Lab Creatures Jackpot

Game Description

Revision 1.0 WS

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2 Revision History

Version	Date	Author	Description
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	5-reel, 10-payline game without gamble and bonus features
6. Topatoo	5-reel, 10-payline game with gamble and free spins feature
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, 20-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	5-reel, 20-line game with gamble and no bonus features
24. Kin House	
25. SmakyBoo	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.
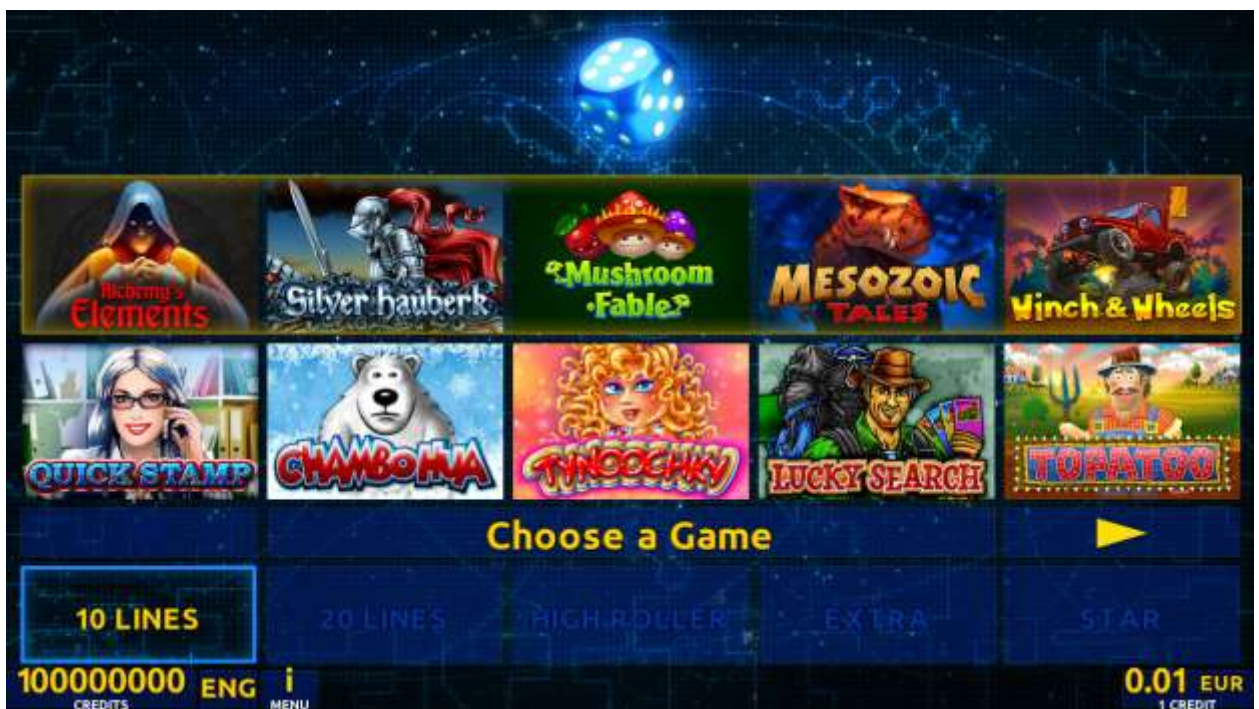
Figure 1: Game Selector Screen

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 1st, 3rd and 5th 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 paytable. "Lab Creatures Jackpot" symbol is scattered and appears on 1st, 3rd and 5th 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.

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.
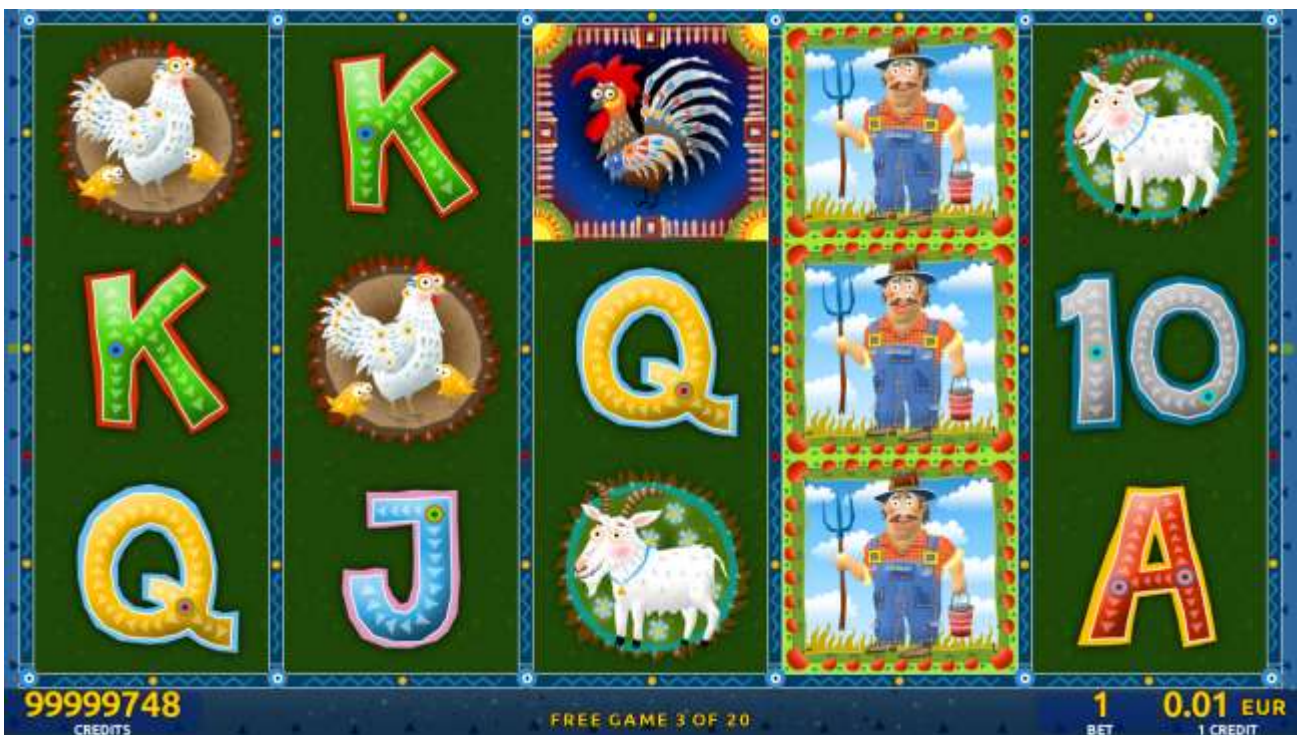
Figure 23: Topatoo – Free Games Screen

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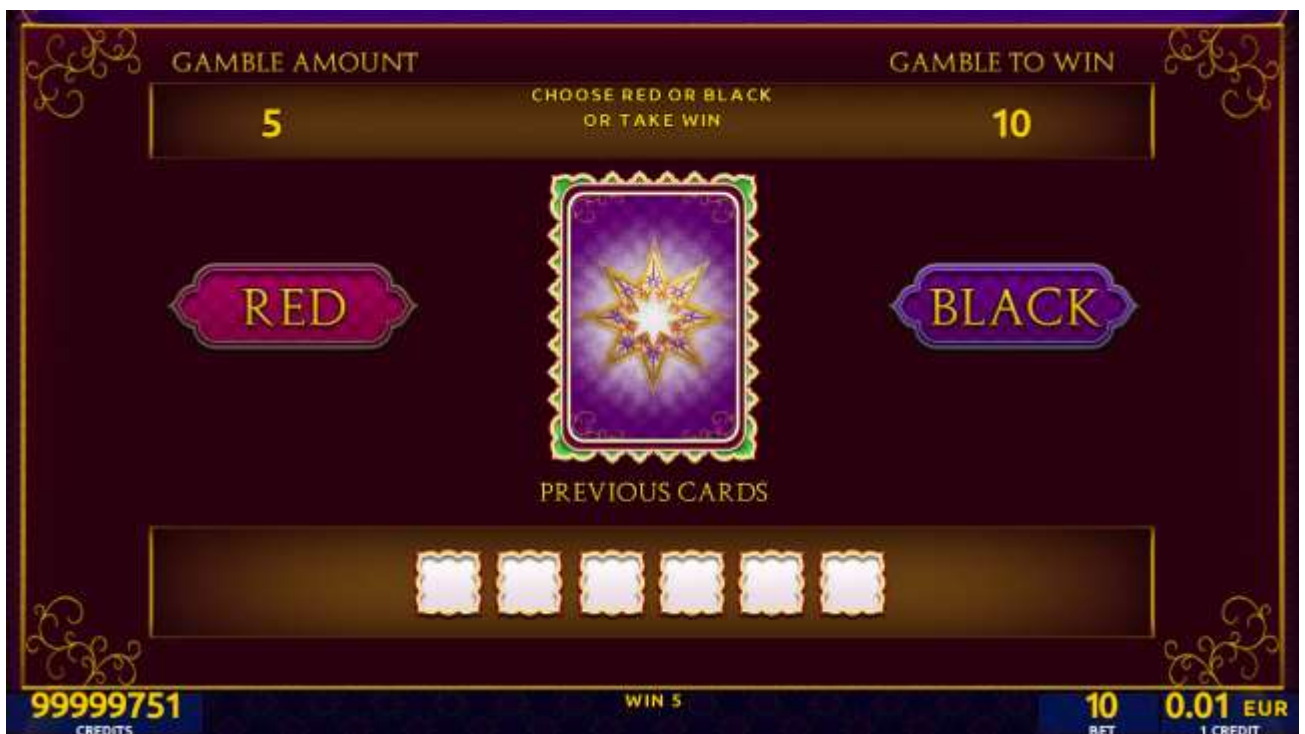Only Aces of all suits are used in the gamble game.

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.

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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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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. Thee or more scattered "Poseidon" symbols anywhere on the reels award player with extra 10 free games. Player is informed about this event with additional popup window.

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

Figure 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.
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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.

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

Figure 39: Alchemy`s Elements – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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).

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.
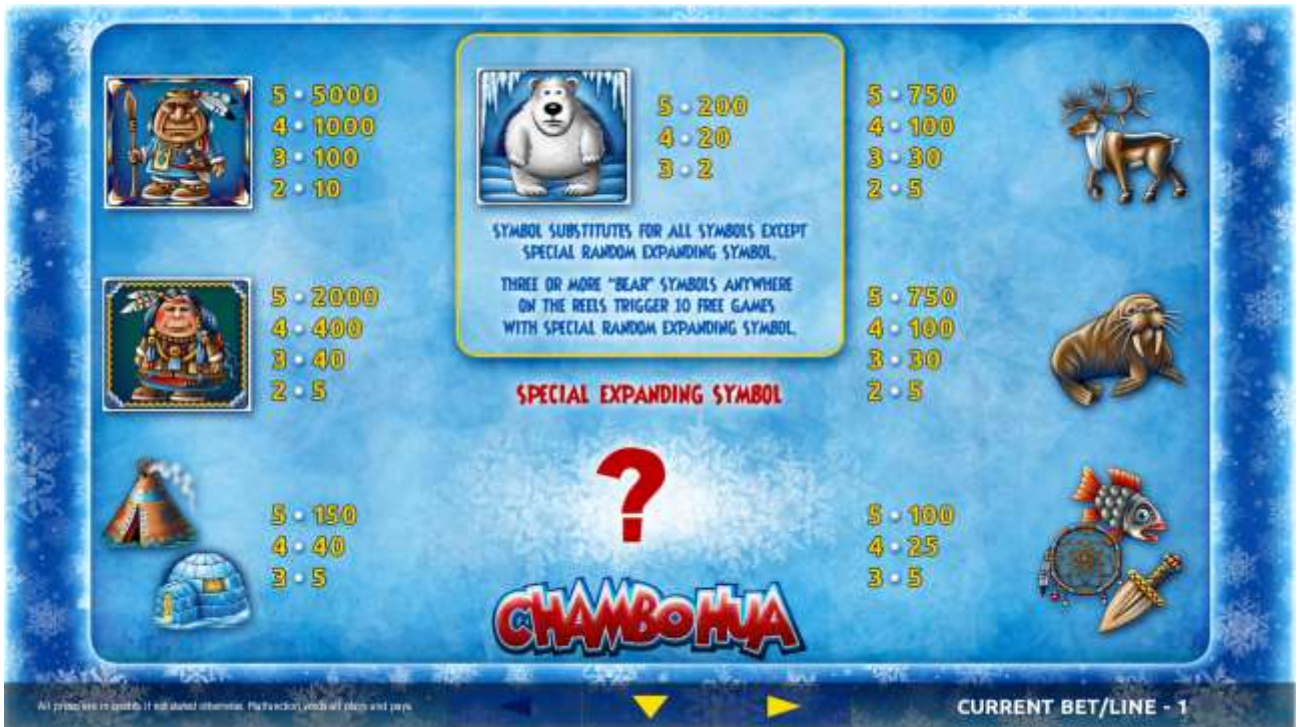
Figure 43: Chambohua - Main Game Screen

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.
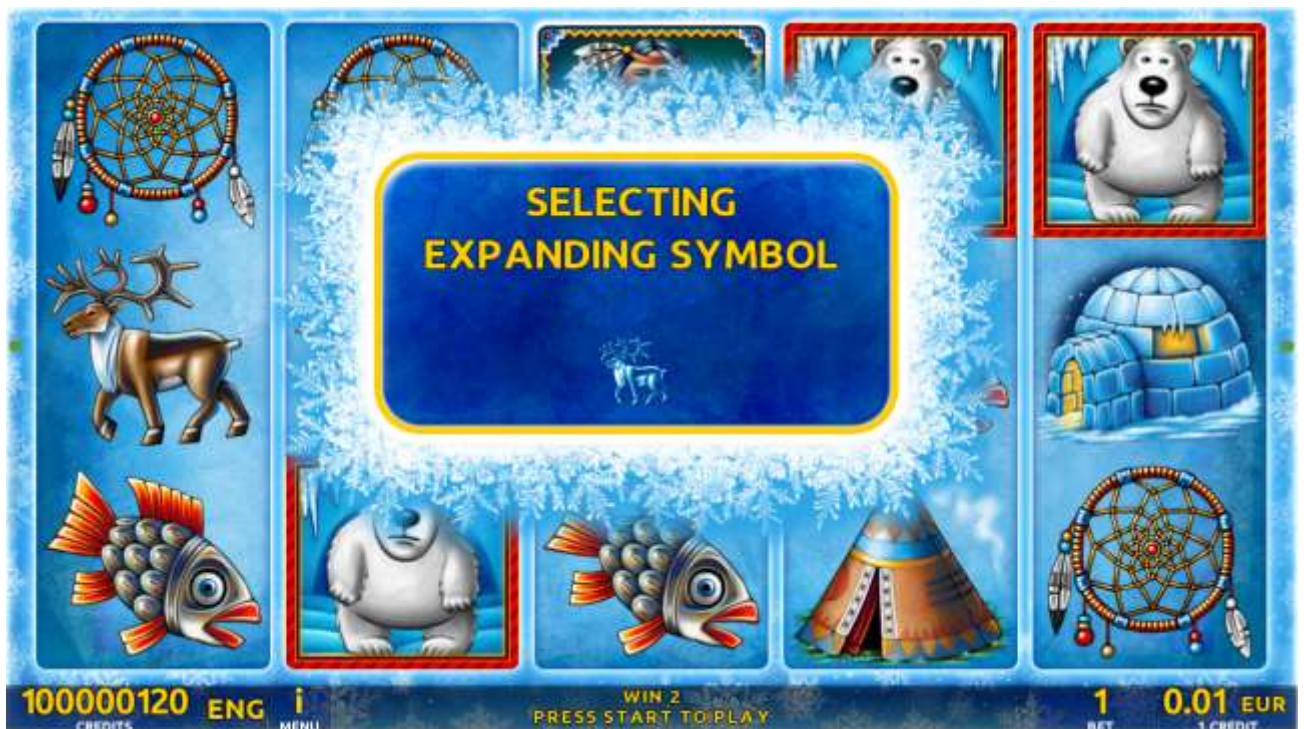
Figure 45: Chambohua - Special Expanding Symbol Selection

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.

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.
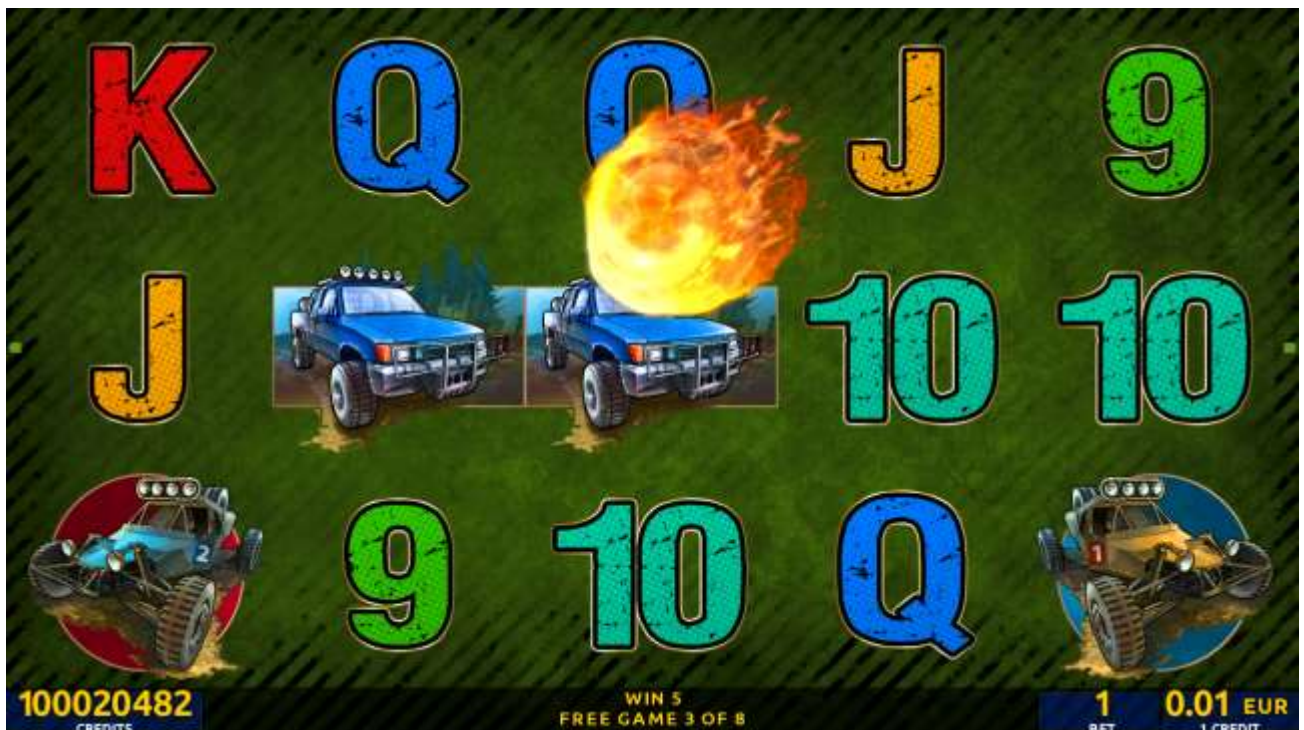
Figure 49: Winch & Wheels – Free Games Screen

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.
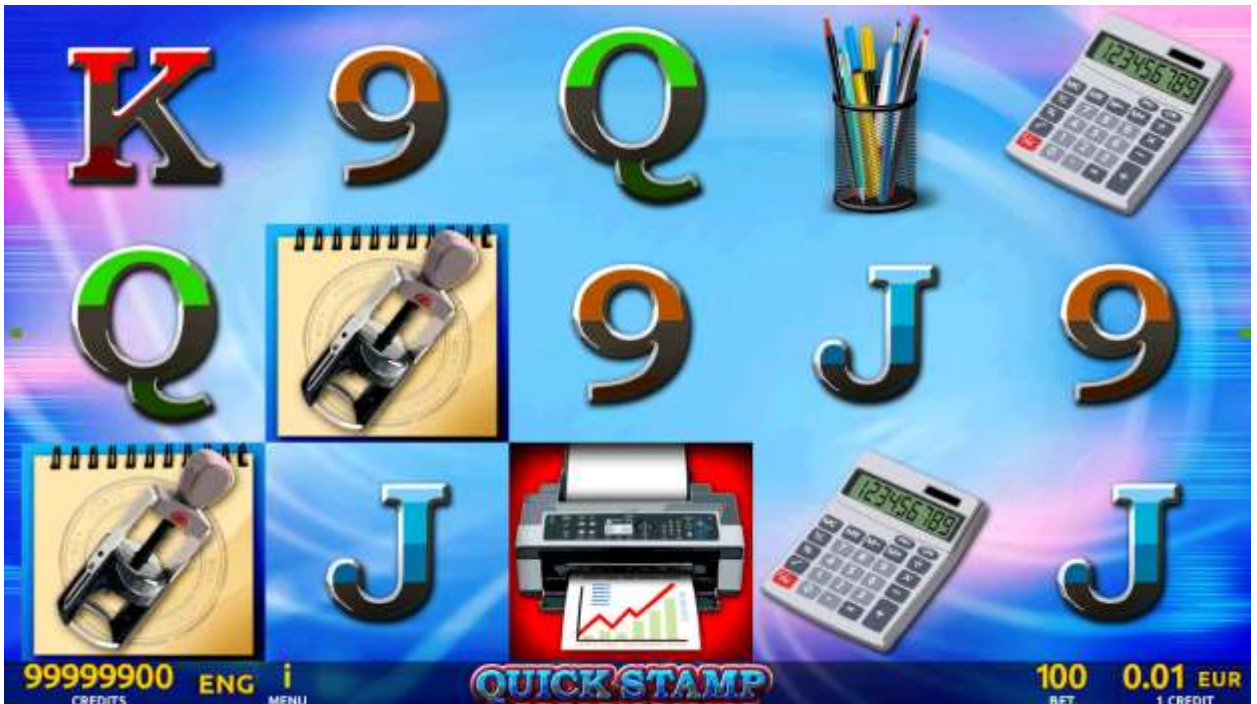
Figure 51: Quick Stamp – Main Game Screen

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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%.
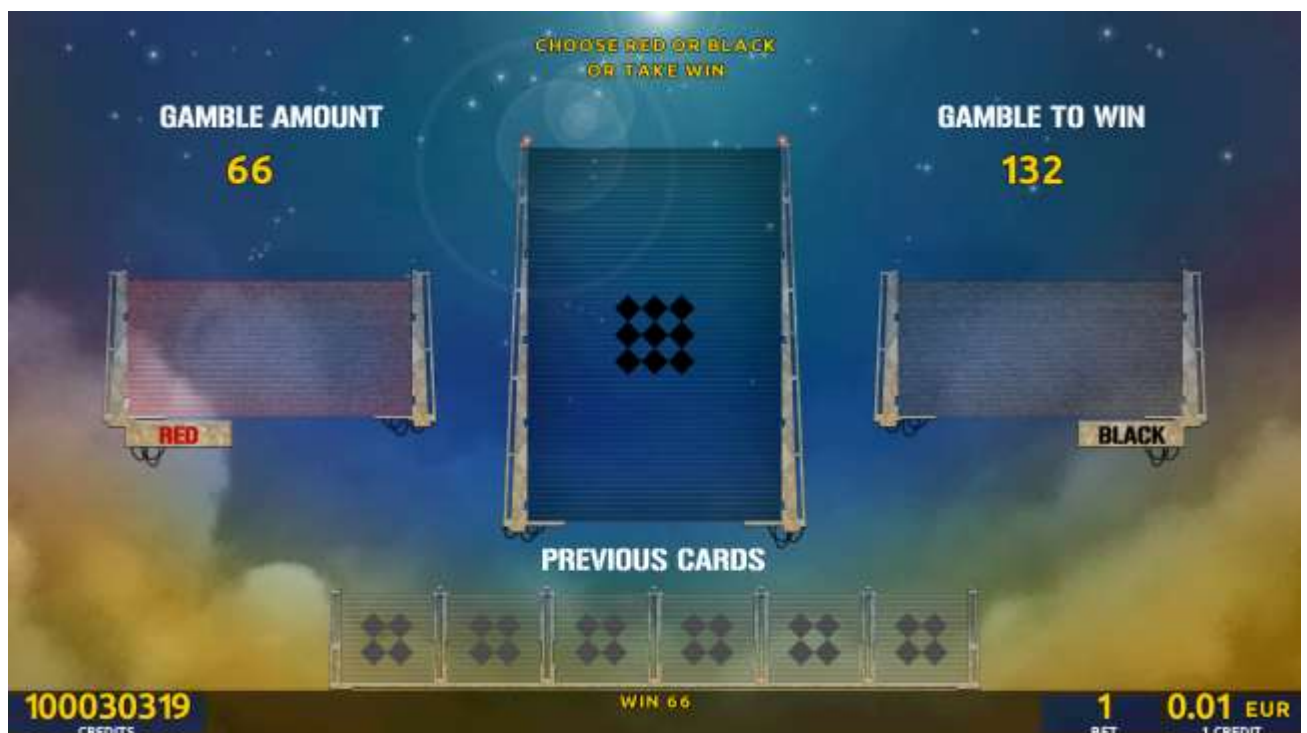Only Aces of all suits are used in the gamble game.

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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 2nd, 3rd and 4th reels award the player 15 free games.
During Free Games "Dragon" symbol expands on the 2nd, 3rd and 4th reels and substitutes for all symbols except scatters.

During Free Games three "Tiger" symbols on the 2nd, 3rd and 4th 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.

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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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.

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 1st, 3rd and 5th reels award the player extra 10 free games. The player is informed about this event with additional popup window.

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

Figure 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 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 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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 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 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.

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 paytable screens.

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. 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 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 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.

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 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 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 1st, 3rd and 5th 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 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 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
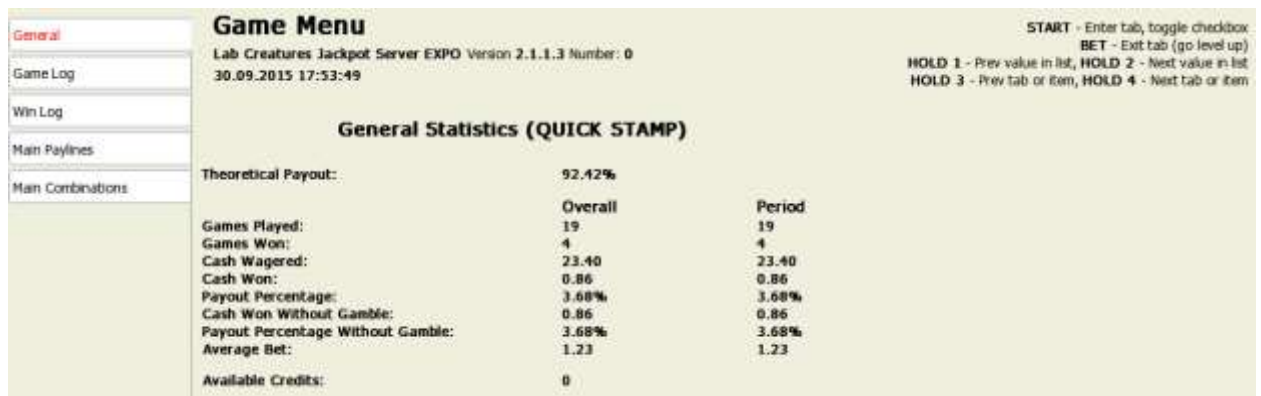
Figure 101: General Statistics

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.

Figure 104: Main Game Payline Statistics
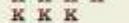
Figure 105: Main Game Combination Statistics