Nectar’s Treasury Jackpot

Game Description

Revision 1.0 WS

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2 Revision History

Version	Date	Author	Description
1.0	05.11.2018	DLV	Initial document release

3 Multi Game

3.1 Overview

"Nectar's Treasury Jackpot" is a multigame machine with 25 video reels games:

1. Brick Fruits (5 FIX)	5-reel, 5-line game with gamble and no bonus features
2. Burning Fruits	
3. Fruitiles	3-reel, 5-line game with gamble and no bonus features.
4. Lucky Witch	5-reel, 10-payline game with gamble and free spins feature
5. Golden Fleece 2 Ways	
6. Chambohua	
7. Golden Fleece	
8. Shrizzle Band	
9. Royal Jewels	5-reel, 10-payline game with gamble and no bonus features
10. Brick Fruits (10 FIX)	
11. Inky Jingle	5-reel, 10 payline game without gamble and bonus features
12. Lucky 7	5-reel, 20 payline game without gamble and bonus features
13. Kote Mate	5-reel, 20 line game with gamble and no bonus features
14. Tasty Slice	
15. Brick Fruits (20 FIX)	
16. Mysterious India	5-reel, 20-payline game with gamble and free spins feature
17. Bear's Corner	
18. Vikingar	
19. Alter Gods	
20. Glass Fruits	5-reel, 40-payline game with gamble and no bonus features.
21. Brick Fruits (40 FIX)	
22. Filibuster's Ghost	5-reel, 40-payline game with gamble and free spins feature.
23. SmakyBoo	5-reel, all ways pay game with gamble and free spins feature
24. Cai Shen 888	6-reel, 10-payline game with gamble and free spins feature
25. Lucky Witch 777	

3.2 Game Selector

From the Game Selector screen the player can select one of 25 available games. Games on the screen are divided into two sets, active games have colored logos and inactive games are grayed. To switch between the sets, the player has to press START button. To play a game from the active set, the player has to press HOLD1 to HOLD5 buttons respectively or touch corresponding button with game logo on the screen. Any game can be disabled from the Game Setup Menu and will not be available for selection.

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

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

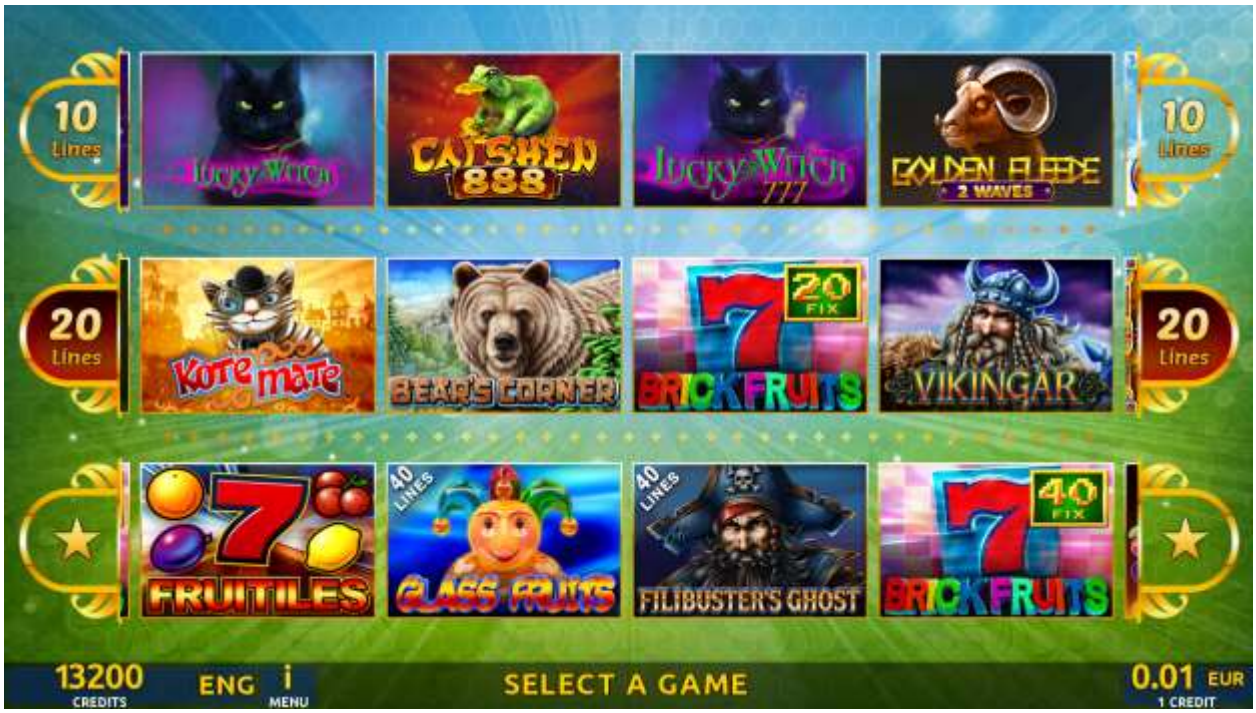

Figure 1: Game Selector Screen

4 Nectar's Treasury Jackpot Feature

4.1 Overview

Nectar's Treasury Jackpot is progressive jackpot functioning as standalone or network-based system. Nectar's Treasury Jackpot have 4 mystery progressive levels – Ground, Garden, Forest and Mountains.

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

Jackpot draw is performed on the winning machine and is presented in the form of the bonus game Nectar's Treasury.

Figure 2: Current progressive jackpot values

4.2 Bonus Game

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

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

The game starts with congratulations on winning Ground level and then it is time for the player to try his luck on the remaining jackpot levels – Garden, Forest and Mountains.

To complete a level the player needs to guess, in the allotted time, which of the 5 buds conceals a flower. This can be accomplished by making choice either using Hold 1…Hold 5

buttons on the keyboard or by touching a bud on the touchscreen. If successful (a flower appears), the player needs to collect two more flowers to fill three flasks with honey.

If unsuccessful, the player loses 1 life (green leaves below). If the player has still the green leaves (lives) left, the game continues.

Having collected three honey, the player wins a jackpot level. At the same time the previous level completed becomes unavailable, because the player moves one level up.

The other levels are completed the same way.

The bonus game continues until the player collects three flasks with honey on the lasts jackpot level (Mountains) or until all lives are lost.

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

Figure 3: Nectar's Treasury Jackpot bonus top game screen

Figure 4: Nectar's Treasury Jackpot bonus main game screen

5 Brick Fruits (5 FIX)

5.1 Overview

"Brick Fruits (5 FIX)" 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 5: Brick Fruits (5 FIX) - Main Game Screen

5.2 Paytable

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

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

Figure 6: Brick Fruits (5 FIX) – Paytable (for 5 lines and 1 credit per line)

5.3 Main Game

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

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

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

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

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 AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

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

5.4 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 7: Brick Fruits (5 FIX) – Gamble Game Screen

6 Burning Fruits

6.1 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 8: Burning Fruits - 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.

Figure 9: Burning Fruits – Paytable (for 5 lines and 1 credit per line)

6.3 Main Game

Player can press HELP button any time when game is idle to see help and paytable screen. To adjust bet per line player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet per line will be set for all lines. After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4 or HOLD5 stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

6.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

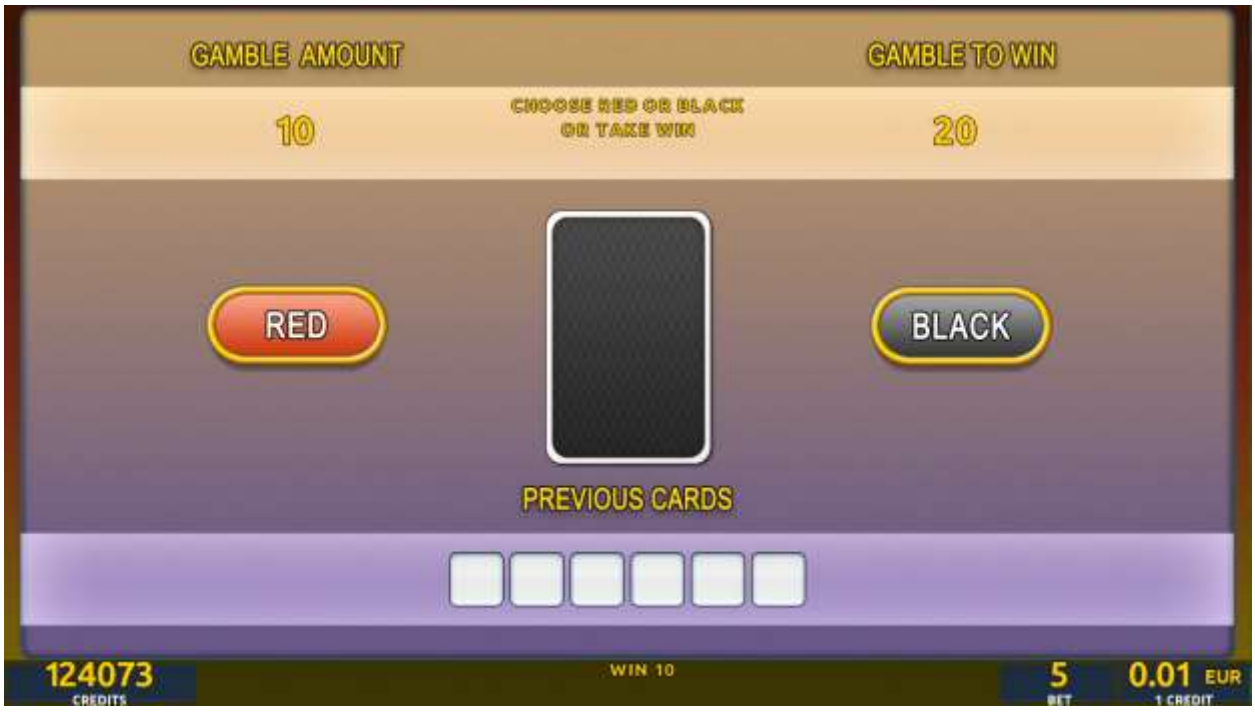

Figure 10: Burning Fruits – Gamble Game Screen

7 Fruitliles

7.1 Overview

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

Figure 11: Fruitiles - 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 the paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 12: Fruitiles – Paytable (for 5 lines and 1 credit per line)

7.3 Main Game

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

After pressing START button, reels will start spinning. The player can wait for reels to stop automatically or stop corresponding reel by pressing HOLD1, HOLD3, HOLD5. To stop all the reels at once, the player has to press START button.

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

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

Identical 3 fruit symbols on all 5 lines double the winning

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

7.4 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' winning is doubled and player can continue to

gamble or end the game. If player does not guess the color right, gamble game ends with no winning.

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

Figure 13: Fruitiles – Gamble Game Screen

8 Royal Jewels

8.1 Overview

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

Figure 14: Royal Jewels - Main Game Screen

8.2 Paytable

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

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

Figure 15: Royal Jewels – Paytable (for 1 line and 1 credit per line)

8.3 Main Game

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

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

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

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

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

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

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

8.4 Gamble Game

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

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

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

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

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

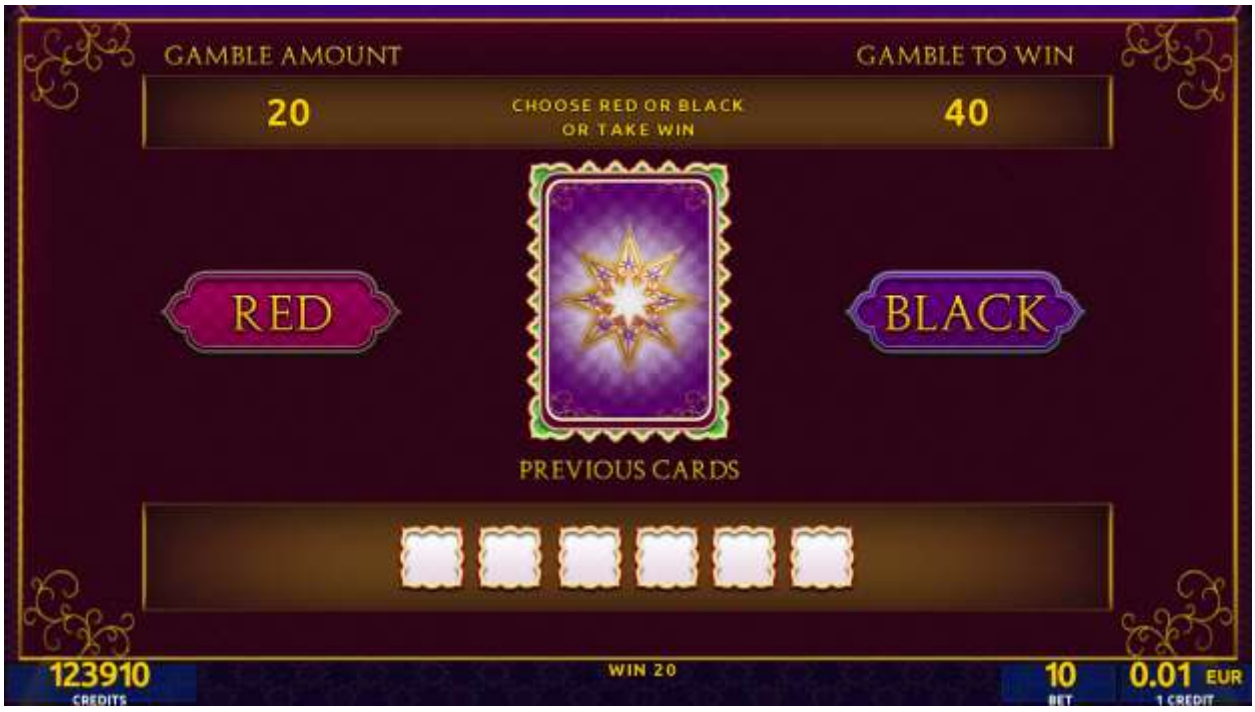

Figure 16: Royal Jewels – Gamble Game Screen

9 Lucky Witch

9.1 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 17: Lucky Witch – Main Game Screen

9.2 Paytable

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

Figure 18: Lucky Witch – Paytable (for 1 line and 1 credit per line)

9.3 Main Game

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

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

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

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

9.4 Free Games

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

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

Reels layout and payout percentage are different from those in the main game. 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 19: Lucky Witch – Free Games Screen

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.
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.

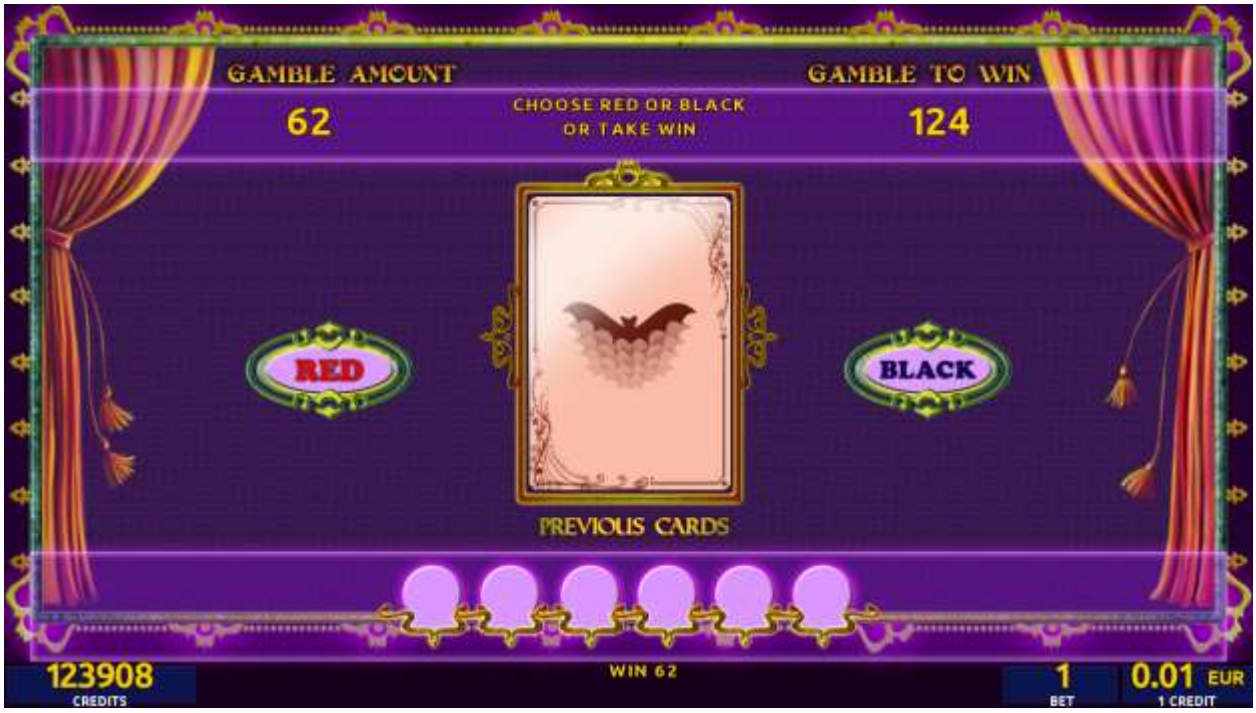

Figure 20: Lucky Witch – Gamble Game Screen

10 Golden Fleece 2 Waves

10.1 Overview

"Golden Fleece 2 Waves" is a 5-reel 10-line video reels game. Player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features free games bonus and a gamble (double-up) game

Figure 21: Golden Fleece 2 Waves – 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.

Figure 22: Golden Fleece 2 Waves – Paytable (for 1 line and 1 credit per line)

10.3 Main Game

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

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

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

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

If the machine features 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

Before free games are started, two special expanding symbols are randomly selected in the popup window. These symbols acts as a special symbols, 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 23: Golden Fleece 2 Waves - Special Expanding Symbol Selection

10.5 Gamble Game

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

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

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

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

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

Figure 24: Golden Fleece 2 Waves – Gamble Game Screen

11 Chambohua

11.1 Overview

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

Figure 25: Chambohua - Main Game Screen

11.2 Paytable

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

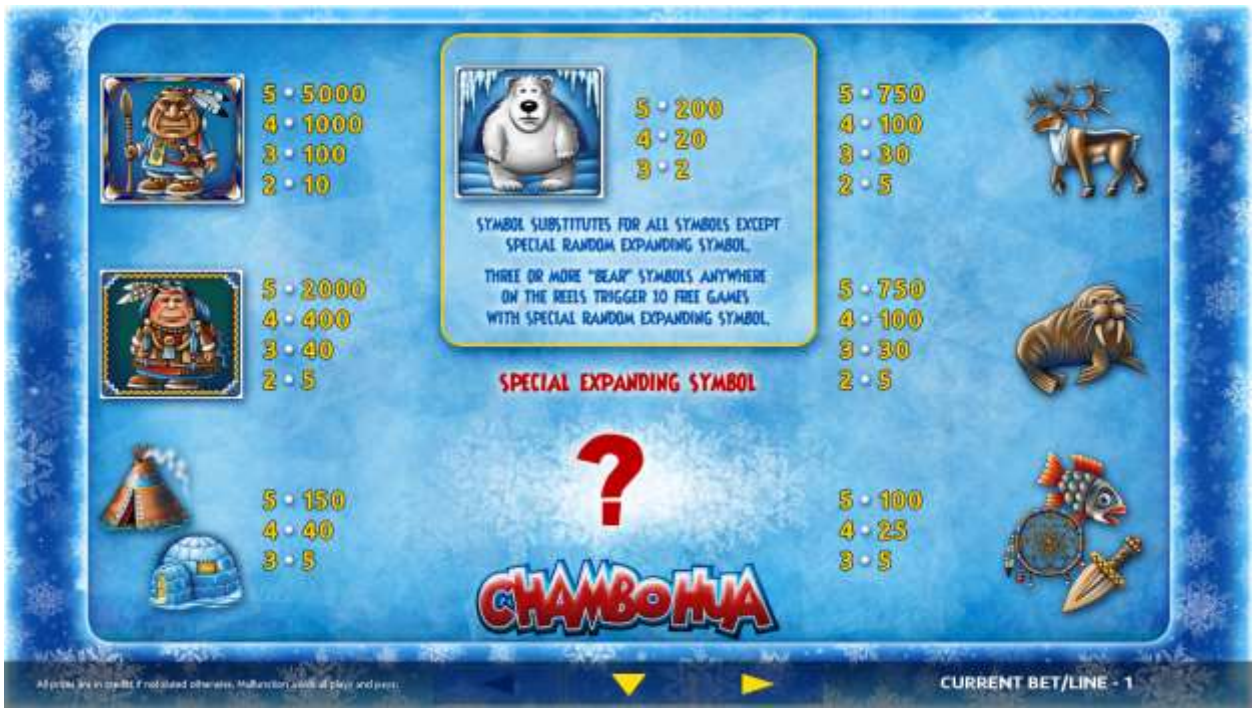

Figure 26: Chambohua – Paytable (for 1 lines and 1 credit per line)

11.3 Main Game

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

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

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

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

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

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

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

11.4 Free Games

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

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

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

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

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

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

Figure 27: Chambohua - Special Expanding Symbol Selection

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 28: Chambohua – Gamble Game Screen

12 Golden Fleece

12.1 Overview

Golden Fleece is a 5-reel 10-line video reels game. Player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features free games bonus and a gamble (double-up) game

Figure 29: Golden Fleece – Main Game Screen

12.2 Paytable

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

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

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

Figure 30: Golden Fleece – Paytable (for 1 line and 1 credit per line)

12.3 Main Game

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

The player can select the number of paylines by pressing 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

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 31: Golden Fleece - Special Expanding Symbol Selection

12.5 Gamble Game

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

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

To select RED color, the player has to press BET button, BLACK color – MAX BET button.
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: Golden Fleece – Gamble Game Screen

13 Inky Jingle

13.1 Overview

"Inky Jingle" 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 in any position only except scatters. Scatter combinations pay in any position on the reels.

Figure 33: Inky Jingle - Main Game Screen

13.2 Paytable

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

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

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

Figure 34: Inky Jingle – Paytable (for 1 line and 1 credit per line)

13.3 Main Game

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

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

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

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

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

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

14 Shrizzle Band

14.1 Overview

"Shrizzle Band" is a 5-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).

This game features Free Games bonus and a gamble (double-up) game.

Figure 35: Shrizzle Band – 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.

Figure 36: Shrizzle Band – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins 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 autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

Any win 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 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. During Free Games credit prizes are multiplied by 4 for all winning combinations. Three or more "Scatter" symbols anywhere on the reels award the player extra 20 Free Games. The player is informed about this event with additional popup window.

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

Figure 37: Shrizzle Band - Free Games Screen

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' win 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 win.

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

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

Figure 38: Shrizzle Band – Gamble Game Screen

15 Brick Fruits (10 FIX)

15.1 Overview

"Brick Fruits (10 FIX)" is a 5-reel 10-line video reels game. Player can select bet from 1 to 100 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 10 lines, player cannot change number of active lines.
This game features a gamble (double-up) game.

Figure 39: Brick Fruits (10 FIX) - 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 paytable screen by pressing BET and MAX BET buttons.
To return back to the game, START button should be pressed.

Figure 40: Brick Fruits (10 FIX) – Paytable (for 10 lines and 1 credit per line)

15.3 Main Game

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

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 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 41: Brick Fruits (10 FIX) – 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 42: Lucky 7 - Main Game Screen

16.2 Paytable

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

Figure 43: 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 paytable screens.

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

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

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

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

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

17 Mysterious India

17.1 Overview

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

Figure 44: Mysterious India – Main Game Screen

17.2 Paytable

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

Figure 45: Mysterious India – Paytable (for 1 line and 1 credit per line)

17.3 Main Game

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

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

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

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

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

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

17.4 Free Games

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

During free games reels are launched automatically. Nevertheless, the player can stop any of the reels or all of them as in the main game.
Reels layout and payout percentage are different from those in the main game. Credit prizes for winning combinations are identical to the main game, additionally "Taj Mahal" symbol acts as a joker and substitutes for all the symbols without exception. Three "Taj Mahal" symbols on the 1st, 3rd and 5th reels award the player extra 10 free games. The player is informed about this event with additional popup window.

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

Figure 46: Mysterious India - Free Games

17.5 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 47: Mysterious India – Gamble Game Screen

18 Kote Mate

18.1 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 48: Kote Mate - Main Game Screen

18.2 Paytable

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

Figure 49: Kote Mate – Paytable (for 1 lines and 1 credit per line)

18.3 Main Game

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

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

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

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

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

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

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

18.4 Gamble Game

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

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

The player can collect winning by pressing START button.

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

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

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

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

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

Figure 50: Kote Mate – Gamble Game Screen

19 Bear`s corner

19.1 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 51: Bear`s corner – Main Game Screen

19.2 Paytable

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

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

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

Figure 52: Bear`s corner – Paytable (for 1 line and 1 credit per line)

19.3 Main Game

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

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

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

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

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

19.4 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 53: Bear`s corner – Free Games Screen

19.5 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 54: Bear`s corner – Gamble Game Screen

20 Vikingar

20.1 Overview

"Vikingar" 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 55: Vikingar – Main Game Screen

20.2 Paytable

Prize values in paytable are shown in credits for currently selected bet and number of lines. The player can change current bet in the pay table screen by pressing BET and MAX BET buttons.

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

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Figure 56: Vikingar – Paytable (for 1 line and 1 credit per line)

20.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins 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 autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

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

20.4 Free Games

Free Games are played with the same bet and number of lines as the main game and cannot be changed. Credits are not withdrawn for any of Free Games.
Counter in the "Information field" informs 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 5 special symbols with multipliers:

1. [20 Free Games + "Ship" substitutes and multiplies win up to x 5]
2. [15 Free Games + "Ship" substitutes and multiplies win up to x 8]
3. [10 Free Games + "Ship" substitutes and multiplies win up to x 10]
4. [8 Free Games + "Ship" substitutes and multiplies win up to x 15]
5. [5 Free Games + "Ship" substitutes and multiplies win up to x 30]

Figure 57: Vikingar - Free Games Selector Screen

During Free Games "Ship" substitutes for all symbols except "Amulet" and multiplies up to X5, X8, X10, X15, X30 respectively.
During Free Games, 3 or more "Amulet" symbols award extra Free Games with up to 20 Free Games Feature and with up to x30 Multiplayer
When the current Free Games are over, extra Free Games are initiated with the NEW multiplier selection option.

Figure 58: Vikingar - Free Games Screen

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

20.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win 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 win.

If the win 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 the win 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 59: Vikingar – Gamble Game Screen

21 Alter Gods

21.1 Overview

"Alter Gods" 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 60: Alter Gods – Main Game Screen

21.2 Paytable

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

Figure 61: Alter Gods – Paytable (for 1 line and 1 credit per line)

21.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins 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 autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

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

21.4 Free Games

Free Games are played with the same bet and number of lines as 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 the feature is triggered, it is necessary to choose one of the 3 special symbols with multipliers:

Figure 62: Alter Gods – Free Games Selector Screen

During Free Game, Paytable may change, depending on the option selected. When all Free Games are played, a popup window will appear with total number of credits won during the Free Games feature.

Figure 63: Alter Gods – 12 Free Games Paytable Screen

Figure 64: Alter Gods – 15 Free Games Paytable Screen

Figure 65: Alter Gods – 18 Free Games Paytable Screen

Figure 66: Alter Gods – Free Games Screen

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

21.5 Gamble Game

Player has to guess which color will be the next dealers' card – red or black. If selected color and dealers' card color match, players' win 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 win.

If the win 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 the win 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 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 67: Alter Gods – Gamble Game Screen

22 Tasty Slice

22.1 Overview

"Tasty Slice" 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 a gamble (double-up) game.

Figure 68: Tasty Slice – Main Game Screen

22.2 Paytable

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

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

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

Figure 69: Tasty Slice – Paytable (for 1 line and 1 credit per line)

22.3 Main Game

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

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

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

After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Wins 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 autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press AUTO button on the game panel. If game is played with autostart, machine does not enter gamble game, and proceeds to the next game.

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

22.4 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' win 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 win.

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

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

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

Figure 70: Tasty Slice – Gamble Game Screen

23 Brick Fruits (20 FIX)

23.1 Overview

"Brick Fruits (20 FIX)" is a 5-reel 20-line video reels game. Player can select bet from 1 to 50 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 20 lines, player cannot change number of active lines.
This game features a gamble (double-up) game.

Figure 71: Brick Fruits (20 FIX) - Main Game Screen

23.2 Paytable

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

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

Figure 72: Brick Fruits (20 FIX) – Paytable (for 20 lines and 1 credit per line)

23.3 Main Game

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

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

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

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

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

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

23.4 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 73: Brick Fruits (20 FIX) – Gamble Game Screen

24 Glass Fruits

24.1 Overview

"Glass Fruits" s a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).
This game features a gamble (double-up) game.

Figure 74: Glass Fruits - Main Game Screen

24.2 Paytable

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

Figure 75: Glass Fruits - Paytable (for 1 line and 1 credit per line)

24.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.
To adjust bet per line player has to press BET button on the game panel to select desired bet.
By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

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

24.4 Gamble Game

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

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

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

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

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

Figure 76: Glass Fruits – Gamble Game Screen

25 Filibuster`s Ghost

25.1 Overview

"Filibuster`s Ghost" is a 5-reel 40-line video reels game. Player can select to play 1 to 40 lines, and bet 1 to 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 77: Filibuster`s Ghost – Main Game Screen

25.2 Paytable

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

Figure 78: Filibuster`s Ghost – Paytable (for 1 line and 1 credit per line)

25.3 Main Game

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

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

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

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

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

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

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

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

25.4 Free Games

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

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

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

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

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

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

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

Figure 79: Filibuster`s Ghost – Free Games Screen

25.5 Gamble Game

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

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

The player can collect 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 80: Filibuster`s Ghost – Gamble Game Screen

26 Brick Fruits (40 FIX)

26.1 Overview

"Brick Fruits (40 FIX)" is a 5-reel 40-line video reels game. Player can select bet from 1 to 25 credits per line (maximum bet per line is configured during Initial Setup). Number of lines is constant – 40 lines, player cannot change number of active lines.
This game features a gamble (double-up) game.

Figure 81: Brick Fruits (40 FIX) - Main Game Screen

26.2 Paytable

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

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

Figure 82: Brick Fruits (40 FIX) – Paytable (for 40 lines and 1 credit per line)

26.3 Main Game

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

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

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

26.4 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 83: Brick Fruits (40 FIX) – Gamble Game Screen

27 Smakyboo

27.1 Overview

"Smakyboo" is a 5-reel all ways pay video reels game. All combinations pay from left to right on adjacent reels except bonus symbols.

Player can select total bet to play from 5 to 1000 credits (maximum bet is configured during Initial Setup).

This game features free games bonus and a gamble (double-up) game.

Figure 84: Smakyboo - Main Game Screen

27.2 Paytable

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

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

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

Figure 85: Smakyboo - Paytable (for 5 credits total bet)

27.3 Main Game

The player can press HELP button any time when game is idle to see help and paytable screen.
To adjust bet per line player has to press BET button on the game panel to select desired bet.
By pressing MAX BET button on the game panel maximum total bet will be set.

After pressing START button, reels will start spinning. Player can wait for reels to stop automatically or by pressing HOLD1, HOLD2, HOLD3, HOLD4, HOLD5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

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

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

27.4 Free Games

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

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

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

During free games all winning combinations pay in any position on adjacent reels.

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

Figure 86: Smakyboo – Free Games Screen

27.5 Gamble Game

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

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

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

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

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

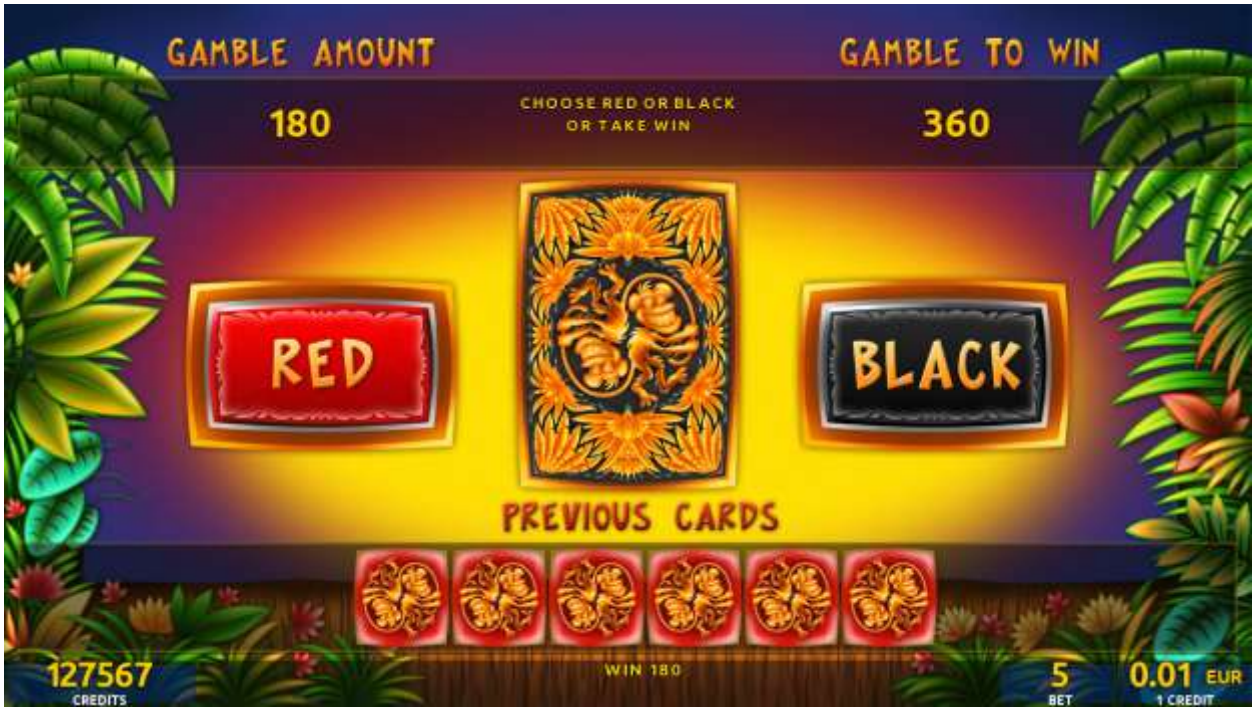

Figure 87: Smakyboo – Gamble Game Screen

28 Cai Shen 888

28.1 Overview

"Cai Shen 888" is a 6-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 2 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 88: Cai Shen 888 – Main Game Screen

28.2 Paytable

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

Figure 89: Cai Shen 888 – Paytable (for 1 line and 2 credit per line)

28.3 Main Game

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

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

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

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

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

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

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

28.4 Free Games

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

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

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

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

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

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

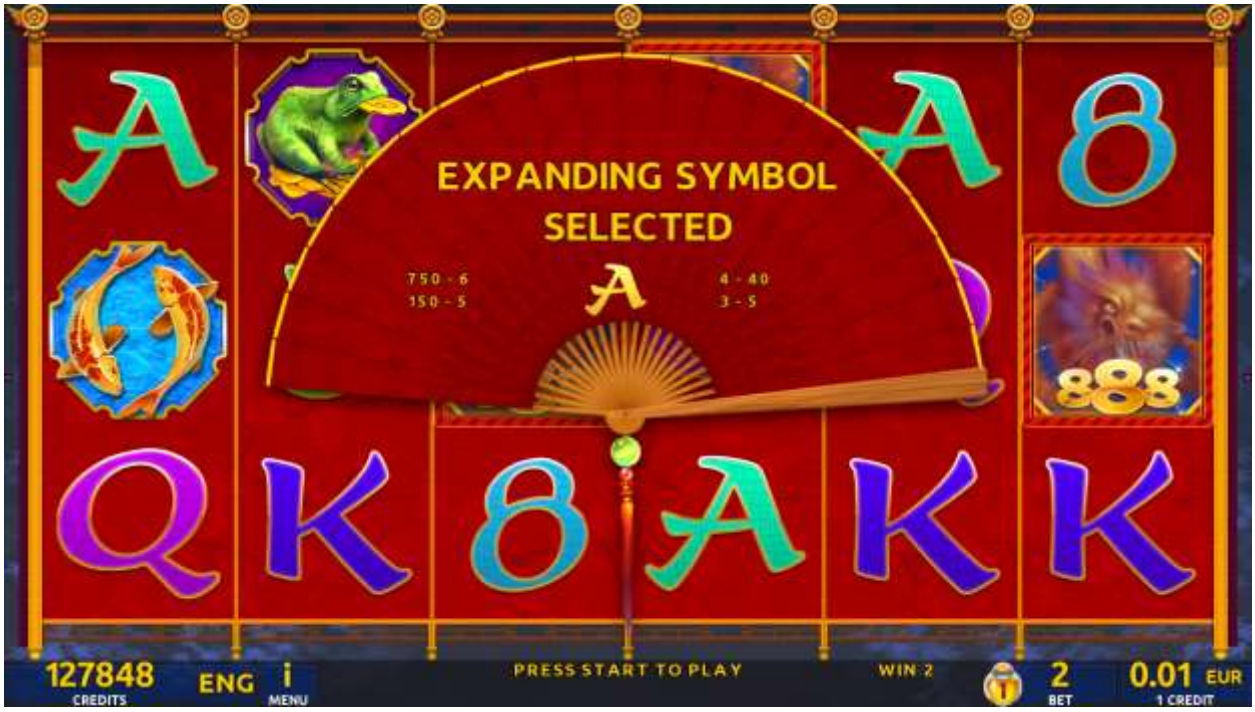

Figure 90: Cai Shen 888 - Special Expanding Symbol Selection

28.5 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 91: Cai Shen 888 – Gamble Game Screen

29 Lucky Witch 777

29.1 Overview

"Lucky Witch 777" is a 6-reel 10-line video reels game. The player can select to play 1 to 10 lines, and bet 2 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 92: Lucky Witch 777 – Main Game Screen

29.2 Paytable

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

Figure 93: Lucky Witch 777 – Paytable (for 1 line and 2 credit per line)

29.3 Main Game

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

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

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

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

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

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

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

29.4 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 94: Lucky Witch – Free Games Screen

29.5 Gamble Game

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

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

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

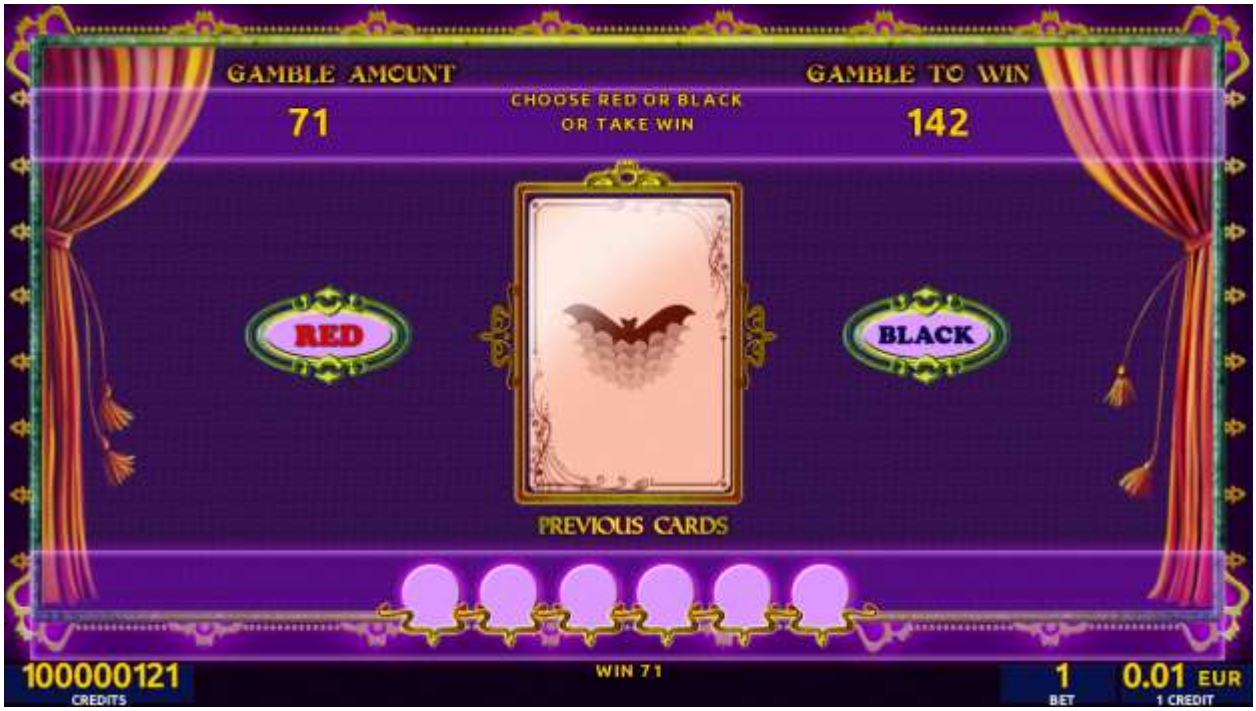

Figure 95: Lucky Witch – Gamble Game Screen

30 Game Menu

Game Menu is available only on multi game machines. To enter Game Menu, select desired game from the game selector screen, and then turn and release mechanical OWNER KEY or corresponding digital key.

30.1 General Statistics

This tab displays general statistics meters for selected game.

Figure 96: Game Menu, General Statistics

Theoretical Payout	Theoretical payout of current game
Theoretical Payout without Jackpot	Theoretical Payout of current game without Jackpot
Available Credits	Number of currently available credits to the player
Current Denominations	Current Denominations
All Denominations	Value of denomination is displayed when tab is chosen.
Games Played	Number of main games played in current game
Games Won	Number of main games won
Cash Wagered	Cash wagered in current game
Cash Won	Cash won in current game
Payout Percentage	Current payout percentage of current game
Cash Won Without Gamble	Cash won in current game excluding gamble wins
Payout Percentage Without Gamble	Current payout percentage of current game excluding gamble wins
Average Bet	Average bet per game

30.2 Game Log

Game Log contains information about last 50 games, including main games, gamble games, free games and bonuses.
Game log entries can be scrolled by using “Prev Page” and “Next Page” buttons.

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

Each game log entry contains following information:

30.2.1 Main Game

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Credit Before - Amount of credits, cash amount and denomination before game was start;
- Credit - Amount of credits, cash amount and denomination when the event happened.
- Win Before - Value of the win, in which the given event has begun.
- Total bet ("Number of Lines" x "Bet per Line") value when the game was started;
- Win - amount of the win of a given event.
- Credits Won – number of credits won in current game;
- Payout – Cash amount that was paid out after current game;
- Inserted - Cash amount that was inserted in current game;

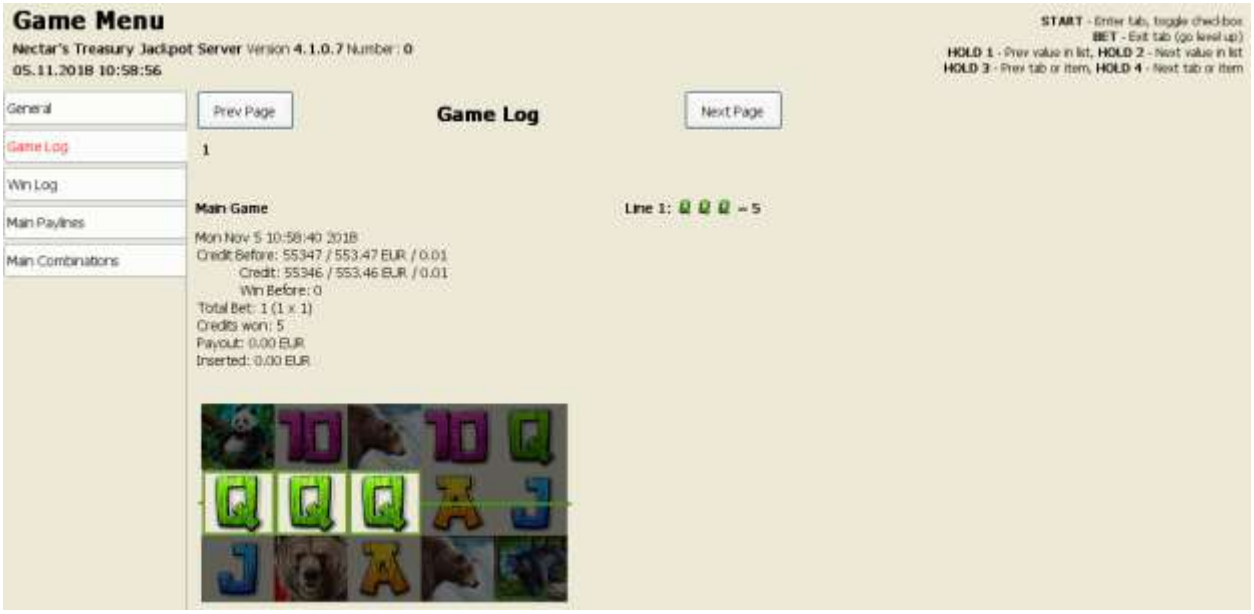

Figure 97: Game Menu, Main Game Log

30.2.2 Free Game

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Credit Before - Amount of credits, cash amount and denomination before game was start;
- Credit - Amount of credits, cash amount and denomination when the event happened.
- Win Before - Value of the win at which the given event began (Amount of wins for previous FreeGame spins)
- Total bet ("Number of Lines" x "Bet per Line") value when the game was started;
- Win – Value of the win for the given event.
- Credits Won – number of credits won in current game;
- Items won - events of the win various items, if any are in the game.
- Payout – Cash amount that was paid out after current game;
- Inserted - Cash amount that was inserted in current game;

Figure 98: Game Menu, Free Game Log

30.2.3 Gamble lost

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Credit Before - Amount of credits, cash amount and denomination before game was start;
- Credit - Amount of credits, cash amount and denomination when the event happened.
- Win Before - Value of the win in which the given event has begun.
- Bet - value when the game (Gamble) was started;
- Gamble Lost – the result of ending the event;
- Payout – Cash amount that was paid out after current game;
- Inserted - Cash amount that was inserted in current game;

Figure 99: Game Menu, Gamble Lost Log

30.2.4 Gamble won

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Credit Before - Amount of credits, cash amount and denomination before game was start;
- Credit - Amount of credits, cash amount and denomination when the event happened.
- Win Before - Value of the win in which the given event has begun.
- Bet - value when the game (Gamble) was started;
- Gamble Won –the result of ending the event;
- Credits Won – number of credits won in current game (Gamble);
- Payout – Cash amount that was paid out after current game;
- Inserted - Cash amount that was inserted in current game;

Figure 100: Game Menu, Gamble Won Log

30.2.5 Gamble canceled

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Credit Before - Amount of credits, cash amount and denomination before game was start;
- Credit - Amount of credits, cash amount and denomination when the event happened.
- Win Before - Value of the win in which the given event has begun.
- Bet - value when the game (Gamble) was started;
- Gamble Canceled –result of ending the event;
- Payout – Cash amount that was paid out after current game;
- Inserted - Cash amount that was inserted in current game;

Figure 101: Game Menu, Gamble Canceled Log

30.3 Win Log

Win Log contains information about up to 20 most recent games, where the winning exceeded Win Log Limit (configured in Initial Setup). Information provided for each game is identical to the Game Log except for payout amount is not provided.

Figure 102: Game Menu, Win Log

30.4 Main Paylines

Main Paylines tab contains extended information about game play. These statistics can be used to monitor several game parameters and to analyze player preferences.

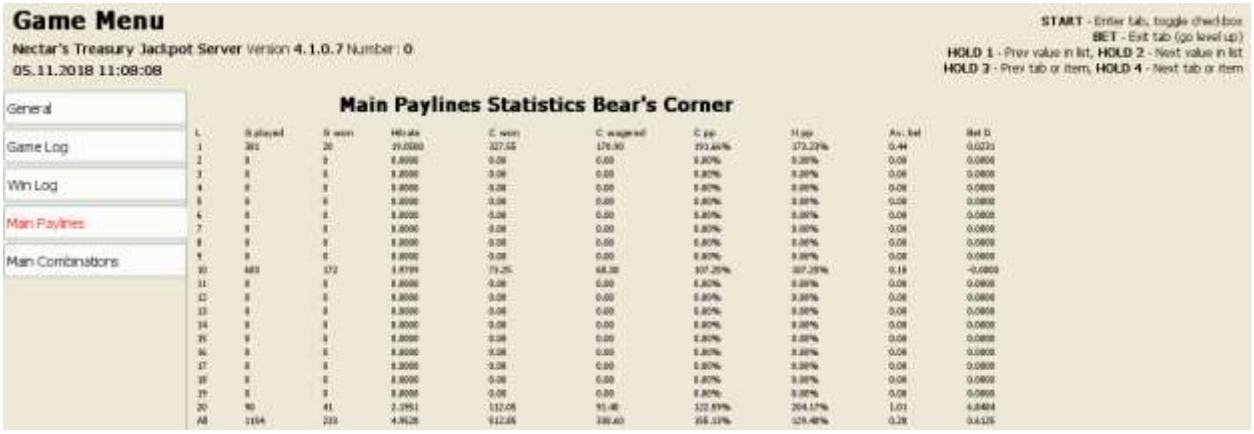

Figure 103: Game Menu, Main Game Payline Statistics

L	Number of played lines
Games Played	Number of games (main game) played with this number of lines
Games Won	Number of main games won with this number of lines

Hitrate	Hit rate with this number of lines
Cash Won	Cash won with this number of lines
Cash Wagered	Cash wagered with this number of lines
Cash Percentage	Current cash percentage with this number of lines
Normalized payout percentage	Current payout percentage by line, normalized to Bet=1. (Calculated percent on condition that all games were on the same (constant) bet.
Average Bet	Average bet per line with this number of lines
Bet Dispersion	Var (X) – bet dispersion for the current line. Shows bet range and how often bet has been changed while playing with this number of lines.

30.5 Main Combinations

Main Combination page contains the list of all winning combinations in the main game and shows the corresponding number of wins for each combination.
Where the first position stands for the number of winnings alone (without multiplication) – for most of the games.
The following positions, with "+" separator, show the number of wins in a combination with a multiplier in the respective position.

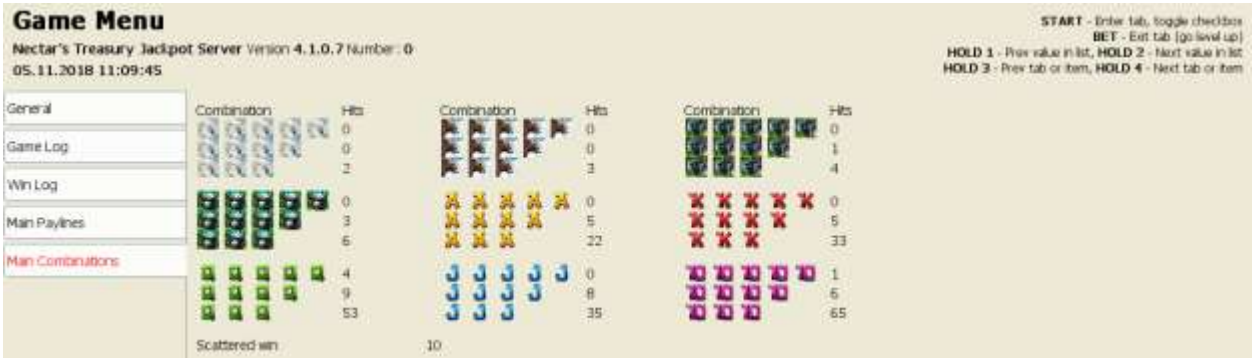

Figure 104: Game Menu, Main Game Combination Statistics