# Silk Flowers Jackpot

## Game Description

Revision 1.1 WS

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| Version | Date | Autor | Description |
|---|---|---|---|
| 1.0 | 09.01.2017 | DLV | Initial document release |
| 1.1 | 20.04.2017 | DLV | Update screenshots |

# 3 Multi Game

## 3.1 General Information

"Silk Flowers Jackpot" is a multigame machine with 25 video reels games:

| | |
|---|---|
| 1. Draw Poker | 2 draw poker game with gamble feature |
| 2. Fruitiles | 3-reel, 5-line game with gamble and no bonus features |
| 3. Burning Fruits | 5-reel, 5-line game with gamble and no bonus features |
| 4. Brick Fruits | 5-reel, 10-payline game with gamble and no bonus features |
| 5. Mushroom fable | 5-reel, 10-payline game without gamble and bonus features |
| 6. Lucky 7 | 5-reel, 20-payline game without gamble and bonus features |
| 7. Symphomagic | |
| 8. Cranky Flavor | 5-reel, 10-payline game with gamble and free spins feature |
| 9. Cai Shen | |
| 10. Lucky Search | |
| 11. Golden Bijou | |
| 12. Chambohua | |
| 13. Lucky Witch | |
| 14. Eldario | |
| 15. Star Jong | 5-reel, 20-payline game with gamble and free spins feature |
| 16. Bear`s corner | |
| 17. Hong Long | |
| 18. Double Rich | |
| 19. Amecar Force | |
| 20. Kote Mate | 5-reel, 20-payline game with gamble and no bonus features |
| 21. Kin House | |
| 22. Mighty Zoo | |
| 23. Filibuster`s Ghost | 5-reel, 40-payline game with gamble and free spins feature |
| 24. Hidden Sharm | 5-reel, 40-payline game with gamble and no bonus features |
| 25. Glass Fruits | |

## 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  Silk Flowers Jackpot Feature

## 4.1  Overview

Silk Flowers Jackpot is progressive jackpot system that can act as a standalone or as network-based system. Silk Flowers Jackpot features 4 levels of mystery progressives – Pink, Blue, Green and Yellow.

Levels growth depends on the contributions from slot machines participating in the system.

Jackpot draw is performed on the winning machine and is presented in the form of the bonus game Silk Flowers.



**Figure 2: Current progressive jackpot values**

## 4.2  Bonus Game

Silk Flowers bonus game is randomly triggered after any main spin in reel games or after the second deal in the poker game. The player is informed about winning the bonus game by a congratulatory window. All winnings are added to player's credit meter and can be gambled further.

After entering the bonus game, the player is awarded Pink jackpot level and 1 to 3 lives. Higher total bet increases the number of lives and the chances of winning higher jackpot levels.

The game starts with congratulations on winning Pink level and then it is time for the player to try their luck on the Silk Road of the remaining jackpot levels – Blue, Green and Yellow.

To complete a level the player needs to guess, in the allotted time, which of the 5 vases conceals a magic flower of luck. This can be accomplished by making choice either using Hold

1…Hold 5 buttons on the keyboard or by touching a vase on the touchscreen. If successful (a pink flower appears), the player needs to do the same on the next shelf of the magic armoire.

If unsuccessful, the player loses 1 life (gold coins on the right). If the player still has gold coins (lives) left, the game continues.

Having found the magic flower of success on all three shelves, the player wins a jackpot level. At the same time the previous level completed becomes unavailable, because the player moves one level up.

The other levels are completed the same way.

The bonus game continues until the player reaches the upper shelf of the last (yellow) level or until all lives are lost.

For each selection the player is given minimum 3 seconds before automatic random selection of the same duration is initiated. During automatic selection the player still can make choice. When automatic selection time is over, the program will offer its choice.



**Figure 3: Silk Flowers Jackpot bonus top game screen**

**Figure 4: Silk Flowers Jackpot bonus main game screen**

# 5  Draw Poker

## 5.1  Overview

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



**Figure 5: Draw Poker – Main Game Screen**

## 5.2  Main Game

To adjust current bet player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet will be set.

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

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

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

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

## 5.3 Paytable

Paytable shows possible winning combinations.
To return back to the game START button should be pressed



**Figure 6: Draw Poker – Paytable**

## 5.4 Gamble Game

Player has to select one of four proposed cards by selecting in on the button panel with HOLD2, HOLD3, HOLD4, HOLD5 buttons, or by touching card on the screen.
If selected card beats dealer, player wins. Joker is the highest card, 2 is the lowest.
If players card rank matches dealers card rank, game is replayed without wagering or winning credits. If dealer beats players card, gamble game ends with no winning.
If winning in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.
Player can collect winning by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.

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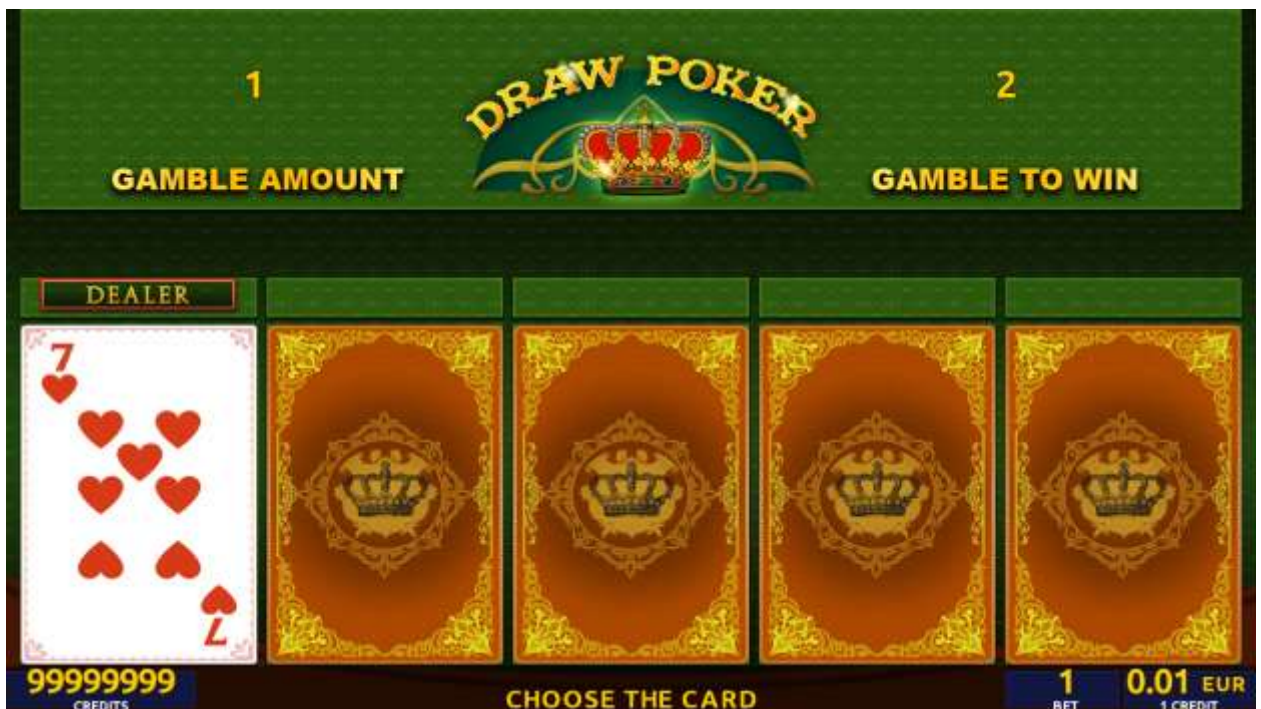


**Figure 7: Draw Poker – Gamble Game Screen**

# 6 Fruitliles

## 6.1 Overview

"Fruitiles" is a 3-reel 5-line video reels game. The player can select a bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). The number of lines is constant – 5 lines, the player cannot change the number of active lines.



**Figure 8: Fruitiles - 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 the paytable screen by pressing BET and MAX BET buttons.

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

**Figure 9: Fruitiles – Paytable (for 5 lines 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. 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, HOLD3, 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 second display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section.

Identical 3 fruit symbols on all 5 lines double the winning

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.

## 6.4 *Gamble Game*

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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



**Figure 10: Fruitiles – Gamble Game Screen**

# 7 Burning Fruits

## 7.1 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 11: Burning Fruits - 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 12: Burning Fruits – Paytable (for 5 lines and 1 credit per line)**

## 7.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen. To adjust bet per line player has to press BET button on the game panel to select desired bet.

By pressing MAX BET button on the game panel maximum bet per line will be set for all lines.

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing 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).

## 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 13: Burning Fruits – Gamble Game Screen**

# 8 Brick Fruits

## 8.1 Overview

"Brick Fruits" 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 14: Brick Fruits - 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 15: Brick Fruits – 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 16: Brick Fruits – 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 17: 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 18: 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 Lucky 7

## 10.1 Overview

"Lucky 7" 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).



**Figure 19: Lucky 7 - Main Game Screen**

## 10.2 Paytable

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

**Figure 20: Lucky 7 – 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, 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.

# 11 Symphomagic

## 11.1 Overview

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

All winning line combinations pay in any position only except scatters. Scatter combinations pay in any position on the reels.

This game features a gamble (double-up) game.



**Figure 21: Symphomagic – Main Game Screen**

## 11.2 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: Symphomagic – 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 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).

## 11.4 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 23: Symphomagic – Gamble Game Screen**

# 12 Cranky Flavor

## 12.1 Overview

"Cranky Flavor" 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). All winning line combinations pay left to right and right to left. 5 of a kind winnings are paid only once



**Figure 24: Cranky Flavor - Main Game Screen**

## 12.2 Pay table

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

**Figure 25: Cranky Flavor – Pay table (for 1 line and 1 credit per line)**

## 12.3 Main Game

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

"BAR" SUBSTITUTES for ALL symbols on All positions of the reel. "BAR" on the 2nd, 3rd or 4th reel HOLDS and then all the other reels trigger RESPIN.

## 12.4 Free Spin

Free Spin 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 spin.

Counter in the "Information field" informs the player about the number of free spin played.

"BAR" HOLDS the reels and triggers RESPIN of the other reels. Appears on reels 2,3 and 4 only.

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

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



**Figure 26: Cranky Flavor – RESPIN Games Screen**

When all free spin are played, counter in the "Information field" informs the player about total number of credits won during the free spin feature.

## 12.5 Gamble Game

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

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

The player can collect 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 27: Cranky Flavor – Gamble Game Screen**

# 13 Cai Shen

## 13.1 Overview

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



**Figure 28: Cai Shen – Main Game Screen**

## 13.2 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 29: Cai Shen – 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 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).

## 13.4 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 "Dragon" symbols anywhere on the reels award the player extra 10 free games. The player is informed about this event with additional popup window.

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



**Figure 30: Cai Shen - Special Expanding Symbol Selection**

## 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.
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 31: Cai Shen – Gamble Game Screen**

# 14 Lucky Search

## 14.1 Overview

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

.



**Figure 32: Lucky Search – 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 33: Lucky Search – 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 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).

## 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 34: Lucky Search – Free Games Selector Screen**

**Figure 35: Lucky Search – Free Games**

## 14.5 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 36: Lucky Search – Gamble Game Screen**

# 15 Golden Bijou

## 15.1 Overview

"Golden Bijou" 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 37: Golden Bijou – Main Game Screen**

## 15.2 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 38: Golden Bijou – Paytable (for 1 line and 1 credit per line)**

## 15.3 Main Game

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

## 15.4 Free Games

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

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

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

Reels layout and payout percentage are different from those in the main game. Three "Necklace" 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 39: Golden Bijou – Free Games Screen**

## 15.5 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

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

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

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



**Figure 40: Golden Bijou – Gamble Game Screen**

# 16 Chambohua

## 16.1 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 41: Chambohua - Main Game Screen**

## 16.2 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 42: Chambohua – 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 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).

## 16.4 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 43: Chambohua - Special Expanding Symbol Selection**

## 16.5 Gamble Game

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

If the winning in the gamble game exceeds Gamble Bet Limit, or the number of sequential gamble games played exceeds Gamble Hit Limit, the gamble game is ended automatically.
The player can collect winning by pressing START button.
To select RED color, the player has to press BET button, BLACK color – MAX BET button.
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 44: Chambohua – Gamble Game Screen**

# 17 Lucky Witch

## 17.1 Overview

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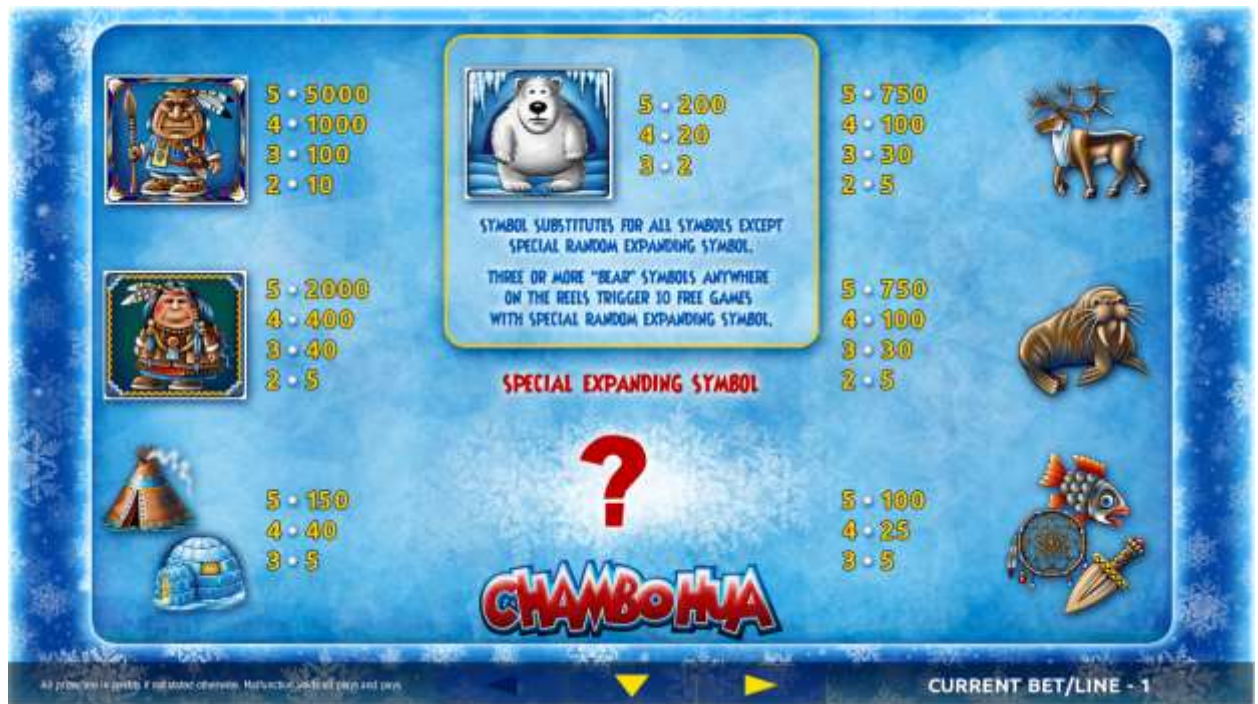


**Figure 45: Lucky Witch – Main Game Screen**

## 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 46: Lucky Witch – 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 47: Lucky Witch – 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 48: Lucky Witch – Gamble Game Screen**

# 18 Eldario

## 18.1 Overview

"Eldario" 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 49: Eldario – Main Game Screen**

## 18.2 Paytable

Prize values in paytable 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 50: Eldario – 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 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).

## 18.4 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.



**Figure 51: Eldario - Free Games Screen**

Reels layout and payout percentage are different from main game.

During Free Games, prizes are multiplied by 4.

During Free Games can be won extra 15 Free Games

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

## 18.5 Gamble Game

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

If winning in the gamble game exceeds Gamble Bet Limit, or number of sequential gamble games played exceeds Gamble Hit Limit, gamble game is ended automatically.
Player can collect winning by pressing START button.
To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

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

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



**Figure 52: Eldario – Gamble Game Screen**

# 19 Star Jong

## 19.1 Overview

"Star Jong" is a 5-reel 20-line video reels game. The player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).
All winning line combinations pay left to right and right to left. 5 of a kind winnings are paid only once



**Figure 53: Star Jong - 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 pay table screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

**Figure 54: Star Jong – 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, and then scatters.

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

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

"BAR" SUBSTITUTES for ALL symbols on All positions of the reel. "BAR" on the 2nd, 3rd or 4th reel HOLDS and then all the other reels trigger RESPIN.

## 19.4 Free Spin

Free Spin 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 spin.

Counter in the "Information field" informs the player about the number of free spin played.

"BAR" HOLDS the reels and triggers RESPIN of the other reels. Appears on reels 2,3 and 4 only.

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

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



**Figure 55: Star Jong – RESPIN Games Screen**

When all free spin are played, counter in the "Information field" informs the player about total number of credits won during the free spin 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 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 56: Star Jong – Gamble Game Screen**

# 20 Bear`s corner

## 20.1 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 57: Bear`s corner – Main Game Screen**

## 20.2 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 58: Bear`s corner – 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.

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).

## 20.4 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.
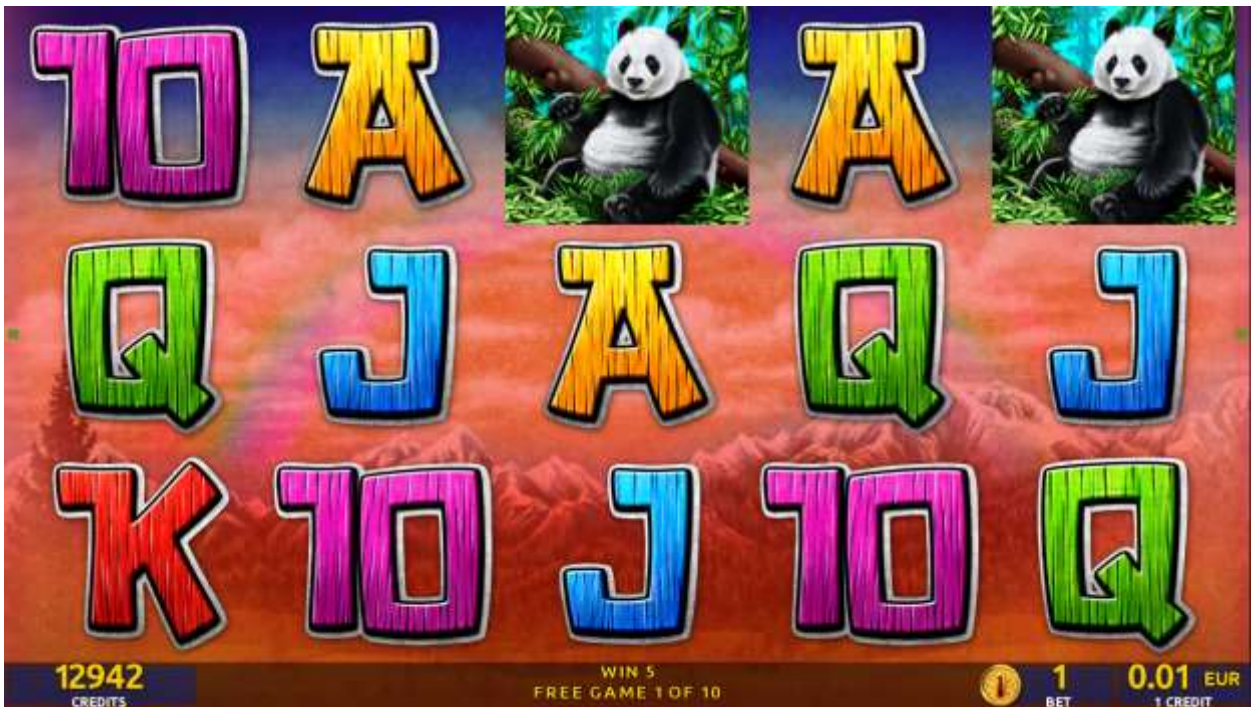


**Figure 59: Bear`s corner – Free Games Screen**

## 20.5 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 60: Bear`s corner – Gamble Game Screen**

# 21 Hong long

## 21.1 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 61: Hong long – Main Game Screen**

## 21.2 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 62: Hong long – 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 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).

## 21.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game.

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

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

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

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

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



**Figure 63: Hong long – Free Game Screen**

## 21.5 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 64: Hong long – Gamble Game Screen**

# 22 Double Rich

## 22.1 Overview

"Double Rich" 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 65: Double Rich - 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 pay table screen by pressing BET and MAX BET buttons.
To return back to the game START button should be pressed.

**Figure 66: Double Rich – 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 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).

## 22.4 Free Games

The free games feature is triggered when 3, 4 or 5 "Man" ![Man symbol] symbols appear anywhere on the reels, and the player is awarded 10, 15 or 25 free games accordingly.

During Free Games **CARD, Money, GOLD COIN**, and **SILVER COIN** become **PURSE** joker 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 67: Double Rich – 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.

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 68: Double Rich – Gamble Game Screen**

# 23 Amecar Force

## 23.1 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 69: Amecar Force - 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 70: Amecar Force – 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 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).

## 23.4 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 71: Amecar Force - Free Games**

## 23.5 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 72: Amecar Force – Gamble Game Screen**

## 24 Kote Mate

### 24.1 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 73: Kote Mate - 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 the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

**Figure 74: Kote Mate – 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 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 75: Kote Mate – Gamble Game Screen**

# 25 Kin House

## 25.1 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 76: Kin House - Main Game Screen**

## 25.2 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 77: Kin House – Paytable (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 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).

## 25.4 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%.
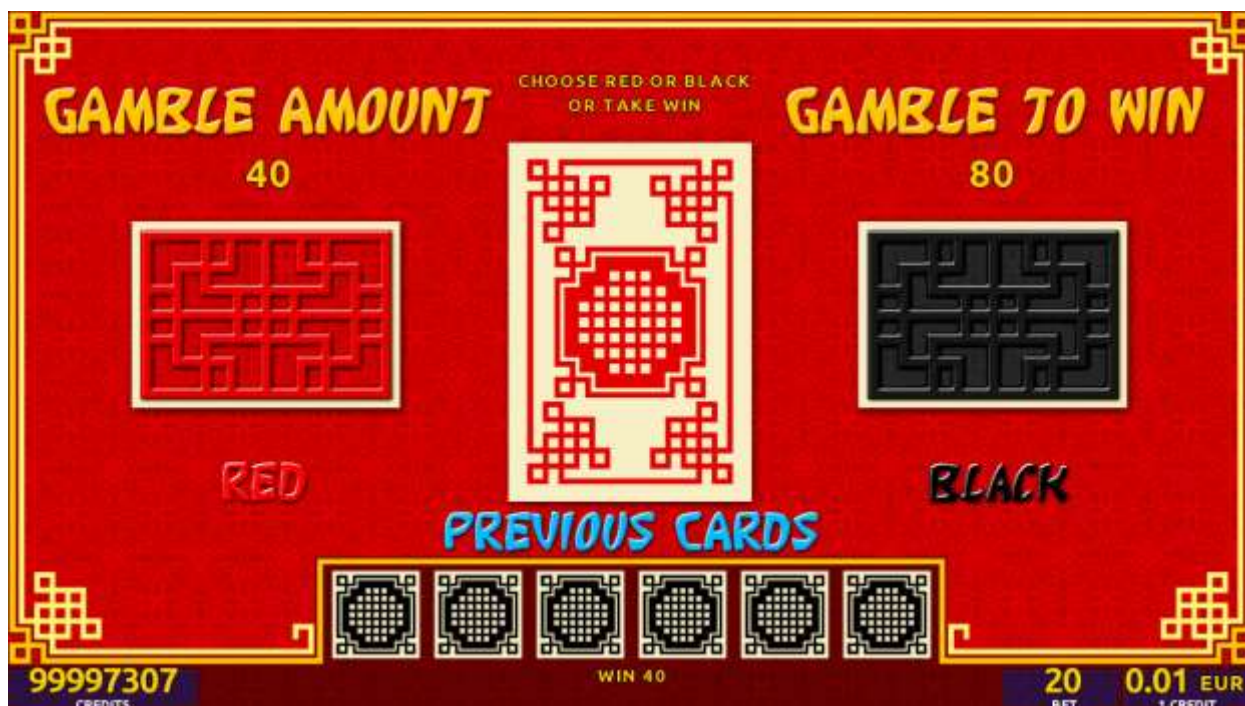Only Aces of all suits are used in the gamble game.



**Figure 78: Kin House – Gamble Game Screen**

# 26 Mighty Zoo

## 26.1 Overview

"Mighty Zoo" 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 79: Mighty Zoo - Main Game Screen**

## 26.2 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 80: Mighty Zoo – Paytable (for 1 line 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 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).

## 26.4 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 81: Mighty Zoo – Gamble Game Screen**

# 27 Filibuster`s Ghost

## 27.1 Overview

"Filibuster`s Ghost" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup).

This game features a gamble (double-up) game.



**Figure 82: Filibuster`s Ghost – Main Game Screen**

## 27.2 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 83: Filibuster`s Ghost – Paytable (for 1 line 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.

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

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

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

## 27.4 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 "Compass"  symbols on the 2nd, 3rd and 4th reels pay 2x total bets and award the player 5 Free Games.



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

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

**Figure 84: Filibuster`s Ghost – Free Games Screen**

## 27.5 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 85: Filibuster`s Ghost – Gamble Game Screen**

# 28 Hidden Charm

## 28.1 Overview

"Hidden Charm" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). This game features free games bonus and a gamble (double-up) game.



**Figure 86: Hidden Charm – Main Game Screen**

## 28.2 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 87: Hidden Charm – Paytable (for 1 line 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 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).

## 28.4 Gamble Game

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

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

To select RED color, player has to press BET button, BLACK color – MAX BET button.
Paytable and help pages are available by pressing HELP button.

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

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



**Figure 88: Hidden Charm – Gamble Game Screen**

# 29 Glass Fruits

## 29.1 Overview

"Glass Fruits" s a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). This game features a gamble (double-up) game.



**Figure 89: Glass Fruits - 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 90: Glass Fruits - Paytable (for 1 line and 1 credit per line)**

## 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 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 91: Glass Fruits – 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 |
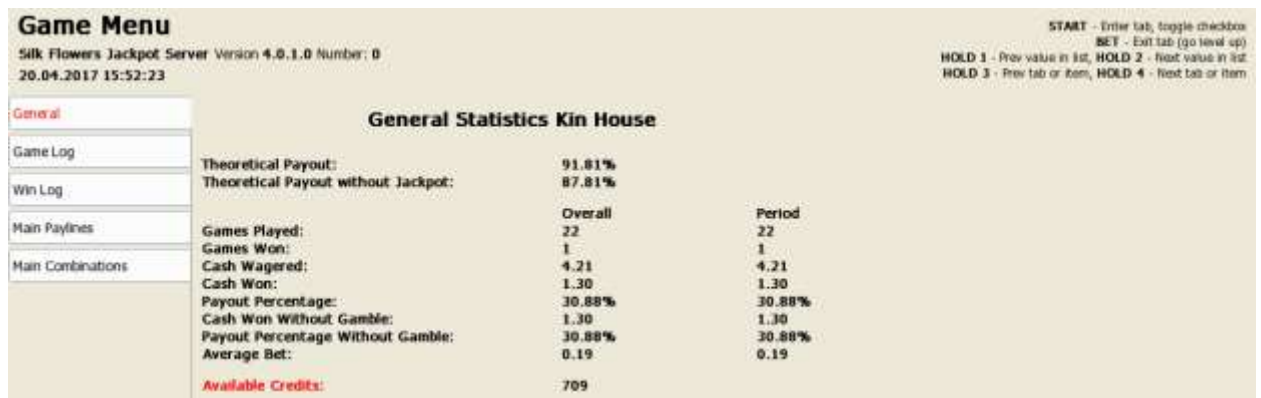


**Figure 92: General Statistics**

## 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.
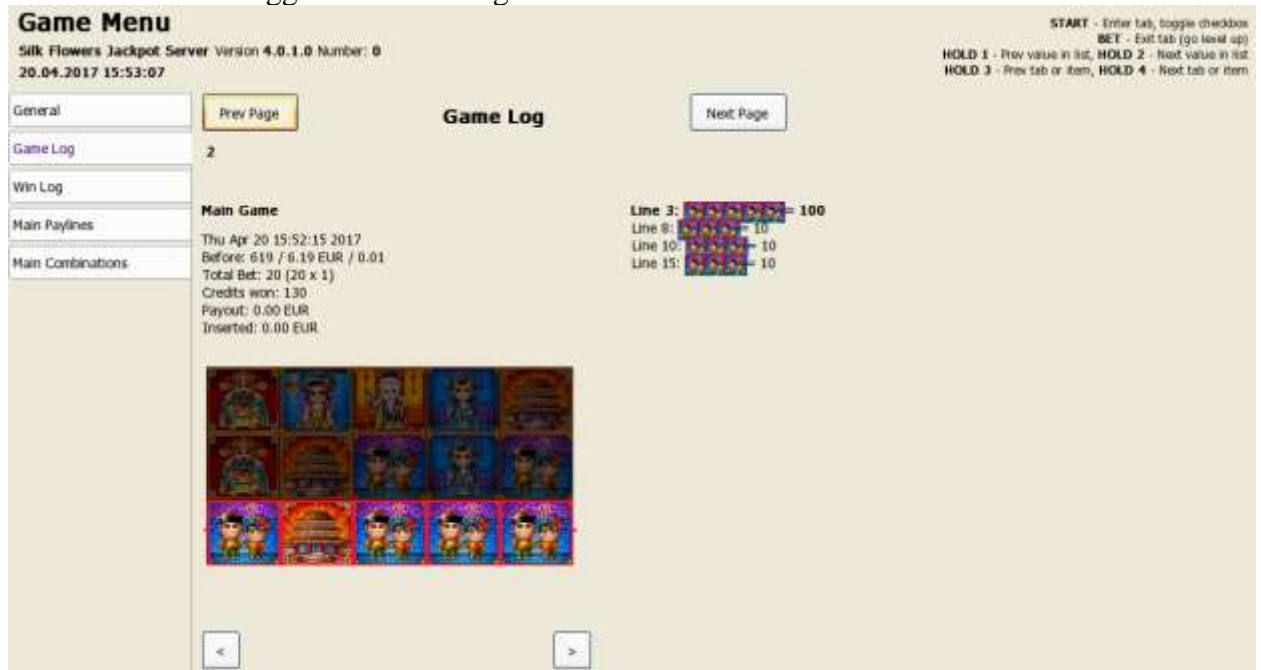


**Figure 93 Game Log**

## 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.
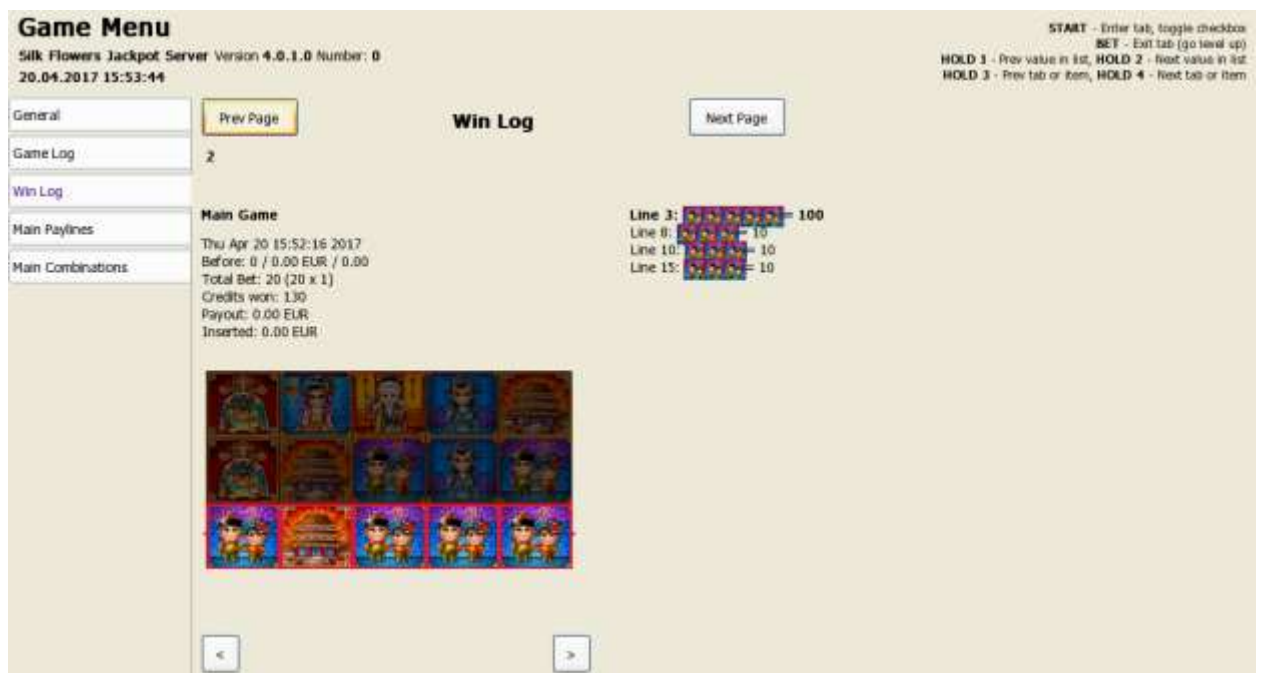


**Figure 94: Win Log**

## 30.4 Main Game Payline Statistics

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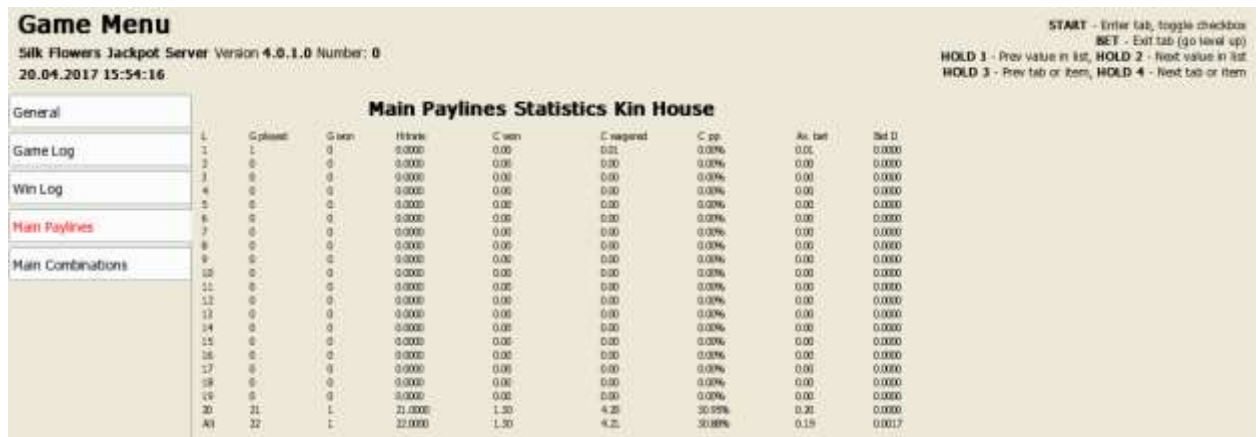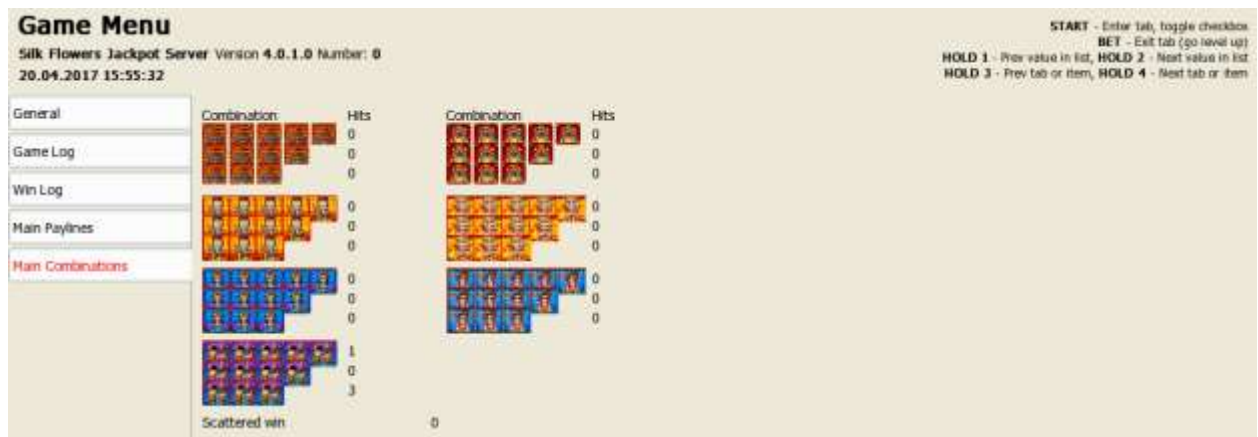


**Figure 95: Main Game Payline Statistics**



**Figure 96: Main Game Combination Statistics**