

## KAJOT – BLACK PLANET

### CONTAINS THE GAMES SHOWN BELOW:

AFRICAN WILD  
DIAMONDS  
CHERRY KISS  
WILD LADY  
JOKER BAR  
REELS OF RA  
RETRO WHEELS  
ROUTE 81  
SIMPLY GOLD XXL  
SIMPLY 6  
SIMPLY POWER  
VEGAS STAR  
THREE DREAMS OF OSIRIS  
4 LUCK  
BLACK DIAMONDS  
BLACK DIAMONDS II  
CHERRY BONUS 27  
JOKER 27 DELUXE  
ROULETTE  
DICE 27  
RAINBOW MANIA

### 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 Black 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

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- **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 **AUTOSTOP**

**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 Black Planet** slot machine unit can contain the following games:

AFRICAN WILD  
 DIAMONDS  
 CHERRY KISS  
 WILD LADY  
 JOKER BAR  
 REELS OF RA  
 RETRO WHEELS  
 ROUTE 81  
 SIMPLY GOLD XXL  
 SIMPLY 6  
 SIMPLY POWER  
 VEGAS STAR  
 THREE DREAMS OF OSIRIS  
 4 LUCK  
 BLACK DIAMONDS  
 BLACK DIAMONDS II  
 CHERRY BONUS 27  
 JOKER 27 DELUXE  
 ROULETTE  
 DICE 27  
 RAINBOW MANIA

## Game: AFRICAN WILD

**Basic data:** Five-reel game on up to 40 winning lines. There are 4 symbols on each reel. Wins are valid from left to right, except from SCATTER (diamond) symbol. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

Symbol WILD (Lion) substitutes every symbol in the game except from SCATTER (Diamond) symbol.

**Free Spins Bonus game:** If the player gets 3x SCATTER (Diamond) symbol everywhere on the three middle reels, he receives 7 FREE SPINS. A random number of WILD (Lion) symbols (4-20) is added during the bonus game. It is possible to receive more free spins during the played free spins game. For 3 SCATTER (Diamond) symbols in the three middle reels the player receives 5 more FREE SPINS.

SYMBOL	3x	4x	5x
WILD (lion)	50 x n	200 x n	1000 x n
Elephant, rhinoceros	25 x n	100 x n	400 x n
Buffalo, leopard	20 x n	75 x n	250 x n
A, K	5 x n	50 x n	150 x n
Q, J, 10, 9	5 x n	20 x n	100 x n
SCATTER (diamond)	2 x n x m 7 x FREE SPINS	-	-
n = bet per line m = number of winning lines			

## Game: DIAMONDS

**Basic data:** Five-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

Symbol WILD (Diamond) substitutes every symbol in the game and multiplies every win, in which this symbol appears.

SYMBOL	3x	4x	5x
DIAMOND ROUND	100 x n	500 x n	1000 x n
DIAMOND HEART, DIAMOND SQUARE, DIAMOND RHOMBUS	25 x n	50 x n	250 x n
DIAMOND YELLOW, DIAMOND FUCHSIA, DIAMOND VIOLET	10 x n	25 x n	50 x n
n = bet per line			

## Game: CHERRY KISS

**Basic data:** Five-reel game on up to 40 winning lines. There are 4 symbols on each reel. Wins are valid from left to right, from right to left and on the three middle reels, except from SCATTER (Star) symbol, which is valid everywhere on the 2, 3., 4. reel. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

**Cherry bonus symbol:** If multiple reels contain Cherry bonus symbol in all positions on each reel in the main game, all symbols between those reels are transformed into Cherry bonus symbol.

**Cherry Bonus game:** 3x SCATTER (Star) symbol everywhere on the middle reels triggers 7 FREE SPINS, he receives 7 FREE SPINS. It is possible to receive more free spins during the played free spins game. During the free spins games, any Symbol between 2 CHERRY BONUS symbol in the same position on different reels are transformed into CHERRY BONUS symbols.

When player gets only CHERRY BONUS symbol in all positions (20x), then the win is multiplied by 2.

SYMBOL	3x	4x	5x
RED 7	50 x n	200 x n	500 x n
BLUE 7	35 x n	100 x n	250 x n
GREEN 7	35 x n	100 x n	200 x n
BELL, GRAPE	25 x n	50 x n	150 x n
MELON, ORANGE	15 x n	35 x n	100 x n
LEMON, PLUM	10 x n	25 x n	80 x n
CHERRY BONUS	10 x n	30 x n	80 x n
SCATTER	5 x n x m		-
n = bet per line m = number of winning lines			

## Game: WILD LADY

**Basic data:** Five-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right, except from SCATTER (Star) 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, which means the winnings are added.

### Special control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

WILD LADY (wild) symbol can appear on the 2., 3., 4. and 5. reel and substitutes any symbol except from SCATTER (Star) symbol. WILD LADY symbol expands on the whole reel and complements winning combinations. It stays on the reel in the further games, but in every spin, it goes one position down. When player changes the bet, the WILD LADY symbol is lost.

**Bonus game:** If first (from left to right) three, four or five reels are all filled with one of these symbols (A, K, Q, J), the win is multiplied by 3, 4 or 5.

SYMBOL	2x	3x	4x	5x
7	20 x n	100 x n	700 x n	2000 x n
Dice	10 x n	30 x n	150 x n	700 x n
Cards	10 x n	20 x n	100 x n	500 x n
Diamond tear	-	15 x n	50 x n	250 x n
Target	-	10 x n	20 x n	100 x n
A, K	-	10 x n	20 x n	50 x n
J, Q	-	5 x n	10 x n	20 x n
SCATTER	-	50 x n x m	250 x n x m	2500 x n x m
n = bet per line m = number of winning lines				

**Game: JOKER BAR**

**Basic data:** Five-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right, except from SCATTER (Star) 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, which means the winnings are added.

**Special control buttons:**

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

KAJOT-JOKER-BAR (wild) substitutes any symbol except from SCATTER (Star). It stays on the screen as long as it is included in winning combination. Then it is removed. Changing bet removes the KAJOT-JOKER-BAR from the screen.

SYMBOL	3x	4x	5x
KAJOT-JOKER-BAR	100 x n	500 x n	5000 x n
Grapes	50 x n	200 x n	400 x n
Melon	35 x n	150 x n	300 x n
Plum	20 x n	50 x n	200 x n
Lemon	10 x n	40 x n	150 x n
Orange	10 x n	35 x n	125 x n
Cherry	10 x n	25 x n	100 x n
SCATTER	20 x n x m	100 x n x m	1000 x n x m
n = bet per line m = number of winning lines			



## Game: REELS OF RA

**Basic data:** Five-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

BOOK (scatter) symbol is also WILD and substitutes any symbol except from special expanding symbol during the bonus game.

**Bonus game REELS OF RA:** 3, 4 or 5 BOOK (scatter) symbols everywhere on the reels triggers the bonus game. At the beginning the bonus symbol is randomly selected (one of the symbols from the win table except from BOOK symbol). After that you get 10 free spins. In case of win, in the first step the game evaluates the win lines, after that the special symbol expands to cover all three positions on the reel and the game evaluates new win on all played win lines. You can get more free spins during the free spins with the same bonus symbol.

SYMBOL	2x	3x	4x	5x
Women	10 x n	100 x n	1000 x n	5000 x n
Pharaoh	5 x n	50 x n	500 x n	2500 x n
Ra, Scarabeus	5 x n	25 x n	100 x n	750 x n
A, K, Q, J, 10	-	5 x n	30 x n	125 x n
SCATTER (WILD) (book)	-	2 x n x m	25 x n x m	250 x n x m
n = bet per line m = number of winning lines				

## Game: RETRO WHEELS

**Basic data:** Five-reel game on up to 40 winning lines. There are 4 symbols on each reel. Wins are valid from left to right except from SCATTER (Star) symbol. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

KAJOT-JOKER-BAR (wild) substitutes any symbol except from SCATTER (Star). It is only on the 3<sup>rd</sup> reel.

SYMBOL	3x	4x	5x
7	100 x n	500 x n	2000 x n
Bell	75 x n	200 x n	500 x n
BAR	50 x n	150 x n	300 x n
Grape, Melon	25 x n	100 x n	200 x n
Lemon, Cherry	15 x n	75 x n	150 x n
SCATTER	2 x n x m	20 x n x m	500 x n x m

n = bet per line  
m = number of winning lines

**Game: ROUTE 81**

**Basic data:** Four-reel game on 81 winning lines (criss-cross). There are 3 symbols on each reel. Wins are valid from left to right. 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.

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

KAJOT-JOKER-BAR (wild) substitutes any symbol and:

1x symbol KAJOT-JOKER-BAR (WILD) on a winning line = line win x2,

2x symbol KAJOT-JOKER-BAR (WILD) on a winning line = line win x4,

3x symbol KAJOT-JOKER-BAR (WILD) on a winning line = line win x8.

SYMBOL	3x	4x
7	16 x n	160 x n
Melon	6 x n	60 x n
Grape	4 x n	40 x n
Cherry, dollars, oranges, plums	1 x n	4 x n
SCATTER (star)	1 x n	2 x n
n = bet per game		

**Game: SIMPLY GOLD XXL**

**Basic data:** Four-reel game on up to 40 winning lines. There are 3 symbols on each reel. Wins are valid from left to right (only for symbols ORANGE, MELON, PLUM, CHERRY, LEMON) and from right to left (both ways are for symbols 7-red, 7 – blue, STAR, BELL) except from SCATTER (XXL) symbol. Only the highest win on the winning line is valid. The win for 5 symbols in one winning line is payed only once. During one game you can win on more winning lines, which means the winnings are added.

**Special control buttons:**

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

SYMBOL KAJOT-JOKER-BAR (WILD) substitutes for any symbol except from SCATTER (XXL) symbol. It appears on the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reel in main game and on all reels in bonus game.

**Bonus game FEATURE GAMES XXL:** 3x SCATTER (XXL) symbol on a 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup> reel triggers 3-7 FREE SPINS. The player chooses one on the SCATTER (XXL) symbols to reveal the free spin amount. There are only big symbols (7 – red, 7 – blue, STAR, STAR, BELL) on 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reel. The wins are valid from left to right and from right to left. It is not possible to get more bonus games during one bonus game.

SYMBOL	3x	4x	5x
XXL (SCATTER)	3 – 7 FREE SPINS	-	-
7-red	25 x n	50 x n	500 x n
7-blue	20 x n	35 x n	300 x n
Star	15 x n	25 x n	200 x n
Bell	10 x n	20 x n	100 x n
Orange, melon, plum	5 x n	15 x n	35 x n
Cherry, lemon	5 x n	10 x n	25 x n
n = bet per line			

## Game: SIMPLY 6

**Basic data:** Four-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right except from SCATTER (Star) symbol which is valid everywhere on the screen. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

SYMBOL KAJOT-JOKER-BAR (WILD) substitutes for any symbol except from SCATTER (Star) symbol.

**Bonus game:** If there is on first three, four or five reels in all positions (evaluated from left to right) one of these symbols: PLUM, LEMON, ORANGE, CHERRY, then the win is multiplied by 2, 3, 4 or 5.

SYMBOL	3x	4x	5x	6x
KAJOT-JOKER-BAR	40 x n	100 x n	2500 x n	5000 x n
7-red	40 x n	100 x n	2500 x n	5000 x n
BELL	20 x n	40 x n	100 x n	750 x n
MELON	10 x n	25 x n	75 x n	500 x n
PLUM, LEMON, ORANGE, CHERRY	5 x n	10 x n	25 x n	100 x n
SCATTER	-	5 x n x m	10 x n x m	250 x n x m
n = bet per line m = number of winning lines				

## Game: SIMPLY POWER

**Basic data:** Four-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right except from SCATTER (Star) symbol which is valid everywhere on the screen. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

SYMBOL KAJOT-JOKER-BAR (WILD) substitutes for any symbol except from SCATTER (Star) symbol. It appears only on the 3<sup>rd</sup> reel.

**Bonus game:** If there is on first three, four or five reels in all positions (evaluated from left to right) one of these symbols: PLUM, LEMON, ORANGE, CHERRY, GRAPE then the win is multiplied by 3, 4 or 5.

SYMBOL	3x	4x	5x
7-red	100 x n	500 x n	5000 x n
Melon	50 x n	250 x n	1000 x n
Grape	25 x n	100 x n	300 x n
Plum	20 x n	50 x n	200 x n
Orange	15 x n	40 x n	150 x n
Lemon	10 x n	35 x n	125 x n
Cherry	10 x n	25 x n	100 x n
SCATTER	2 x n x m	10 x n x m	100 x n x m
n = bet per line m = number of winning lines			

**Game: VEGAS STAR**

**Basic data:** Four-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right. Only the highest win on the winning line is valid. The win for 5 symbols in one winning line is paid only once. During one game you can win on more winning lines, which means the winnings are added.

**Special control buttons:**

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

SYMBOL KAJOT-JOKER-BAR (WILD) substitutes for any symbol and it appears only on the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reel. It expands on all positions on the reel and triggers the Bonus game RESPIN.

**Bonus game – RESPIN:** The KAJOT-JOKER-BAR (wild) symbol expands to the entire reel and re-spins all the remaining reels for free (re-spin). If this spin also ends with WILD, it expands to the entire reel and supplements any winning lines. There can be max 3 RESPINS.

SYMBOL	3x	4x	5x
7-red	100 x n	500 x n	1000 x n
melon	50 x n	250 x n	500 x n
Grape	25 x n	75 x n	250 x n
Bell	15 x n	50 x n	200 x n
Orange, plum	10 x n	25 x n	150 x n
Lemon, cherry	10 x n	20 x n	100 x n
n = bet per line			

## Game: THREE DREAMS OF OSIRIS

**Basic data:** 3-reel game on 27 winning lines (criss-cross). There are 3 symbols on each reel. 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.

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

Symbol Cleopatra (WILD) substitutes for any symbol except from SECRET DOOR symbol.

**Bonus game FREE SPINS:** Before the start of the FREE SPINS are activated CROWN symbols (one above each reel). CLEOPATRA (wild) symbol is still on 2<sup>nd</sup> position on the middle reel and if the player gets another CROWN symbol everywhere on the screen, it activates/deactivates CROWN symbol above that reel. When all three symbols are deactivated, FREE SPINS finish.

SYMBOL	3x
CLEOPATRA (WILD)	50 x n
Pharaoh	10 x n
Cross	6 x n
Skarabeus	4 x n
Eye	2 x n
A	1 x n
K	0,8 x n
Q	0,6 x n
J	0,4 x n
n = bet per game	



## Game: 4 LUCK

**Basic data:** Four-reel game on up to 40 winning lines. There are 4 symbols on each reel. Wins are valid from left to right. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

Symbol KAJOT-JOKER-BAR (wild) substitutes for any symbol and appears only on 2<sup>nd</sup> and 3<sup>rd</sup> reel.

1x symbol KAJOT-JOKER-BAR (WILD) on winning line = line win x2,

2x symbol KAJOT-JOKER-BAR (WILD) on winning line = line win x4.

In case of full plate of one of these symbols: red 77, blue 77, melons, orange, cherry (without wild symbol), the win is multiplied by 2.

**Bonus game MEGA MYSTERY:** Player can win a random win from the range 200 – 500 x bet, in case there is red background on 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> reel.

**Bonus game MINI MYSTERY:** Player can win a random win from the range 30 – 50 x bet in case there is red background on 2<sup>nd</sup> and 3<sup>rd</sup> reel.

SYMBOL	3x	4x
RED 7	15 x n	100 x n
BLUE 7	10 x n	50 x n
MELONS, ORANGES, CHERRIES	5 x n	10 x n
n = bet per one winning line		

## Game: BLACK DIAMONDS

**Basic data:** Four-reel game on up to 10 winning lines. There are 3 symbols on each reel. Wins are valid from left to right except from SCATTER (Black Diamonds) symbol. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

WILD symbol substitutes for any symbol except from SCATTER (Black Diamonds) symbol and multiplies the win on its line x2.

**Bonus game FREE SPINS:** 3x SCATTER (Black Diamonds) symbol triggers 15 FREE SPINS, he receives 7 FREE SPINS. It is possible to receive more free spins during the played free spins game. 4x SCATTER (Black Diamonds) symbol triggers 30 FREE SPINS, he receives 7 FREE SPINS. It is possible to receive more free spins during the played free spins game.

SYMBOL	3x	4x
RED 7	25 x n	100 x n
BLUE 7	5 x n	10 x n
WHITE 7	10 x n	25 x n
DIAMOND RED, YELLOW	1,5 x n	3 x n
DIAMOND VIOLET, GREEN	1 x n	2 x n
WILD	75 x n	500 x n
n = bet per game		

## Game: BLACK DIAMONDS II

**Basic data:** Five-reel game on up to 20 winning lines. There are 3 symbols on each reel (4<sup>th</sup> symbol has only informational character). Wins are valid from left to right. 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 control buttons:

**LINES +/-:** changing the number of active lines

**LINE/BET +/-:** changing the bet on one line

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

WILD symbol substitutes for any symbol and appears only from 2<sup>nd</sup> to 5<sup>th</sup> reel.

**Tetris and bonus game:** In case of win, the win symbols explode and they are replaced by symbols from the higher positions on the reels. If there are 4 and more falls during one spin, the FREE SPINS game is activated: 4 falls = 7 free spins, 5 falls = 10 free spins, 6 falls = 15 free spins, 7 falls = 25 free spins, 8 falls = 50 free spins

The number of falls and number of FREE SPINS are displayed next to the 5<sup>th</sup> reel. It is possible to receive more free spins during the played free spins game: 3 falls = 5 more free spins, 4 falls = 7 more free spins, 5 falls = 10 more free spins

6 falls = 15 more free spins

7 falls = 25 more free spins

8 falls = 50 more free spins

SYMBOL	3x	4x	5x
RED 7	50 x n	250 x n	1000 x n
WHITE 7	25 x n	100 x n	500 x n
BLUE 7	20 x n	50 x n	250 x n
DIAMOND VIOLET	15 x n	40 x n	200 x n
DIAMOND BLUE	15 x n	30 x n	150 x n
DIAMOND RED, YELLOW	10 x n	25 x n	100 x n
DIAMOND WHITE, GREEN	5 x n	25 x n	100 x n
n = bet per one winning line			

## Game: CHERRY BONUS 27

**Basic data:** Three-reel game on 27 winning lines (criss-cross). There are 3 symbols on each reel. Wins are valid from left to right. During one game you can win on more winning lines, which means the winnings are added.

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

KAJOT-JOKER-BAR symbol substitutes for any symbol except from CHERRY BONUS symbol.

**CHERRY BONUS:** 3x CHERRY BONUS symbol everywhere except on the middle win line activates MYSTERY WIN. Player can win up to 100xbet. 3x CHERRY BONUS symbol on the middle win line (line no.1) activates SUPER MYSTERY WIN. Player can win up to 500xbet. Player randomly chooses one of three received CHERRY BONUS symbols and then the game shows to the player the given symbol (x2, x3 or x5). Then player randomly gets the win from the range of the given symbol CHERRY BONUS which matches with MYSTERY CHERRY BONUS WIN table.

SYMBOL	3x
KAJOT JOKER BAR	50 x n
Red 7, blue 7	30 x n
red BAR, blue BAR	10 x n
Melon, bells	4 x n
Plum, dollar, orange	2 x n
n = bet per game	

**Game: JOKER 27 DELUXE**

**Basic data:** Three-reel game on 27 winning lines (criss-cross). There are 3 symbols on each reel. Wins are valid from left to right. 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.

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

KAJOT-JOKER-BAR (wild) symbol substitutes for any symbol.

In case of a full plate of: cherry bonus, plum, dollars, orange, the win is multiplied by 2.

**Bonus game with increasing of the multiplier:** 3x STAR on the middle winning line triggers FREE SPINS with the multiplier up to x15. The number of FREE SPINS is not given at the beginning. 3x CHERRY BONUS symbol on the middle winning line triggers FREE SPINS with the multiplier up to x5. The number of FREE SPINS is not given at the beginning. Every non winning spin increases the multiplier +1. In case the player gets during the FREE SPINS spin with some win, the bonus game finishes. It is not possible to get more bonus games during bonus games.

SYMBOL	3x
KAJOT JOKER BAR	60 x n
2-BAR	40 x n
BONUS/STAR	20 x n
MELON, BELLS	16 x n
PLUM, DOLLAR, ORANGE, CHERRY BONUS	2 x n
n = bet per game	

## Game: DICE 27

**Basic data:** Three-reel game on 27 winning lines (criss-cross). There are 3 symbols on each reel. Wins are valid from left to right. 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.

**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 or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

**MYSTERY bonus game:** 3x MYSTERY symbol gives a win from a range from bet x 10 up to bet x 100.

**Bonus game Dice – FREE SPINS:** 3x DICE triggers the bonus game. The player rolls the dice and receives the number of the FREE SPINS according to the number of dots on the DICE. Max 6. Every spin is winning. It is possible to get more FREE SPINS during another FREE SPINS. The multiplier x2 can be randomly triggered.

**HOLD function:** By use of the HOLD button you can hold one or two reels for the next spin. This feature is not available for the 1<sup>st</sup> spin, after winning spin or bet change.

SYMBOL	3x
red 7	60 x n
star	20 x n
blue 7	25 x n
melon	15 x n
grape	10 x n
plum	5 x n
orange	4 x n
dollar, cherry	3 x n
n = bet per game	

## Game: ROULETTE

**Basic data:** The roulette type game with the possible bet on numbers from 0 to 12.

**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 placing the chips on the selected numbers on the lower screen (player may bet on the 4 positions on = "1 "- 1 chip to" 2 "- 2 chips to" 3 "- 3 chips and" 4 "- 4 chips, ie. generally, can bet on that number up to 10 chips) and pressing the START button, is amount of money deducted from the CREDIT panel. The amount of money corresponds to the value of the selected staked chips. Then the needle starts to rotate on the roulette. After it stops, the drawing of the multiplier starts (x10, x25, x50, x100 or x1000). When the randomly selected number on the roulette matches with player's chosen number (on which he staked), then the bet on this number is multiplied by randomly selected multiplier and the win is added to the WIN. By pressing the START or TAKE button the player can transfer the win to CREDIT field. 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. After the game finishes, the data terminal is immediately prepared for a new game. The RESET button cancels all stakes.

**Autostart:** After pressing the AUTOSTART button or if AUTOSTART is selected on the touch-screen, the unit automatically continues in the game unless the credit runs out or unless the AUTOSTART button is pressed again or unless AUTOSTART 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. Two types of gamble can be set.

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

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

## Game: RAINBOW MANIA

**Basic data:** Five-reel game on 243 winning lines (criss-cross). There are 3 symbols on each reel. Wins are valid from left to right. 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.

**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. Two types of gamble can be set.

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

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

SCATTER symbol is valid everywhere

**Bonus game FREE SPINS:** At least 3 SCATTER symbols triggers bonus game. 3x SCATER = 7 free spins, 4x SCATTER = 10 free spins, 5x SCATTER = 15 free spins. Every symbol during this bonus game has a scatter function. It is possible to win more free spins during free spins.

**Random multiplier:** A leprechaun can appear randomly on the screen and multiply the win x2 or x3.

**Random rainbow:** A rainbow can randomly appear and copy all symbols from 1st reel to the 2nd reel.

**Random WILD:** A wild can randomly appear on the screen and spread on the whole reel.

Symbol	x3	x4	x5
leprechaun	10 x n	50 x n	500 x n
hat	5 x n	25 x n	100 x n
pipe	5 x n	10 x n	20 x n
horseshoe	3 x n	5 x n	15 x n
mushroom	3 x n	5 x n	15 x n
Heart, diamond	2 x n	5 x n	10 x n
Clubs, spades	1 x n	3 x n	5 x n
SCATTER (pot)	5 x n + 7 free spins	25 x n + 10 free spins	100 x n + 15 free spins
n = bet per game			