

# **Jewel Jackpot Lux**

Game Description

Revision 1.0

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## 2 Historial de cambios

<b>Versión</b>	<b>Data</b>	<b>Autor</b>	<b>Descripción</b>
1.0	25.04.2017	DLV	Versión inicial del documento

## 3 Multijuegos

### 3.1 Overview

“Jewel Jackpot Lux” is a multigame machine with 12 video reels games:

<b>1. Burning Fruits</b>	5-reel, 5-line game with gamble and no bonus features
<b>2. Brick Fruits</b>	5-reel, 10-payline game with gamble and no bonus features
<b>3. Royal Jewels</b>	
<b>4. King Tut</b>	
<b>5. Cranky Flavor</b>	5-reel, 10-payline game with gamble and free spins feature
<b>6. Lucky Search</b>	
<b>7. Lucky Witch</b>	
<b>8. Bears` corner</b>	5-reel, 20-payline game with gamble and free spins feature
<b>9. Hong Long</b>	
<b>10. Amecar Force</b>	
<b>11. Kote Mate</b>	5-reel, 20 line game with gamble and no bonus features
<b>12. Lucky 7</b>	5-reel, 20 line game without gamble and no bonus features

### 3.2 Game Selector

From the Game Selector screen the player can select one of 12 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 Jewel Jackpot Lux Feature

### 4.1 Overview

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

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

When “Jewel Jackpot Lux” symbols appear anywhere on 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels in the main game, Jewel Jackpot Lux 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 Lux” 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 Lux” play according to the payable. “Jewel Jackpot Lux” symbol is scattered and appears on 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> reels.





Figure 3: Jewel Jackpot Lux - Combination on reels






Figure 4: Jewel Jackpot Lux - reel symbol



Figure 5: Example main game symbols with Jewel Jackpot Lux 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 automatic random selection.



Figure 6: Jewel Jackpot Lux bonus game screen

## 5 Burning Fruits

### 5.1 Overview

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



Figure 7: Burning Fruits - Main Game Screen

### 5.2 Paytable

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

**BURNING FRUITS**

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

CURRENT BET/LINE - 1

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

### 5.3 Main Game

Player can press HELP button any time when game is idle to see help and 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 HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

## 5.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 9: Burning Fruits – Gamble Game Screen

## 6 Brick Fruits

### 6.1 Overview

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



Figure 10: Brick Fruits - Main Game Screen

### 6.2 Paytable

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

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

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



Symbol	5 Symbols	4 Symbols	3 Symbols
Watermelon	500	50	20
Grapes	100	40	20
Plum	100	40	20
Orange	100	20	10
Lemon	50	20	10
Cherry	50	20	5
7 (Substitute)	5000	-	-

BRICK FRUITS

7  
5 • 5000  
SUBSTITUTES FOR ALL SYMBOLS

At present all credits are not listed of bonus. The function words all plays and pays.

CURRENT BET/LINE - 1

**Figure 11: Brick Fruits – Paytable (for 1 line and 1 credit per line)**

### 6.3 Main Game

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

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

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

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

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

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

## 6.4 Gamble Game

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

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

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

Paytable and help pages are available by pressing HELP button.

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

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

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



Figure 12: Brick Fruits – Gamble Game Screen



## 7 Royal Jewels

### 7.1 Overview

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



Figure 13: Royal Jewels - Main Game Screen

### 7.2 Paytable

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

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

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

ROYAL JEWELS		
 <p>500 · 5 60 · 4 10 · 3</p>	 <p>1000 · 5 100 · 4 20 · 3</p>	 <p>5 · 500 4 · 60 3 · 10</p>
 <p>200 · 5 40 · 4 5 · 3</p>	 <p>EXPANDS AND SUBSTITUTES FOR ALL SYMBOLS</p>	 <p>5 · 200 4 · 40 3 · 5</p>
 <p>100 · 5 20 · 4 5 · 3</p>		 <p>5 · 100 4 · 20 3 · 5</p>
<p>All prizes are in credits (if not stated otherwise). Max function holds 81 plays and pays.</p>		
		<p>CURRENT BET/LINE - 1</p>

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

### 7.3 Main Game

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

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

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

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

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

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

### 7.4 Gamble Game

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

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

The player can collect the winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

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

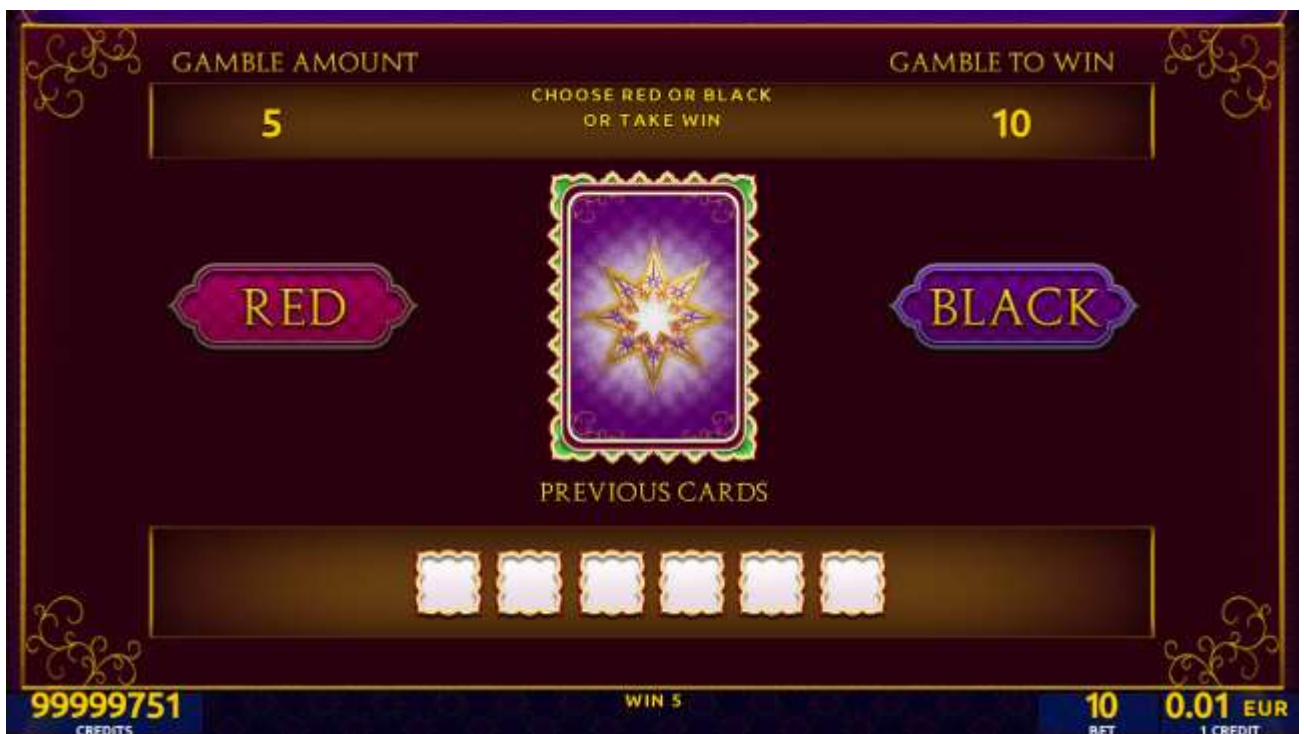


Figure 15: Royal Jewels – Gamble Game Screen

## 8 King Tut

### 8.1 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 16: King Tut – Main Game Screen

### 8.2 Paytable

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

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



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

Substitutes for all symbols except

CURRENT BET/LINE - 1

Figure 17: King Tut – Paytable (for 1 line and 1 credit per line)

### 8.3 Main Game

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

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

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

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

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

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

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

## 8.4 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 18: King Tut – Free Game Screen

## 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.

Paytable and help pages are available by pressing HELP button.

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

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



Figure 19: King Tut – Gamble Game Screen

## 9 Cranky Flavor

### 9.1 Overview

“Cranky Flavor” is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). All winning line combinations pay left to right and right to left. 5 of a kind winnings are paid only once



Figure 20: Cranky Flavor - 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 pay table screen by pressing BET and MAX BET buttons. To return back to the game START button should be pressed.



 <p>5 • 1000 4 • 500 3 • 100</p>	 <p><b>SUBSTITUTES FOR ALL SYMBOLS ON ALL POSITIONS OF THE REEL.</b></p>  <p><b>HOLDS THE REEL AND TRIGGERS RESPIN OF THE OTHER REELS. APPEARS ON REELS 2, 3 AND 4 ONLY.</b></p>	 <p>5 • 500 4 • 200 3 • 50</p>	
 <p>5 • 200 4 • 50 3 • 20</p>		 <p>5 • 200 4 • 50 3 • 20</p>	
 <p>5 • 150 4 • 30 3 • 10</p>		 <p>5 • 100 4 • 20 3 • 10</p>	
<p><small>All prizes are credits if not stated otherwise. The function voids all plays and pays.</small></p>			<p><b>CURRENT BET/LINE - 1</b></p>

Figure 21: Cranky Flavor – 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 payable screens.

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

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

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

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

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

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

## 9.4 Free Spin

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

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

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

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

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



Figure 22: Cranky Flavor – RESPIN Games Screen

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

## 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 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 23: Cranky Flavor – Gamble Game Screen

## 10 Lucky Search

### 10.1 Overview

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



Figure 24: Lucky Search – Main Game Screen

### 10.2 Paytable

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

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

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

Substitutes for all symbols except Scatter symbols.		5 5000 4 250 3 50 2 10	5 500 4 100 3 25	
<b>SCATTER</b>		5 100 4 20 3 5 2 2		
	5 100 4 40 3 10	<b>3, 4 or 5 Scatter symbols award Free Games. During Free Games 3, 4 or 5 Scatter symbols award extra Free Games.</b>		5 50 4 20 3 5
<small>All prizes are credits if not noted otherwise. Reel function voids all plays and pays.</small>				<b>CURRENT BET/LINE - 1</b>

Figure 25: Lucky Search – Paytable (for 1 line and 1 credit per line)

### 10.3 Main Game

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

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

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

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

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

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

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

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



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



Figure 26: Lucky Search – Free Games Selector Screen



Figure 27: Lucky Search – Free Games

### 10.5 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 28: Lucky Search – Gamble Game Screen



## 11 Lucky Witch

### 11.1 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 29: Lucky Witch – Main Game Screen

### 11.2 Paytable

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

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

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

	5 • 9000 4 • 2500 3 • 250 2 • 10		SUBSTITUTES for <b>A K O J I O G</b> DOUBLES win when substituting	
	5 • 750 4 • 125 3 • 25 2 • 2	<b>Scatter</b> 	5 • 500 4 • 20 3 • 5 2 • 2	5 • 250 4 • 75 3 • 15
	5 • 400 4 • 100 3 • 20			5 • 100 4 • 25 3 • 5
<b>A K</b>	5 • 125 4 • 50 3 • 10	3 or more  symbols trigger 15 free games with 3x multiplier		5 • 100 4 • 25 3 • 5 2 • 2

All prizes are credits if not stated otherwise. Manufacturer holds all rights and patent.

CURRENT BET/LINE - 1

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

### 11.3 Main Game

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

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

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

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

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

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

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

## 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. 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 31: Lucky Witch – Free Games Screen

### 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.

Paytable and help pages are available by pressing HELP button.

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

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



Figure 32: Lucky Witch – Gamble Game Screen

## 12 Bear`s corner

### 12.1 Overview

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



Figure 33: Bear`s corner – Main Game Screen

### 12.2 Paytable

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

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

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

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

All prizes are credit. If not stated otherwise, multiplier is x1. Max bet 4000. © 2010 DLV. All rights reserved.

CURRENT BET/LINE - 1

Figure 34: Bear`s corner – Paytable (for 1 line and 1 credit per line)

### 12.3 Main Game

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

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

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

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

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

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

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

## 12.4 Free Games

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

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

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

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

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



Figure 35: Bear`s corner – Free Games Screen

### 12.5 Gamble Game

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

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

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

Paytable and help pages are available by pressing HELP button.

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

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



Figure 36: Bear’s corner – Gamble Game Screen



## 13 Hong long

### 13.1 Overview

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



Figure 37: Hong long – 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.

 <p>5 x 2000 4 x 500 3 x 50</p>	<p>EXPANDS ON THE 3RD REEL AND SUBSTITUTES FOR</p>    	 <p>5 x 2000 4 x 500 3 x 50</p>
 <p>5 x 500 4 x 150 3 x 30</p>	<p>SCATTER</p>  <p>15 FREE GAMES</p> <p>3 x 2</p>	 <p>5 x 500 4 x 150 3 x 30</p>
<p>A K</p> <p>5 x 200 4 x 50 3 x 25</p>	<p>Q J</p> <p>5 x 150 4 x 30 3 x 20</p>	<p>10 9</p> <p>5 x 100 4 x 25 3 x 10</p>

CURRENT BET/LINE - 1

Figure 38: Hong long – Paytable (for 1 line and 1 credit per line)


### 13.3 Main Game

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

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

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

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

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

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

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



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

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

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

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



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

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

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



Figure 39: Hong long – Free Game Screen

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



Figure 40: Hong long – Gamble Game Screen

## 14 Amecar Force

### 14.1 Overview

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



Figure 41: Amecar Force - Main Game Screen

### 14.2 Paytable

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

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

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

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

Figure 42: Amecar Force – Paytable (for 1 lines 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 LINES buttons on the game panel. To select custom number of lines, the player should press LINE (HOLD1) button multiple times until the desired number of paylines is selected.

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

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

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

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

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

## 14.4 Free Games

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

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

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

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



Figure 43: Amecar Force - Free Games

## 14.5 Gamble Game

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

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

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

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

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

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



Figure 44: Amecar Force – Gamble Game Screen



## 15 Kote Mate

### 15.1 Overview

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



Figure 45: Kote Mate - Main Game Screen

### 15.2 Paytable

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

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

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



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

**Kote mate**

CURRENT BET/LINE - 1

**Figure 46: Kote Mate – Paytable (for 1 lines and 1 credit per line)**

### 15.3 Main Game

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

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

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

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

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

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

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

## 15.4 Gamble Game

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

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

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

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

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

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



Figure 47: Kote Mate – Gamble Game Screen

## 16 Lucky 7

### 16.1 Overview

“Lucky 7” is a 5-reel 20-line video reels game. Player can select to play 1 to 20 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).



Figure 48: Lucky 7 - Main Game Screen

### 16.2 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	50 5x 10 4x 2 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	
	5x 200 4x 50 3x 20	200 5x 50 4x 20 3x 5 2x	

All probabilities are based on 100 spins per line. Return to player is 95.00%.
CURRENT BET/LINE - 1

Figure 49: Lucky 7 – Paytable (for 1 line and 1 credit per line)

### 16.3 Main Game

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

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

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

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

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

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

## 17 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.

### 17.1 General Statistics

This tab displays general statistics meters for selected game.

Theoretical Payout	Theoretical payout of current game
Games Played	Number of main games played in current game
Games Won	Number of main games won
Cash Won	Cash won in current game
Cash Wagered	Cash wagered in current game
Payout Percentage	Current payout percentage of current game
Average Bet	Average bet per game
Available Credits	Number of currently available credits to the player

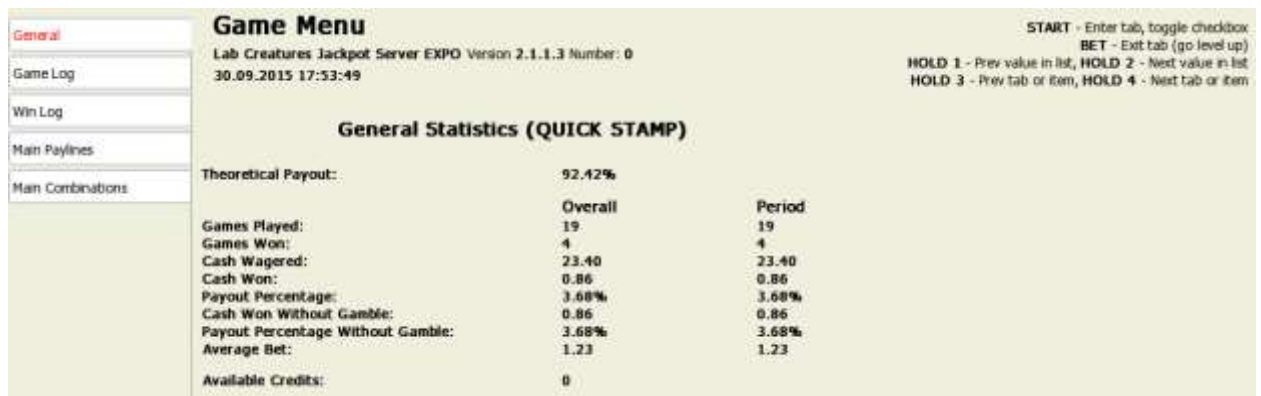


Figure 50: General Statistics

### 17.2 Game Log

Game Log contains information about last 100 games, including main games, gamble games, free games and bonuses.

Game log entries can be scrolled by using “Prev. Page” and “Next Page” buttons. Each game log entry contains following information:

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Amount of credits, cash amount and denomination before game was start;
- Total bet (“Number of Lines” x “Bet per Line”) value when the game was started;
- Credits Won – number of credits won in current game;
- Payout – Cash amount that was paid out after current game;

By using “<” and “>” buttons it is possible to see all the winning combinations on every line and scatters that were triggered in current game.



Figure 51 Game Log

### 17.3 Win Log

Win Log contains information about up to 20 most recent games, where the winning exceeded Win Log Limit (configured in Initial Setup). Information provided for each game is identical to the Game Log.



Figure 52: Win Log

## 17.4 Main Game Statistics

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

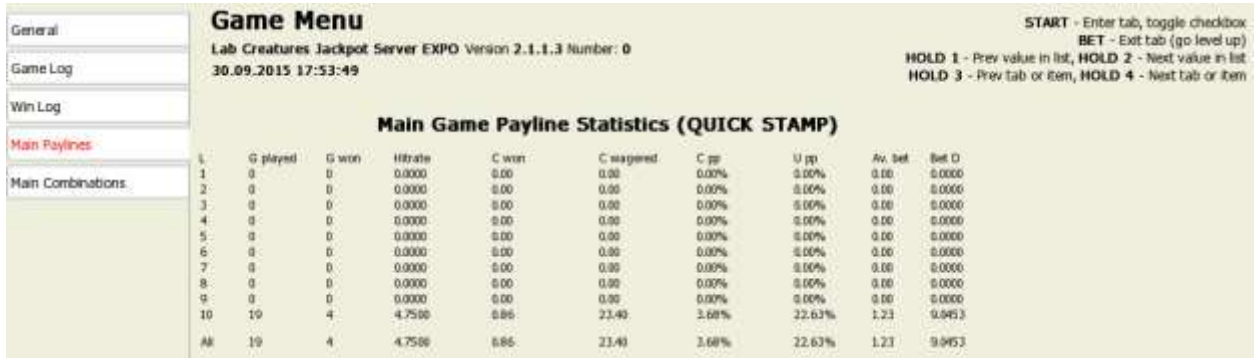


Figure 53: Main Game Payline Statistics

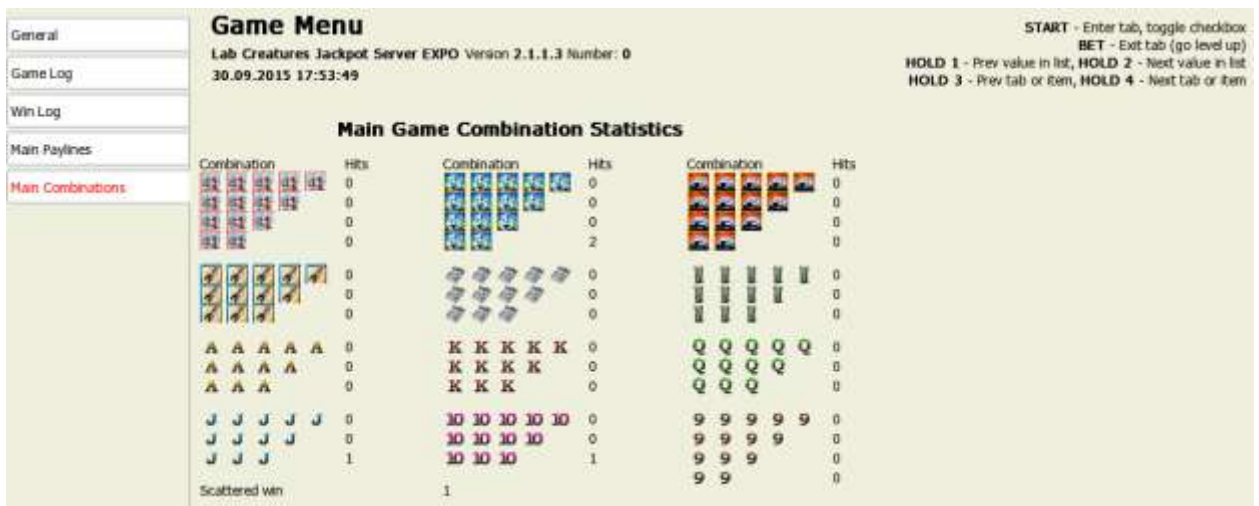


Figure 54: Main Game Combination Statistics