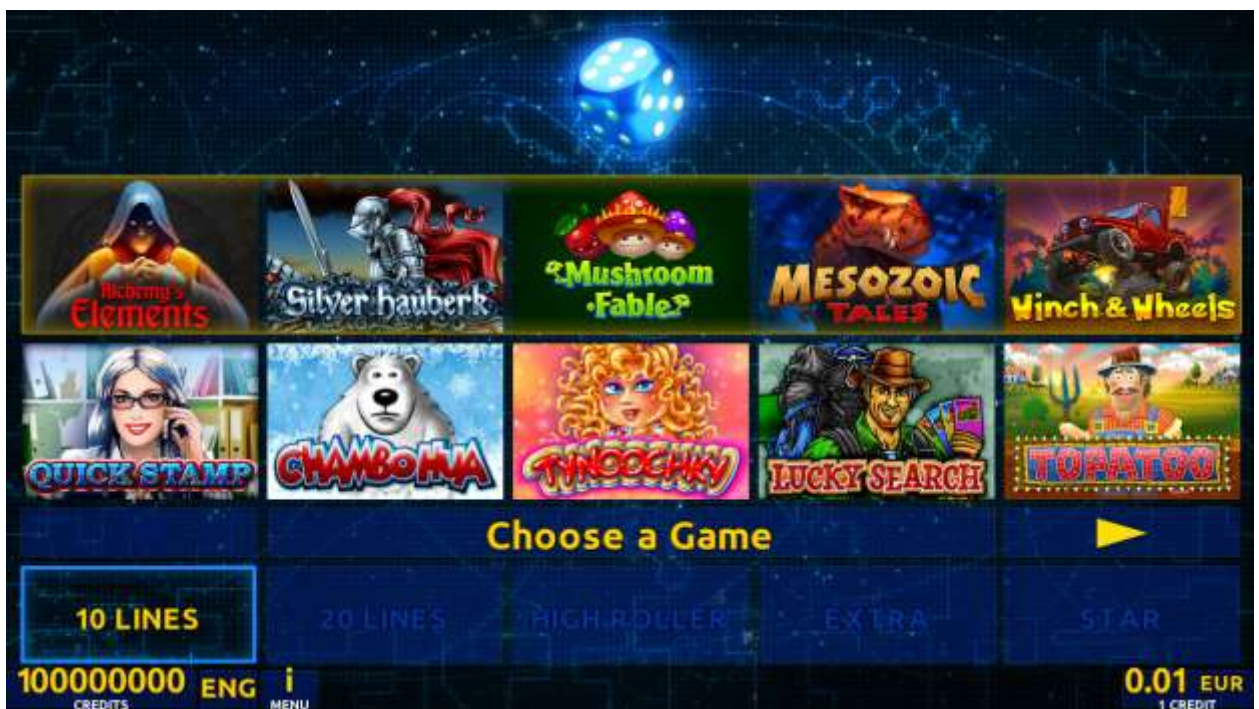


Figure 1: Game Selector Screen

## 4 Lab Creatures Jackpot Feature

### 4.1 Overview

Lab Creatures Jackpot is progressive jackpot system that can act as a standalone or as network-based progressive system. Lab Creatures Jackpot features 3 levels of progressives – Yellow, Blue and Green.

For the reels games extra “Lab Creatures Jackpot” symbol is added to the reels, which appears on top of the regular main game symbols.

When “Lab Creatures Jackpot” symbols appear anywhere on 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels in the main game, Lab Creatures 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 “Lab Creatures Jackpot” symbol is added to the reels, which appears on top of the regular main game symbols (see examples below). Main game symbols with “Lab Creatures Jackpot” play according to the payable. “Lab Creatures Jackpot” symbol is scattered and appears on 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels.





Figure 3: Lab Creatures Jackpot - Combination on reels







Figure 4: Lab Creatures Jackpot - reel symbol



Figure 5: Example main game symbols with Lab Creatures Jackpot symbol

### 4.3 Bonus Game

During bonus game, player has to select  coins boxes. Each selected Pink ball will reveal one of three balls – yellow , blue  or green .

The bonus game continues until the player collects 7 green, 5 blue or 3 yellow balls. The corresponding jackpot level is awarded to the player, and the jackpot level won is reset to the starting value. Bonus game winning is added to player's credit meter.

The player can select particular Pink ball by touching it on the screen (if touchscreen is available) or by pressing START button random Pink balls will be selected. For each selection the player is given 5 seconds before automatic random selection starts.



Figure 6: Lab Creatures 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**

 <table border="1"> <tr><td>500</td><td>5</td></tr> <tr><td>200</td><td>4</td></tr> <tr><td>50</td><td>3</td></tr> </table>	500	5	200	4	50	3	 <table border="1"> <tr><td>5000</td><td>5</td></tr> <tr><td>1000</td><td>4</td></tr> <tr><td>100</td><td>3</td></tr> </table>	5000	5	1000	4	100	3	<table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>200</td></tr> <tr><td>3</td><td>50</td></tr> </table> 	5	500	4	200	3	50
500	5																			
200	4																			
50	3																			
5000	5																			
1000	4																			
100	3																			
5	500																			
4	200																			
3	50																			
 <table border="1"> <tr><td>200</td><td>5</td></tr> <tr><td>50</td><td>4</td></tr> <tr><td>20</td><td>3</td></tr> </table>	200	5	50	4	20	3	<p style="text-align: center;"><b>SCATTER</b></p>  <table border="1"> <tr><td>250</td><td>5</td></tr> <tr><td>50</td><td>4</td></tr> <tr><td>10</td><td>3</td></tr> </table>	250	5	50	4	10	3	<table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> </table> 	5	200	4	50	3	20
200	5																			
50	4																			
20	3																			
250	5																			
50	4																			
10	3																			
5	200																			
4	50																			
3	20																			
 <table border="1"> <tr><td>200</td><td>5</td></tr> <tr><td>50</td><td>4</td></tr> <tr><td>20</td><td>3</td></tr> </table>	200	5	50	4	20	3		<table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> <tr><td>2</td><td>5</td></tr> </table> 	5	200	4	50	3	20	2	5				
200	5																			
50	4																			
20	3																			
5	200																			
4	50																			
3	20																			
2	5																			

CURRENT BET/LINE - 1

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 HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5 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 losing in the gamble game is 50%.  
Only Aces of all suits are used in gamble game.



Figure 9: Burning Fruits – Gamble Game Screen



## 6 Silver Hauberk

### 6.1 Overview

“Silver Hauberk” 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: Silver Hauberk - Main Game Screen

### 6.2 Paytable

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

The player can change current bet in paytable screen by pressing BET and MAX BET buttons.

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

 <p>5 = 500 4 = 60 3 = 10</p>	 <p>5 = 1000 4 = 100 3 = 20</p>	 <p>5 = 500 4 = 60 3 = 10</p>
 <p>5 = 200 4 = 40 3 = 5</p>	 <p>expands to adjacent positions and substitutes for all symbols.</p>	 <p>5 = 200 4 = 40 3 = 5</p>
 <p>5 = 100 4 = 20 3 = 5</p>		 <p>5 = 100 4 = 20 3 = 5</p>
<small>All prizes are in credits if not stated otherwise. Multifunction voids all plays and pays.</small>		<p>CURRENT BET/LINE - 1</p>

Figure 11: Silver Hauberk – Paytable (for 1 line and 1 credit per line)

### 6.3 Main Game

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

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

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

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

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

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

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



## 6.4 Gamble Game

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

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

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

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 12: Silver Hauberk – Gamble Game Screen

## 7 Tynoochky

### 7.1 Overview

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



Figure 13: Tynoochky - 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.



 <p>5 × 500 4 × 200 3 × 50</p>	 <p>5 × 5000 4 × 1000 3 × 100</p>	<p>5 × 500 4 × 200 3 × 50</p> 
 <p>5 × 200 4 × 50 3 × 20</p>	<p>SCATTER</p>  <p>5 × 50 4 × 10 3 × 2</p>	<p>5 × 200 4 × 50 3 × 20</p> 
 <p>5 × 200 4 × 50 3 × 20</p>	<p>5 × 200 4 × 50 3 × 20 2 × 5</p>	

All prizes are in credits. If not stated otherwise. Maximum odds: 48 spins and 2000.

CURRENT BET/LINE - 1

Figure 14: Tynoochky – Paytable (for 1 line and 1 credit per line)

### 7.3 Main Game

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

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

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

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

## 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 losing in the gamble game is 50%.

Only Aces of all suits are used in gamble game.



Figure 15: Tynoochky – Gamble Game Screen



## 8 Royal Jewels

### 8.1 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 16: Royal Jewels - Main Game Screen

### 8.2 Paytable

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

The player can change current bet in paytable screen by pressing BET and MAX BET buttons.

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

ROYAL JEWELS		
 <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>5 · 100 4 · 20 3 · 5</p>
<p>All prizes are void if not stated otherwise. Max function holds 44 plays and pays.</p>		
		<p>CURRENT BET/LINE - 1</p>

Figure 17: Royal Jewels – Paytable (for 1 line and 1 credit per line)

### 8.3 Main Game

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

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

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

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

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

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



### 8.4 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

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

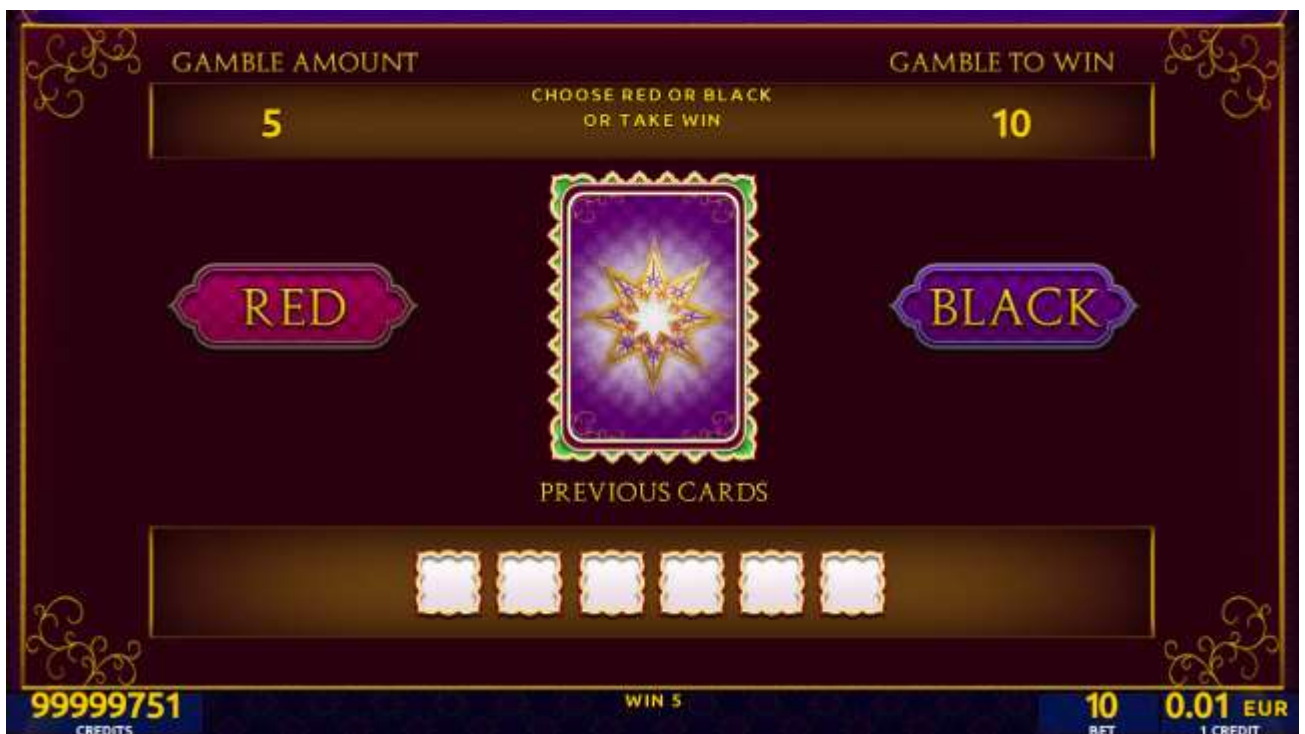


Figure 18: Royal Jewels – Gamble Game Screen

## 9 Mushroom Fable

### 9.1 Overview

“Mushroom Fable” 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 19: Mushroom Fable - 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.

 <table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>200</td></tr> <tr><td>3</td><td>50</td></tr> </table>	5	500	4	200	3	50	 <table border="1"> <tr><td>5</td><td>5000</td></tr> <tr><td>4</td><td>1000</td></tr> <tr><td>3</td><td>100</td></tr> </table>	5	5000	4	1000	3	100	 <table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	200	4	50	3	20
5	500																			
4	200																			
3	50																			
5	5000																			
4	1000																			
3	100																			
5	200																			
4	50																			
3	20																			
 <table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>200</td></tr> <tr><td>3</td><td>50</td></tr> </table>	5	500	4	200	3	50	<p>SCATTER</p>  <table border="1"> <tr><td>5</td><td>50</td></tr> <tr><td>4</td><td>10</td></tr> <tr><td>3</td><td>2</td></tr> </table>	5	50	4	10	3	2	 <table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	200	4	50	3	20
5	500																			
4	200																			
3	50																			
5	50																			
4	10																			
3	2																			
5	200																			
4	50																			
3	20																			
 <table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	200	4	50	3	20		 <table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>20</td></tr> <tr><td>2</td><td>5</td></tr> </table>	5	200	4	50	3	20	2	5				
5	200																			
4	50																			
3	20																			
5	200																			
4	50																			
3	20																			
2	5																			

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

CURRENT BET/LINE - 1

Figure 20: Mushroom Fable – Paytable (for 1 line and 1 credit per line)

### 9.3 Main Game

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

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

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

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



## 10 Topatoo

### 10.1 Overview

“Topatoo” 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 21: Topatoo – Main Game Screen

### 10.2 Paytable

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

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

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



 5 40 4 40 3 40 2 40	 SUBSTITUTES FOR ALL SYMBOLS EXCEPT  SCATTER  3X 10 FREE GAMES	 5 40 4 40 3 40
 5 20 4 20 3 20		 5 20 4 20 3 20
 5 10 4 10 3 10		 5 5 4 5 3 5

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

CURRENT BET/LINE - 1

Figure 22: Topatoo – Paytable (for 1 line and 1 credit per line)

### 10.3 Main Game

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

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

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

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

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 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).



## 10.4 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 “Cock” 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.

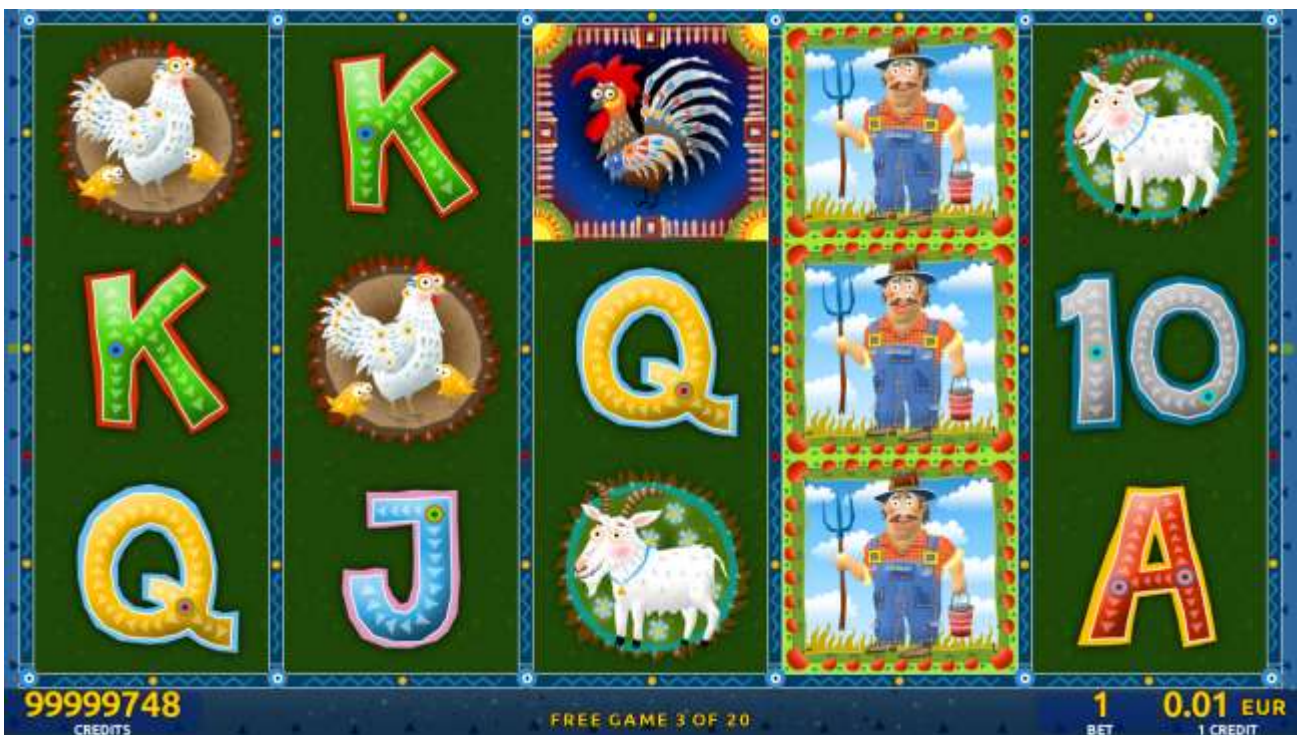


Figure 23: Topatoo – Free Games Screen

### 10.5 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.

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 24: Topatoo – Gamble Game Screen



## 11 Golden Fleece

### 11.1 Overview

Golden Fleece 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 25: Golden Fleece – 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.



	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 EXCEPT SPECIAL RANDOM EXPANDING SYMBOL THREE OR MORE "POSEIDON" SYMBOLS ANYWHERE ON THE REELS TRIGGER 10 FREE GAMES WITH SPECIAL RANDOM EXPANDING SYMBOL.			5 750 4 100 3 30 2 5
	5 150 4 40 3 5	 <b>GOLDEN FLEECE</b>			5 100 4 25 3 5
CURRENT BET/LINE - 1					

Figure 26: Golden Fleece – Paytable (for 1 line and 1 credit per line)

### 11.3 Main Game

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

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

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

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

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 “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 27: Golden Fleece - 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 28: Golden Fleece – Gamble Game Screen



## 12 Lucky Search

### 12.1 Overview

“Lucky Search” 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 29: Lucky Search – Main Game Screen

### 12.2 Paytable

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

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

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

<p>Substitutes for all symbols except Scatter symbols.</p>  <p>5 5000 4 250 3 50 2 10</p>	<p>5 500 4 100 3 25</p> 	
<p><b>SCATTER</b></p>  <p>5 100 4 20 3 5 2 2</p>	 	
<p><b>A K</b></p> <p>5 100 4 40 3 10</p>	<p>3, 4 or 5 Scatter symbols award Free Games. During Free Games 3, 4 or 5 Scatter symbols award extra Free Games.</p>	<p><b>Q J</b></p> <p>5 50 4 20 3 5</p>
<p>EXIT</p>	<p>CURRENT BET/LINE 1</p>	<p>← →</p>

Figure 30: Lucky Search – Paytable (for 1 line and 1 credit per line)

### 12.3 Main Game

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

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

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

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

When the feature is triggered, it is necessary to choose one of the 4 special symbols with multipliers:



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



Figure 31: Lucky Search – Free Games Selector Screen



Figure 32: Lucky Search – Free Games

## 12.5 Gamble Game

The player has to guess which color will be the next dealer's card – red or black. If 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 33: Lucky Search – Gamble Game Screen



## 13 Mesozoic Tales

### 13.1 Overview

“Mesozoic Tales” 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: Mesozoic Tales – Main Game Screen

### 13.2 Paytable

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

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

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

 <p>5 = 1000 4 = 200 3 = 40 2 = 10</p>	 <p><b>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</b></p> 	 <p>5 = 500 4 = 150 3 = 40</p>
 <p>5 = 400 4 = 100 3 = 20</p>		 <p>5 = 400 4 = 100 3 = 20</p>
 <p>5 = 200 4 = 40 3 = 10</p>	<p><b>SCATTER</b></p>  <p>3X</p> <p><b>10 FREE GAMES</b></p>	 <p>5 = 100 4 = 20 3 = 5</p>
<small>All prizes are in credits if not noted otherwise. Maximum odds 48 spins and pay.</small>		<p><b>CURRENT BET/LINE - 1</b></p>

**Figure 35: Mesozoic Tales – Paytable (for 1 line and 1 credit per line)**

### 13.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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 “Meteor” 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: Mesozoic Tales – Free Games Screen

### 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 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 37: Mesozoic Tales – Gamble Game Screen



## 14 Alchemy`s Elements

### 14.1 Overview

“Alchemy`s Elements” 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: Alchemy`s Elements – Main Game Screen

### 14.2 Paytable

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

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

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





### 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 the player about number of free games played and total number of free games won.

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

When the feature is triggered, it is necessary to choose one of the 4 special symbols with multipliers:



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

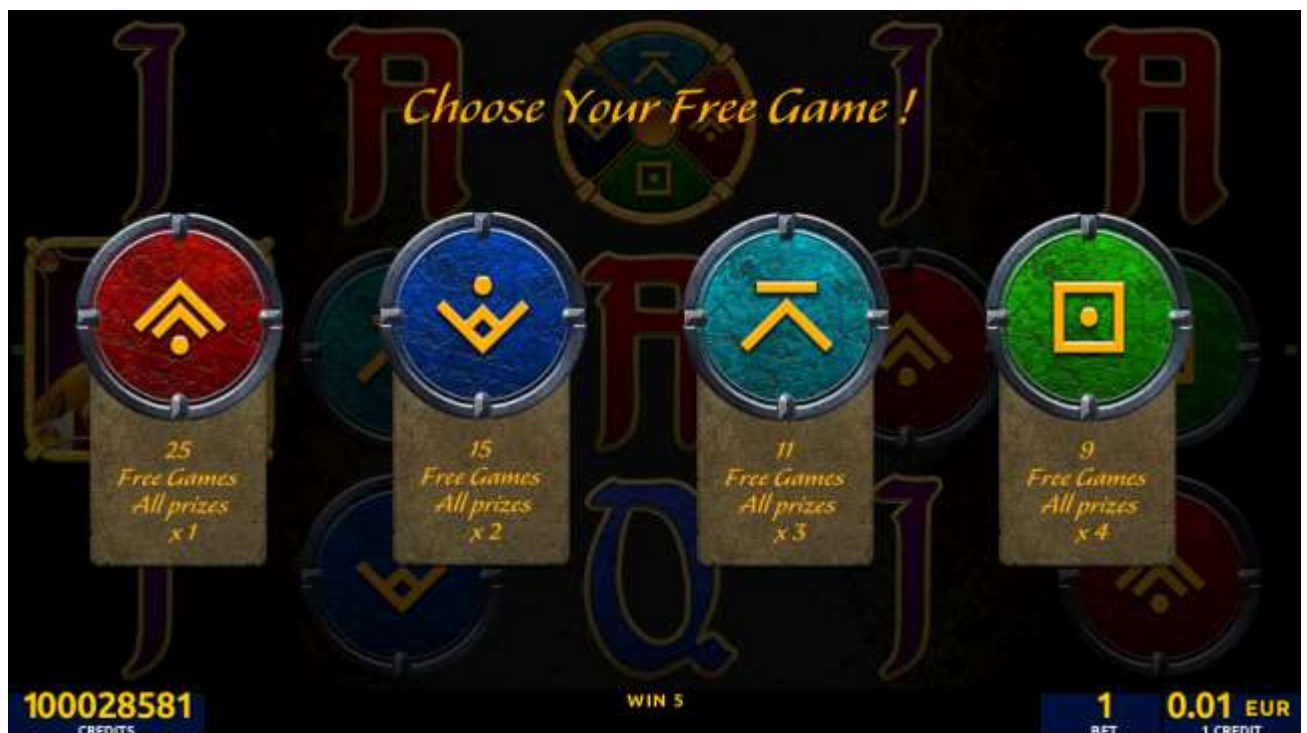


Figure 40: Alchemy`s Elements – Free Games Selector Screen





Figure 41: Alchemy's Elements – 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 winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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



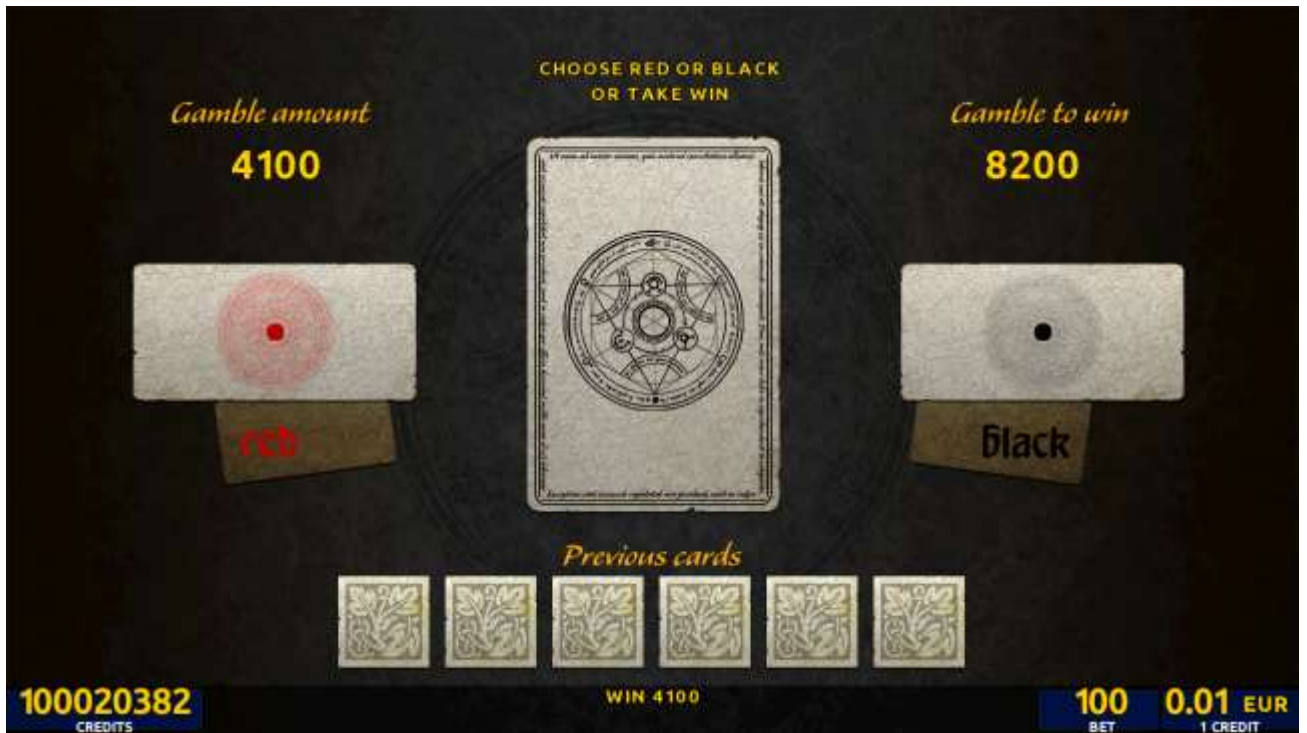


Figure 42: Alchemy's Elements – Gamble Game Screen

## 15 Chambohua

### 15.1 Overview

“Chambohua” 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.



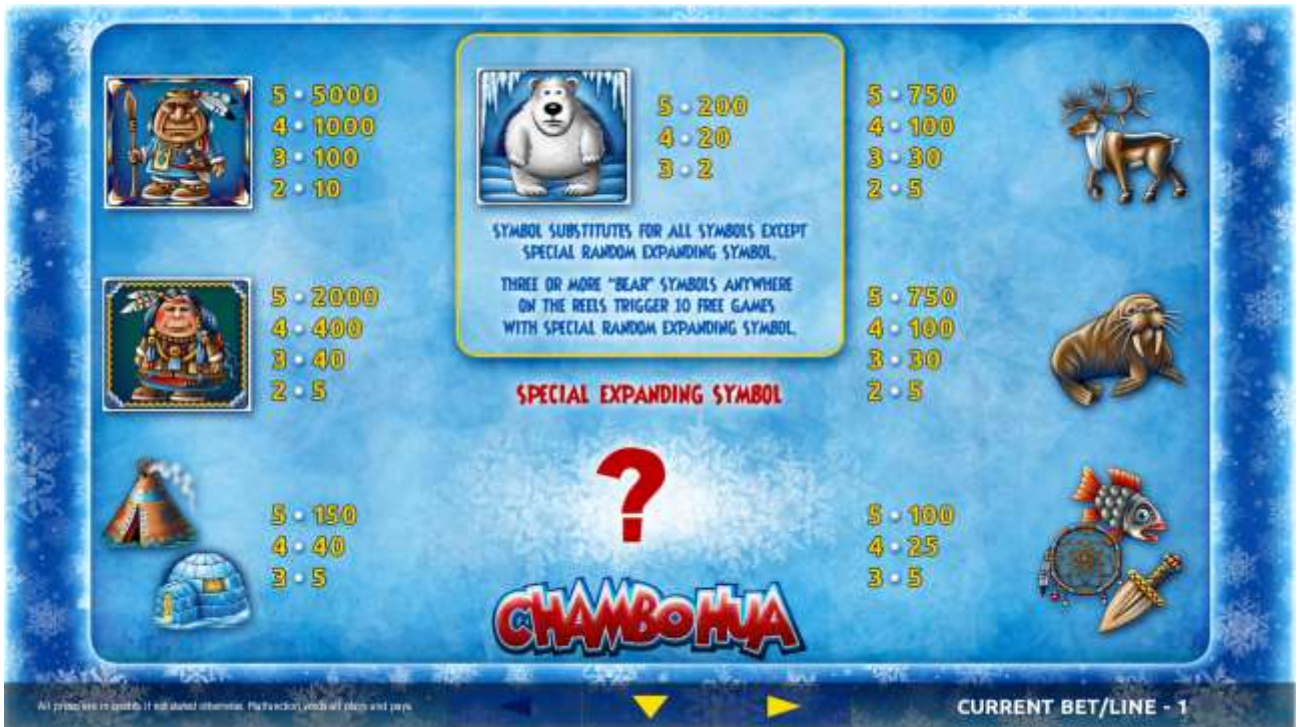
Figure 43: Chambohua - Main Game Screen

### 15.2 Paytable

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

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

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



Symbol	5	4	3	2
Native American Man	5000	1000	100	10
Bear (Special Expanding Symbol)	200	20	2	-
Reindeer	750	100	30	5
Native American Woman	2000	400	40	5
Walrus	750	100	30	5
Fish	100	25	5	-
Teepee	150	40	5	-

**SPECIAL EXPANDING SYMBOL**

SYMBOL SUBSTITUTES FOR ALL SYMBOLS EXCEPT SPECIAL RANDOM EXPANDING SYMBOL.  
THREE OR MORE "BEAR" SYMBOLS ANYWHERE ON THE REELS TRIGGER 10 FREE GAMES WITH SPECIAL RANDOM EXPANDING SYMBOL.

**CHAMBOHUA**

CURRENT BET/LINE - 1

Figure 44: Chambohua – Paytable (for 1 lines and 1 credit per line)

### 15.3 Main Game

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

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

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

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

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

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

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



## 15.4 Free Games

Before free games are started, a special expanding symbol is randomly selected in the popup window. This symbol acts as a special symbol, until free games are over. When special symbols appear anywhere on the reels during free games and form winning combination, special symbols expand to cover all positions on corresponding reels and the player is awarded a special symbol combination prize multiplied by number of active paylines.

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

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

Reels layout and payout percentage are different from those in the main game. Credit prizes for winning combinations are identical to the main game. Three or more scattered “Bear” 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.

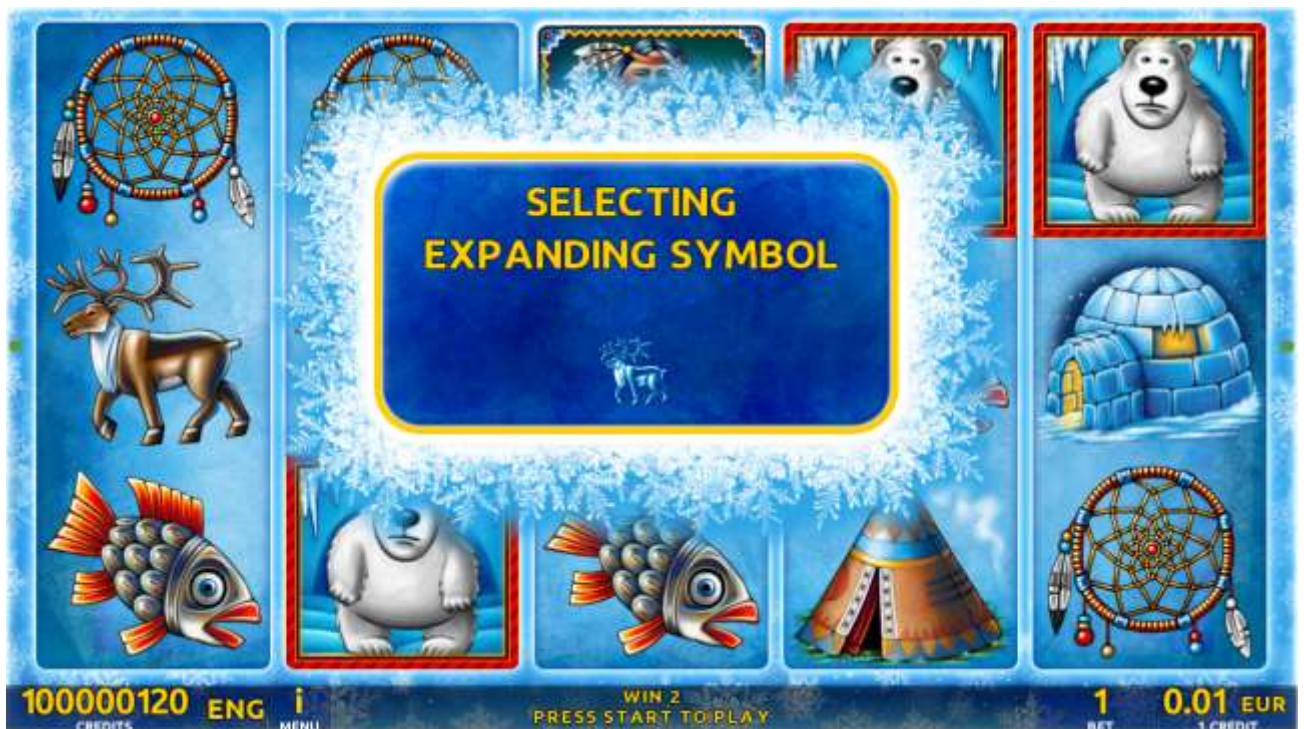


Figure 45: Chambohua - Special Expanding Symbol Selection

### 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 winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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



Figure 46: Chambohua – Gamble Game Screen



## 16 Winch & Wheels

### 16.1 Overview

“Winch & Wheels” 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 47: Winch & Wheels – Main Game Screen



## 16.2 Paytable

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

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

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



 <p>5 = 3000 4 = 300 3 = 50 2 = 5</p>	 <p>5 = 10000 4 = 2000 3 = 200 2 = 10 1 = 2</p> <p>substitutes for all symbols except scatters</p>	 <p>5 = 500 4 = 75 3 = 20</p>
 <p>5 = 500 4 = 100 3 = 25 2 = 2</p>	<p>Scatter</p>  <p>3, 4 or 5 award 8, 15 or 20 Free Games</p>	 <p>5 = 500 4 = 75 3 = 20</p>
<p>K</p> <p>5 = 250 4 = 50 3 = 10</p>	<p>Free Games</p> <p>5 = 400 4 = 20 3 = 5 2 = 2</p>	<p>J</p> <p>5 = 200 4 = 25 3 = 5</p>
<p>Q</p> <p>5 = 200 4 = 50 3 = 10</p>	<p>10g</p> <p>5 = 100 4 = 25 3 = 5</p>	<p>CURRENT BET/LINE - 1</p>

Figure 48: Winch & Wheels – Paytable (for 1 line and 1 credit per line)

## 16.3 Main Game

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

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

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

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

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).

### 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, four or five “Man” 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 “Wheel” symbols may appear and substitute other symbols on the reels. After substitution, all winnings are paid according to the pay table.

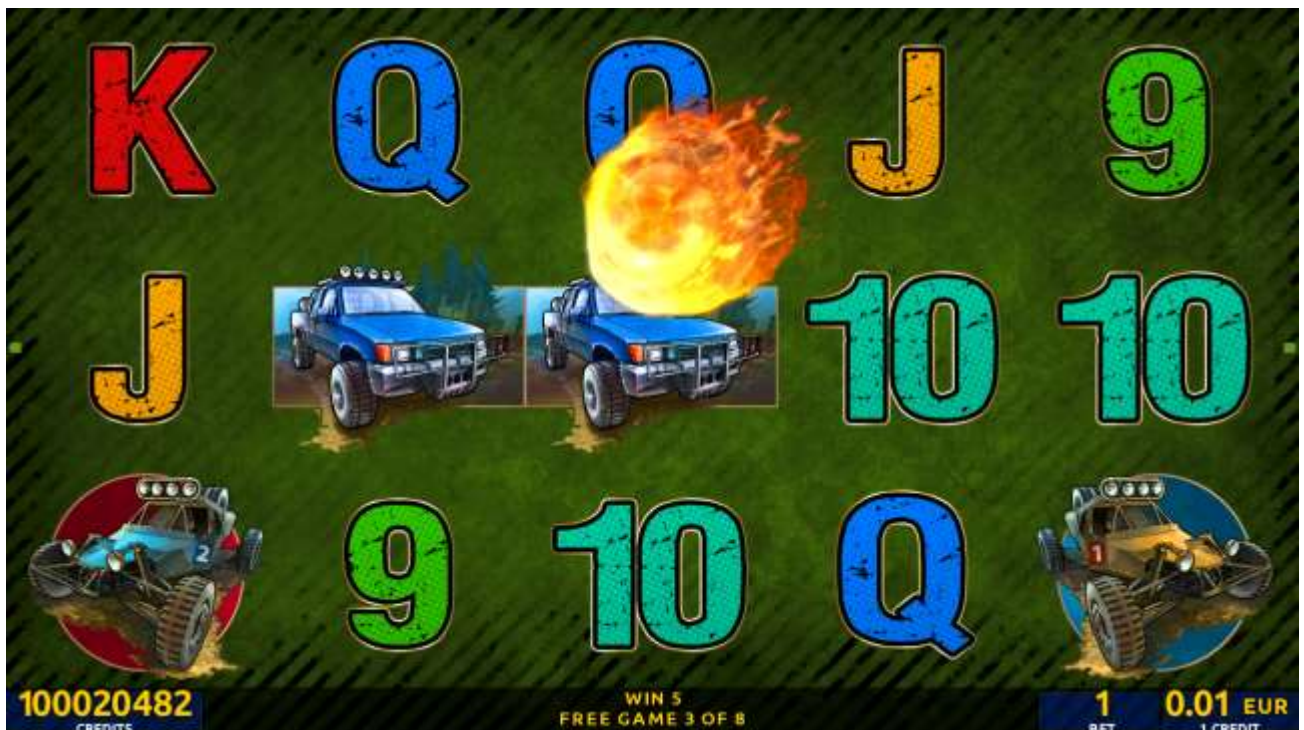


Figure 49: Winch & Wheels – Free Games Screen



### 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 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 50: Winch & Wheels – Gamble Game Screen



## 17 Quick Stamp

### 17.1 Overview

“Quick Stamp” 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.

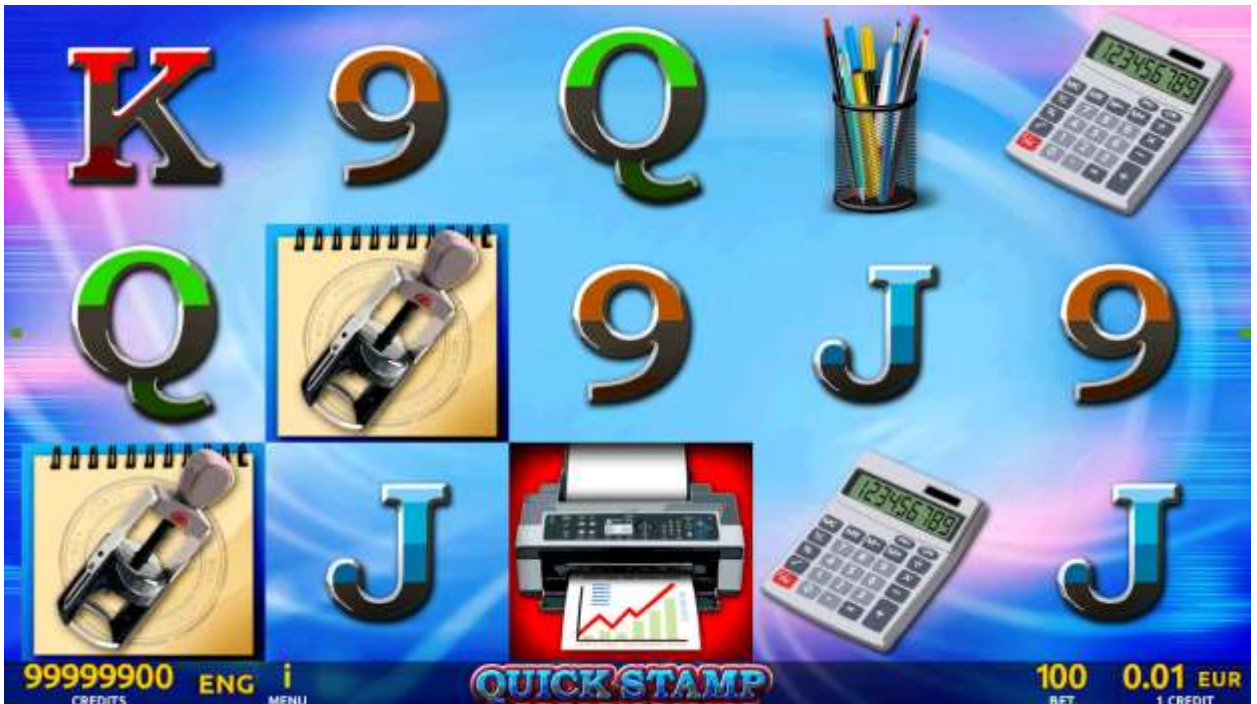


Figure 51: Quick Stamp – Main Game Screen

### 17.2 Paytable

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

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

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

  <p>5 • 750 4 • 125 3 • 25 2 • 2</p>	 <p>5 • 9000 4 • 2500 3 • 250 2 • 10</p> <p>substitutes for all symbols except Scatter and DOUBLES prize when substituting</p>	  <p>5 • 250 4 • 75 3 • 15</p>
 <p>5 • 400 4 • 100 3 • 20</p>	<p><b>SCATTER</b></p>  <p>5 • 500 4 • 20 3 • 5 2 • 2</p> <p>Three or more  symbols trigger 15 free games with 3x multiplier.</p>	<p>QJ 10</p> <p>5 • 100 4 • 25 3 • 5</p>
<p>A K</p> <p>5 • 125 4 • 50 3 • 10</p>		<p>9</p> <p>5 • 100 4 • 25 3 • 5 2 • 2</p>

CURRENT BET/LINE - 1

Figure 52: Quick Stamp – Paytable (for 1 line and 1 credit per line)

### 17.3 Main Game

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

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

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

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

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

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

## 17.4 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 53: Quick Stamp – Free Games Screen



### 17.5 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.

Paytable and help pages are available by pressing HELP button.

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

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



Figure 54: Quick Stamp – Gamble Game Screen

## 18 Bear`s corner

### 18.1 Overview

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



Figure 55: Bear`s corner – Main Game Screen

### 18.2 Paytable

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

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

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



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

CURRENT BET/LINE - 1

Figure 56: Bear`s corner – Paytable (for 1 line and 1 credit per line)

### 18.3 Main Game

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

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

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

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

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

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

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



### 18.4 Free Games

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

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

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

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

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



Figure 57: Bear`s corner – Free Games Screen

### 18.5 Gamble Game

The player has to guess which color will be the next dealer's card – red or black. If 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.

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 58: Bear's corner – Gamble Game Screen



## 19 Welkin guards

### 19.1 Overview

“Welkin guards” 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 59: Welkin guards – Main Game Screen

### 19.2 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.



 5 2000 4 500 3 50	 5 10000 4 2500 3 250 2 10 symbol substitutes for all symbols except scatters.	 5 1000 4 200 3 30
 5 500 4 100 3 20	SCATTER  5 100 4 20 3 5 2 2 12 Free Games + "Naval mine bonus"	 5 250 4 50 3 10
 5 500 4 100 3 20		 5 100 4 20 3 5
<small>All prizes are in credits if not stated otherwise. Help function works at all times and games.</small>		CURRENT BET/LINE - 1

Figure 60: Welkin guards – Pay table (for 1 line and 1 credit per line)

### 19.3 Main Game

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

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

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

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

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).

## 19.4 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 “Submarine” 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 “Naval Mine Bonus” for that free game.



**Figure 61: Welkin guards – 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.

## 19.5 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.

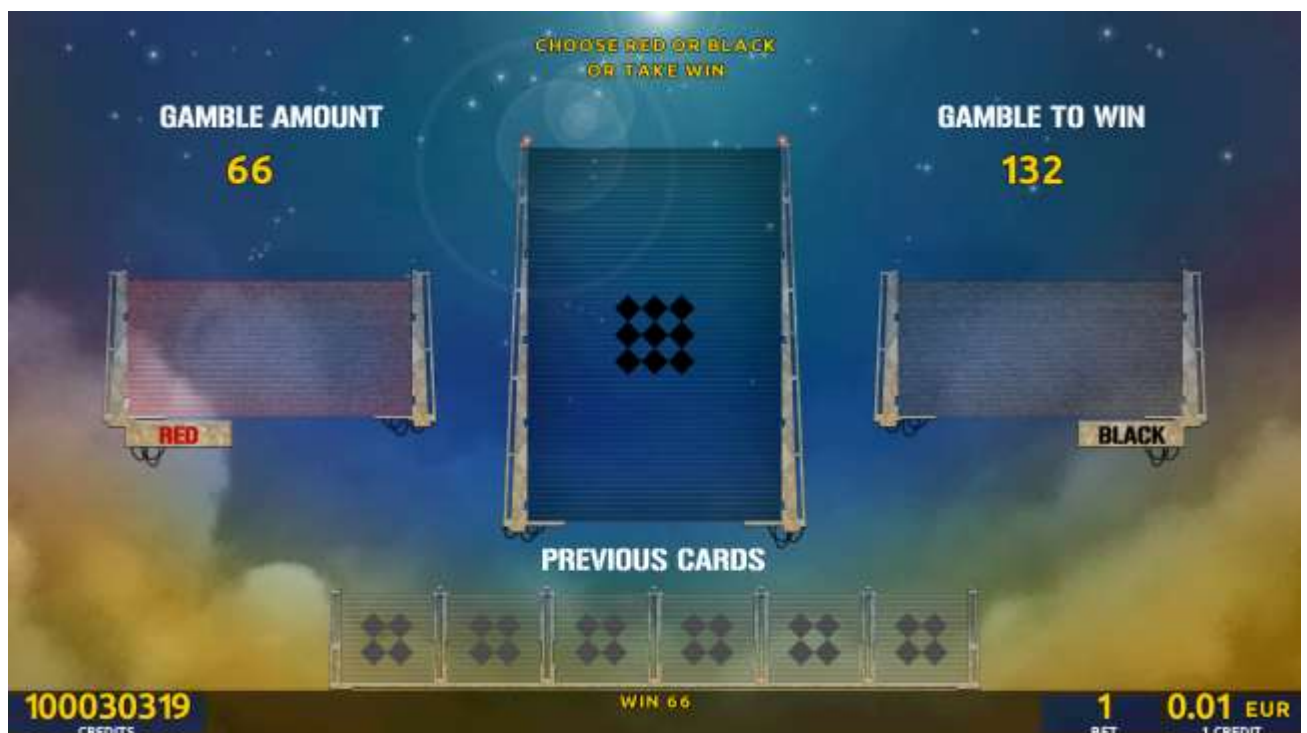


Figure 62: Welkin guards – Gamble Game Screen



## 20 Hong long

### 20.1 Overview

“Hong long” is a 5-reel 20-line video reels game. Player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features free games bonus and a gamble (double-up) game.



Figure 63: Hong long – Main Game Screen

### 20.2 Paytable

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

 <p>5 x 2000 4 x 500 3 x 50</p>	<p>EXPANDS ON THE 3RD REEL AND SUBSTITUTES FOR</p>     <p>AKQ JKG</p>	 <p>5 x 2000 4 x 500 3 x 50</p>
 <p>5 x 500 4 x 150 3 x 30</p>	<p>SCATTER</p>  <p>15 FREE GAMES</p> <p>3 x 2</p>	 <p>5 x 500 4 x 150 3 x 30</p>
<p>AK</p> <p>5 x 200 4 x 50 3 x 25</p>	<p>QJ</p> <p>5 x 150 4 x 30 3 x 20</p>	<p>JKG</p> <p>5 x 100 4 x 25 3 x 10</p>

All prizes are credits if not stated otherwise. Multifunction keys: 88 plays and pay.

CURRENT BET/LINE - 1

Figure 64: Hong long – Paytable (for 1 line and 1 credit per line)


### 20.3 Main Game

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

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

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

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

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

Winnings are shown in the following order – payline combinations first, then scatters (if applicable), and then bonus combinations. If the machine features seconds display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

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





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

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

## 20.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game.



Three “Tiger” symbols on the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reels award the player 15 free games.

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



During Free Games three “Tiger” symbols on the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reels award extra 15 free games.

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

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



Figure 65: Hong long – Free Game Screen



## 20.5 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 66: Hong long – Gamble Game Screen

## 21 Cosmos Jumping

### 21.1 Overview

“Cosmos Jumping” 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 67: Cosmos Jumping – Main Game Screen



## 21.2 Paytable

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

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

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



Symbol	5 Lines	4 Lines	3 Lines	2 Lines
Astronaut (Top Left)	3000	300	50	5
Sun (Top Middle)	10000	2000	200	10
Planet (Top Right)	500	100	25	2
Planet (Middle Left)	500	75	20	-
Rocket (Middle Center)	400	20	5	2
Moon (Middle Right)	500	75	20	-
K (Bottom Left)	250	50	10	-
Q (Bottom Middle-Left)	200	50	10	-
J (Bottom Middle-Right)	200	25	5	-
10 (Bottom Right)	100	25	5	-

SCATTER: 3, 4 OR 5 AWARD 8, 15 OR 20 FREE GAMES

SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS

ALL PRIZES ARE CREDITS IF NOT DETECTED OTHERWISE. MAXIMUM BET PER LINE IS 100 CREDITS.

CURRENT BET/LINE - 1

Figure 68: Cosmos Jumping – Paytable (for 1 line and 1 credit per line)

## 21.3 Main Game

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

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

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

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

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).

## 21.4 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 “Rocket” 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 “Star” symbols may appear and substitute other symbols on the reels. After substitution, all winnings are paid according to the pay table.



Figure 69: Cosmos Jumping – Free Games Screen

### 21.5 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 70: Cosmos Jumping – Gamble Game Screen



## 22 Wine Treasury

### 22.1 Overview

“Wine Treasury” 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 71: Wine Treasury – Main Game Screen

### 22.2 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.



 <p>5X 2000 4X 400 3X 100</p>	 <p>5X 10000 4X 3000 3X 500 2X 10</p> <p>substitutes for</p>  <p>A K Q J 10 9</p>	 <p>5X 500 4X 200 3X 50</p>
 <p>5X 150 4X 60 3X 20</p>	<p>Scatter</p>  <p>5X 500 4X 30 3X 5</p> <p>13 Free Games + Barrel Bonus</p>	 <p>5X 100 4X 30 3X 10</p>

All prizes are in credits if not stated otherwise. Maximum odds: 48 spins and 6000.

CURRENT BET/LINE - 1

Figure 72: Wine Treasury – Pay table (for 1 line and 1 credit per line)

### 22.3 Main Game

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

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

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

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

If the machine features second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the 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 main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

## 22.4 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 “Barrel” symbols anywhere on the reels award the player extra 13 free games + Barrel Bonus. The player is informed about this event with additional popup window.



During Free Games collect each Bunch of grapes to win extra 7 Free Games.

Each Bunch of grapes pays total bet x2.

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



Figure 73: Wine Treasury – Free Games Screen



## 22.5 Gamble Game

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

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

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

The 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 74: Wine Treasury – Gamble Game Screen



## 23 Buku bora

### 23.1 Overview

“Buku bora” 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 75: Buku bora – Main Game Screen

### 23.2 Paytable

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

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

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

<b>BukuBora</b>			
 5 = 1000 4 = 250 3 = 75	<b>SCATTER</b>  5 = 100 4 = 20 3 = 5 Substitutes for all symbols. 3, 4 or 5 symbols trigger 10, 15, 25 Free Games accordingly with wild symbols.	 5 = 750 4 = 200 3 = 50	
 5 = 500 4 = 100 3 = 25	 3, 4 or 5 symbols trigger 10, 15, 25 Free Games accordingly with wild symbols.	 5 = 500 4 = 100 3 = 25	
 5 = 150 4 = 40 3 = 10	   	 5 = 100 4 = 20 3 = 5	CURRENT BET/LINE - 1

Figure 76: Buku bora – Paytable (for 1 line and 1 credit per line)

### 23.3 Main Game

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

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

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

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

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

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

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

### 23.4 Free Games

The free games feature is triggered when 3, 4 or 5 “Magic Window ” symbols appear anywhere on the reels, and the player is awarded 10, 15 or 25 free games accordingly. During free games “Libo”, “Areta”, “Firefly” and “Aranessi” symbols become jokers and substitute for all symbols.

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

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

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

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



Figure 77: Buku bora – Free Games Screen



### 23.5 Gamble Game

The player has to guess which color will be the next dealer's card – red or black. If 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.

Paytable and help pages are available by pressing HELP button.

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

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

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

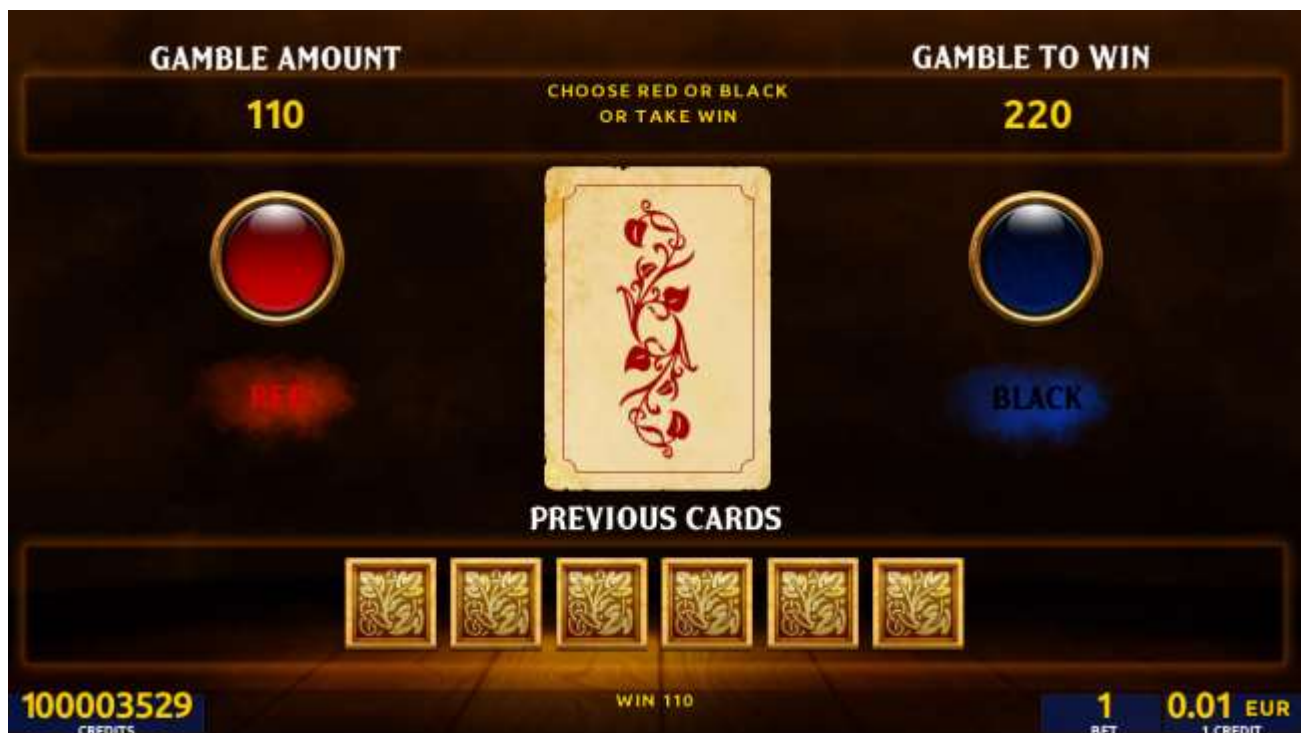


Figure 78: Buku bora – Gamble Game Screen

## 24 Zahmelusha

### 24.1 Overview

“Zahmelusha” 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 79: Zahmelusha – Main Game Screen

### 24.2 Paytable

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

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

 <p>5 x 2000 4 x 200 3 x 50 2 x 5</p>	 <p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p> <p>5 x 5000 4 x 1000 3 x 100 2 x 10</p>  AND 	
 <p>5 x 750 4 x 100 3 x 25 2 x 5</p>	 <p>SCATTER</p> <p>TRIGGER 10 FREE GAMES WITH INITIAL MULTIPLIER x2</p>	
 <p>5 x 500 4 x 75 3 x 20 2 x 5</p>	 <p>5 x 150 4 x 25 3 x 5</p>	 <p>5 x 100 4 x 20 3 x 5</p>
<small>All probabilities are based on 100 spins of 3 reels and 100 spins of 4 reels.</small>		<p>CURRENT BET/LINE - 1</p>

Figure 80: Zahmelusha – Paytable (for 1 line and 1 credit per line)

### 24.3 Main Game

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

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

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

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

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

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

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



## 24.4 Free Games

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

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

Reels layout and payout percentage is different from main game. Three “Dark Beer” 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.



Figure 81: Zahmelusha – Free Game

## 24.5 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.

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 82: Zahmelusha – Gamble Game Screen



## 25 Rudakop

### 25.1 Overview

“Rudakop” 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 83: Rudakop – Main Game Screen

### 25.2 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.



 5x1000 4x250 3x50 	 5x15000 4x5000 3x500 Substitutes for      <b>A K Q J 10 9</b>	 5x500 4x150 3x25 
 5x800 4x200 3x40	Scatter  5x500 4x20 3x5 <b>20 Free Games</b>	5x250 4x100 3x20 <b>A K</b>
<b>Q J</b> 5x200 4x50 3x10		5x200 4x50 3x10 <b>10 9</b>
<small>All prizes are in credits if not stated otherwise. Refraction voids all plays and pays.</small>		CURRENT BET/LINE - 1

Figure 84: Rudakop – Pay table (for 1 line and 1 credit per line)

### 25.3 Main Game

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

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

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

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

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

## 25.4 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 number of free games played and total number of free games won.

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

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

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



**Figure 85: Rudakop – Free Games Screen**

## 25.5 Gamble Game

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

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

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

The 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 86: Rudakop – Gamble Game Screen



## 26 Amecar Force

### 26.1 Overview

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



Figure 87: Amecar Force - Main Game Screen

### 26.2 Paytable

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

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

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

 <p>5 • 1000 4 • 200 3 • 50 2 • 5</p>	 <p>5 • 5000 4 • 1000 3 • 100 2 • 10</p> <p><i>substitutes for all symbols</i></p> <p><i>except</i>  <i>symbol.</i></p>	 <p>5 • 500 4 • 100 3 • 25 2 • 5</p>
 <p>5 • 250 4 • 75 3 • 15 2 • 5</p>		 <p>5 • 150 4 • 40 3 • 10</p>
 <p>5 • 100 4 • 20 3 • 5</p>	<p> <i>on the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels awards 10 Free Games.</i></p> <p><i>During Free Games</i>  <i>substitutes for all symbols.</i></p> <p><i>During free games</i>    <i>award extra 10 Free Games.</i></p>	
<p><small>All prizes are credits if not stated otherwise. Max function voids all plays and pays.</small></p>		<p>CURRENT BET/LINE - 1</p>

Figure 88: Amecar Force – Paytable (for 1 lines and 1 credit per line)

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

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

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

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).



## 26.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. Credit prizes for winning combinations are identical to the main game, additionally “Piston” symbol acts as a joker and substitutes for all the symbols without exception. Three “Piston” symbols on the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> 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 89: Amecar Force - Free Games



## 26.5 Gamble Game

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

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

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

The payable and help pages are available by pressing HELP button.

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

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



Figure 90: Amecar Force – Gamble Game Screen

## 27 Kote Mate

### 27.1 Overview

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



Figure 91: Kote Mate - Main Game Screen

### 27.2 Paytable

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

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

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





Symbol	5	4	3
Black Cat	1000	400	40
White Cat	400	80	20
Red Cat	200	40	20
Scatter (Paw Star)	500	20	5
Blue Cat	200	40	20
Yellow Cat	100	20	10
Red 7	-	-	-

symbol substitutes for all symbols except

scatter

Kote mate

CURRENT BET/LINE - 1

Figure 92: Kote Mate – Paytable (for 1 lines and 1 credit per line)

### 27.3 Main Game

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

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

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

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

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

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

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



## 27.4 Gamble Game

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

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

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

The payable and help pages are available by pressing HELP button.

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

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



Figure 93: Kote Mate – Gamble Game Screen

## 28 Kin House

### 28.1 Overview

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



Figure 94: Kin House - Main Game Screen

### 28.2 Paytable

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

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

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



 <p>5 • 1000 4 • 400 3 • 40</p>		<p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p> 	
 <p>5 • 200 4 • 40 3 • 20</p>	 <p>5 • 400 4 • 80 3 • 20</p>	 <p>5 • 100 4 • 20 3 • 10</p>	
	 <p>SCATTER 5 • 500 4 • 20 3 • 5</p>		
<small>All prizes are credits if not stated otherwise. Multiplier valid at play and pay.</small>			<p>CURRENT BET/LINE - 1</p>

Figure 95: Kin House – Paytable (for 1 lines and 1 credit per line)

### 28.3 Main Game

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

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

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

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

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

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

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



## 28.4 Gamble Game

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

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

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

The payable and help pages are available by pressing HELP button.

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

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



Figure 96: Kin House – Gamble Game Screen

## 29 Smakyboo

### 29.1 Overview

“Smakyboo” is a 5-reel all ways pay video reels game. All combinations pay from left to right 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 97: Smakyboo - Main Game Screen

### 29.2 Paytable

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

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

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





**SMAKYBOO**

SUBSTITUTES FOR

 5 • 500 4 • 100 3 • 20	 5 • 500 4 • 100 3 • 20	 5 • 500 4 • 100 3 • 20	 5 • 500 4 • 100 3 • 20	 5 • 500 4 • 100 3 • 20	 5 • 500 4 • 100 3 • 20
 5 • 60 4 • 25 3 • 10	 5 • 100 4 • 40 3 • 15	 5 • 60 4 • 25 3 • 10			
 5 • 30 4 • 15 3 • 5	   "WAITER" SYMBOLS ON THE 1 <sup>ST</sup> , 3 <sup>RD</sup> AND 5 <sup>TH</sup> KEELS AWARDS 10 FREE GAMES. DURING FREE GAMES "WAITER" SYMBOLS SUBSTITUTES FOR ALL SYMBOLS. THREE "WAITER" SYMBOLS AWARD EXTRA 10 FREE GAMES.	 5 • 20 4 • 10 3 • 5			

ALL PRIZES ARE IN CREDITS. IT IS NOT CASH. ALL PRIZES ARE PAID IN CASH AND CASH.

CURRENT BET/LINE - 5

Figure 98: Smakyboo - Paytable (for 5 credits total bet)

### 29.3 Main Game

The player can press HELP button any time when game is idle to see help and payable 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 total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 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.

If a game is played with autostart, the 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).



## 29.4 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 “Waiter” symbols act as jokers and substitute for all symbols without exception. Three “Waiter” symbols on the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels awards player with extra 10 free games. Player is informed about this event with additional popup window.

During free games all winning combinations pay in any position on adjacent reels.

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



Figure 99: Smakyboo – Free Games Screen

### 29.5 Gamble Game

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

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

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

The payable and help pages are available by pressing HELP button.

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

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



Figure 100: Smakyboo – Gamble Game Screen

## 30 Game Menu

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

### 30.1 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

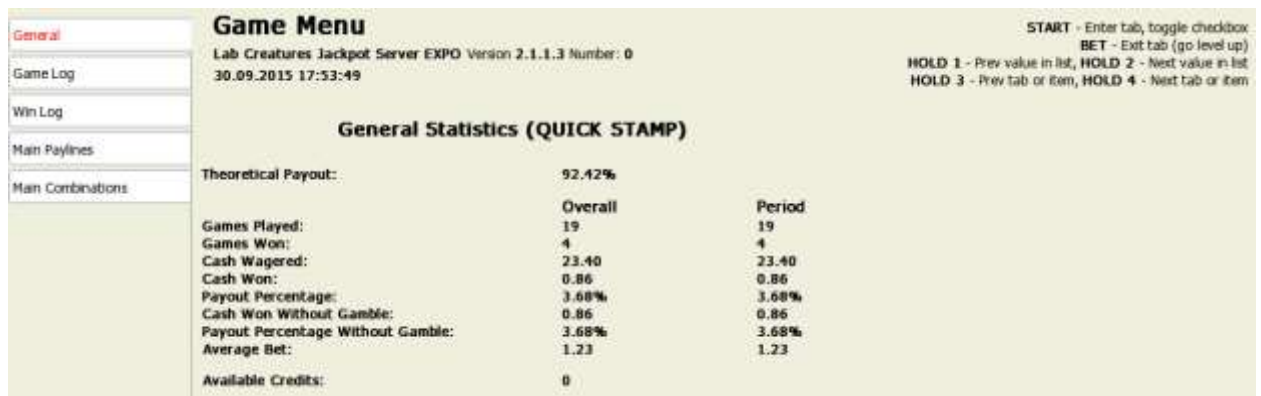


Figure 101: General Statistics

### 30.2 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 102 Game Log

### 30.3 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.



Figure 103: Win Log

### 30.4 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 players' preferences.

General		Game Menu		Main Game Payline Statistics (QUICK STAMP)						
Game Log		Lab Creatures Jackpot Server EXPO Version 2.1.1.3 Number: 0								
Win Log		30.09.2015 17:53:49								
Main Paylines										
Main Combinations										
L	G played	G won	Htrate	C won	C averaged	C pp	U pp	Av. bet	Bet D	
1	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
2	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
3	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
4	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
5	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
6	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
7	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
8	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
9	0	0	0.0000	0.00	0.00	0.00%	0.00%	0.00	0.0000	
10	19	4	4.7500	0.86	21.40	3.68%	22.63%	1.23	0.9453	
All	19	4	4.7500	0.86	21.40	3.68%	22.63%	1.23	0.9453	

Figure 104: Main Game Payline Statistics























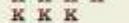










General		Game Menu		Main Game Combination Statistics		
Game Log		Lab Creatures Jackpot Server EXPO Version 2.1.1.3 Number: 0				
Win Log		30.09.2015 17:53:49				
Main Paylines						
Main Combinations						
Combination	Hits	Combination	Hits	Combination	Hits	
	0		0		0	
	0		0		0	
	0		2		0	
	0		0		0	
	0		0		0	
	0		0		0	
	0		0		0	
	0		0		0	
	0		0		0	
	0		0		0	
	1		1		0	
Scattered win			1			

Figure 105: Main Game Combination Statistics