

Diamond Games Premium V

Game Description

Revision 1.0

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2 Revision History

Version	Date	Author	Description
1.0	2011.12.19	DLV	Initial document release

3 Multi Game

3.1 Overview

Diamond Games Premium V is a multi game machine with 14 video reels games and a poker game:

1. Draw Poker	2 draw poker game with gamble and mini bonus features
2. Burning Fruits	5-reel, 5 line game with gamble and no bonus features
3. Akvarico	5-reel, 5 line game with gamble and no bonus features
4. Lucky 7	5-reel, 10 payline game without gamble and bonus features
5. Royal Jewels	5-reel, 10 payline game with gamble and no bonus features
6. BuziGuzi	5-reel, 10 payline game with gamble and free spins feature
7. Cai Shen	
8. Fast Colt	
9. Toros	
10. King Tut	
11. Lucky Witch	5-reel, 20 payline game with gamble and free spins feature
12. Mysterious India	
13. Mystic Jungle	
14. Hot Cruise	
15. N.Y. Gangsters	

3.2 Game Selector

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

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

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

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



Figure 1: Game Selector Screen

4 Draw Poker

4.1 Overview

Draw Poker is a one deck (with joker), two draw video poker game. Player can select to bet 1 to 1000 credits per draw (maximum bet can be configured in Initial Setup). Credits are wagered only for the first draw.



Figure 2: Draw Poker – Main Game Screen

4.2 Main Game

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

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

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

To activate autostart feature, player has to press AUTO button. When autostart feature is active, game is played automatically (card are held using auto-hold feature). To deactivate autostart,

player has to press any button on the game panel. When game is played with autostart, machine does not enter gamble game and proceed to the next game.

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

4.3 Paytable

Paytable shows possible winning combinations.

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



Figure 3: Draw Poker – Paytable

4.4 Gamble Game

Player has to select one of four proposed cards by selecting in on the button panel with HOLD1, HOLD2, HOLD3, HOLD4 buttons, or by touching card on the screen.

If selected card beats dealer, player wins. Joker is the highest card, 2 is the lowest.

If players card rank matches dealers card rank, game is replayed without wagering or winning credits. If dealer beats players card, gamble game ends with no winning.

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

Player can collect winning by pressing START button.

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

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

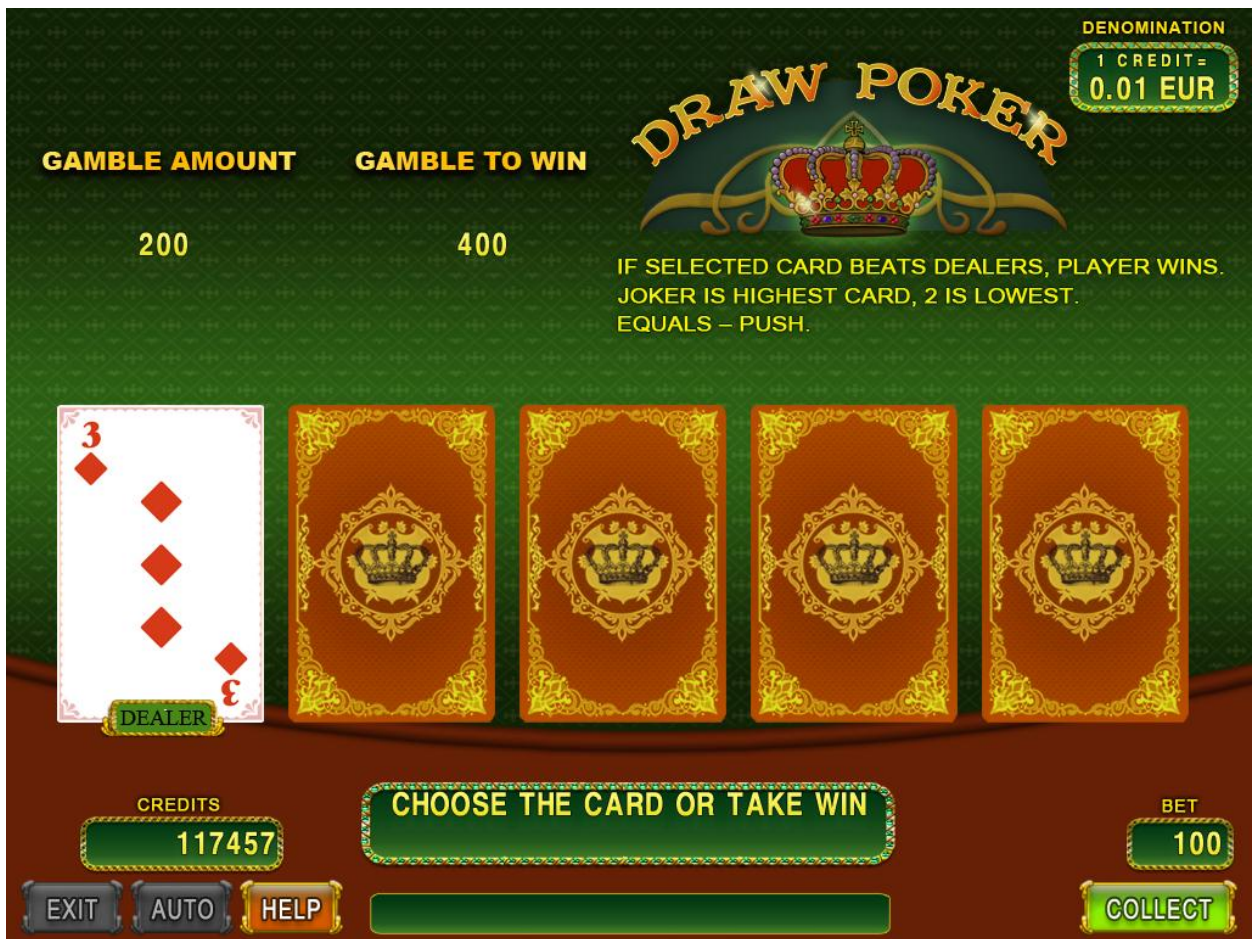


Figure 4: Draw Poker – Gamble Game Screen

5 Akvarico

5.1 Overview

Burning Fruits 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). Number of lines is constant – 20-lines, player can not change number of active lines.

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



Figure 5: Akvarico - Main Game Screen

5.2 Paytable

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



Akvarico

Symbol	5 Symbols	4 Symbols	3 Symbols
Clownfish	400	80	20
Nautilus	1000	400	40
Sea Star	10000	400	100
Crab	200	40	20
Turtle	-	-	-
Pufferfish	-	-	-
Blue Fish	-	-	-
Striped Fish	100	20	10

"Nautilus" symbol substitutes for all symbols except "Sea Star".

scatter

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

Figure 6: Akvarico – Paytable (for 20 lines and 1 credit per line)

5.3 Main Game

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

5.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

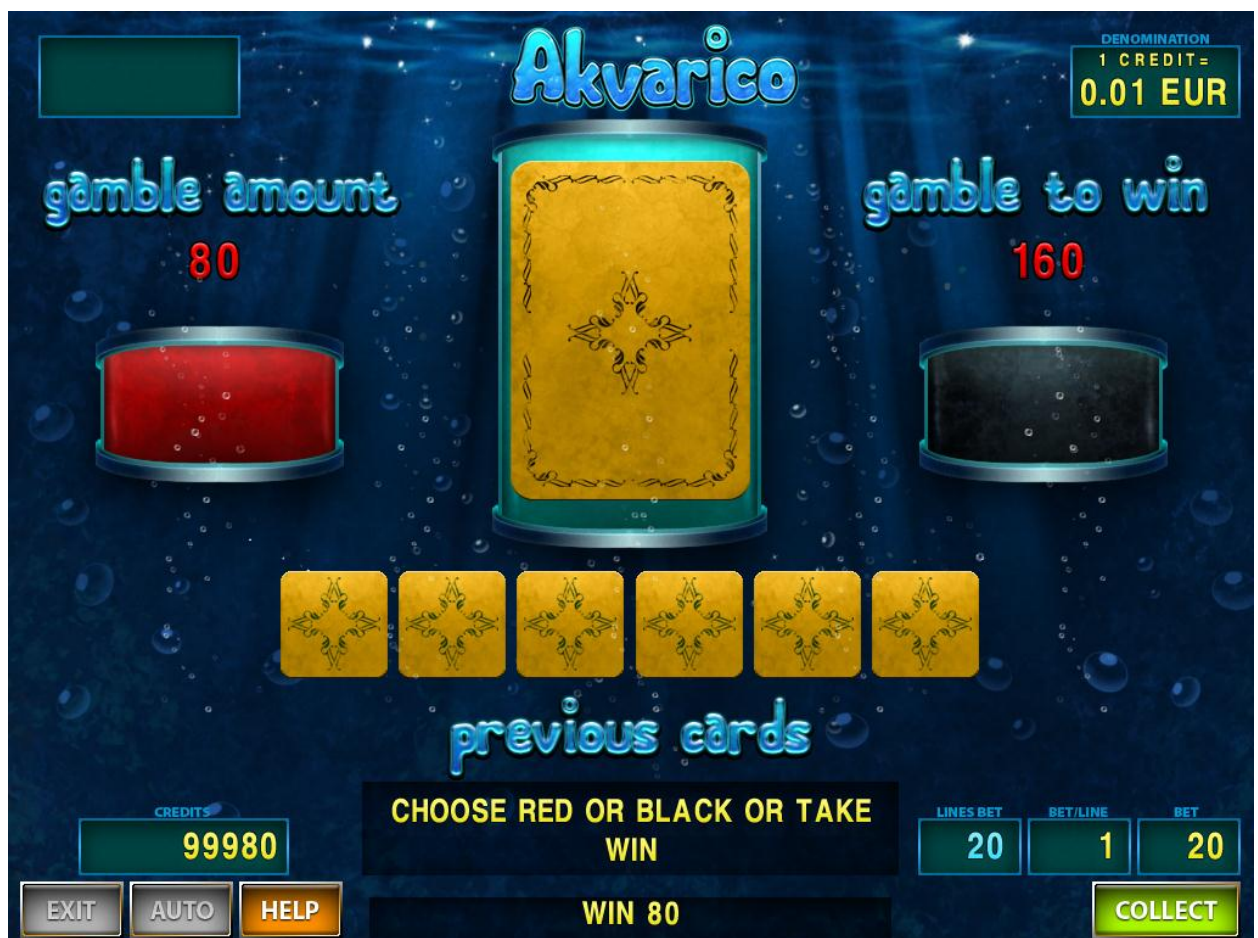


Figure 7: Akvarico – Gamble Game Screen

6 BuziGuzi

6.1 Overview

“BuziGuzi” 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 8: BuziGuzi – 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.

<p>5 • 1000 4 • 200 3 • 40 2 • 10</p>	<p>SUBSTITUTES FOR ALL SYMBOLS EXCEPT</p>	<p>5 • 500 4 • 150 3 • 40</p>
<p>5 • 400 4 • 100 3 • 20</p>	<p>SCATTER</p> <p>3x 10 FREE GAMES</p>	<p>5 • 400 4 • 100 3 • 20</p>
<p>K A</p> <p>5 • 200 4 • 40 3 • 10</p>		<p>10 Q J</p> <p>5 • 100 4 • 20 3 • 5</p>

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

Figure 9: BuziGuzi – Paytable (for 1 line and 1 credit per line)

6.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

6.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game. Thee “Ladybird” 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.

6.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

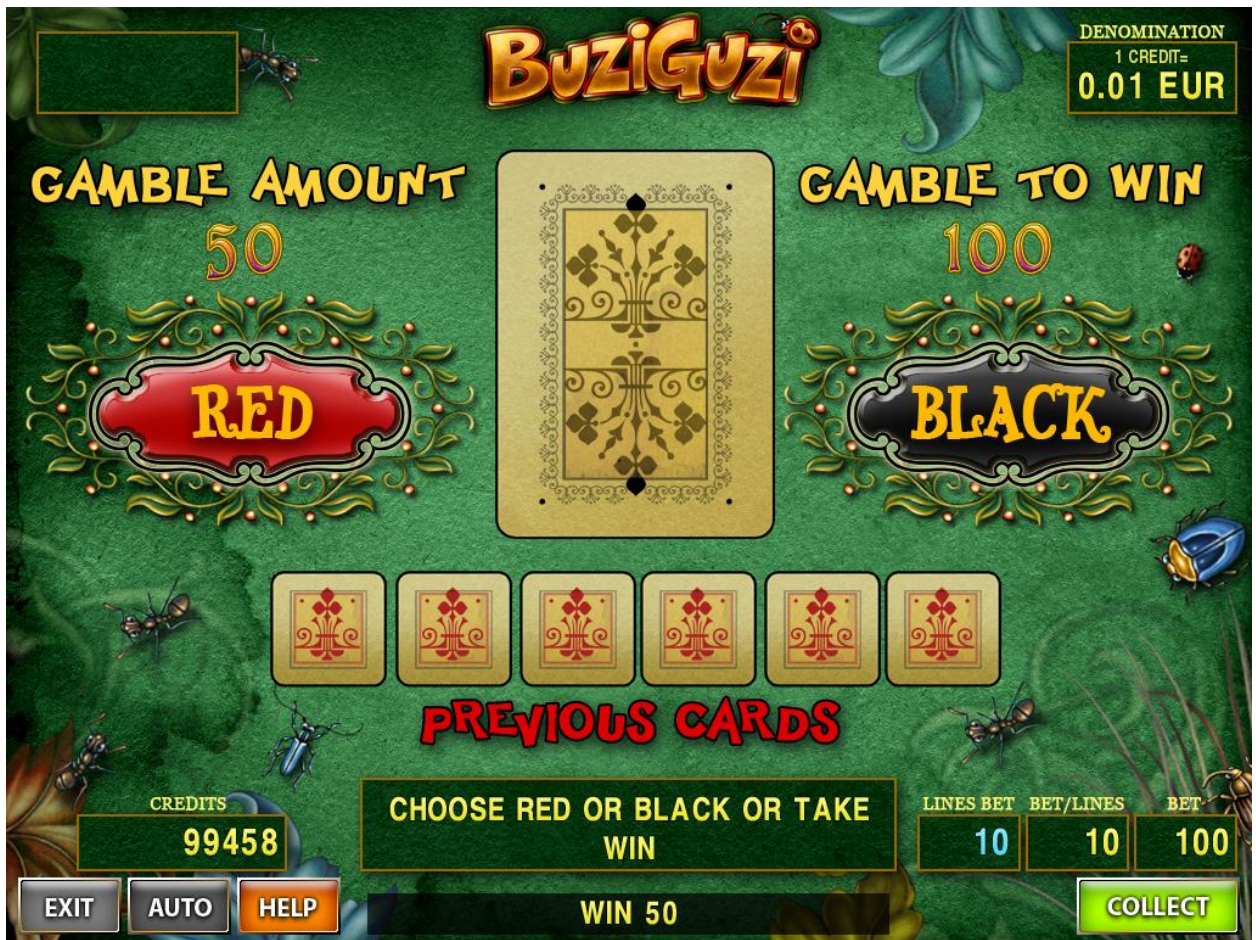


Figure 10: BuziGuzi – Gamble Game Screen

7 Cai Shen

7.1 Overview

Cai Shen 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 11: Cai Shen – Main Game Screen

7.2 Paytable

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

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

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

Figure 12: Cai Shen – Paytable (for 1 line and 1 credit per line)

7.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

7.4 Free Games

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 “Dragon” 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.

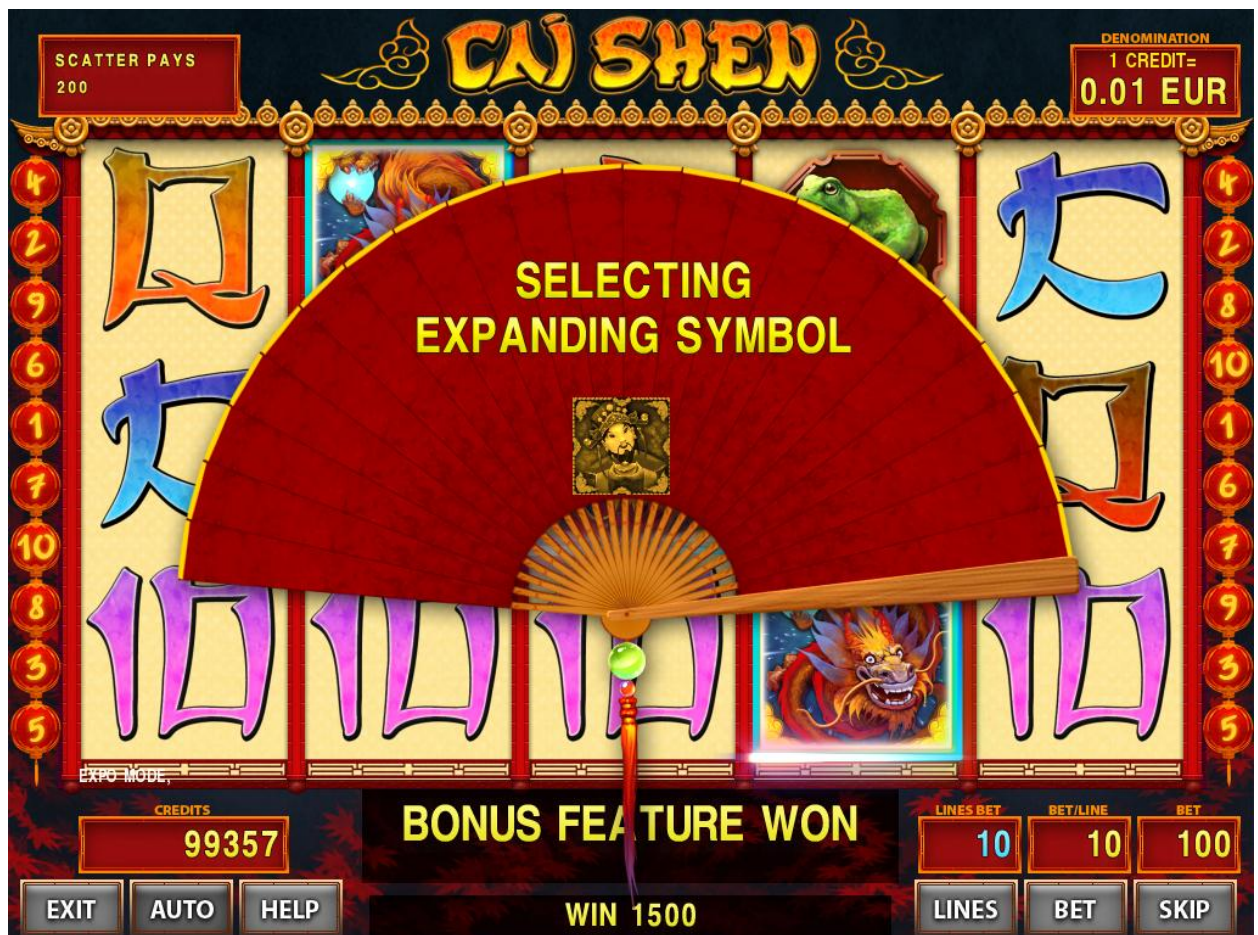


Figure 13: Cai Shen - Special Expanding Symbol Selection

7.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 14: Cai Shen – Gamble Game Screen

8 Fast Colt

8.1 Overview

Fast Colt 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 15: Fast Colt – Main Game Screen

8.2 Paytable

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

FAST COLT				
5 • 500 4 • 100 3 • 25 2 • 5				5 • 500 4 • 100 3 • 25 2 • 5
5 • 250 4 • 75 3 • 15				5 • 250 4 • 75 3 • 15
5 • 200 4 • 40 3 • 10	A	K	5 • 5000 4 • 1000 3 • 100 2 • 10	Q J 5 • 100 4 • 20 3 • 5
 SUBSTITUTES FOR     A K Q J		SCATTER 	  10 FREE GAMES	
<small>All winning line combinations pay left to right only, except for bonuses and scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.</small>				

Figure 16: Fast Colt – Paytable (for 1 line and 1 credit per line)

8.3 Main Game

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

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

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

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

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

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

8.4 Free Games

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



FEATURE

ON THE 1, 3 AND 5 REELS AWARDS 10 FREE GAMES WITH THE FAST COLT BONUS. DURING FREE GAMES ALL LINE WINNINGS ARE DOUBLED.

SELECT ONE POSITION ON THE 2, 3 OR 4 REELS TO START FREE GAMES.

IF [Cowboy] [Woman] [Man in Top Hat] [Man in Military Cap] OR [Native American] STOPS BEHIND THE [WANTED] REWARD

ONE TURN OF THE FAST COLT IS AWARDED.

TOTAL BET X5, X20, X50 OR 10 FREE GAMES • TOTAL BET X2, X10, X25 OR 5 FREE GAMES • TOTAL BET X1, X2, X10 OR 3 FREE GAMES

FREE GAMES ARE PLAYED ON THE SAME BET AS IN THE MAIN GAME THAT TRIGGERED THE FEATURE. FREE GAMES CAN BE RETRIGGERED.

Figure 17: Fast Colt - Free Games and Fast Colt Bonus rules

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, except that all line winning in free games are doubled.

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



Figure 18: Fast Colt – Fast Colt Bonus

8.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

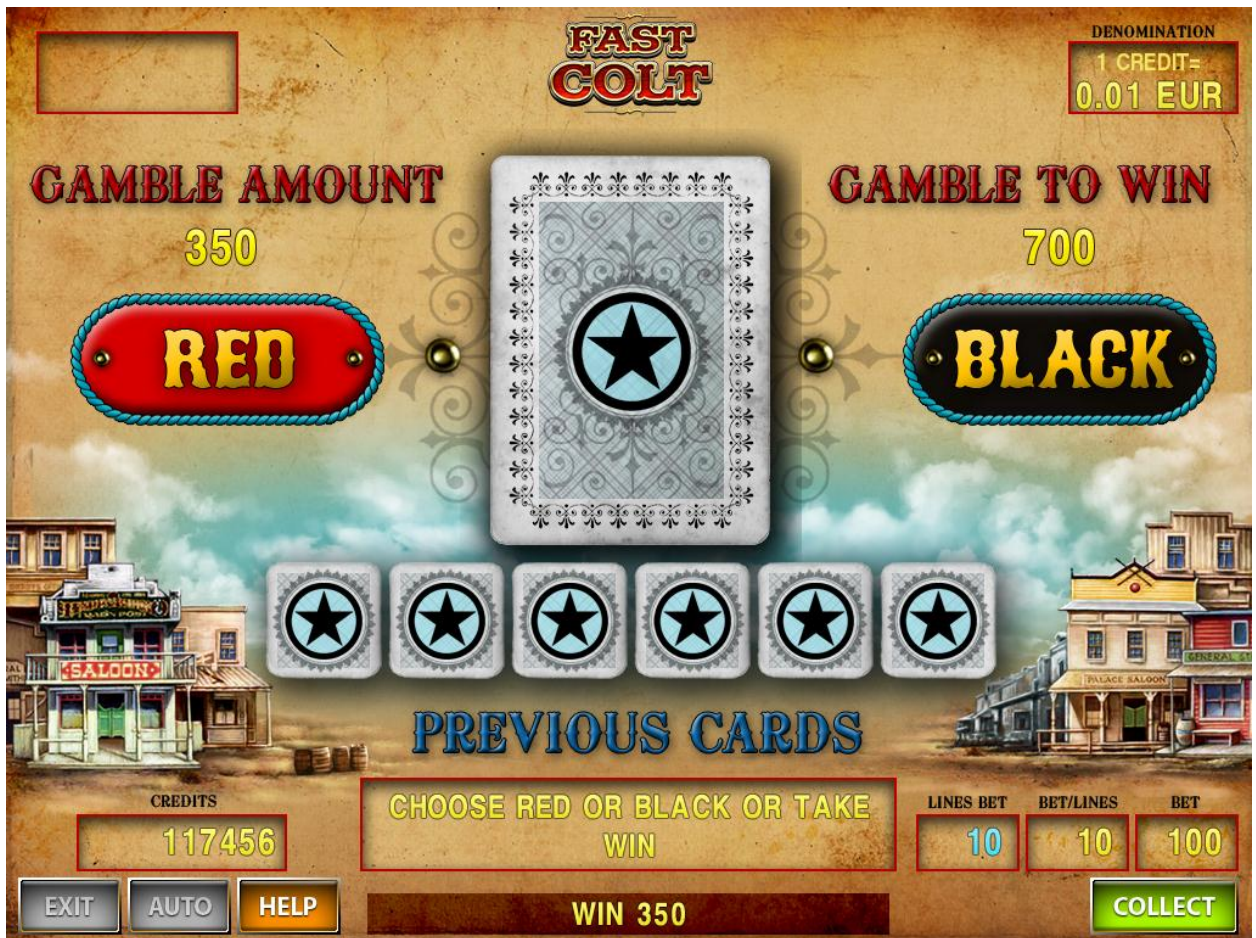


Figure 19: Fast Colt – Gamble Game Screen

9 Toros

9.1 Overview

Toros 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 20: Toros – Main Game Screen

9.2 Paytable

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



Symbol	5	4	3	2	1
Red Rose	10000	2000	200	10	2
Woman's Face	500	100	25	2	-
Bull's Head (SCATTER)	400	20	5	2	-
Fan	500	75	20	-	-
King (K)	250	50	10	-	-
Queen (Q)	200	50	10	-	-
Jack (J)	200	25	5	-	-
Ten (10)	100	25	5	-	-
Nine (9)	100	25	5	-	-
Other Symbols	3000	300	50	5	-

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

Figure 21: Toros – Paytable (for 1 line and 1 credit per line)

9.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

9.4 Free Games

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

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

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

Reels layout and payout percentage is different from main game. Three, four or five “Bull” symbols anywhere on the reels award player with extra 8, 15 or 20 free games accordingly. 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.

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



Figure 22: Toros - Free Games with additional symbols

9.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 23: Toros – Gamble Game Screen

10 Burning Fruits

10.1 Overview

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

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



Figure 24: Burning Fruits - Main Game Screen

10.2 Paytable

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

BURNING FRUITS

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

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

Figure 25: Burning Fruits – Paytable (for 5 lines and 1 credit per line)

10.3 Main Game

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

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

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

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

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

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

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

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

10.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

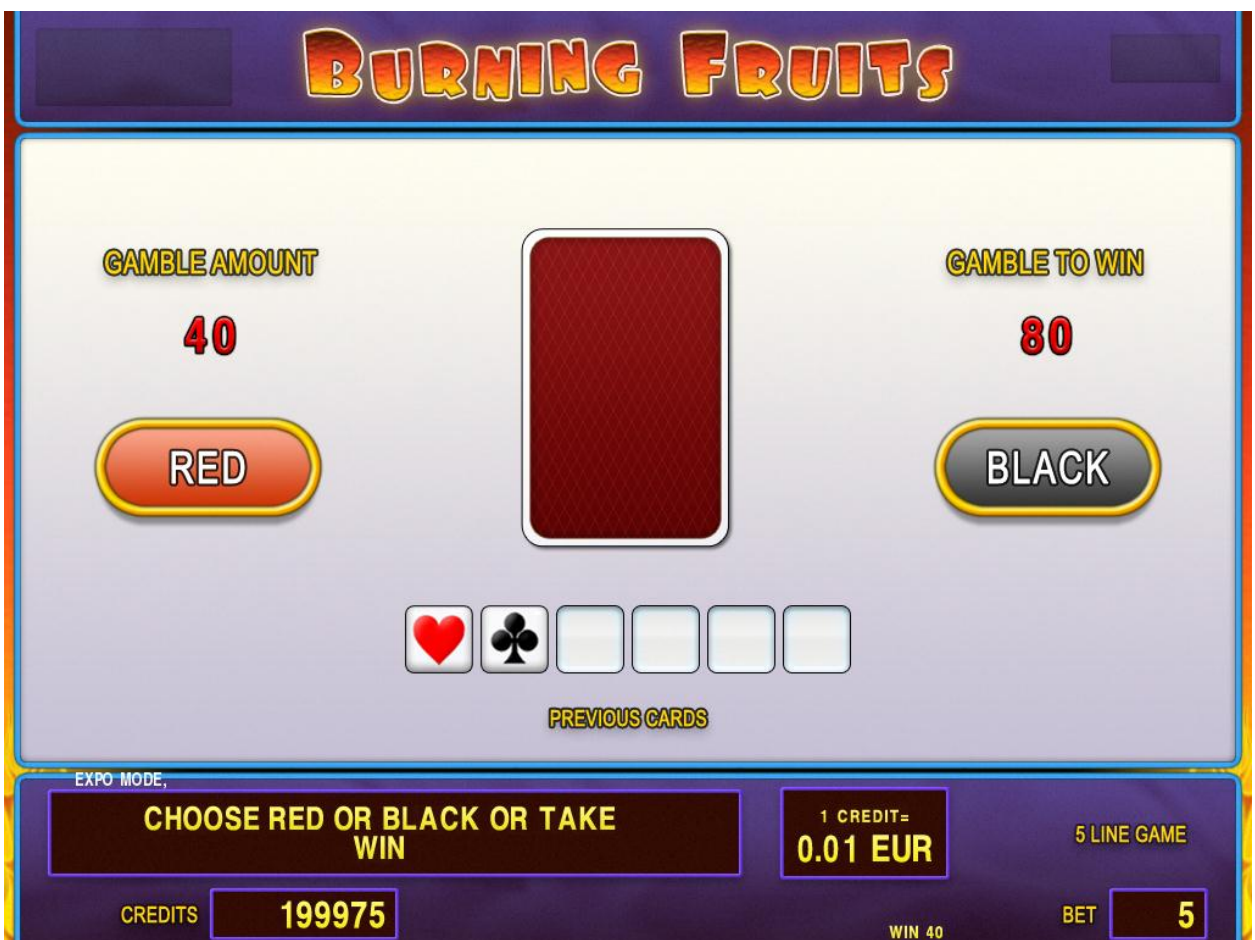


Figure 26: Burning Fruits – Gamble Game Screen

11 Lucky 7

11.1 Overview

“Lucky 7” is a 5-reel 10-line video reels game. Player can select to play 1 to 10 lines, and bet 1 to 100 credits per line (maximum bet per line is configured during Initial Setup).



Figure 27: Lucky 7 - Main Game Screen

11.2 Paytable

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

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

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

Figure 28: Lucky 29 – Paytable (for 1 line and 1 credit per line)

11.3 Main Game

Player can press HELP button any time when game is idle to see help and payable screen. To adjust bet per line player has to press BET button on the game panel to select desired bet. By pressing MAX BET button on the game panel maximum bet per line will be set for all lines. After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE2, LINE 3, LINE 4, LINE 5 to stop corresponding reel. To stop all the reels at once, player has to press START button. After reels are stopped, winning combinations will be highlighted on the reels in turn, and corresponding win sound will be played. Winnings are shown in the following order – payline combinations first, and then scatters. If the machine features seconds display, then corresponding winning combination and prize value will be highlighted. Possible winning combinations and prizes are described in the Paytable section. To activate autostart feature, player has to press AUTO button. When autostart feature is active, reels are started automatically. To deactivate autostart, player has to press any button on the game panel.

12 Royal Jewels

12.1 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 30: Royal Jewels - Main Game Screen

12.2 Paytable

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

ROYAL JEWELS		
 <p>500 • 5 60 • 4 10 • 3</p>	 <p>1000 • 5 100 • 4 20 • 3</p>	 <p>5 • 500 4 • 60 3 • 10</p>
 <p>200 • 5 40 • 4 5 • 3</p>	 <p>EXPANDS AND SUBSTITUTES FOR ALL SYMBOLS</p>	 <p>5 • 200 4 • 40 3 • 5</p>
 <p>100 • 5 20 • 4 5 • 3</p>		 <p>5 • 100 4 • 20 3 • 5</p>

Only highest winner is paid per winning combination. Malfunction voids all plays and pays.

Figure 31: Royal Jewels – Paytable (for 1 line and 1 credit per line)

12.3 Main Game

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

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

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

After pressing START button reels will start spinning. Player can wait for reels to stop automatically or by pressing LINE 1, LINE2, LINE 3, LINE4, LINE 5 to stop corresponding reel. To stop all the reels at once, player has to press START button.

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

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

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

12.4 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 32: Royal Jewels – Gamble Game Screen

13 King Tut

13.1 Overview

“King Tut” 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 33: King Tut – Main Game Screen

13.2 Paytable

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



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

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

Figure 34: King Tut – Paytable (for 1 line and 1 credit per line)

13.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

13.4 Free Games

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

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

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

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

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

13.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

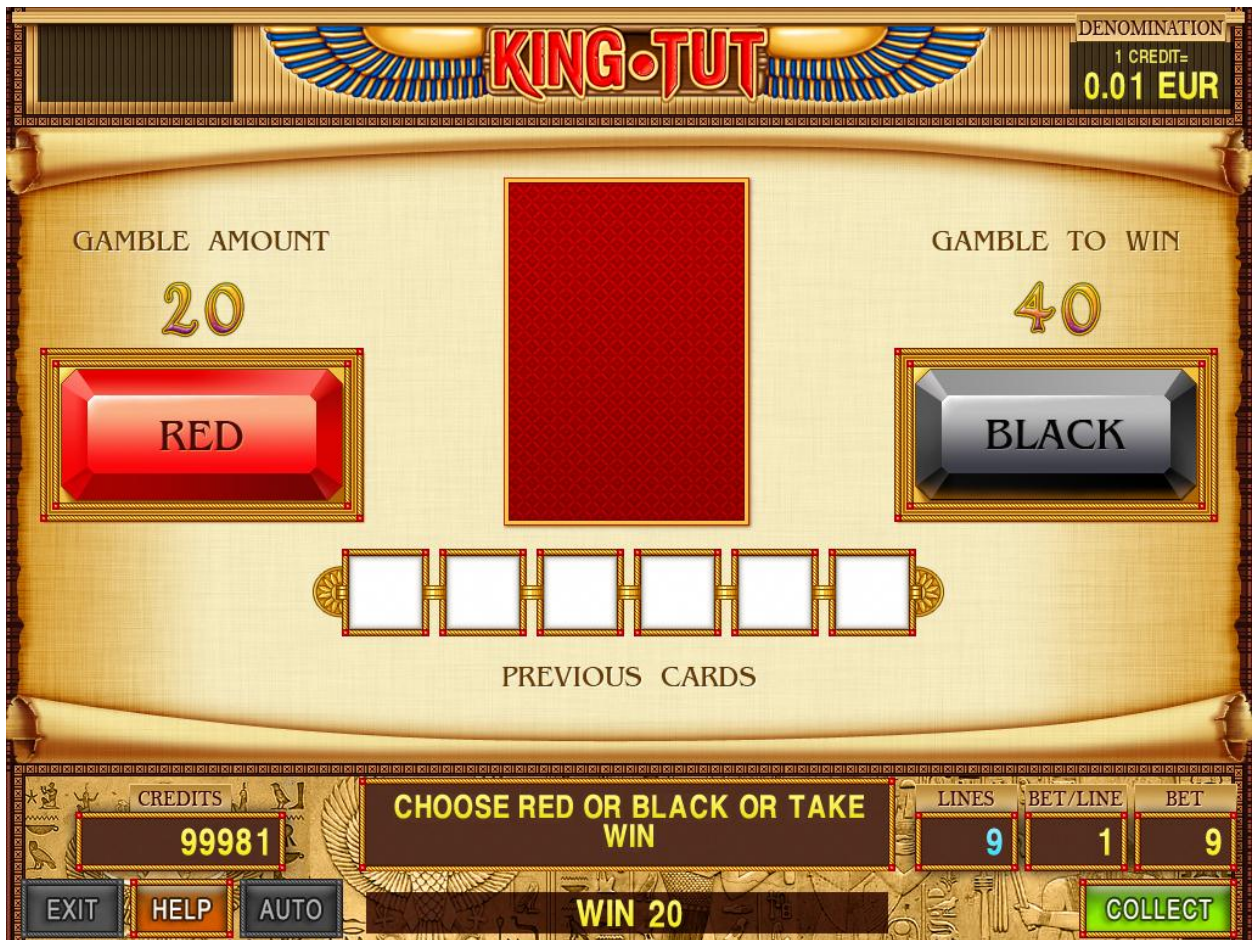


Figure 35: King Tut – Gamble Game Screen

14 Lucky Witch

14.1 Overview

“Lucky Witch” 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 36: Lucky Witch – Main Game Screen

14.2 Paytable

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

 <p>5 • 9000 4 • 2500 3 • 250 2 • 10</p>	 <p>SUBSTITUTES for  AKQJ109 DOUBLES win when substituting</p>	
 <p>5 • 750 4 • 125 3 • 25 2 • 2</p>	<p>Lucky Witch 10 LINES</p> <p>15 free games with 3x Multiplier</p> <p>SCATTER</p>	 <p>5 • 250 4 • 75 3 • 15</p>
 <p>5 • 400 4 • 100 3 • 20</p>	 <p>5 • 500 4 • 20 3 • 5 2 • 2</p>	 <p>5 • 100 4 • 25 3 • 5</p>
 <p>5 • 125 4 • 50 3 • 10</p>		 <p>5 • 100 4 • 25 3 • 5 2 • 2</p>

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

Figure 37: Lucky Witch – Paytable (for 1 line and 1 credit per line)

14.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 3, LINE 5, LINE 7 or LINE 10 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

14.4 Free Games

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

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

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

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

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

14.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 38: Lucky Witch – Gamble Game Screen

15 Mysterious India

15.1 Overview

Mysterious India 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 39: Mysterious India – Main Game Screen

15.2 Paytable

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

MYSTERIOUS INDIA																																						
 <table border="1"> <tr><td>5</td><td>•</td><td>1000</td></tr> <tr><td>4</td><td>•</td><td>200</td></tr> <tr><td>3</td><td>•</td><td>50</td></tr> <tr><td>2</td><td>•</td><td>5</td></tr> </table>	5	•	1000	4	•	200	3	•	50	2	•	5	 <table border="1"> <tr><td>5</td><td>•</td><td>5000</td></tr> <tr><td>4</td><td>•</td><td>1000</td></tr> <tr><td>3</td><td>•</td><td>100</td></tr> <tr><td>2</td><td>•</td><td>10</td></tr> </table> <p>Shiva Substitutes for all symbols except for Taj Mahal.</p>	5	•	5000	4	•	1000	3	•	100	2	•	10	 <table border="1"> <tr><td>5</td><td>•</td><td>500</td></tr> <tr><td>4</td><td>•</td><td>100</td></tr> <tr><td>3</td><td>•</td><td>25</td></tr> <tr><td>2</td><td>•</td><td>5</td></tr> </table>	5	•	500	4	•	100	3	•	25	2	•	5
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 on 1 st , 3 rd and 5 th reels awards 10 Free Games.																																						
During Free Games  substitutes for all symbols. Three  award extra 10 Free Games.																																						
<small>All winning line combinations pay left to right only, except for bonuses and scatters. Only highest winner is paid per winning combination. Malfunction voids all plays and pays.</small>																																						

Figure 40: Mysterious India – Paytable (for 1 line and 1 credit per line)

15.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

15.4 Free Games

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

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

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

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

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

15.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

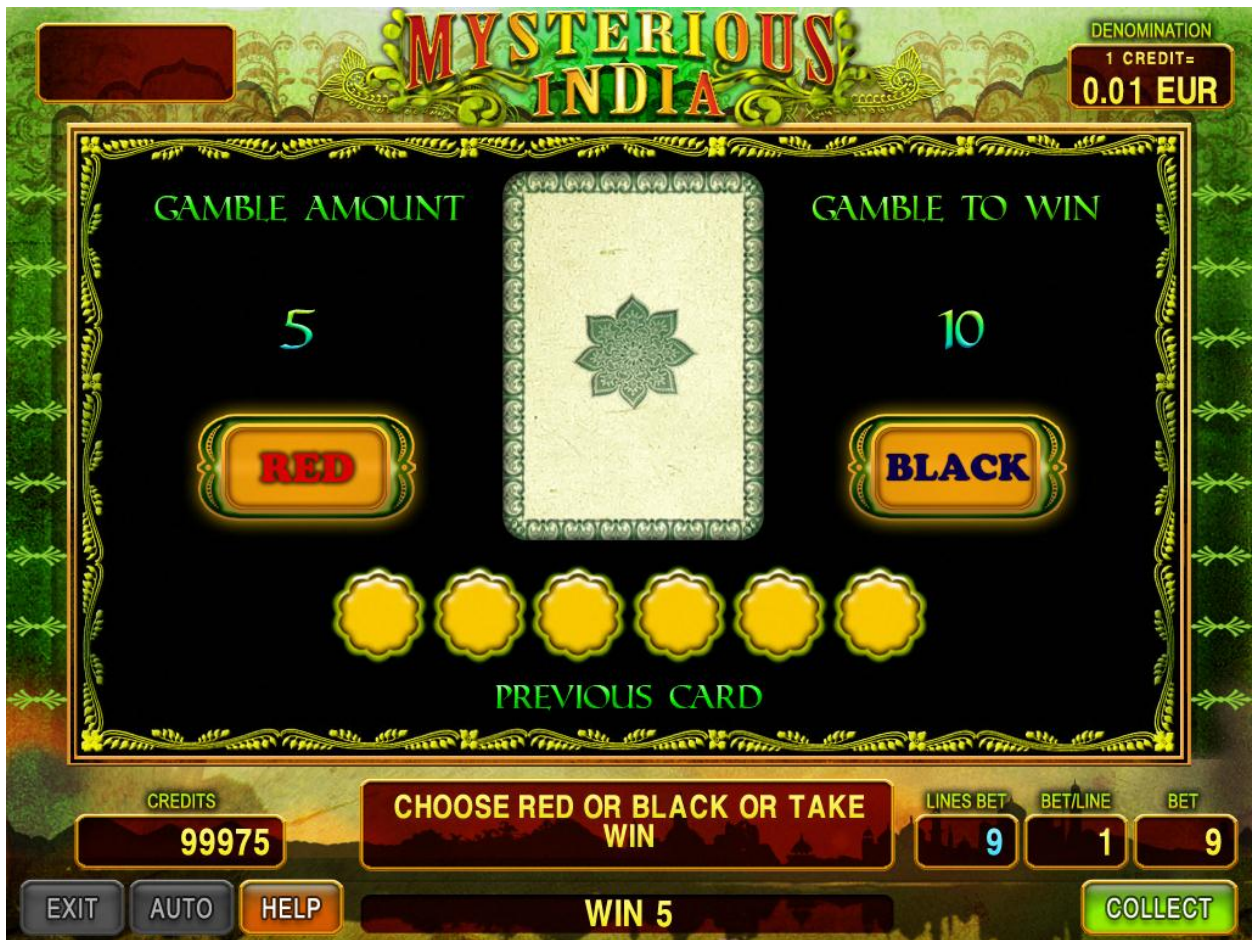


Figure 41: Mysterious India – Gamble Game Screen

16 Mystic Jungle

16.1 Overview

“Mystic Jungle” 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 42: Mystic Jungle – Main Game Screen

16.2 Paytable

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

Mystic Jungle 20 Lines			
 <p>5 ♦ 1000 4 ♦ 250 3 ♦ 75</p>	 <p>5 ♦ 100 4 ♦ 20 3 ♦ 5</p>	<p>5 ♦ 750 4 ♦ 200 3 ♦ 50</p> 	
 <p>5 ♦ 500 4 ♦ 100 3 ♦ 25</p>	<p>SCATTER SUBSTITUTES for all symbols and awards FREE GAMES with wild symbols</p>	<p>5 ♦ 500 4 ♦ 100 3 ♦ 25</p> 	
 <p>5 ♦ 150 4 ♦ 40 3 ♦ 10</p>		<p>5 ♦ 100 4 ♦ 20 3 ♦ 5</p> 	

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

Figure 43: Mystic Jungle – Paytable (for 1 line and 1 credit per line)

16.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 on the game panel. To select custom number or lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

16.4 Free Games

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

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.

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

16.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

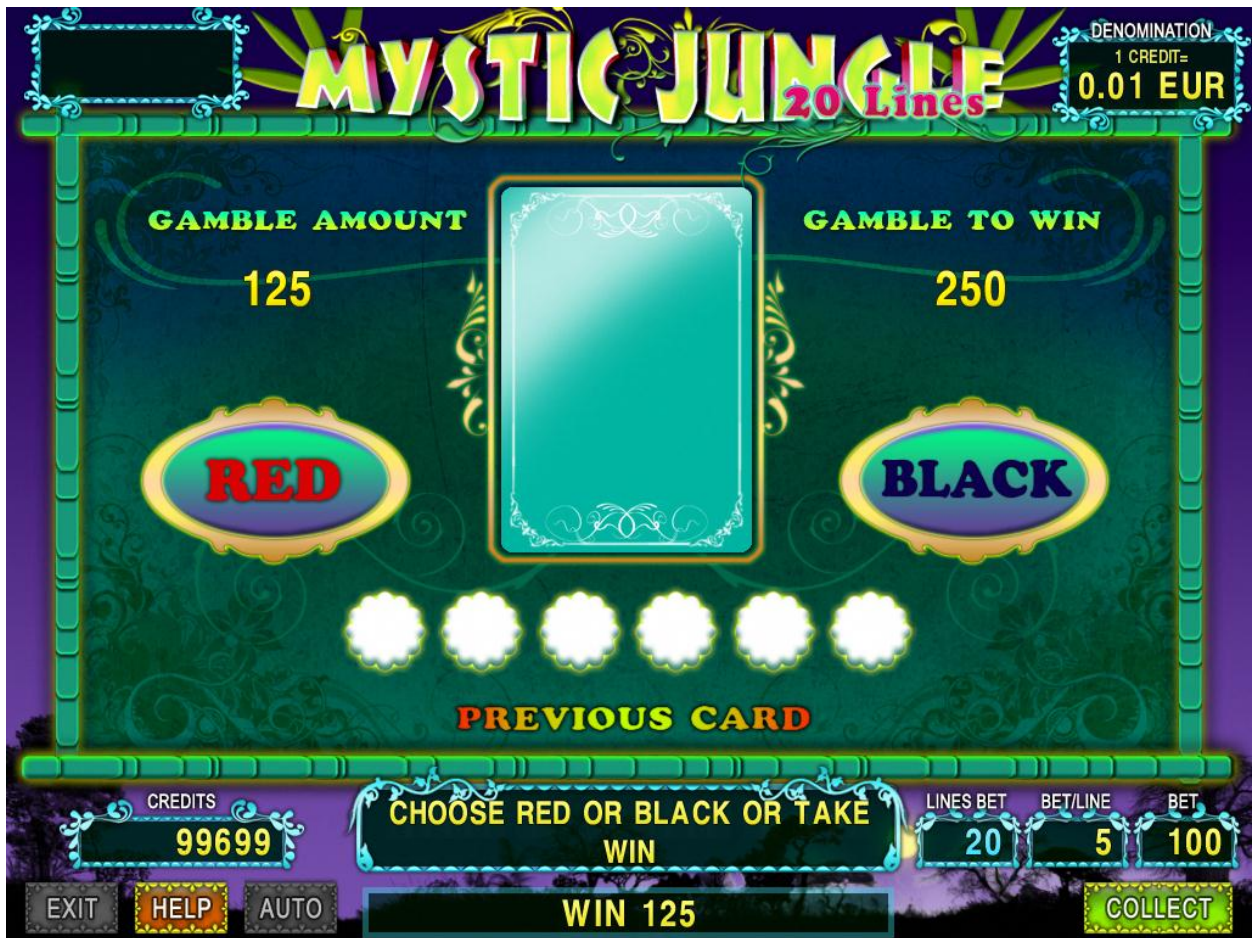


Figure 44: Mystic Jungle – Gamble Game Screen

17 Hot Cruise

17.1 Overview

“Hot Cruise” 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 45: Hot Cruise – Main Game Screen

17.2 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.



Hot Cruise

 5 ✦ 1000 4 ✦ 200 3 ✦ 60	 5 ✦ 10000 4 ✦ 2000 3 ✦ 200 2 ✦ 10 Captain substitutes for all symbols except Scatter	 5 ✦ 2000 4 ✦ 500 3 ✦ 100
 5 ✦ 200 4 ✦ 80 3 ✦ 30	 5 ✦ 200 4 ✦ 20 3 ✦ 5 3 or more trigger 12 FREE GAMES	 5 ✦ 500 4 ✦ 100 3 ✦ 40
 5 ✦ 100 4 ✦ 40 3 ✦ 10		 5 ✦ 160 4 ✦ 60 3 ✦ 20

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

Figure 46: Hot Cruise – Paytable (for 1 line and 1 credit per line)

17.3 Main Game

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

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, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

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

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

Reels layout and payout percentage is different from main game. Three or more “Cruiser” symbols anywhere on the reels award player with extra 12 free games. Player is informed about this event with additional popup window.

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

17.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.

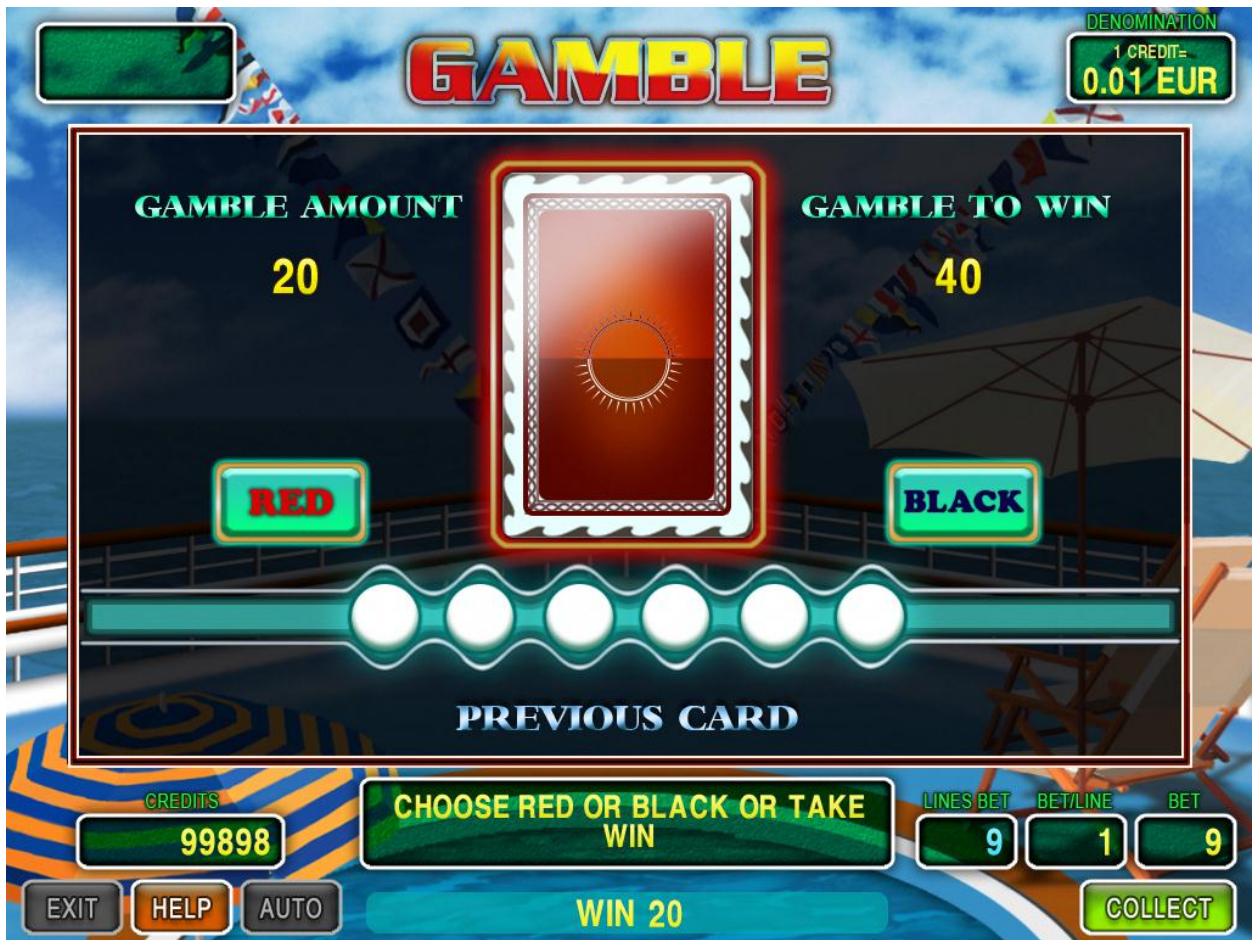


Figure 47: Hot Cruise – Gamble Game Screen

18 N.Y. Gangsters

18.1 Overview

“N.Y. Gangsters” 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 48: N.Y. Gangsters – Main Game Screen

18.2 Paytable

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

 5 • 1000 4 • 250 3 • 50	 5 • 15000 4 • 5000 3 • 500	 5 • 500 4 • 150 3 • 25
SUBSTITUTES FOR 		
AKQJ109 SCATTER		
 5 • 500 4 • 150 3 • 25	 5 • 500 4 • 20 3 • 5	 5 • 250 4 • 100 3 • 20
 5 • 200 4 • 50 3 • 10	 20 FREE GAMES	 5 • 200 4 • 50 3 • 10

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

Figure 49: N.Y. Gangsters – Paytable (for 1 line and 1 credit per line)

18.3 Main Game

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

Player can select number of paylines by pressing LINE 1, LINE 5, LINE 10, LINE 15 or LINE 20 on the game panel. To select custom number of lines, player should press LINE 1 button multiple times until desired number of paylines is selected.

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

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

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

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

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

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

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

18.4 Free Games

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

Counter in the “Information field” informs 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.

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

18.5 Gamble Game

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

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

Player can collect winning by pressing START button.

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

Paytable and help pages are available by pressing HELP button.

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

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

Only Aces of all suits are used in gamble game.



Figure 50: N.Y. Gangsters – Gamble Game Screen

19 Game Menu

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

19.1 General Statistics

This tab displays general statistics meters for selected game.

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

19.2 Game Log

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

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

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

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

Service Menu

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

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

Summary Statistics **History** Diagnostics

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

Prev Page **Game Log** Next Page

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



< >

Figure 51: Game Log

19.3 Win Log

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

19.4 Main Game Statistics

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