

Jewel Jackpot 2

Game Description

Revision 1.0

1 Table of Contents

1.1 Sections

1	Table of Contents	2
1.1	Sections	2
1.2	Figures	3
2	Revision History	5
3	Multi Game.....	6
3.1	Overview.....	6
3.2	Game Selector.....	6
4	Jewel Jackpot Feature.....	8
4.1	Overview.....	8
4.2	Main Reels Game.....	8
4.3	Bonus Game.....	9
5	Burning Fruits.....	11
5.1	Overview.....	11
5.2	Paytable.....	11
5.3	Main Game	12
5.4	Gamble Game	13
6	Lucky 7.....	14
6.1	Overview.....	14
6.2	Paytable.....	14
6.3	Main Game	15
7	N.Y. Gangsters	16
7.1	Overview.....	16
7.2	Paytable.....	16
7.3	Main Game	17
7.4	Free Games	18
7.5	Gamble Game	18
8	History of Aviator.....	20
8.1	Overview.....	20
8.2	Paytable.....	20
8.3	Main Game	21
8.4	Free Games	22
8.5	Gamble Game	22
9	The Golden Fleece.....	24
9.1	Overview.....	24
9.2	Paytable.....	24
9.3	Main Game	25
9.4	Free Games	26
9.5	Gamble Game	27
10	Secrets of Alchemy.....	28
10.1	Overview	28
10.2	Paytable	28
10.3	Main Game.....	29
10.4	Free Games.....	30

10.5	Gamble Game.....	30
11	King Tut.....	32
11.1	Overview	32
11.2	Paytable	32
11.3	Main Game.....	33
11.4	Free Games.....	34
11.5	Gamble Game.....	34
12	Mysterious India.....	36
12.1	Overview	36
12.2	Paytable	36
12.3	Main Game.....	37
12.4	Free Games.....	38
12.5	Gamble Game.....	38
13	Mystic Jungle.....	40
13.1	Overview	40
13.2	Paytable	40
13.3	Main Game.....	41
13.4	Free Games.....	42
13.5	Gamble Game.....	42
14	Poseidon Treasure	44
14.1	Overview	44
14.2	Paytable	44
14.3	Main Game.....	45
14.4	Free Games.....	46
14.5	Gamble Game.....	46
15	Game Menu	48
15.1	General Statistics.....	48
15.2	Game Log.....	48
15.3	Win Log.....	49
15.4	Main Game Statistics	49

1.2 Figures

Figure 1:	Game Selector Screen	7
Figure 2:	Current progressive jackpot values	8
Figure 3:	Jewel Jackpot - Combination on reels.....	9
Figure 4:	Jewels Jackpot - reel symbol.....	9
Figure 5:	Example main game symbols with Jewels Jackpot symbol.....	9
Figure 6:	Jewel Jackpot bonus game screen	10
Figure 7:	Burning Fruits - Main Game Screen	11
Figure 8:	Burning Fruits – Paytable (for 5 lines and 1 credit per line)	12
Figure 9:	Burning Fruits – Gamble Game Screen	13
Figure 10:	Lucky 7 - Main Game Screen	14
Figure 11:	Lucky 7 – Paytable (for 1 line and 1 credit per line)	15
Figure 12:	N.Y. Gangsters - Main Game Screen.....	16
Figure 13:	N.Y. Gangsters – Paytable (for 1 line and 1 credit per line).....	17
Figure 14:	N.Y. Gangsters – Gamble Game Screen.....	19
Figure 15:	History of Aviator – Main Game Screen	20

Figure 16: History of Aviator – Paytable (for 1 line and 1 credit per line).....	21
Figure 17: History of Aviator – Gamble Game Screen.....	23
Figure 18: The Golden Fleece – Main Game Screen.....	24
Figure 19: The Golden Fleece – Paytable (for 1 line and 1 credit per line).....	25
Figure 20: The Golden Fleece - Special Expanding Symbol Selection.....	27
Figure 21: The Golden Fleece – Gamble Game Screen.....	27
Figure 22: Secrets of Alchemy – Main Game Screen.....	28
Figure 23: Secrets of Alchemy – Paytable (for 1 line and 1 credit per line).....	29
Figure 24: Secrets of Alchemy – Gamble Game Screen.....	31
Figure 25: King Tut – Main Game Screen.....	32
Figure 26: King Tut – Paytable (for 1 line and 1 credit per line).....	33
Figure 27: King Tut – Gamble Game Screen.....	35
Figure 28: Mysterious India – Main Game Screen.....	36
Figure 29: Mysterious India – Paytable (for 1 line and 1 credit per line).....	37
Figure 30: Mysterious India – Gamble Game Screen.....	39
Figure 31: Mystic Jungle – Main Game Screen.....	40
Figure 32: Mystic Jungle – Paytable (for 1 line and 1 credit per line).....	41
Figure 33: Mystic Jungle – Gamble Game Screen.....	43
Figure 34: Poseidon Treasure – Main Game Screen.....	44
Figure 35: Poseidon Treasure – Paytable (for 1 line and 1 credit per line).....	45
Figure 36: Poseidon Treasure – Gamble Game Screen.....	47
Figure 37: Game Log.....	49

2 Revision History

Version	Date	Author	Description
1.0	2011.04.28	DLV	Initial document release

3 Multi Game

3.1 Overview

“Jewel Jackpot 2” is a multi game machine with 10 video reels games:

1. Burning Fruits	5-reel, 5 payline game with gamble and no bonus features
2. Lucky 7	5-reel, 9 payline game with gamble and no bonus features
3. N.Y. Gangsters	5-reel, 9 payline game with gamble and free spins feature
4. History of Aviator	
5. The Golden Fleece	
6. Secrets of Alchemy	
7. King Tut	
8. Mysterious India	
9. Mystic Jungle	
10. Poseidon Treasure	

3.2 Game Selector

From the Game Selector screen player can select one of eight available games.

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

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

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

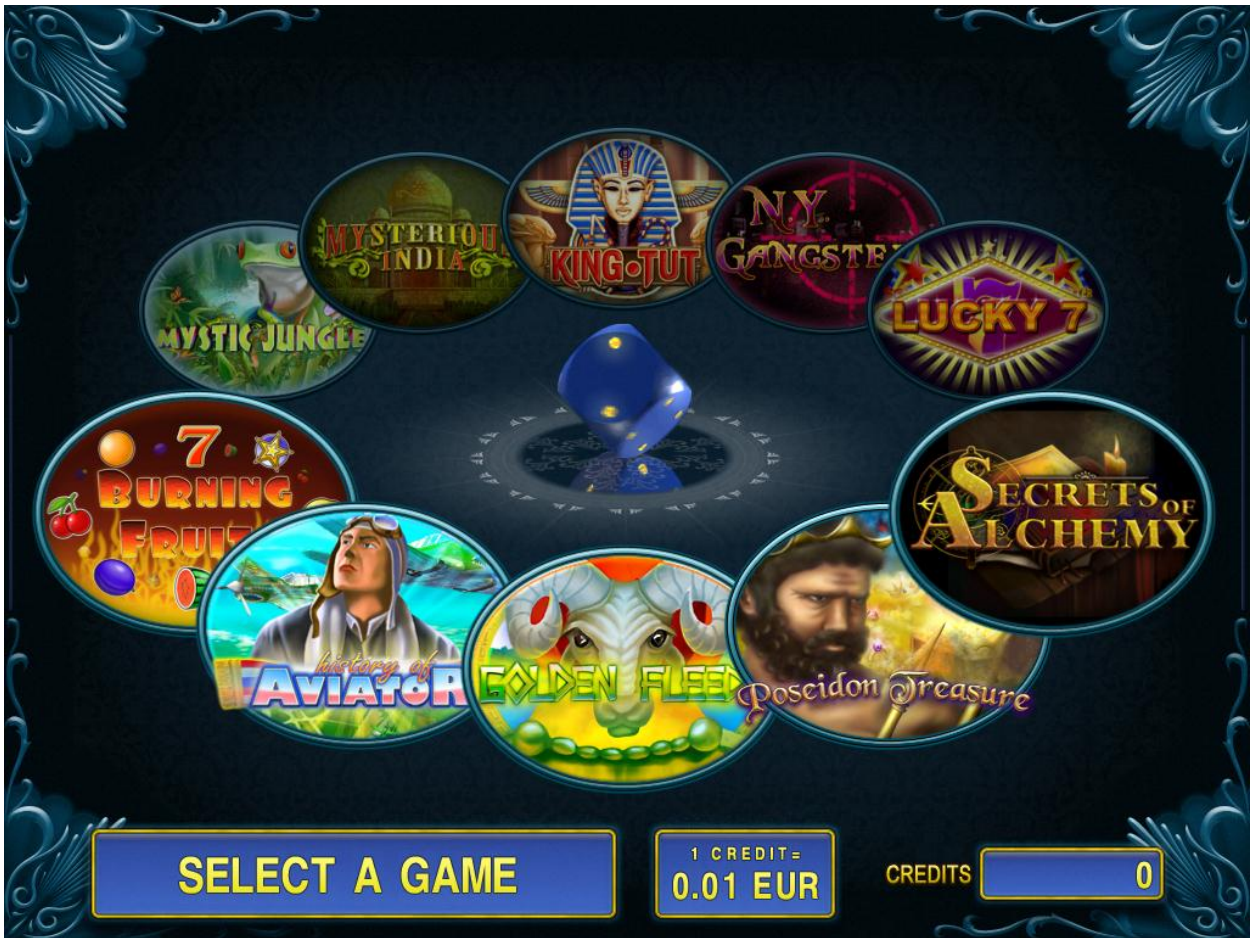


Figure 1: Game Selector Screen

4 Jewel Jackpot Feature

4.1 Overview

Jewel Jackpot is progressive jackpot system that can act as a standalone or as network-based progressive system. Jewel Jackpot features 3 levels of progressives – Diamond, Ruby and Emerald.

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

When “Jewel Jackpot” symbols appear anywhere on 1st, 3rd and 5th reels in the main game, Jewel Jackpot bonus game is started, where player is guaranteed to win one progressive level.



Figure 2: Current progressive jackpot values

4.2 Main Reels Game

For the reels games extra “Jewel Jackpot” symbol is added to the reels, which appears on top of the regular main game symbols (see examples below). Main game symbols with “Jewel Jackpot” play according to the paytable. “Jewel Jackpot” symbol is scattered and appears on 1st, 3rd and 5th reels.



Figure 3: Jewel Jackpot - Combination on reels



Figure 4: Jewels Jackpot - reel symbol



Figure 5: Example main game symbols with Jewels Jackpot symbol

4.3 Bonus Game

During bonus game, player has to select jewel boxes. Each selected jewel box will reveal one of three jewels – diamond, ruby or emerald. Bonus game continues until player collects 7 emerald, 5 ruby or 3 diamond jewels. Corresponding jackpot level is award to the player, and the jackpot

level won is reset to the starting value. Winning in the bonus game is added to the player's credit meter.

Player can select particular jewel box by touching it on the screen (if touchscreen is available), or by pressing START button, random jewel box will be selected.

For each selection player is given 5 seconds, to prevent



Figure 6: Jewel Jackpot bonus game screen

5 Burning Fruits

5.1 Overview

Burning Fruits is a 5-reel 5-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 5 lines, player can not change number of active lines.

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



Figure 7: Burning Fruits - Main Game Screen

5.2 Paytable

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

BURNING FRUITS

 <p>500 · 5 200 · 4 50 · 3</p>	 <p>5000 · 5 1000 · 4 100 · 3</p>	 <p>5 · 500 4 · 200 3 · 50</p>
 <p>200 · 5 50 · 4 20 · 3</p>	 <p>250 · 5 50 · 4 10 · 3</p>	 <p>5 · 200 4 · 50 3 · 20</p>
 <p>200 · 5 50 · 4 20 · 3</p>		 <p>5 · 200 4 · 50 3 · 20 2 · 5</p>

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 8: Burning Fruits – Paytable (for 5 lines and 1 credit per line)

5.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen. To adjust bet per line player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet per line will be set for all lines. After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button. After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, and then scatters. If the machine features seconds display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section. To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press any button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game. Any winning in main game that does not exceed Gamble Bet Limit, can be doubled (if Gamble is enabled).

5.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

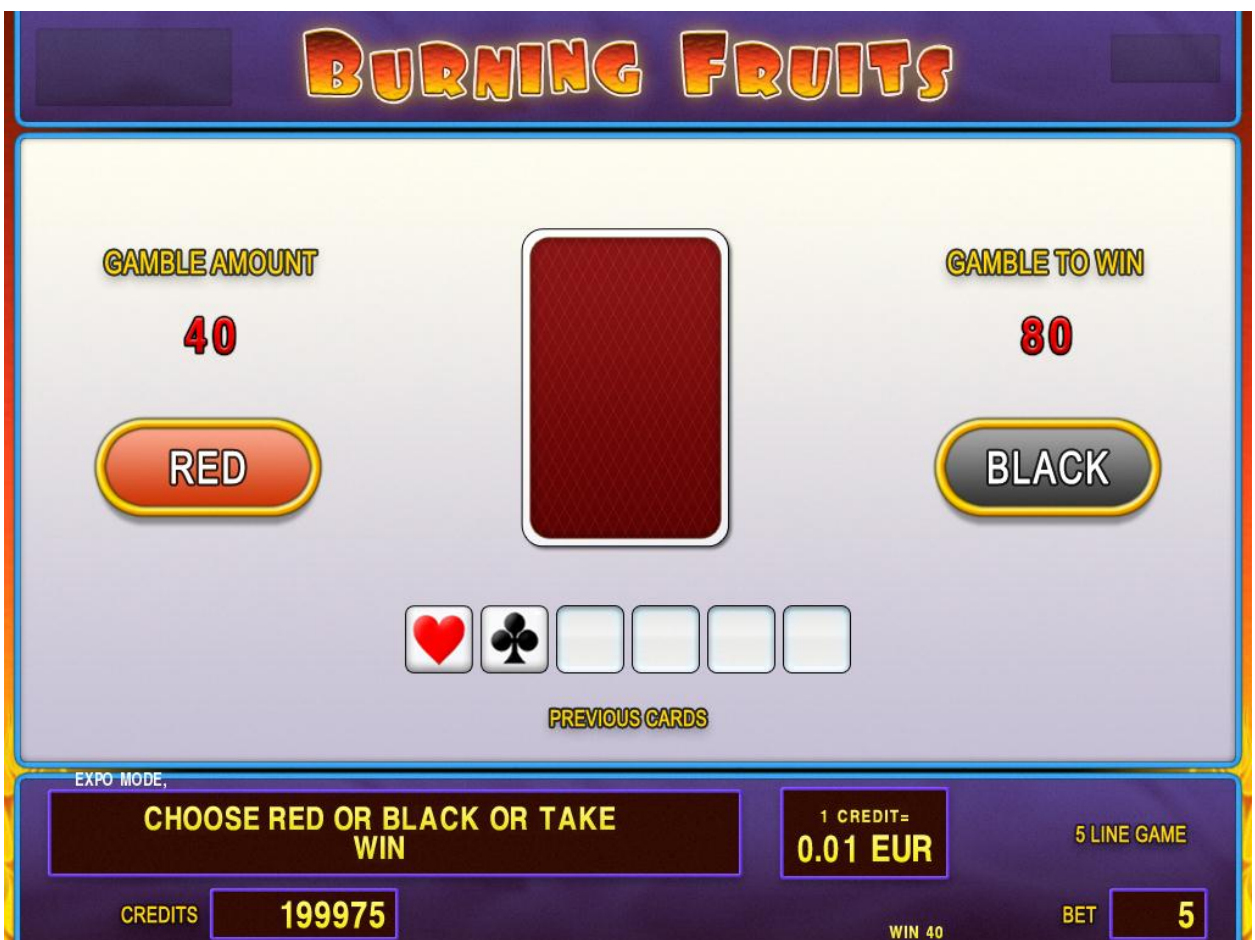


Figure 9: Burning Fruits – Gamble Game Screen

6 Lucky 7

6.1 Overview

“Lucky 7” is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).



Figure 10: Lucky 7 - Main Game Screen

6.2 Paytable

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

LUCKY 7		
	5x 5000 4x 1000 3x 100	200 5x 50 4x 20 3x 
	5x 500 4x 200 3x 50	200 5x 50 4x 20 3x 
	5x 500 4x 200 3x 50	200 5x 50 4x 20 3x 5 2x 
	5x 200 4x 50 3x 20	50 5x 10 4x 2 3x 

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 11: Lucky 7 – Paytable (for 1 line and 1 credit per line)

6.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

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

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

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

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

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

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

7 N.Y. Gangsters

7.1 Overview

N.Y. Gangsters is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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: N.Y. Gangsters - 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.

	5 • 1000 4 • 250 3 • 50		5 • 15000 4 • 5000 3 • 500		
		SUBSTITUTES FOR			
		 A K Q J 10 9			
		SCATTER			
	5 • 500 4 • 150 3 • 25		5 • 500 4 • 20 3 • 5		
	5 • 200 4 • 50 3 • 10	 20 FREE GAMES			
		<small>All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.</small>			

Figure 13: N.Y. Gangsters – Paytable (for 1 line and 1 credit per line)

7.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

7.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game, additionally “Plane” symbol acts as joker and substitutes for all symbols without exception. Three “Plane” symbols on the 1st, 3rd and 5th reels awards player with extra 10 free games. Player is informed about this event with additional popup window.

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

7.5 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 14: N.Y. Gangsters – Gamble Game Screen

8 History of Aviator

8.1 Overview

History of Aviator is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 15: History of Aviator – Main Game Screen

8.2 Paytable

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

History of AVIATOR																										
 <table border="1"> <tr><td>5</td><td>1000</td></tr> <tr><td>4</td><td>200</td></tr> <tr><td>3</td><td>50</td></tr> <tr><td>2</td><td>5</td></tr> </table>	5	1000	4	200	3	50	2	5	 <table border="1"> <tr><td>5</td><td>5000</td></tr> <tr><td>4</td><td>1000</td></tr> <tr><td>3</td><td>100</td></tr> <tr><td>2</td><td>10</td></tr> </table>	5	5000	4	1000	3	100	2	10	 <table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>25</td></tr> <tr><td>2</td><td>5</td></tr> </table>	5	500	4	100	3	25	2	5
5	1000																									
4	200																									
3	50																									
2	5																									
5	5000																									
4	1000																									
3	100																									
2	10																									
5	500																									
4	100																									
3	25																									
2	5																									
 <table border="1"> <tr><td>5</td><td>250</td></tr> <tr><td>4</td><td>75</td></tr> <tr><td>3</td><td>15</td></tr> <tr><td>2</td><td>5</td></tr> </table>	5	250	4	75	3	15	2	5	 <table border="1"> <tr><td>5</td><td>150</td></tr> <tr><td>4</td><td>40</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	150	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	250																									
4	75																									
3	15																									
2	5																									
5	150																									
4	40																									
3	10																									
5	100																									
4	20																									
3	5																									
<p> SUBSTITUTES FOR ALL SYMBOLS EXCEPT FOR </p> <p> ON THE 1st, 3rd AND 5th REELS AWARDS 10 FREE GAMES.</p> <p>DURING FREE GAMES  SUBSTITUTES FOR ALL SYMBOLS,</p> <p>THREE  AWARD EXTRA 10 FREE GAMES.</p>																										
<small>All winning line combinations pay left to right only, except for bonuses and scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.</small>																										

Figure 16: History of Aviator – Paytable (for 1 line and 1 credit per line)

8.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen. Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

To adjust bet per line player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet per line will be set for all lines. After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

8.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game, additionally “Plane” symbol acts as joker and substitutes for all symbols without exception. Three “Plane” symbols on the 1st, 3rd and 5th reels awards player with extra 10 free games. Player is informed about this event with additional popup window.

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

8.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

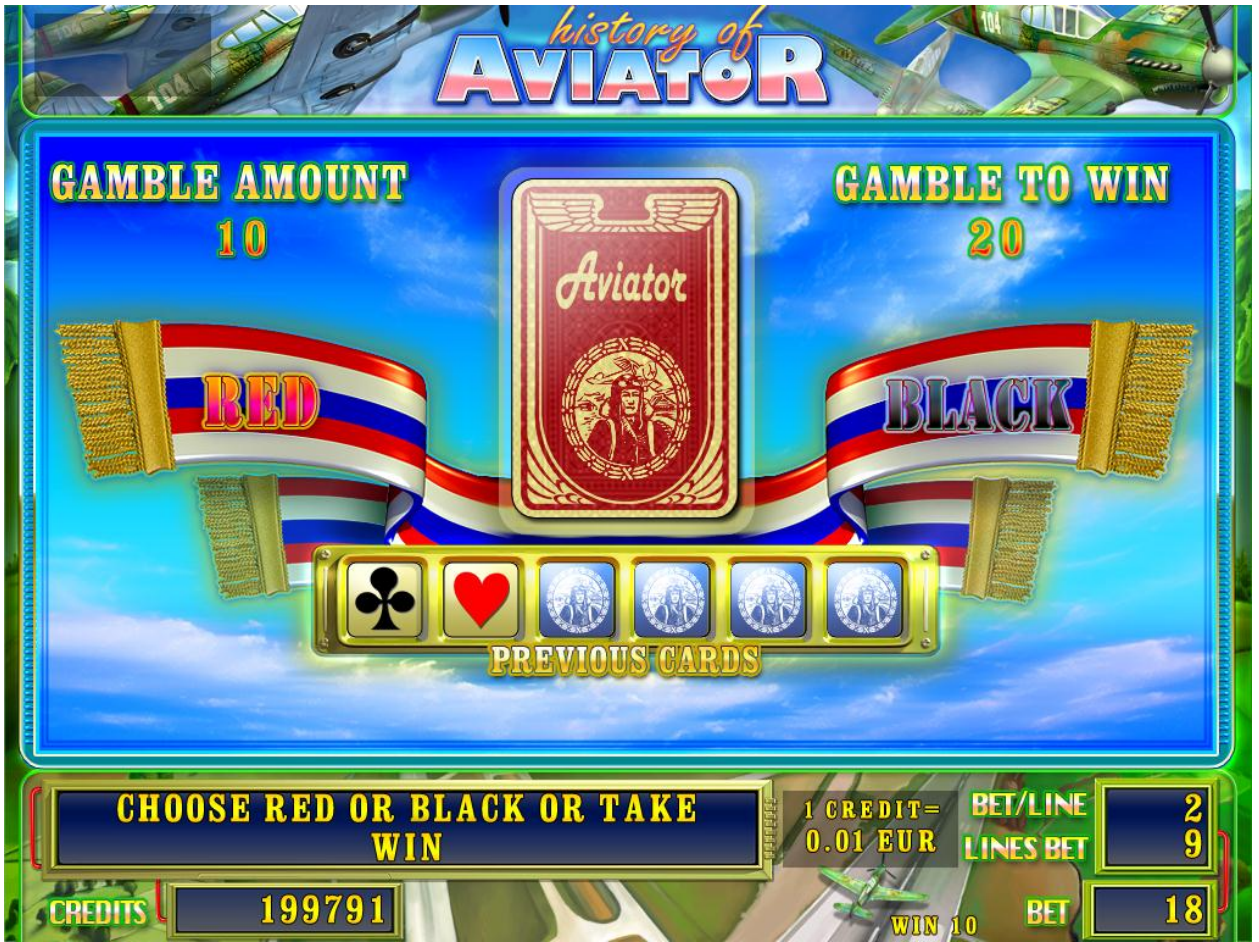


Figure 17: History of Aviator – Gamble Game Screen

9 The Golden Fleece

9.1 Overview

The Golden Fleece is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features free games bonus and a gamble (double-up) game.



Figure 18: The Golden Fleece – 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.



GOLDEN FLEECE

Symbol	5	4	3	2
Jason	5000	1000	100	10
Poseidon	200	20	2	-
Map	750	100	30	5
Ship	2000	400	40	5
Ram	750	100	30	5
A	150	40	5	-
K	-	-	-	-
Q	100	25	5	-
10	-	-	-	-

SUBSTITUTES FOR ALL SYMBOLS

THREE OR MORE "POSEIDON" SYMBOLS ANYWHERE ON THE REELS TRIGGER 10 FREE GAMES WITH SPECIAL RANDOM EXPANDING SYMBOL

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 19: The Golden Fleece – Paytable (for 1 line and 1 credit per line)

9.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

9.4 Free Games

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

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

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

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

Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game. Three or more scattered “Poseidon” symbols anywhere on the reels award player with extra 10 free games. Player is informed about this event with additional popup window.

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



Figure 20: The Golden Fleece - Special Expanding Symbol Selection

9.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 21: The Golden Fleece – Gamble Game Screen

10 Secrets of Alchemy

10.1 Overview

“Secrets of Alchemy” is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 22: Secrets of Alchemy – 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.

SECRETS OF ALCHEMY		
 <p>5 • 400 4 • 100 3 • 20</p>	 <p>5 • 9000 4 • 2500 3 • 250 2 • 10</p> <p>Book SUBSTITUTES for all symbols except Scatters and DOUBLES prize when substituting</p>	 <p>5 • 750 4 • 125 3 • 25 2 • 2</p>
 <p>5 • 125 4 • 50 3 • 10</p>	<p>SCATTER</p>  <p>5 • 500 4 • 20 3 • 5 2 • 2</p> <p>3 or more Golden bars symbols trigger 15 FREE GAMES with 3x multiplier</p>	 <p>5 • 250 4 • 75 3 • 15</p>
 <p>5 • 100 4 • 25 3 • 5 2 • 2</p>		 <p>5 • 100 4 • 25 3 • 5</p>

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 23: Secrets of Alchemy – Paytable (for 1 line and 1 credit per line)

10.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

10.4 Free Games

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

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

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

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

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

10.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

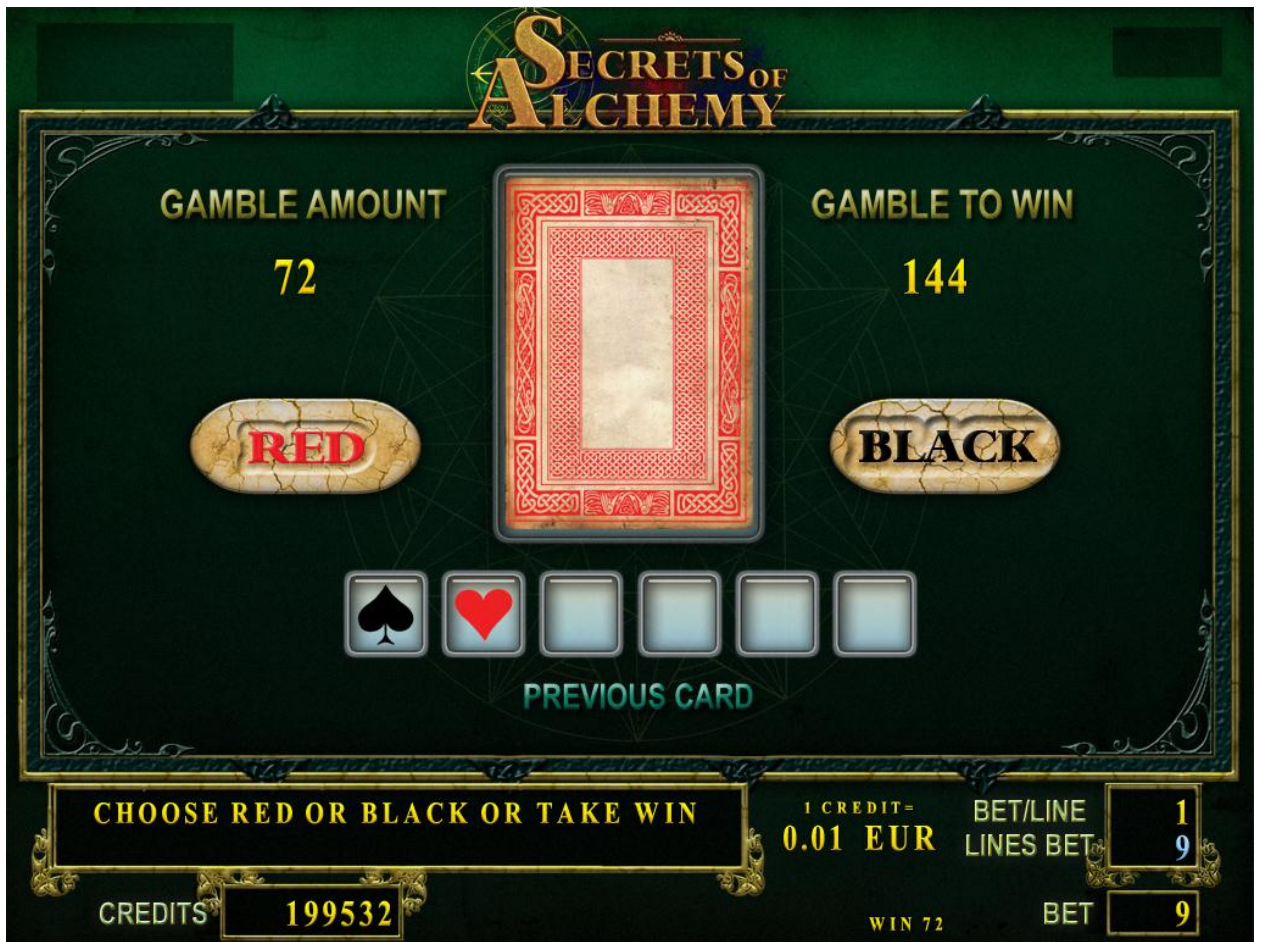


Figure 24: Secrets of Alchemy – Gamble Game Screen

11 King Tut

11.1 Overview

“King Tut” is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features free games bonus and a gamble (double-up) game.



Figure 25: King Tut – Main Game Screen

11.2 Paytable

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



Symbol	5	4	3	2
King Tut (Sphinx)	1000	200	40	10
Scarab	500	150	40	-
Eye of Horus	400	100	20	-
Pyramids	400	100	20	-
Letter K	200	40	10	-
Letter Q	100	20	5	-
SCATTER (3x)	10 Free Games	-	-	-

Substitutes for all symbols except 

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 26: King Tut – Paytable (for 1 line and 1 credit per line)

11.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

11.4 Free Games

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

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

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

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

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

11.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

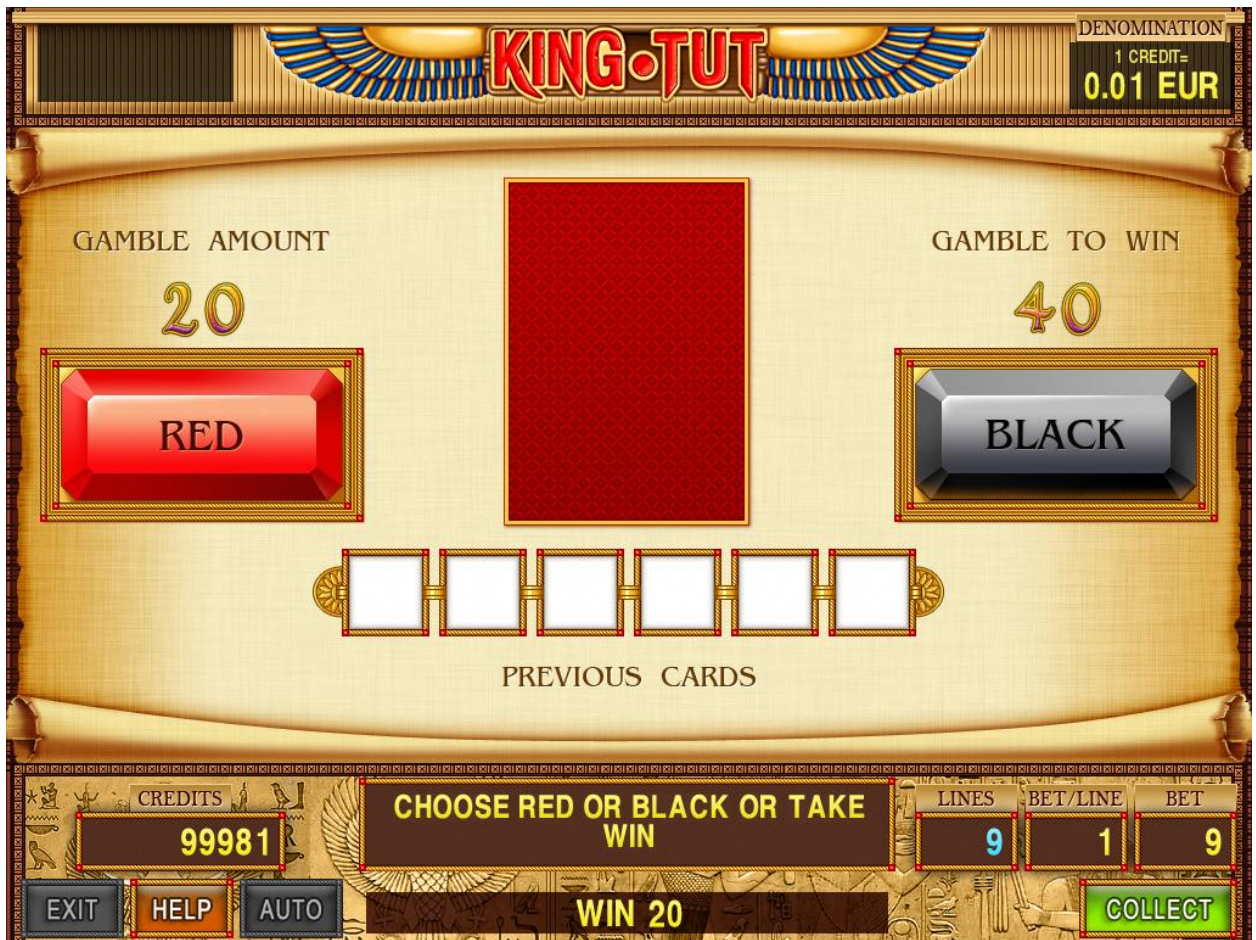


Figure 27: King Tut – Gamble Game Screen

12 Mysterious India

12.1 Overview

Mysterious India is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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: Mysterious India – Main Game Screen

12.2 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.

MYSTERIOUS INDIA

 <p>5 • 1000 4 • 200 3 • 50 2 • 5</p>	 <p>5 • 5000 4 • 1000 3 • 100 2 • 10</p> <p>Shiva Substitutes for all symbols except for Taj Mahal.</p>	 <p>5 • 500 4 • 100 3 • 25 2 • 5</p>
 <p>5 • 250 4 • 75 3 • 15 2 • 5</p>	 <p>5 • 150 4 • 40 3 • 10</p>	 <p>5 • 100 4 • 20 3 • 5</p>

 on 1st, 3rd and 5th reels awards 10 Free Games.

During Free Games  substitutes for all symbols. Three  award extra 10 Free Games.

All winning line combinations pay left to right only, except for bonuses and scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 29: Mysterious India – Paytable (for 1 line and 1 credit per line)

12.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

12.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game, additionally “Taj Mahal” symbol acts as joker and substitutes for all symbols without exception. Thee “Taj Mahal” symbols on the 1st, 3rd and 5th reels awards player with extra 10 free games. Player is informed about this event with additional popup window.

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

12.5 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.

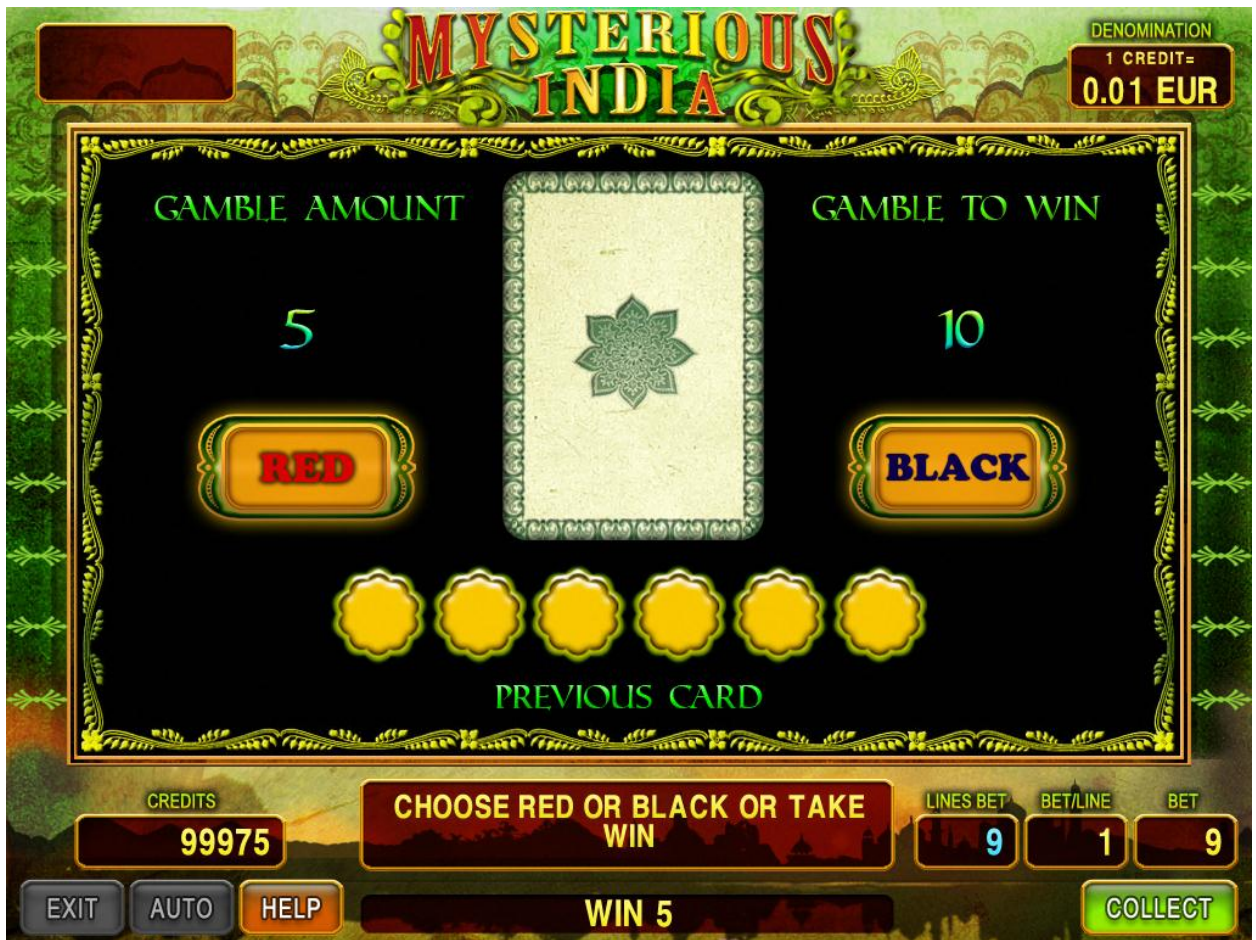


Figure 30: Mysterious India – Gamble Game Screen

13 Mystic Jungle

13.1 Overview

Mystic Jungle is a 5-reel 9-line video reels game. Player can select to play 1 to 9 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 31: Mystic Jungle – Main Game Screen

13.2 Paytable

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

Mystic Jungle			
 <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</p> <p>3, 4 and 5  symbols trigger 10, 15 and 25 FREE GAMES accordingly with WILD SYMBOLS</p>    	<p>5 ♦ 500 4 ♦ 100 3 ♦ 25</p> 	
 <p>5 ♦ 150 4 ♦ 40 3 ♦ 10</p>	<p>CURRENT BET/LINE - 1</p>	<p>5 ♦ 100 4 ♦ 20 3 ♦ 5</p> 	

All winning combinations pay left to right only, except for scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 32: Mystic Jungle – Paytable (for 1 line and 1 credit per line)

13.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

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

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

13.5 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.

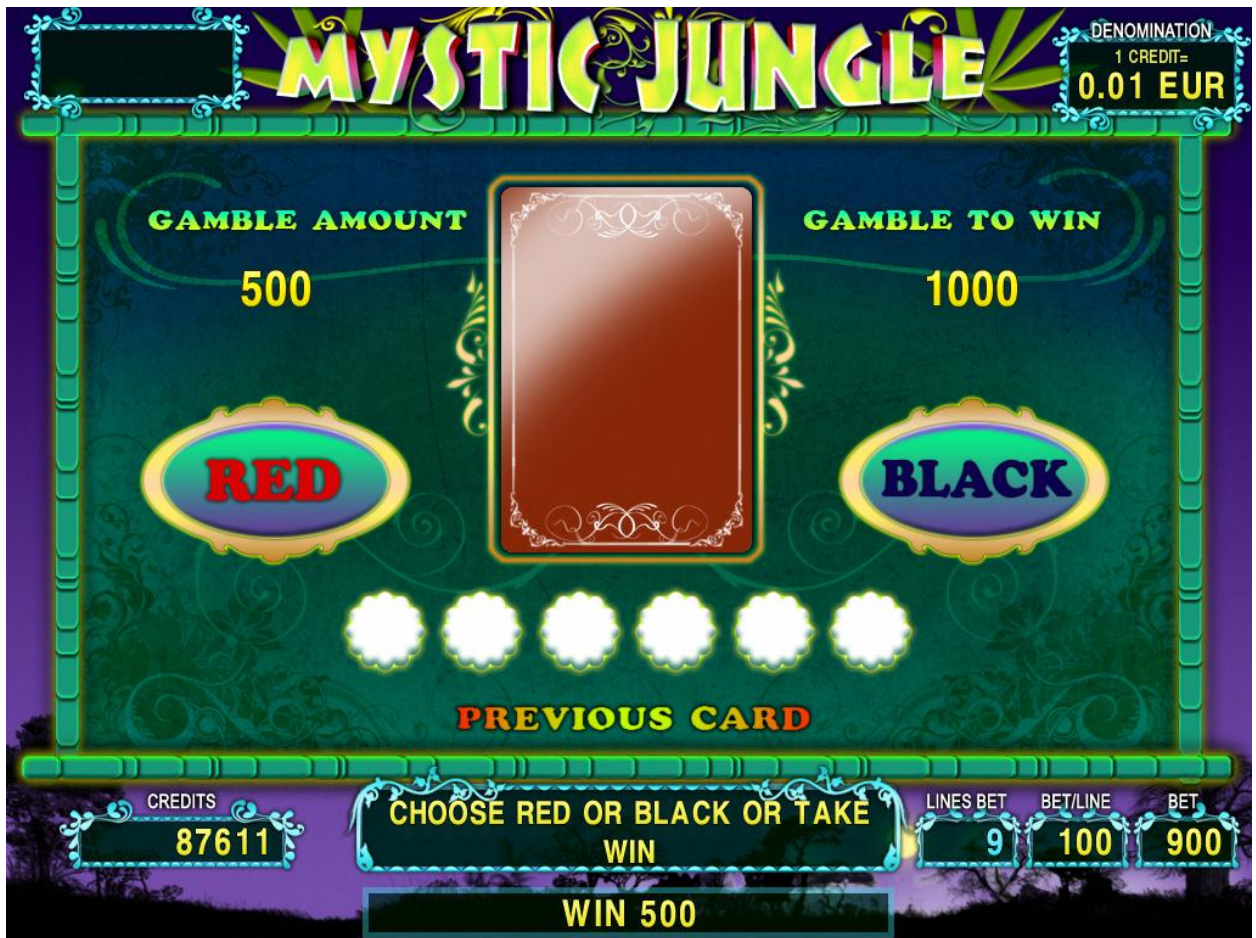


Figure 33: Mystic Jungle – Gamble Game Screen

14 Poseidon Treasure

14.1 Overview

Poseidon Treasure is a 5-reel 9-line video reels game. Player can select to play 1 to 9 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). This game features free games bonus and a gamble (double-up) game.



Figure 34: Poseidon Treasure – Main Game Screen

14.2 Paytable

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

Poseidon Treasure		
 <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>Poseidon Substitutes for all symbols except for Chest symbol.</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
<p>  on 1st, 3rd and 5th reels awards 10 Free Games. During Free Games  substitutes for all symbols. Three  award extra 10 Free Games. </p>		
<p> EXIT PREV NEXT CURRENT BET/LINE - 1 </p>		

Figure 35: Poseidon Treasure – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen.

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 9 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

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 player about number of free games has been played and total number of free games won.

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

Reels layout and payout percentage is different from main game. Credit prizes for winning combinations are identical to the main game, additionally “Chest” symbol acts as joker and substitutes for all symbols without exception. Three “Chest” symbols on the 1st, 3rd and 5th reels awards player with extra 10 free games. Player is informed about this event with additional popup window.

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

14.5 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 36: Poseidon Treasure – Gamble Game Screen

15 Game Menu

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

15.1 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

15.2 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

START - Enter tab, toggle checkbox
BET - Exit tab (go level up)
HOLD 1 - Prev value in list, **HOLD 2** - Next value in list
HOLD 3 - Prev tab or item, **HOLD 4** - Next tab or item

Summary | Statistics | **History** | Diagnostics

Bill Log

Coin Log

Remote In Log

Payout Log

Access Log

Error Log

Game Log

Prev Page

Game Log

Next Page

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



< >

Figure 37: Game Log

15.3 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.

15.4 Main Game Statistics

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