

Diamond Games Premium VI

Game Description

Revision 1.0 WS

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2 Revision History

Version	Date	Author	Description
1.0	2012.06.27	DLV	Initial document release

3 Multi Game

3.1 Overview

Diamond Games Premium VI is a multigame machine with 15 video reels games:

1. Forever Hot	3-reel, 5-line game without gamble and bonus features
2. Burning Fruits	5-reel, 5-line game with gamble and no bonus features
3. Royal Jewels	5-reel, 10-payline game with gamble and no bonus features
4. Topatoo	5-reel, 10-payline game with gamble and free spins feature
5. Zumbazi	
6. Cai Shen	
7. Jack Sarobos	
8. King Tut	
9. Lucky Witch	
10. Orokorn	5-reel, 20-payline game with gamble and free spins feature
11. Tumatop	
12. Mysterious India	
13. Mystic Jungle	
14. Hot Cruise	
15. N.Y. Gangsters	

3.2 Game Selector

From the Game Selector screen the player can select one of eight available games. Games on the screen are divided into two sets, active games have colored logos and inactive games are grayed. To switch between 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 Tumatop

4.1 Overview

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



Figure 2: Tumatop – Main Game Screen

4.2 Pay table

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

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

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

4.4 Free Games

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 Credits are not withdrawn for any of free games.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

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

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

After every winning, free game additional multiplier



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



Figure 4: Tumatop – Free Games Screen

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

4.5 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

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

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

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



Figure 5: Tumatop – Gamble Game Screen

5 Forever Hot

5.1 Overview

“Forever Hot” 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 6: Forever Hot - Main Game Screen

5.2 Pay table

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

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

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



FOREVER Hot

★ 200	7 300	🍉 100
🍇 80		🔔 80
🍊🍇 40	ALL PRIZES ARE FOR THREE SYMBOL COMBINATIONS	🍋🍒 40

EXIT CURRENT BET/LINE - 1 ⬅️ ➡️

Figure 7: Forever Hot – Pay table (for 5 lines and 1 credit per line)

5.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

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

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

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

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

6 Topatoo

6.1 Overview

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



Figure 8: Topatoo – Main Game Screen

6.2 Pay table

Prize values in 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.



 <table border="1"> <tr><td>5</td><td>1000</td></tr> <tr><td>4</td><td>200</td></tr> <tr><td>3</td><td>40</td></tr> <tr><td>2</td><td>10</td></tr> </table>	5	1000	4	200	3	40	2	10	 <p>SUBSTITUTES FOR ALL SYMBALS EXCEPT</p> 	 <table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>150</td></tr> <tr><td>3</td><td>40</td></tr> </table>	5	500	4	150	3	40
5	1000															
4	200															
3	40															
2	10															
5	500															
4	150															
3	40															
 <table border="1"> <tr><td>5</td><td>400</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	400	4	100	3	20	 <p>SCATTER</p> <p>3X</p> <p>10 FREE GAMES</p> <p>CURRENT BET/LINE - 1</p>	 <table border="1"> <tr><td>5</td><td>400</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	400	4	100	3	20		
5	400															
4	100															
3	20															
5	400															
4	100															
3	20															
 <table border="1"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>40</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	200	4	40	3	10		 <table border="1"> <tr><td>5</td><td>100</td></tr> <tr><td>4</td><td>20</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	100	4	20	3	5		
5	200															
4	40															
3	10															
5	100															
4	20															
3	5															

Figure 9: Topatoo – Pay table (for 1 line and 1 credit per line)

6.3 Main Game

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

To adjust bet per line, the player has to press BET button on the game panel to select the desired bet.

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

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

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

If the machine features seconds 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).

6.4 Free Games

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

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

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

Reels layout and payout percentage are different from those in the main game. Three “Cock” symbols anywhere on the reels award the player extra 10 free games. The player is informed about this event with additional popup window.

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

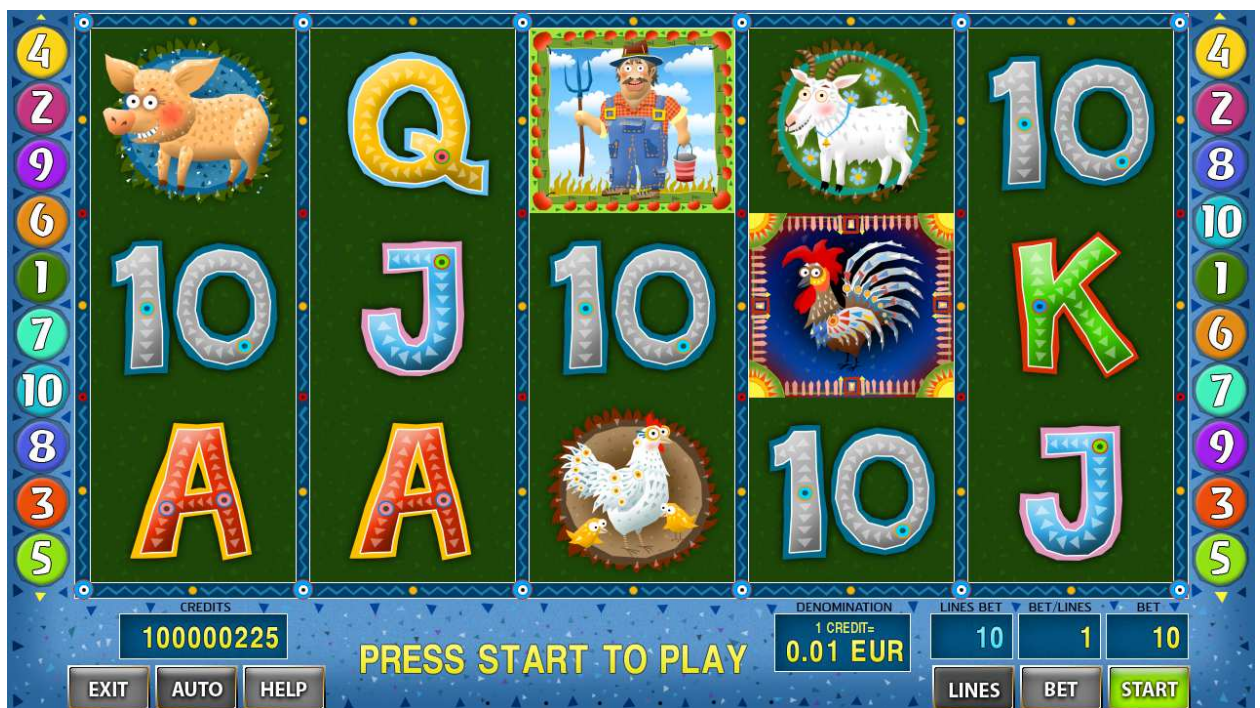


Figure 10: Topatoo – Free Games Screen

6.5 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 11: Topatoo – Gamble Game Screen

7 Cai Shen

7.1 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 12: Cai Shen – Main Game Screen

7.2 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.



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

Figure 13: Cai Shen – Pay table (for 1 line and 1 credit per line)

7.3 Main Game

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

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 2, LINE 3, LINE 4 or LINE 5. To stop all the reels at once, the player has to press START button.

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

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

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

7.4 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 14: Cai Shen - Special Expanding Symbol Selection

7.5 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 15: Cai Shen – Gamble Game Screen

8 Zumbazi

8.1 Overview

Zumbazi 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 16: Zumbazi – Main Game Screen

8.2 Pay table

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

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

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



Symbol	5	4	3	2
Pink Alien	500	100	25	5
Blue Alien	500	100	25	5
Green Alien	5000	1000	100	10
Red Alien	500	250	75	15
Letter A	500	200	40	10
Letter K	500	200	40	10
Letter Q	500	100	20	5
Letter J	500	100	20	5

SCATTER: 50000 (5 symbols), 10000 (4 symbols), 100 (3 symbols), 10 (2 symbols)

Bonus Wheel: x5, x10, x20, x50

EXIT button and CURRENT BET/LINE - 1 are also visible.

Figure 17: Zumbazi – Pay table (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 pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected.

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

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

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

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

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

8.4 Free Games

Before free games are started, the player has to select one position on 2nd, 3rd, or 4th reel. During free games, if any personage (character) symbol stops on the selected position, one turn of Zumbazi is awarded. Zumbazi Freezer bonus gives a chance to win additional credits or free games.



Figure 18: Zumbazi - Free Games Screen

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 main game. Credit prizes for winning combinations are identical to the main game, except that all line winnings in free games are doubled.

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



Figure 19: Zumbazi – Freezer Bonus

8.5 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 20: Zumbazi – Gamble Game Screen

9 Jack Sarobos

9.1 Overview

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



Figure 21: Jack Sarobos – Main Game Screen

9.2 Pay table

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

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

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



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

- Top Left:** 5 • 3000, 4 • 300, 3 • 50, 2 • 5
- Top Middle:** A ship icon with the text "SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS". Below it: 5 • 10000, 4 • 2000, 3 • 200, 2 • 10, 1 • 2.
- Top Right:** 5 • 500, 4 • 100, 3 • 25, 2 • 2
- Middle Left:** A pirate icon. Below it: 5 • 500, 4 • 75, 3 • 20.
- Middle Center:** A skull icon. Below it: "SCATTER" and "FREE GAMES". Under "FREE GAMES": 5 • 4000, 4 • 200, 3 • 50, 2 • 20.
- Middle Right:** A woman icon. Below it: 5 • 500, 4 • 75, 3 • 20.
- Bottom Left:** A blue 'K' icon. Below it: 5 • 250, 4 • 50, 3 • 10.
- Bottom Middle:** A red 'Q' icon. Below it: 5 • 200, 4 • 50, 3 • 10.
- Bottom Center:** A green 'J' icon. Below it: 5 • 200, 4 • 25, 3 • 5.
- Bottom Right:** A purple 'S' icon. Below it: 5 • 100, 4 • 25, 3 • 5.

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

Figure 22: Jack Sarobos – Pay table (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 pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until the desired number of paylines is selected.

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

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

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

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

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

9.4 Free Games

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

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

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

Reels layout and payout percentage are different from those in the main game. Three, four or five “Wheel” symbols anywhere on the reels award the player extra 8, 15 or 20 free games accordingly. The player is informed about this event with additional popup window.

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

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



Figure 23: Jack Sarobos - Free Games with additional symbols

9.5 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 24: Jack Sarobos – Gamble Game Screen

10 Burning Fruits

10.1 Overview

Burning Fruits is a 5-reel 5-line video reels game. The 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, the player cannot change number of active lines. This game features a gamble (double-up) game.



Figure 25: Burning Fruits - Main Game Screen

10.2 Pay table

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

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

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



BURNING FRUITS

Symbol	5 Lines	4 Lines	3 Lines
Watermelon	500	200	50
7	5000	1000	100
Grapes	500	200	50
Plum	200	50	20
SCATTER (Star)	250	50	10
Orange	200	50	20
Lemon	200	50	20
Cherries	200	50	20

EXIT CURRENT BET/LINE - 1 PREV NEXT

Figure 26: Burning Fruits – Pay table (for 5 lines 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 pay table screens. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines.

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9. 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. If a game is played with autostart, the machine does not enter gamble game, and proceeds to the next game.

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

10.4 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.

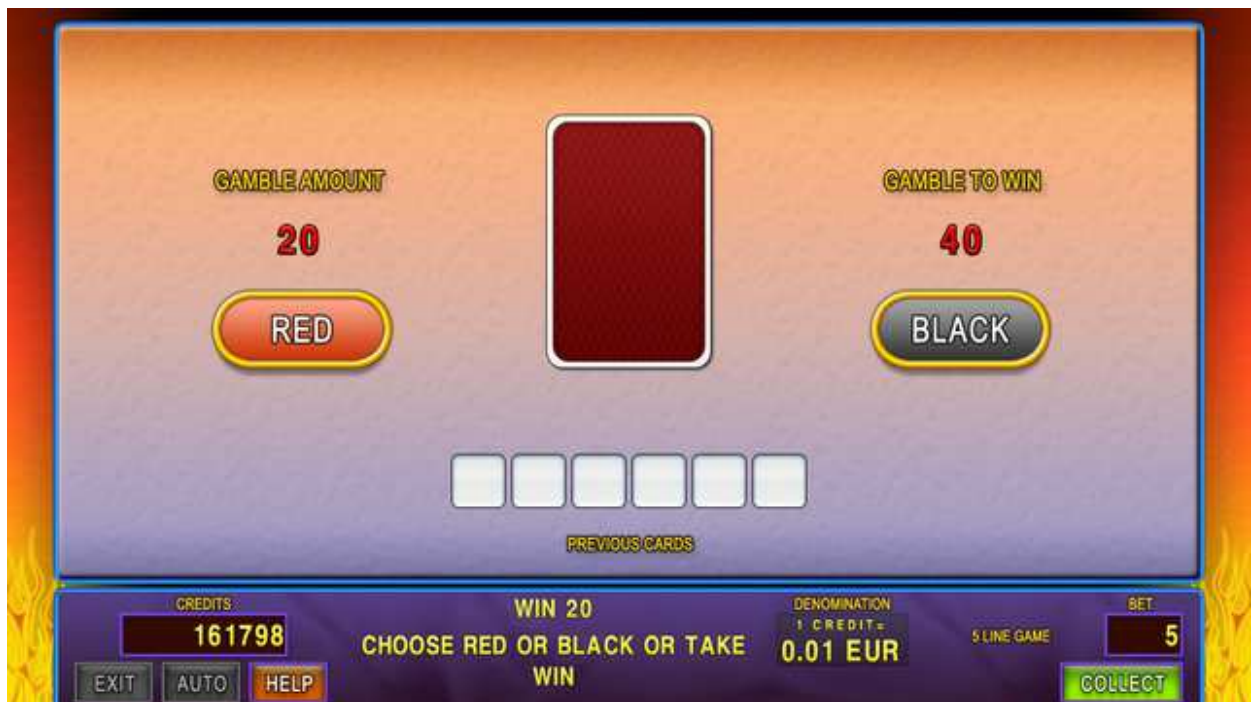


Figure 27: Burning Fruits – Gamble Game Screen

11 Orokorn

11.1 Overview

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



Figure 28: Orokorn - Main Game Screen

11.2 Pay table

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

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



Symbol	5X	4X	3X	2X
Wizard	10000	3000	500	10
Substitutes for (Mushroom, Frog, Snake, A)	-	-	-	-
Substitutes for (K, Q, J, 10, 9)	-	-	-	-
Current Betline - 1				
Strawberry	2000	400	100	-
Mushroom	150	60	20	-
AK	10000	600	100	-
13 FREE GAMES + POTION BONUS				
Spider	500	200	50	-
Beetle	100	30	10	-
710	10000	600	100	-

Figure 29: Orokorn – Pay table (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 pay table screens. To adjust bet per line, the player has to press BET button on the game panel to select the desired bet. By pressing MAX BET button on the game panel, maximum bet per line will be set for all lines. After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing LINE 1, LINE2, LINE 3, LINE 4, LINE 5. To stop all the reels at once, the player has to press START button.

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

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

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

11.4 Free Games

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

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

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



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

Each “Gem Acorn” pays total bet x2.

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



Figure 30: Orokorn – Free Games Screen

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

11.5 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 31: Orokorn – Gamble Game Screen

12 Royal Jewels

12.1 Overview

“Royal Jewels” 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 a gamble (double-up) game.



Figure 22: Royal Jewels - Main Game Screen

12.2 Pay table

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

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

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



ROYAL JEWELS
10 Lines

 <p>500 5 60 4 10 3</p>	 <p>1000 5 100 4 20 3</p>	 <p>5 500 4 60 3 10</p>
 <p>200 5 40 4 5 3</p>	 <p>EXPANDS AND SUBSTITUTES FOR ALL SYMBOLS</p>	 <p>5 200 4 40 3 5</p>
 <p>100 5 20 4 5 3</p>	<p>COMMENT: BET (10)</p>	 <p>5 100 4 20 3 5</p>

EXIT PREV NEXT

All prizes are in credits if not stated otherwise. Maximum credit: 40,000 and 4000

Figure 33: Royal Jewels – Pay table (for 1 line and 1 credit per line)

12.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. 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, LINE2, LINE 3, LINE4, LINE 5. To stop all the reels at once, the player has to press START button.

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

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

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

12.4 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. 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.

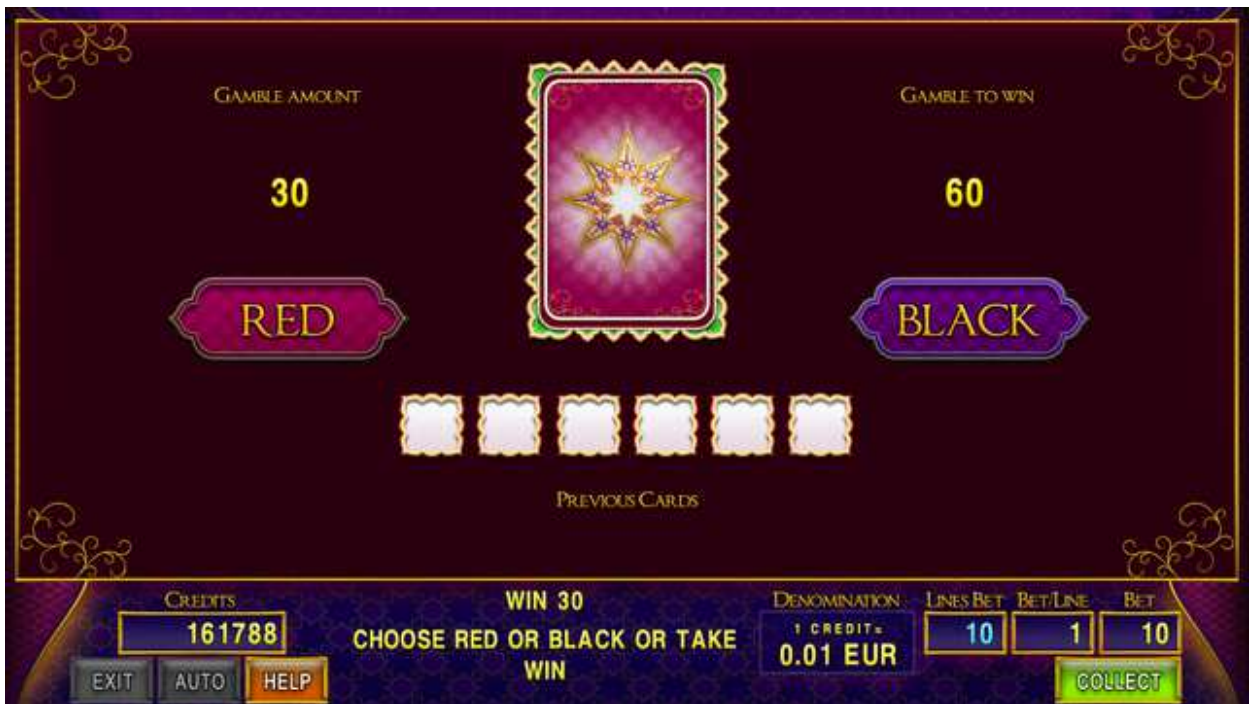


Figure 34: Royal Jewels – Gamble Game Screen

13 King Tut

13.1 Overview

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



Figure 35: King Tut – Main Game Screen

13.2 Pay table

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

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



Symbol	5 Symbols	4 Symbols	3 Symbols
Cleopatra	1000	200	40
Scarab	500	150	40
Eye of Horus	400	100	20
Pyramid (Scatter)	3x	10 Free Games	-
Letter K	200	40	10
Letter A	100	20	5

Substitutes for all symbols except

SCATTER

3x

10 Free Games

EXIT CURRENT BET/LINE - 1 PREV NEXT

Figure 36: King Tut – Pay table (for 1 line and 1 credit per line)

13.3 Main Game

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

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

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

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

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

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

13.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. Three “Pyramids” symbols anywhere on the reels award the player extra 10 free games. The player is informed about this event with additional popup window.

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



Figure 37: King Tut – Free Game

13.5 Gamble Game

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

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

The player can collect winning by pressing START button.

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

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

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

Previous Cards

Colors and suits of six previous dealer's cards

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

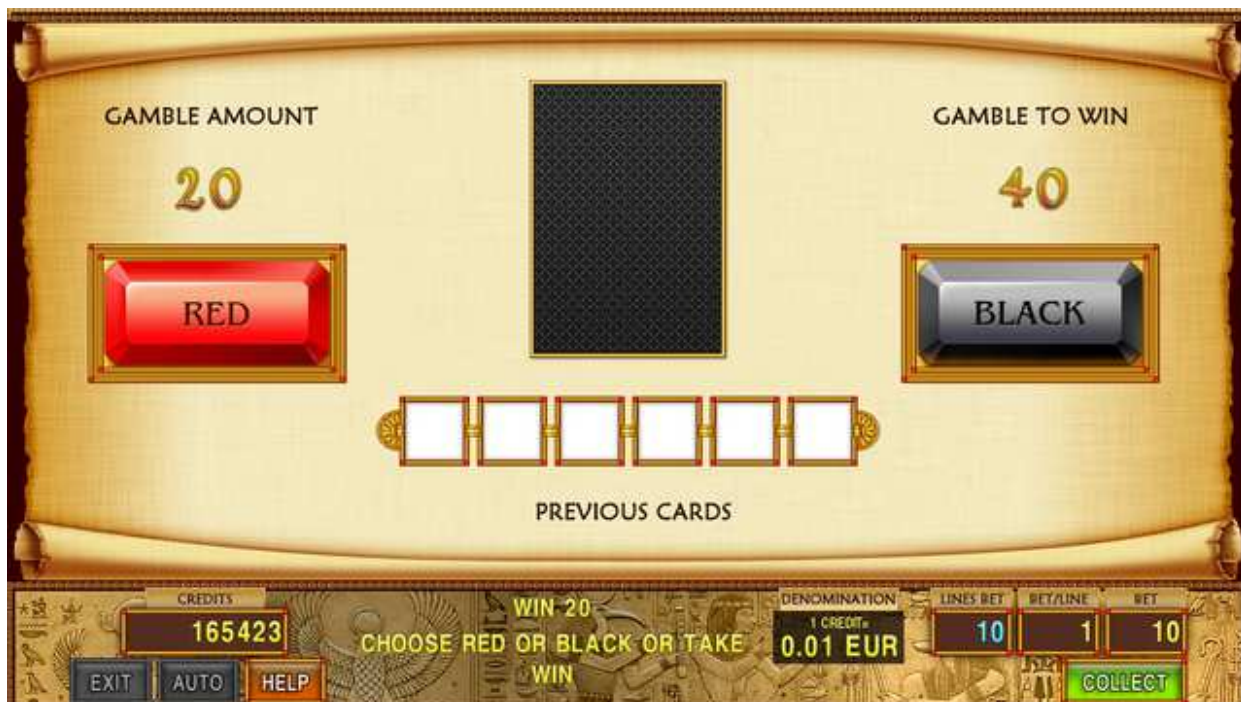


Figure 38: King Tut – Gamble Game Screen

14 Lucky Witch

14.1 Overview

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



Figure 39: Lucky Witch – Main Game Screen

14.2 Pay table

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

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

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



The screenshot shows a pay table for the game 'Lucky Witch'. It features a central 'Scatter' section with a witch hat icon and a '3 or more' scatter bonus. Surrounding this are various symbols and their corresponding pay values for 5, 4, 3, and 2 symbols. The symbols include a bat, a castle, a broom, 'AK', a witch, a cauldron, a crystal ball, '10J', and '9'. A 'SUBSTITUTES for AKQJ109' section is also present. The current bet/line is shown as 1.

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

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

CURRENT BET/LINE - 1

Figure 40: Lucky Witch – Pay table (for 1 line and 1 credit per line)

14.3 Main Game

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

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

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

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

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

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

14.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. Credit prizes are multiplied by 3 for all winning combinations. Three or more “Hat” symbols anywhere on the reels award the player extra 15 free games. The player is informed about this event with additional popup window.

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



Figure 41: Lucky Witch – Free Games Screen

14.5 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

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

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

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



Figure 423: Lucky Witch – Gamble Game Screen

15 Mysterious India

15.1 Overview

Mysterious India 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 4: Mysterious India – Main Game Screen

15.2 Pay table

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

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

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



MYSTERIOUS INDIA
20 LINES

 <ul style="list-style-type: none"> 5 • 1000 4 • 200 3 • 50 2 • 5 	 <ul style="list-style-type: none"> 5 • 5000 4 • 1000 3 • 100 2 • 10 <p>Shiva Substitutes for all symbols except for Taj Mahal</p>	 <ul style="list-style-type: none"> 5 • 500 4 • 100 3 • 25 2 • 5
 <ul style="list-style-type: none"> 5 • 250 4 • 75 3 • 15 2 • 5 	 <ul style="list-style-type: none"> 5 • 150 4 • 40 3 • 10 	 <ul style="list-style-type: none"> 5 • 100 4 • 20 3 • 5

on the 1st, 3rd and 5th reels awards 10 Free Games.
During Free Games substitutes for all symbols, Three award extra 10 Free Games.

EXIT CURRENT BET/LINE - 1 PREV NEXT

Figure 44: Mysterious India – Pay table (for 1 line and 1 credit per line)

15.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 on the game panel. To select custom number of lines, the player should press LINE 1 button multiple times until desired number of paylines is selected. To adjust bet per line player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet per line will be set for all lines.

After pressing START button reels will start spinning. The player can wait for reels to stop automatically or by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 stop corresponding reel. To stop all the reels at once, 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).

15.4 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 “Taj Mahal” symbol acts as a joker and substitutes for all the symbols without exception. Three “Taj Mahal” 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 45: Mysterious India – 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 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 465: Mysterious India – Gamble Game Screen

16 Mystic Jungle

16.1 Overview

“Mystic Jungle” 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 476: Mystic Jungle – Main Game Screen

16.2 Pay table

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

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

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



MYSTIC JUNGLE 20 Lines

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

Figure 48: Mystic Jungle – Pay table (for 1 line and 1 credit per line)

16.3 Main Game

The player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 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 5, LINE 10, LINE 15 or LINE 20. To stop all the reels at once, the player has to press START button.

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

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

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

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

16.4 Free Games

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

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 49: Mystic Jungle – Free Games Screen

16.5 Gamble Game

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

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

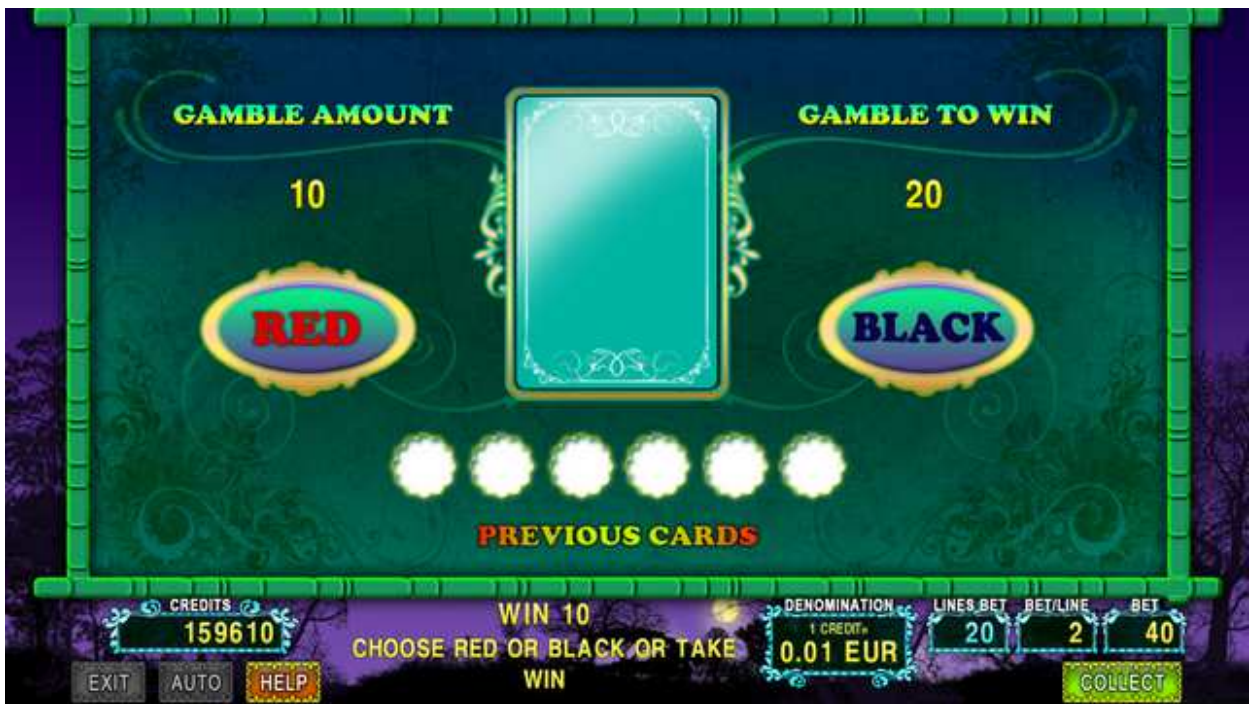


Figure 7: Mystic Jungle – Gamble Game Screen

17 Hot Cruise

17.1 Overview

“Hot Cruise” 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 51: Hot Cruise – Main Game Screen

17.2 Pay table

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

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

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



Hot Cruise 20 LINES

Symbol	5	4	3
Captain	10000	2000	200
Woman	2000	500	100
AK	200	80	30
109	100	40	10
Scatter (Ship)	200	20	5
Compass	500	100	40
Q	160	60	20

3 or more Scatter trigger 12 FREE GAMES

EXIT SUBMIT BET/LINE - 1 PREV NEXT

Figure 52: Hot Cruise – Pay table (for 1 line and 1 credit per line)

17.3 Main Game

Player can press HELP button any time when game is idle, to see help and pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 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 5, LINE 10, LINE 15 or LINE 20. 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).

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. Three or more “Cruiser” symbols anywhere on the reels award the player extra 12 free games. The player is informed about this event with additional popup window.

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



Figure 53: Hot Cruise – 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.

The pay table and help pages are available by pressing HELP button.

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

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

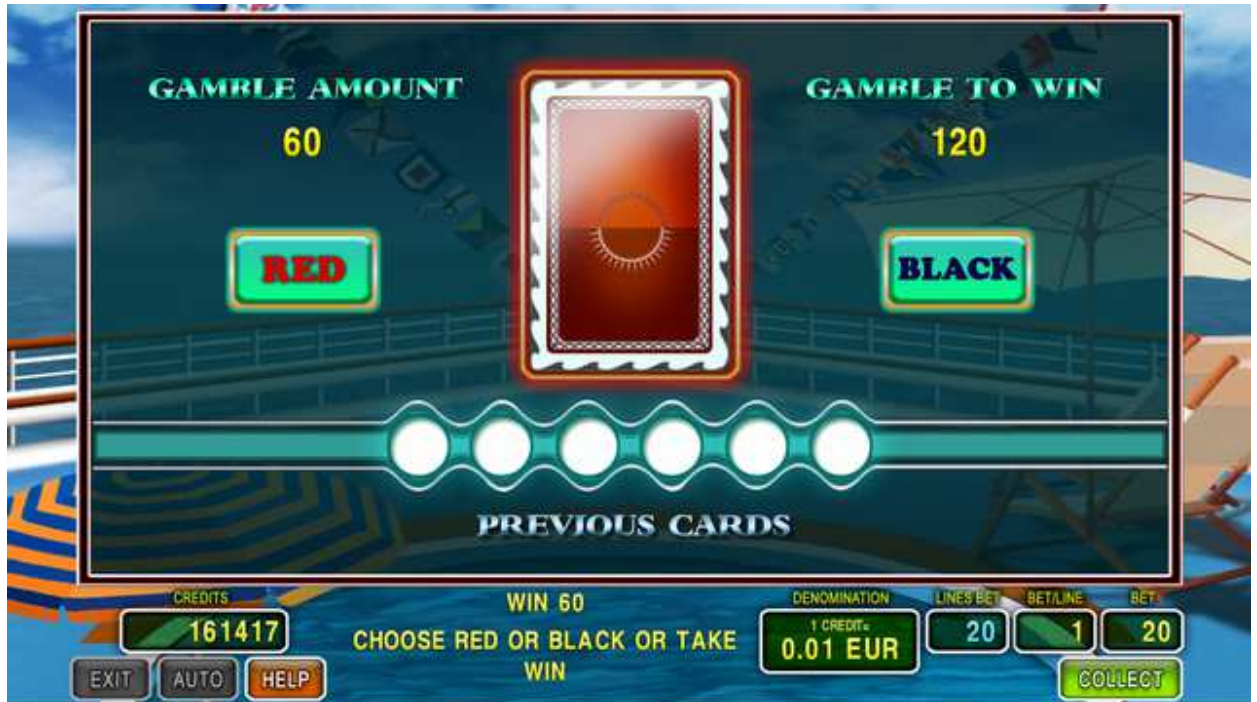


Figure 54: Hot Cruise – Gamble Game Screen

18 N.Y. Gangsters

18.1 Overview

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



Figure 55: N.Y. Gangsters – Main Game Screen

18.2 Pay table

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

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

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



	5 1000 4 250 3 50		5 15000 4 5000 3 500	
		SUBSTITUTES FOR  AKQJ109 SCATTER		
	5 800 4 200 3 40		5 500 4 20 3 5	
	5 200 4 50 3 10	20 FREE GAMES CURRENT BET: LINE 1		

Figure 56: N.Y. Gangsters – Pay table (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 pay table screens. The player can select the number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 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 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 5, LINE 10, LINE 15 or LINE 20. To stop all the reels at once, the player has to press START button.

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

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

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

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

18.4 Free Games

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

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

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

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



Figure 57: N.Y. Gangsters – Free Games Screen

18.5 Gamble Game

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

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

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

The pay table and help pages are available by pressing HELP button.

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

Previous Cards

Colors and suits of six previous dealer's cards

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



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

19 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.

19.1 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

19.2 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.

Service Menu

Aviator Version 1.6.0.0 Number: 0
25.02.2008 18:46:41

Summary Statistics History Diagnostics

- Bill Log
- Coin Log
- Remote In Log
- Payout Log
- Access Log
- Error Log
- Game Log

Game Log

1. **Main Spin** Mon Feb 25 18:46:19 2008 **Line 5: A A A = 1000**
 Before: 175200 / 1752.00 Ls / 0.01 **Line 9: J J J J = 2000**
 Total Bet = 900 (9 x 100)
 Credits won = 3000
 Payout: 0.00 Ls



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>

Figure 59:8 Game Log

19.3 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.

19.4 Main Game Statistics

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