

## KAJOT – BLUE PLANET

### CONTAINS THE GAMES SHOWN BELOW:

LUCK LUCK  
SUMOTORI  
WONDERLAND CASH  
FRUITY POWER  
CRAZY FLUSH  
VEGAS REELS  
GREEN DIAMOND  
CHERRY BOMB  
HAPPY DIAMONDS 27  
LUCKY TRIO  
SUPER SPIN  
VEGAS WILD  
BELL BONUS  
SUPER CASH  
GANGSTER CASH  
BONUS STAR  
GOLDEN SUN  
MAGIC LAMP  
GOLDMANIA  
DOUBLE FRUITS  
FARMTASTIC  
FROGGY  
MAGIC TWIST  
MOONLIGHT  
PIRATES COVE  
HIGH FIVE 27  
JOKER AREA  
FRUIT FACTORY 27  
SPEED CLUB  
RING OF FIRE XL

### GAME INSTRUCTIONS AND DESCRIPTION OF GAME

## GAME INSTRUCTIONS

You can also wind up credit using a crediting key, dependent on the settings of the given gaming machine. Credit can be paid out at any time using a payout key. The sum paid out is recorded in the unit on electronic and electromechanical counters.

All winnings comply with the valid winnings table for the given game and stake. Winnings tables are displayed on the screen in individual games and change dynamically for the given stake.

Any claims on winnings or defect in the unit are settled by the operator's staff.

In case of failure of the unit all visible winnings will be void.

**RTP: 93-97%**

**WARNING: Playing the slot machine is prohibited for people under 18 years old!!!**

## DESCRIPTION OF GAME

**KAJOT Blue Planet** is a screen-display slot machine unit. The course of each game is controlled by a random number generator.

The unit has two TFT screens. The lower one is fitted with a touch-screen, used for controlling the games and for settings. The upper one is informative, used for displaying winnings tables and information on the given game and any bonus games. A banknote and coin acceptor is used for inputting credit, fixed as standard to each unit. Payment of winnings is done by staff using a payout key.

### Information field:

**CREDIT:** the current status - all inserted notes and coins are displayed here.

**WIN:** all received winnings are displayed here.

**BET:** current stake for the game.

Controlling elements of the touch-screen system and the main control buttons

**MORE GAMES:** leaving the game back to the main multi-game screen.

**SOUND:** sets three basic volume levels

i :

- **INFOPAGES:** displays game information and user manual
- **PAYOUT:** calls an attendant (if supported on machine)
- **GAMBLE:** activate/deactivate gamble

**AUTOSTART:** starting the automatic game until the credit has been used up or ending the automatic game by pressing **STOP**

**BET:** selection of stake for game.

**START:** start of the selected game

Icons for all selectable games are displayed on the main menu. They can be selected using the **START** button or by touching the icon for the given game.

The **Kajot Blue Planet** slot machine unit can contain the following games:

LUCK LUCK  
SUMOTORI  
WONDERLAND CASH  
FRUITY POWER  
CRAZY FLUSH  
VEGAS REELS  
GREEN DIAMOND  
CHERRY BOMB  
HAPPY DIAMONDS 27  
LUCKY TRIO  
SUPER SPIN  
VEGAS WILD  
BELL BONUS  
SUPER CASH  
GANGSTER CASH

BONUS STAR  
GOLDEN SUN  
MAGIC LAMP  
GOLDMANIA  
DOUBLE FRUITS  
FARMTASTIC  
FROGGY  
MAGIC TWIST  
MOONLIGHT  
PIRATES COVE  
HIGH FIVE 27  
JOKER AREA  
FRUIT FACTORY 27  
SPEED CLUB  
RING OF FIRE XL

**Game: LUCK LUCK**

**Basic information:** Five reel game with up to 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on 2nd, 3rd and 4th reel. Only the highest win on the winning line is valid. During one game you can win on more winning lines.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere. Appears as single or double symbol.

WILD substituted for all symbols, except SCATTER. It counts always as double symbol.

Double symbol: When double symbol appears, it is counted as two same symbols. A, K, Q and J doesn't appear as double symbol.

**Bonus game FREE SPINS:** 5x SCATTER triggers 5 bonus games. 6x SCATTER triggers 6 bonus games. It is possible to win more free spins during free spins by winning 5 and more SCATTER symbols everywhere on reels.

SYMBOL	3x	4x	5x	6x	7x	8x	9x	10x
Wild	300 x n	1000 x n	10000 x n					
Leprechaun	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	1000 x n	2500 x n
Ladybug	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	2000 x n
Beer	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1500 x n
Mushroom	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1250 x n
Horseshoe	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1000 x n
A, K	8 x n	20 x n	150 x n					
Q, J	5 x n	15 x n	100 x n					
Scatter		2 x n x m	5 FREE SPINS	10 FREE SPINS				
n = bet per one winning line m = number of winning lines								

## Game: SUMOTORI

**Basic info:** Five reel game with game on 5 or 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere on reels.

WILD symbol substitutes for all symbols except from SCATTER. If the WILD symbol is a part of the winning combination, it multiplies the win x2.

**Bonus game WILD1 (Sumotori re-spin):** The SUMOTORI Re-Spin Feature is triggered when the WILD Symbols appears on reels 1 and 5 at the same time (if both WILD appear on pay line 1, feature 2 is activated). The WILD symbol on Reels 1 and 5 expand over all the positions on Reels 1 and 5 and the other reels are Re-Spin 3-7 times.

**Bonus game WILD2 (Sumotori wild):** The SUMOTORI WILD fight feature will start if WILD symbols appear on reels 1 and 5 at the same time on pay line 1. The bonus feature starts with reel1 and 5 entirely WILD. Next, reel 2 and 4 become entirely WILD. Finally, reel 3 becomes WILD, giving for all wins with WILD a x3 multiplier.

SYMBOL	2x	3x	4x	5x
WILD	10 x n	100 x n	1000 x n	5000 x n
Dragon		50 x n	200 x n	1000 x n
Woman		20 x n	75 x n	500 x n
Fish, waterlily		20 x n	50 x n	250 x n
Fan, sushi		15 x n	25 x n	150 x n
A, K		10 x n	20 x n	125 x n
Q, J		5 x n	15 x n	100 x n
SCATTER		5 x n x m	20 x n x m	100 x n x m
n = bet per one winning line m = number of winning lines				

## Game: WONDERLAND CASH

**Basic info:** Five reel game with 720 winning lines. There are from left to right 3, 4, 5, 4, 3 symbols on reels. Wins are valid from left to right except SCATTER symbol which is valid everywhere on reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere on reels.

WILD symbol substitutes for all symbol except from SCATTER and BONUS symbol. It appears on reel 2, 3 and 4.

**Bonus game FREE SPINS:** 5 and more BONUS symbols (at least one of each reel) triggers 8-96 FREE SPINS. It is possible to win more free spins during free spins. Bonus game ends when 0 free spins remain or after 250 free spins have been played.

SYMBOL	3x	4x	5x
Alice	1 x n	3 x n	20 x n
Queen	0,5 x n	1,5 x n	10 x n
Pie	0,4 x n	1 x n	5 x n
Rabbit	0,3 x n	0,6 x n	2,5 x n
A, K	0,2 x n	0,4 x n	2 x n
Q, J	0,1 x n	0,3 x n	1 x n
SCATTER	2 x n	10 x n	50 x n
BONUS			1 x n + FREE SPINS
n = bet			

**Game: FRUITY POWER**

**Basic info:** Five reels game with 5 or 10 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere. It appears on reel 1, 3, 5.

WILD substitutes for all symbols except SCATTER and PWER symbols. It appears on reel 2, 3 and 4.

POWER symbol is valid everywhere on reels.

**Bonus game FREE SPINS:** 3x SCATTER (at least one of each reel) triggers 15 FREE SPINS. It is possible to win more free spins during free spins.

SYMBOL	3x	4x	5x
7	35 x n	150 x n	800 x n
Bell	20 x n	70 x n	250 x n
Melon	15 x n	50 x n	150 x n
Grape	10 x n	30 x n	100 x n
Orange	10 x n	25 x n	90 x n
Plum	10 x n	25 x n	80 x n
Lemon	5 x n	20 x n	70 x n
Cherry	5 x n	15 x n	60 x n
n = bet per one winning line			

9x POWER	1000 x bet
8 x POWER	500 x bet
7 x POWER	100 x bet
6 x POWER	50 x bet
5 x POWER	10 x bet
4 x POWER	3 x bet
3 x POWER	1 x bet

## Game: CRAZY FLUSH

**Basic info:** Five reels game with up to 10 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere on reels.

WILD symbol substitutes for all symbols except from SCATTER and BONUS symbols.

**Bonus game FREE SPINS:** 3x BONUS symbol (everywhere of reel 2, 3 and 4) triggers CRAZY FLUSH FREE SPINS. Different symbols with their own pay table are used for this bonus game. Bonus game ends if there remains 0 free spin or if 100 free spins were played.

### MAIN GAME:

SYMBOL	2x	3x	4x	5x
WILD	5 x n	50 x n	500 x n	5000 x n
BAR green		15 x n	100 x n	500 x n
BAR red		15 x n	100 x n	500 x n
Bell		10 x n	50 x n	200 x n
Dice		10 x n	50 x n	200 x n
K, A		10 x n	35 x n	100 x n
10, J, Q		5 x n	25 x n	100 x n
SCATTER		2 x n x m	10 x n x m	25 x n x m
BONUS	3x BONUS everywhere on reel 2, 3, 4. triggers bonus game CRAZY FLUSH FREE SPINS			
n = bet per one winning line m = number of winning lines				



## BONUS GAME CRAZY FLUSH FREE SPINS:

SYMBOL	2x	3x	4x	5x	Full plate (3x5)
WILD	1 or more symbols during bonus game adds more free spins	50 x n	250 x n	1000 x n	500 x n
Hearts	2 x n	5 x n	20 x n	50 x n	500 x n
Spades		5 x n	20 x n	50 x n	500 x n
Clubs		5 x n	20 x n	50 x n	500 x n
Diamonds		5 x n	20 x n	50 x n	500 x n
n = bet per one winning line					

## Game: VEGAS REELS

**Basic info:** Five reels game with 5 or 10 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol (dollar) is valid everywhere of reels 2, 3 and 4.

WILD symbol (diamond) substitutes for all symbols except from SCATTER symbol.

**Bonus game FREE SPINS:** 9 SCATTER (dollar) symbols of reels 2, 3 and 4 triggers 7 FREE SPINS. Before FREE SPINS starts, a high paying symbol (Dice, Roulette, money or Chips) is chosen by random. During all free spin some big block on all reels is filled only with that symbol. Free spins use the same bet per line and number of line as the initiating game. Additional free spins may be won during free spins.

SYMBOL	3x	4x	5x	Full plate (3x5)
WILD – diamond	50 x n x m	250 x n x m	1000 x n x m	1000 x n x m
Dice	10 x n	20 x n	50 x n	50 x n x m
Roulette	10 x n	20 x n	40 x n	40 x n x m
Money	8 x n	15 x n	30 x n	30 x n x m
Chips	8 x n	15 x n	20 x n	20 x n x m
Q, K, A	5 x n	10 x n	15 x n	15 x n x m
10, J, Q	5 x n	8 x n	15 x n	15 x n x m
SCATTER - Dollar	9 SCATTERS triggers 7 Free spins			
n = bet per one winning line m = number of winning lines				

**Game: GREEN DIAMOND**

**Basic info:** Five reels game with 5 or 10 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere on reels.

WILD symbol substitutes for all symbols except SCATTER and DIAMOND symbol.

**Bonus game FREE SPINS:** 3 and more SCATTER symbols triggers FREE SPINS. It is possible to win free spins with these special features: 5 free spins with all wins x2, 5 free spins with all win with WILD x3, 5 free spins with 2 DIAMOND symbols stacked on reels, 5 more free spins or MYSTERY WIN (total bet x75, x50, x40, x30 or x25).

**RE-SPIN (DIAMOND symbol):** When 6 and more DIAMOND symbols appear on the screen, they are replaced with WILD symbol and then all other symbols are re-spined for free.

**Random WILD:** 3-9 WILD symbols can randomly appear on reels.

SYMBOL	3x	4x	5x
WILD	25 x n	100 x n	500 x n
Lady	20 x n	50 x n	150 x n
Gorilla	15 x n	40 x n	120 x n
Crocodile	10 x n	30 x n	100 x n
Mask	10 x n	20 x n	80 x n
Treasure	5 x n	10 x n	35 x n
Necklace	5 x n	10 x n	20 x n
Torch	5 x n	10 x n	20 x n
SCATTER	3 and more SCATTER triggers FREE SPINS		
n = bet per one winning line m = number of winning lines			

10 x DIAMOND	5000 x total bet
9 x DIAMOND	500 x total bet
8 x DIAMOND	100 x total bet
7 x DIAMOND	30 x total bet
6 x DIAMOND	10 x total bet
5 x DIAMOND	2 x total bet

## Game: CHERRY BOMB

**Basic info:** Five reels game with up to 10 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER/WILD symbol is valid everywhere on the reels.

**CHERRY BONUS:** is scatter and wild at the same time. It appears only in the main game and substitutes for all symbols.

**CHERRY BOMB:** is scatter and wild at the same time and substitutes for all symbols. After evaluation of the wins, it explodes and turns all surrounded symbols into one randomly selected symbol. It appears in the main game and also in free spins.

**Bonus game FREE SPINS:** 3 and more CHERRY symbols activates 10 free spins. Additional free spins may be won during free spins.

SYMBOL	2x	3x	4x	5x
7	10 x n	100 x n	500 x n	2500 x n
Bell	5 x n	50 x n	250 x n	1000 x n
BAR pink	5 x n	25 x n	100 x n	500 x n
BAR orange	5 x n	25 x n	100 x n	500 x n
Melon		5 x n	35 x n	150 x n
Grape		5 x n	35 x n	150 x n
Plum, orange, lemon		5 x n	20 x n	100 x n
Cherry BONUS		2 x n x m	25 x n x m	250 x n x m
Cherry BOMB		2 x n x m	25 x n x m	250 x n x m
n = bet per one winning line m = number of winning lines				

## Game: HAPPY DIAMONDS 27

**Basic info:** Three reels game with 27 winning lines. Wins are valid from left to right except from SCATTER symbol which is valid everywhere, Only the highest win on the winning line is valid. During one game you can win on more winning lines.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

WILD substitutes for all symbols and is valid everywhere on the reels.

**Symbol fall down (TETRIS):** After all wins are evaluated, all winning symbols disappear and are replaced with symbols from higher positions of reels.

**Bonus game MYSTERY BONUS:** 3 or more winning combinations during one spin triggers MYSTERY BONUS. Symbols are disappearing from the screen one by one and at the end there is only one left and the which evaluates the Mystery win.

SYMBOL	3x
WILD	100 x n
Big PURPLE stone	25 x n
Big ORANGE star stone	10 x n
Big BLUE stone	5 x n
Big YELLOW stone	2 x n
Big RED rhombus	1 x n
GREY stone	0,6 x n
Small rectangles: BLUE, PINK, ORANGE, GREEN	0,2 x n
n = bet	

**Game: LUCKY TRIO**

**Basic info:** Three reels game with 40 winning lines. Wins are valid from left to right and from up to down. Only the highest win on the winning line is valid. During one game you can win on more winning lines.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, volume, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Angel 7 and devil 7 are valid everywhere on reels.

**Bonus game FREE SPINS:** 3 and more angel 7 symbols triggers bonus game. During game are permanently placed angel 7 symbols on positions 1, 5 and 9. It is not possible to win more free spins during the bonus game. Positions of reels are counting from upper left to right.

SYMBOL	3x	Plné pole
Stars	20 x n	800 x n
BAR 3	10 x n	400 x n
BAR 2	4 x n	160 x n
BAR	2,4 x n	96 x n
grapes	1,4 x n	56 x n
melons	0,6 x n	24 x n
cherry	0,4 x n	16 x n
devil 7	Locks all 7 and respins other symbols for free	
angel 7	3xsymbol = 7 Free Spins, 4 x symbol = 10 Free Spins, 5 x symbol = 15 Free Spins, appears only on positions: 1, 3, 5, 7, a 9	
7	4 and more symbols get bonus win	
n = bet per game		

SYMBOL	Výhra
9 x symbol 7	1000 x n
8 x symbol 7	500 x n
7 x symbol 7	100 x n
6 x symbol 7	50 x n
5 x symbol 7	15 x n
4 x symbol 7	5 x n
n = bet per game	

**Game: SUPER SPIN**

**Basic information:** Five reel game with up to 20 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET+/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

WILD symbol is valid everywhere on reels and substitutes for all symbols.

**Bonus game SUPER SPIN:** In case of any winning combination winning symbols are staying on the reels. All of others are spined again. New winning combinations stayed on reels also. Super Spin game is finished when there no new winning combination. Wins are evaluated after last spin of Super spin game.

- 6 Super Spins in a row – MINI BONUS
- 7 Super Spins in a row – MIDI BONUS
- 8 Super Spins in a row – MAXI BONUS
- 9+ Super Spins in a row – SUPER BONUS

BONUS	Win
SUPER	485 x – 515x total bet
MAXI	170 x – 230 x total bet
MIDI	45 x – 55 x total bet
MINI	15 x – 25 x total bet

SYMBOL	3x	4x	5x	Full plate (5x3)
7 red, 7 green	4 x n	10 x n	20 x n	400 x n
Bell, Melon, Grapes	1 x n	4 x n	10 x n	200 x n
Orange, Plum	0,4 x n	1 x n	2 x n	40 x n
Lemon, Cherry	0,4 x n	1 x n	2 x n	40 x n
n = bet per one winning line, m = number of winning lines				



## Game: VEGAS WILD

**Basic information:** Four reel game with up to 81 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reel. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER (Vegas Spin) symbol is valid everywhere on reels.

WILD (woman) symbol is valid everywhere on reels and substitutes for all symbols except the SCATTER symbol and CASH POT symbol.

**Bonus game VEGAS FREE SPINS:** 4 SCATTER symbols triggers 5 VEGAS FREE SPINS with more WILD symbols. When only 3 symbols appear on reels, they will stay on their positions and other symbols will respin once for a chance to get VEGAS FREE SPINS game. Wins are credited before and after respin. During the game FREE SPINS it is not possible to get more FREE SPINS.

**CASH POT:** If CASH POT symbol appears on reels, It will add an amount equal to the amount of the bet on the game to right column. After filling this column (50 symbols of CASH POT) the bonus game CASH POT CHALLENGE is triggered, which can multiply winnings up to 3x.

**SYMBOL DOLLAR:** Each reel contains a number of adjacent positions with SURPRISE Symbols (DOLLAR). At the end of each spin, all SURPRISE Symbols appearing on the reels will be replaced by random with one of the following symbols. All SURPRISE Symbols (DOLLAR) are filled with the same symbol. SURPRISE Symbols (DOLLAR) may reveal any symbol except WILD, SCATTER and CASH POT.

SYMBOL	3x	4x	Full screen (3x4)
DICE	4 x n	20 x n	1620 x n
ROULETTE	1,5 x n	5 x n	405 x n
CARDS	0,5 x n	2 x n	162 x n
CHAMPAGNE	0,5 x n	2 x n	162 x n
NEON – WESTERN	0,3 x n	1 x n	81 x n
HEART, DIAMONDS	0,2 x n	0,5 x n	40,5 x n
SPADES, CLUBS	0,1 x n	0,2 x n	16,2 x n
n = bet per one winning line			



## Game: BELL BONUS

**Basic information:** Five reel game with up to 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER (Vegas Spin) symbol is valid everywhere on reels.

WILD symbol is valid everywhere on reels and substitutes all symbols except the SCATTER symbol and BONUS symbol.

**Bonus game FREE GAMES:** 3 and more SCATTER symbols trigger Free games. It is possible to win more Free games during the game. Wins are added to WIN field. When BONUS symbol appears on 3rd reel during bonus game, it will multiple actual value in WIN field x2.

SYMBOL	3x	4x	5x
WILD (joker)	100 x n	800 x n	10000 x n
7 red	100 x n	800 x n	7500 x n
7 blue	50 x n	350 x n	5000 x n
7 green	30 x n	200 x n	2500 x n
Melon	15 x n	75 x n	800 x n
Plum	15 x n	70 x n	400 x n
Grapes	10 x n	50 x n	250 x n
Orange	10 x n	35 x n	150 x n
Lemon	10 x n	25 x n	100 x n
Cherry	10 x n	20 x n	75 x n
SCATTER (bells)	4 x n x m 10 FreeSpins	5 x n x m 15 FreeSpins	6 x n x m 20 FreeSpins
n = bet per one winning line m = number of winning lines			

**Game: SUPER CASH**

**Basic information:** Five reel game with up to 5 and 10 winning lines. Wins are valid everywhere on reels. Only the highest win on the winning line is valid. CASHPOT symbol is valid everywhere on reels. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol (Cash pot) is valid everywhere on reels.

**Bonus game SUPER CASH:** Any symbol (except CASH POT symbol) which is in all positions on 3 or more consecutive reels triggeres the bonus game SUPER CASH. All reels must contain the same symbol.

3 continuing reels – 3 Super Cash spins

4 continuing reels – 5 Super Cash spins

5 continuing reels – 10 Super Cash spins

Each fields of reels with win are multiplied (total bet x1 – x25) and other are empty. During the game it is not possible to get next SUPER CASH spins.

**CASH POT:** If CASH POT symbol appears on one of reels it adds an amount equal to bet to the cash pot. After filling the lane (25 CASH POT symbols) player will get CASH POT win.

SYMBOL	3x	4x	5x	Full screen (3x5)
Safe	50 x n	500 x n	1000 x n	1000 x n x m
Banker	30 x n	150 x n	500 x n	500 x n x m
Lady	30 x n	150 x n	500 x n	500 x n x m
Gold	15 x n	50 x n	200 x n	200 x n x m
Bag with diamonds	15 x n	50 x n	200 x n	200 x n x m
Dolar symbol	10 x n	25 x n	150 x n	150 x n x m
Dollars – pack	10 x n	25 x n	150 x n	150 x n x m
n = bet per one winning line m = number of winning lines				

**Game: GANGSTER CASH**

**Basic information:** Five reel game with up to 5 and 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET+/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere and appears only on reels 2, 3, 4. WILD symbol replaces all symbols except SCATTER symbol.

**Bonus game FREE SPINS:** 3 and more SCATTER symbols on reels trigger Free spins during which it is possible to get more Free Spins. Shoes, knife, money and whiskey symbols are taken during Free Spins.

SYMBOL	2x	3x	4x	5x	Full screen (15x)
WILD	4 x n	20 x n	50 x n	500 x n	500 x n x m
Boss		12 x n	25 x n	100 x n	100 x n x m
Gangster		10 x n	20 x n	50 x n	50 x n x m
Lady		8 x n	12 x n	40 x n	50 x n x m
Policeman		6 x n	10 x n	35 x n	40 x n x m
Reporter		5 x n	8 x n	30 x n	30 x n x m
Shoes		4 x n	6 x n	25 x n	25 x n x m
Knife		3 x n	5 x n	20 x n	20 x n x m
Money		2 x n	4 x n	15 x n	15 x n x m
Whiskey		1 x n	3 x n	10 x n	10 x n x m
n = bet per one winning line m = number of winning lines					

9 x SCATTER	100 Free Spins
8 x SCATTER	50 Free Spins
7 x SCATTER	30 Free Spins
6 x SCATTER	20 Free Spins
5 x SCATTER	15 Free Spins
4 x SCATTER	10 Free Spins
3 x SCATTER	6 Free Spins

## Game: BONUS STAR

**Basic information:** Four reel game with up to 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

BONUS STAR (SCATTER) symbol is valid everywhere on reels.

WILD symbol substitutes all symbols except BONUS STAR (SCATTER) symbol.

**Bonus game BONUS STAR FREE SPINS:** 5 and more Bonus star (SCATTER) symbols trigger BONUS STAR Free Spins. BONUS symbols are locked in their positions until the end of bonus game. On other reels follow spins as long while at least one bonus will add. The bonus game ends when any Bonus symbol appears or when on all reels are bonus symbols.

SYMBOL	4x
Red and yellow 7	100 x n
Green 7, Blue 7	20 x n
Melon, Grapes	10 x n
Orange, Plum	5 x n
Lemon	2 x n
Cherry	1 x n
n = bet per one winning line	

Bonus (SCATTER)	Bet on the game
5	x 1
6	x 2
7	x 3
8	x 4
9	x 5
10	x 7
11	x 10
12	x 25
13	x 50
14	x 100
15	x 250
16	x 500

**Game: GOLDEN SUN**

**Basic information:** Three reel game with up to 9 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere and it appears only on reels 2, 3, 4.

WILD symbol substitutes all symbols except SCATTER symbol.

**Bonus game FREE SPINS:** 3 and more SCATTER symbols on reels trigger Free spins during which it is possible to get more Free Spins. Shoes, knife, money and whiskey symbols are taken during Free Spins.

WILD symbol substituted all symbols.

Full plate of WILD symbols gets bonus win GOLDEN SUN.

**WILD:** When WILD symbol is stopped everywhere on reels It is may started to move and substitute symbols on reels until it disappears from screen. After it, winnings are paid.

SYMBOL	3x	9x
WILD	50 x n	1000 x n
Princess	35 x n	
Leopard	25 x n	
Bird	20 x n	
Mask	15 x n	
Necklace	10 x n	
Corn	5 x n	
A	2 x n	
K	2 x n	
Q	1 x n	
J	1 x n	
n = bet per one winning line		

**Game: MAGIC LAMP**

**Basic information:** Five reel game with up to 10 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol occurs on reels 2, 3, 4 and is valid everywhere on reels.

WILD symbol substitutes any symbol except SCATTER symbol.

**Bonus game FREE SPINS:** 3 SCATTER symbols trigger bonus game with three Free Spin. At the beginning of the bonus game, WILD symbol appears on reel number 3. On reel number 4 appears WILD symbol with next Free Spin. During bonus game are winning proportional for bet for spin which triggers bonus game. During Free Spins it is not possible to get more Free Spins.

**EXTRA SPIN:** Diamond symbol appears only during the bonus game Free Spins on first reel. If symbol appears on first reel, one extra Spin follows with the same WILD symbols.

SYMBOL	2x	3x	4x	5x
Aladin		30 x n	100 x n	300 x n
Gin		50 x n	150 x n	800 x n
Girl		25 x n	75 x n	250 x n
Wizard		15 x n	45 x n	200 x n
Monkey		15 x n	35 x n	175 x n
Stiletto, shoes, carpet, hat		5 x n	20 x n	100 x n
Scatter (lamp)	2 x n x m	3 x scatter is triggering Free Spins		
Diamond	It appears only on 1st reel during Free Spins. It triggers 1 free spin extra with existing WILD symbols.			
n = bet per one winning line m = number of winning lines				



**Game: GOLDMANIA**

**Basic information:** Five reel game with up to 5, 10, 20, 30 or 50 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

**Special buttons which may appear in the game:**

BET: LINIE +/- : change the number of active winning lines, LINIE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol occurs only on reels 2, 3, 4 and is valid everywhere on reels.

WILD symbol substitutes any symbol except SCATTER symbol.

**Bonus game FREE SPINS:** 3 SCATTER symbols on reels trigger bonus game Free Spin. WILD symbol expands to all reel during the bonus game. For eventual win it adds multiplier x1, x2, x3 or x4. Eventual multiples are added. Winnings during the bonus game are proportional to bet for spin which triggered bonus game. During the Free Spin it is possible to get more Free Spins.

SYMBOL	3x	4x	5x
Gold-digger (WILD)	50 x n	250 x n	1000 x n
Pickaxe, cart	25 x n	100 x n	500 x n
Diamonds, Gold nugget	20 x n	75 x n	250 x n
Lamp	15 x n	50 x n	150 x n
A, K, Q	10 x n	20 x n	100 x n
J, 10	5 x n	15 x n	50 x n
Scatter (Dynamite)	5 x n x m	3x Scatter = 8 Free Spins	
n = bet per one winning line m = number of winning lines			

## Game: DOUBLE FRUITS

**Basic information:** Five reel game with up to 25 winning lines. Wins are valid from left to right, except the SCATTER symbol, which is valid everywhere on reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines. Winnings are added.

### Special buttons which may appear in the game:

BET: LINE +/- : change the number of active winning lines, LINE/BET +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

SCATTER symbol is valid everywhere on reels.

WILD symbol substitutes any symbol except SCATTER symbol. It is counted as a double symbol.

SYMBOL	3x	4x	5x	6x	7x	8x	9x	10x
Wild (red 7)	300 x n	1000 x n	10000 x n					
Grapes	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	1000 x n	2500 x n
Orange	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	2000 x n
Plum	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1500 x n
Lemon	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1250 x n
Cherry	10 x n	30 x n	100 x n	200 x n	300 x n	500 x n	800 x n	1000 x n
Heart, Clubs	5 x n	20 x n	150 x n					
Diamonds, Spades	5 x n	15 x n	100 x n					
Scatter	5 x n x m	20 x n x m	200 x n x m					
n = bet per one winning line m = number of winning lines								



**Game: FARMTASTIC**

**Basic information:** Five-reel game on up to 5 or 10 winning lines. Wins are valid from left to right, except from SCATTER, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

**Minimum bet per a spin:** 5 Kč, **Maximum bet per spin:** 1000 Kč

**Winning share including bonus games and phase RISK:** 95 %

**Special buttons which may appear in the game:**

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere on the reels.

**Bonus game FREE SPINS:** 3 and more symbols SCATTER on the reels trigger FREE SPINS, during which you can get another FREE SPINS. Wins during the bonus games are equal to three times the bet on the game which triggered bonus game.

SYMBOL	2x	3x	4x	5x
7 red		100 x n	1000 x n	5000 x n
7 green		40 x n	200 x n	400 x n
7 purple		40 x n	200 x n	400 x n
BAR 3		20 x n	50 x n	200 x n
BAR 2		10 x n	40 x n	150 x n
BAR		10 x n	40 x n	150 x n
Cherry	5 x n	10 x n	25 x n	100 x n
Scatter (dollar)		2 x n x m 15 x Free spins	10 x n x m 15 x Free spins	50 x n x m 15 x Free spins
n = bet per one winning line m = number of winning lines				

## Game: FROGGY

**Basic information:** Five-reel game on up to 5 or 10 winning lines. Wins are valid from left to right and from right to left, except from SCATTER, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere on the reels.

Symbol Frog is a WILD it substitutes any other symbols except SCATTER.

**Bonus game CROWN HUNT:** 3 symbols SCATTER triggers bonus game CROWN HUNT. When you press START the Froggy is jumping on the waterlilies in response to the value at a dice. The player gets the win according to the waterlily (2x to 50x multiple the amount). Wins are evaluated continuously and at the end of the bonus game added. If the Froggy is caught by the alligator or if he did not reach the crown the bonus game is ended.

**Bonus game WILD BONUS:** The symbols of the Froggy (WILD) on any position and at the same time at the 1st and 5th reel triggers the bonus game. During the bonus game is continuously replaced one symbol after the other by the symbol of Froggy (Wild). If the replacement of the symbols completes the winning line the win is added. The symbol Froggy (WILD) replaces continuously symbols on the reels until it disappears from the screen. The wins are then paid out.

SYMBOL	2x	3x	4x	5x
Froggy	King Froggy at 1st and 5th reel triggers Wild Bonus			
Crown	5 x n	100 x n	1000 x n	10000 x n
Waterlily		50 x n	100 x n	500 x n
Glow-worm		30 x n	100 x n	300 x n
Mosquito		25 x n	75 x n	200 x n
A		20 x n	50 x n	125 x n
K		15 x n	50 x n	125 x n
Q		10 x n	25 x n	120 x n
J		5 x n	25 x n	100 x n
10		5 x n	20 x n	100 x n
Scatter	3 x symbol Scatter triggers Crown Hunt			
n = bet per one winning line				

## Game: MAGIC TWIST

**Basic information:** Five-reel game on up to 5, 10, 20, 30 or 40 winning lines. Wins are valid from left to right, except the SCATTER, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER only occurs on the reels 2, 3, 4 and is valid everywhere on the reels.

Symbol WILD replaces any other symbols except SCATTER. If the symbol WILD appear on the reel 2, 3, or 4 the symbol WILD can be extended above the positions where is the symbol Wild, under the positions where is the symbol WILD or extend on the whole reel or give 2 or 3 multiplier.

**Bonus game FREE SPINS:** 3 symbols SCATTER on the reels activate bonus game FREE SPINS. At the begging of every bonus spin is several times randomly placed higher rated symbol. Wins during the bonus game are equal to bet on spin which triggered bonus game. You cannot get another Free Spins during the FREE SPINS. Higher rated symbols are: Hare, Pigeon, Box, Flush of Spades

**BONUS SYMBOL:** The Bonus symbol appears only on reel 5. Bonus symbol replaces all symbols A, K, Q or J on reels with higher rated symbol.

SYMBOL	3x	4x	5x
Mystery (assistant)	10-40 x n	30-120 x n	500-1200 x n
Wild (wizard)	20 x n	60 x n	200 x n
Hare	15 x n	50 x n	150 x n
Pigeon	10 x n	30 x n	100 x n
Box	10 x n	25 x n	75 x n
Flush of Spades	10 x n	20 x n	50 x n
A, K	5 x n	10 x n	20 x n
Q, J	5 x n	10 x n	20 x n
Scatter	3 x symbol Scatter triggers 3x Free spins		
BONUS Wild	substitute symbols A, K, Q J by higher symbols		
n = bet per one winning line			

**Game: MOONLIGHT**

**Basic information:** Five-reel game on up to 1, 5, 7, 10 and 20 winning lines. Wins are valid from left to right, except the SCATTER, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game, you can win on more winning lines, which means the winnings are added.

**Special buttons which may appear in the game:**

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere on the reels.

Symbol WILD replaces any other symbols except SCATTER. During any spin the symbol Wild can randomly appear.

**Bonus game FREE SPINS:** 3, 4 or 5 symbols SCATTER on the reels triggers bonus game FREE SPINS (8, 15 or 30). During the Bonus game the symbol WILD changes all the symbols gentleman, lady and policeman which appear next to it. Wins during the bonus game are equal to bid on spin which triggered the bonus game. You can get another FREE SPINS during the FREE SPINS.

SYMBOL	2x	3x	4x	5x
WILD	10 x n	100 x n	500 x n	1000 x n
Gentleman		25 x n	250 x n	500 x n
Lady		25 x n	200 x n	500 x n
Policeman		20 x n	100 x n	400 x n
Revolver		10 x n	100 x n	300 x n
Lamp		10 x n	80 x n	250 x n
A, K		10 x n	50 x n	125 x n
Q, Candlestick		5 x n	30 x n	100 x n
10		5 x n	30 x n	100 x n
Scatter		2 x n x m 7 Free Spins	10 x n x m 14 Free Spins	50 x n x m 28 Free Spins
n = bet per one winning line m = number of winning lines				

## Game: PIRATES COVE

**Basic information:** Five-reel game on up to 5 or 10 winning lines. Wins are valid from left to right, except the symbol SCATTER, which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol SCATTER is valid everywhere on the reels.

WILD substitutes for all symbols except SCATTER.

**Bonus game FREE SPINS:** 3 and more symbols SCATTER on the reels trigger the bonus game FREE SPINS. During the bonus game are wins counted from left to right and from right to left. If SCATTER appears on all the reels during the bonus game it is possible to multiply win in FREE SPINS 3x, 4x, 5x or 10x at the end of the bonus game. Wins during the bonus game are proportional to bet on spin, which triggered the bonus game.

SYMBOL	3x	4x	5x
WILD	50 x n	500 x n	2500 x n
Pirate lady	30 x n	150 x n	800 x n
Chest	20 x n	100 x n	500 x n
Boat	15 x n	80 x n	250 x n
Parrot	15 x n	50 x n	150 x n
Cannon	15 x n	50 x n	100 x n
A	10 x n	25 x n	50 x n
K	5 x n	15 x n	50 x n
Q	5 x n	10 x n	50 x n
J, 10	5 x n	10 x n	40 x n
Scatter	7 Free Spins	10 Free Spins	15 Free Spins
n = bet per one winning line			

**Game: HIGH FIVE 27**

**Basic information:** Three-reel game on up to 27 winning lines (criss-cross). Wins are valid from left to right. During one game you can win on more winning lines, which means the winnings are added.

**Special buttons which may appear in the game:**

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol Joker is WILD and substitutes for any symbol. If the winning line with the symbols JOKER occurs, it is paid as a winning line with 7 symbols.

**Bonus game FREE SPINS:** If the player gets 3x symbol Melon on the middle line he will get 15 FREE SPINS. If the player gets 3x symbol Cherry on the middle line he will get 5 FREE SPINS. It is possible to get another FREE SPINS during the bonus game FREE SPINS.

**Bonus Game HIGH FIVE:** It is necessary to fill nine-digit field of the appropriate symbols on the upper screen to get the bonus winnings. Free fields are filled if the player gets the win on the line of the same positions as those on the upper screen at the winning symbol which is empty.

SYMBOL	3x	Bonus win
Sevens	80 x n	400 x n
Bell	30 x n	150 x n
3-BAR	10 x n	50 x n
2-BAR	8 x n	40 x n
Melon	4 x n	20 x n
Plums, Lemon, Cherry	2 x n	10 x n
n = bet per one winning line		



## Game: JOKER AREA

**Basic information:** Four-reel game on up to 11 winning lines. Wins are valid from left to right and from right to left. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Wild substitutes for all symbols.

**Bonus game JOKER AREA:** The game is automatically launched if the player gets on the second and third reel symbol JOKER. The FREE SPINS are 4x launched on the second and third reel for every symbol JOKER. The first and the fourth reel are not turning. It is possible to get another FREE SPINS during the bonus game. Wins are added.

SYMBOL	2x	3x	4x
Seven	25 x n	50 x n	100 x n
Star	10 x n	20 x n	40 x n
Grape, Melon	8 x n	16 x n	32 x n
Melon	8 x n	16 x n	32 x n
Plum	1 x n	2 x n	4 x n
Orange	1 x n	2 x n	4 x n
Lemon	1 x n	2 x n	4 x n
Cherry	1 x n	2 x n	4 x n
n = bet per one winning line			



## Game: FRUIT FACTORY 27

**Basic information:** Three-reel game on up to 27 winning lines (criss-cross). Wins are valid from left to right. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol WILD substitutes every symbol except the symbol BONUS. WILD can expand on the whole reel and launch the turning of the others reels.

**Bonus game FREE SPINS:** Combination of 3x symbol BONUS triggers 10x FREE SPINS. It is possible to get more FREE SPINS during the Bonus game. During the bonus game can appear the situation called RESPIN which does not increase counter gained FREE SPINS.

SYMBOL	3x
BONUS	10 x free spins
Seven	120 x n
2-BAR	20 x n
Melon	8 x n
Bells, Grapes, Oranges	3 x n
Plums, Cherries, Dollars	1 x n
n = bet per one winning line	

## Game: SPEED CLUB

**Basic information:** Five-reel game up on to 5 winning lines. Wins are valid from left to right or from right to left except the symbol SCATTER which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

**Minimum bet per a spin:** 1 Kč, **Maximum bet per a spin:** 1000 Kč

**Winning share including bonus games and phase RISK:** 95 %

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol JOKER substitutes every symbol except the symbol SCATTER.

**Bonus game SPEED SPIN:** If the player gets everywhere on the reels 3 times, 4 times or 5 times symbol SCATTER he will get the same number of FREE SPINS into the bonus game. The symbol SCATTER is changed to the symbol JOKER during the bonus game. It will remain on the same positions and after every played FREE SPIN will complete any winning combination. Wins are added.

SYMBOL	2x	3x	4x	5x
Seven		20 x n	200 x n	1000 x n
Melon		10 x n	40 x n	100 x n
Grape		10 x n	40 x n	100 x n
Plum		4 x n	10 x n	40 x n
Lemon		4 x n	10 x n	40 x n
Orange		4 x n	10 x n	40 x n
Cherry	1 x n	4 x n	10 x n	40 x n
SCATTER		25 x n 3 free spins	100 x n 4 free spins	1000 x n 5 free spins
n = bet per one winning line				

## Game: RING OF FIRE XL

**Basic information:** Five-reel game up on to 5 winning lines. Wins are valid from left to right except the symbol SCATTER which is valid everywhere on the reels. Only the highest win on the winning line is valid. During one game you can win on more winning lines, which means the winnings are added.

### Special buttons which may appear in the game:

BET: LINIE +/- : change the number of active winning lines, LINIE/SÁZKA +/- : change bet per line

HOLD1/HOLD2 – change the number of active winning lines

Info – game information, gamble on/off, payout

**Start and finish of game:** The game can be started only if there is a sufficient amount in the credit panel for the selected stake. After selecting the stake and pressing the START button, the selected stake is deducted from the CREDIT panel and the optically represented rollers start spinning. If after the rollers stop they display at least one winning combination shown on the winnings table, this win is added to the WIN and it is possible to play the GAMBLE game. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel and the game is considered as being finished. If after the rollers stop there is no winning combination shown, then the game is considered as being finished. After the game finishes, the data terminal is immediately prepared for a new game.

**Autostart:** After pressing the AUTOSTART button, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless STOP is selected on the touch-screen.

**Gamble:** This game is offered automatically after the end of a winning game. It is played for the sum in the WIN field. You can select whether there will be a red or black symbol. If you guess it right, the sum is doubled, if not, the whole sum is lost. You can split the sum by pushing the SPLIT button. When you split, one half of your money is added directly to CREDIT field and you can play GAMBLE with the second half. By pushing the ADD you can leave the game anytime and add the winning from the WIN field into CREDIT field. Winnings may be gambled up to 5 times. It is possible to set one of two gamble types:

**Cards:** player chooses between red and black card.

**Dice:** player chooses between red and black symbol. There is also blue symbol, which saves the current win.

Symbol WILD substitutes every symbol except the symbol SCATTER (Ring of fire).

**Bonus game FREE SPINS:** 3 and more symbols RING OF FIRE trigger bonus game FREE SPINS. The player can choose one of the symbols which can hide 10 to 90 FREE SPINS. Bet on this bonus game is equal to the amount bet on the game. Winnings comply with the valid winnings table for this game, i.e. winnings table from the bet in which the bonus game was added is multiplied by x3.

### Winning table:

SYMBOL	2x	3x	4x	5x
9	2 x n	3 x n	10 x n	40 x n
10, J, Q	-	3 x n	10 x n	40 x n
LEMON	-	6 x n	30 x n	100 x n
ORANGE	-	6 x n	30 x n	100 x n
CHERRIES	-	8 x n	40 x n	160 x n
RING OF FIRE	2 x n	5 x n	20 x n	500 x n
A, K	-	4 x n	20 x n	50 x n
MELON	2 x n	10 x n	50 x n	300 x n
PLUM	2 x n	10 x n	50 x n	300 x n
DEVIL (WILD)	2 x n	50 x n	500 x n	1800 x n
<b>n = bet per one winning line</b>				

**NOTE:** All winnings in winning tables are given when playing standard games, i.e., changes in the factors and bonuses in the bonus games are not considered.