

## GAME PLAN

# KAJOT GREEN PLANET

GAME INSTRUCTIONS AND DESCRIPTION OF GAME

MAY CONTAIN GAMES SHOWN BELOW:

9 STARS PLUS

ALCHEMY

JOKER 27 PLUS

JOKER BOOM PLUS

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## GAME INSTRUCTIONS

**Credit** can be paid out at any time using a payout key. The sum paid out is recorded in the unit in 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.

**Winning share** including bonus games, gamble and JACKPOT: 95 – 97,3 %

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

## DESCRIPTION OF GAME

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

The number 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 input 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:

**MENU:** leaving the game back to the main multi-game screen

**START:** (menu) start of the selected game

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

**BET + / - :** selection of stake for a game

**LINE + / - :** selection of lines for a game

**MAX BET:** set stake for game on the maximum allowed level

**? (GAME INFO):** displays game information and user manual

**SOUND:** sets three basic volume levels

**LANGUAGE:** (menu) enables to change the language

**PAYOUT:** displays message "For credit payout call services"

## BASIC FUNCTIONS OF GAME

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

**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 enter the GAMBLE game or to add the WIN to the CREDIT. If the game is running in AUTOSTART mode, then the winnings are automatically transferred from the WIN panel to the CREDIT panel. The game is considered as being finished after adding the WIN to the CREDIT. 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:** Gamble game can be turned on or off directly in each game (except Alchemy where gamble is offered automatically when win animation is shown). Gamble game is played for the sum in the WIN field. You can select whether there will be a card with 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.

# 9 STARS PLUS

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a three-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin a reel and get a winning combination of symbols
<b>WINNING LINES</b>	27 winning lines

Winnings are valid from the left to right. During one game you can win at more winning lines, which means the winnings are added up. Only the highest win on the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>SYMBOL STAR</b>	The STAR symbol substitutes any symbol. The STAR symbol illuminates the bonus field stars.
<b>DOUBLE WIN</b>	In case of winnings on all the 27 winning lines (9 identical symbols on three reels), the winnings will automatically double.
<b>WHEEL OF FORTUNE BONUS GAME</b>	If there is a star symbol anywhere on the reels, a corresponding bonus field star lights up, providing its position matches the reels position. This continues in this way until all the stars in the field light up. The bonus game starts when all the 9 stars are lit in the field. The player then receives his winning drawn through a winning wheel. First, he draws one of the winning symbols and then a multiple of the 5x, 7x, 10x, 12x, 15x, or 20x options. The winning is then calculated as a winning symbol factor multiplied by the winning multiple. The stars bonus field is linked to the bet amount. Every bet amount has its own bonus field.

## PAYOUT TABLE

SYMBOL	3x
STAR (WILD)	50 x n
DIAMOND	20 x n
RED SEVEN	4 x n
BLUE SEVEN	4 x n
YELLOW SEVEN	4 x n
YELLOW BAR-BAR-BAR	2 x n
BLUE BAR-BAR-BAR	2 x n
RED BAR-BAR-BAR	2 x n
CHERRY	1 x n

n = STAKE FOR THE GAME

# ALCHEMY

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a five-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	5 winning lines

Winnings are valid from the left to the right. During one game you can win at multiple winning lines, which means that the winnings are added up. Only the highest win at the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>MULTIPLIER</b>	In case of 9, 12, 15 same symbols on the first 3, 4, 5 reels the winnings are multiplied by x3, x4, x5.
<b>ALCHEMIST SYMBOL (WILD)</b>	It substitutes for any symbol except the BOOK (SCATTER) symbol.
<b>EXPANDING WILD</b>	ALCHEMIST (WILD) expands over the length of a reel from top to bottom, making every symbol on the reel one big ALCHEMIST SYMBOL (WILD).
<b>ALCHEMIST BONUS FEATURES</b>	In the case of no winning combination might accidentally appear alchemist character that activates one of the ALCHEMIST BONUS FEATURES: <ul style="list-style-type: none"> <li>- <b>SHUFFLING:</b> in case of no winning combination shuffles symbols in order to create winning combination.</li> <li>- <b>CHANGING:</b> changes color of all symbols (J, Q, K, A) into one random color (J, Q, K, A).</li> <li>- <b>RANDOM APPEAR WILD:</b> random appearance ALCHEMIST SYMBOLS (WILD) on reels.</li> </ul>
<b>FREE SPINS BONUS GAME</b>	BOOK (SCATTER) symbol can appear only on 1st, 3th and 5th reel. 3 BOOK (SCATTER) symbols anywhere on the reels (1st, 3th, 5th) activate the FREE SPINS bonus game. Player can choose one option from 3 different bonus games: <ul style="list-style-type: none"> <li>- 9 x Free spins with CHANGING FEATURE,</li> <li>- 5 x Free spins with SHUFFLING FEATURE,</li> <li>- 7 x Free spins with RANDOM APPEAR WILD FEATURE</li> </ul>

During the bonus games, the winnings are proportional to the bet in the game that initiated the FREE SPINS. It is not possible to get another bonus games during an ongoing bonus game.

## PAYOUT TABLE

SYMBOL	2x	3x	4x	5x
BOOK (SCATTER)	-	5, 7 or 9 FREE SPINS	-	-
ALCHYMIST (WILD)	-	-	-	-
RED KRYSTAL	10 x n	20 x n	150 x n	500 x n
BLUE KRYSTAL	6 x n	12 x n	32 x n	250 x n
RING	4 x n	8 x n	16 x n	120 x n
GOLD	3 x n	6 x n	12 x n	60 x n
MORTAR	-	4 x n	8 x n	20 x n
CANDLE	-	3 x n	6 x n	15 x n
A, K	-	2 x n	4 x n	10 x n
J, Q	-	1 x n	2 x n	5 x n
<b>n = STAKE FOR THE GAME</b>				

# JOKER 27 PLUS

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a three-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	27 winning lines

Winnings are valid from the left to right. During one game, winnings can be won on multiple winning lines, meaning that winnings are added. Only the highest win on the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>JOKER SYMBOL</b>	The JOKER symbol substitutes any symbol.
<b>MULTIPLIER</b>	If 9 identical symbols (possibly supplemented by the JOKER symbol) are drawn, the player automatically receives double of win.
<b>FREE SPINS BONUS GAME</b>	3 identical symbols in a row on the middle winning line activate the FREE SPINS bonus game. As a result, the player obtains free spins according to a winning table placed on the top monitor. During bonus games, the winnings are proportional to the game bet that triggered the free spins, and these bonus games may also be obtained during an already running bonus game.

## PAYOUT TABLE

SYMBOL	3x
JOKER	100 x n
STAR	50 x n
BAR-BAR	20 x n
MELON	10 x n
BELL	4 x n
PLUM	4 x n
DOLLAR	2 x n
ORANGE	2 x n
CHERRY	1 x n

**n = STAKE FOR THE GAME**

## PAYOUT TABLE FOR FREE SPINS BONUS GAME

SYMBOL	WIN
JOKER	100 FREE SPINS BONUS GAMES
STAR	50 FREE SPINS BONUS GAMES
BAR-BAR	20 FREE SPINS BONUS GAMES
MELON	10 FREE SPINS BONUS GAMES
BELL	4 FREE SPINS BONUS GAMES
PLUM	4 FREE SPINS BONUS GAMES
DOLLAR	2 FREE SPINS BONUS GAMES
ORANGE	2 FREE SPINS BONUS GAMES
CHERRY	1 FREE SPINS BONUS GAME

# JOKER BOOM PLUS

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a four-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	27 winning lines in case of 3 winning symbols 81 winning lines in case of 4 winning symbols

Winnings are valid from the left to right. During one game, winnings can be won on multiple winning lines, meaning that winnings are added. Only the highest win on the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>JOKER BAR (WILD) SYMBOL</b>	It substitutes all the symbols, including the STAR (SCATTER) symbol.
<b>SECOND CHANCE</b>	If the won JOKER BAR (WILD) symbol does not immediately become a part of the winning combination within a given game, it remains in its position even during the next spin.
<b>BOOM SPIN BONUS GAME</b>	3 STAR (SCATTER) symbols activate BOOM SPINS. Regarding activation, the STAR (SCATTER) symbol is counted maximum once per reel. A player may choose one of the two BOOM SPINS spin variants. For three STAR symbols, you receive either 10 spins with the WILD symbol on the first reel or 5 spins with the WILD symbol on the first and fourth reels. For 4 STAR symbols, you receive 20 or 10 of such spins. The BOOM SPINS are not free spins - for each of these spins, the current bet is deducted from the CREDIT field. During the BOOM SPINS, all the three symbols on the first reel are converted into the JOKER symbol. During these bonus games, you may obtain other BOOM SPINS.

## PAYOUT TABLE

SYMBOL	3x	4x
SEVEN	20 x n	200 x n
MELON	8 x n	80 x n
GRAPE	4 x n	40 x n
PLUM	1 x n	4 x n
ORANGE	1 x n	4 x n
LEMON	1 x n	4 x n
CHERRY	1 x n	4 x n
STAR (SCATTER)	5/10 BOOM SPINS BONUS GAMES	10/20 BOOM SPINS BONUS GAMES
DYNAMITE (JOKER)	-	-

n = STAKE FOR THE GAME



# KAJOT POKER

## BASIC INFORMATION

<b>GAME CATEGORY</b>	poker type of game
<b>MAIN AIM OF THE GAME</b>	to get a winning combination of cards

The game uses the classic poker rules based on five cards and two additions. If a player does not hold a card during the addition, or if all the cards are held, the cards are folded in the case of a non-winning combination. In the case of a winning combination, winnings are credited. All the combinations shown in the winning table are evaluated. Only the highest winning combination is paid out.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>PACK</b>	The game uses the traditional 52-card pack with added JOKER card. The pack is shuffled during every new dealing.
<b>JOKER</b>	The JOKER symbol card supplements any winning combination, except for the BONUS and MYSTERY combination.
<b>BONUS</b>	The player receives the winning per the winning table for the bonus card FOUR OF A KIND combination without the JOKER card. The bonus card is always changed when the MYSTERY winning is paid out.
<b>MYSTERY</b>	The player receives an extra coin in the MYSTERY field for the bonus card THREE OF A KIND combination without the JOKER card. Upon collecting all the nine coins, the player is credited a random winning from the range per the winning table. A new bonus card is then drawn from the range of two to ten.

## PAYOUT TABLE

SYMBOL	WIN
MYSTERY 3 OF A KIND	20 – 50 x n
BONUS 4 OF A KIND	200 x n
5 OF A KIND	500 x n
ROYAL FLUSH	300 x n
STRAIGHT FLUSH	100 x n
4 OF A KIND	20 x n
FULL HOUSE	10 x n
FLUSH	8 x n
STRAIGHT	6 x n
3 OF A KIND	3 x n
2 PAIRS	2 x n
JACKS OR BETTER - J, Q, K, A	1 x n
<b>n = STAKE FOR THE GAME</b>	

# KAJOT ROULETTE

## BASIC INFORMATION

<b>GAME CATEGORY</b>	Roulette type game
<b>MAIN AIM OF THE GAME</b>	to bet on a number or group of numbers on which the ball stops
<b>CHIP VALUES</b>	0.1 EUR, 0.2 EUR, 0.5 EUR, 1 EUR, 2 EUR, 5 EUR, 10 EUR

The roulette playing field features a total of 37 numerical positions from 0 to 36. In the top left section, there is the "RACE TRACK" for roulette wheel segment betting. At the top right corner, there is the history of the last 12 drawn numbers, including their percentage statistics. The goal of the game is to bet on a number or group of numbers on which the ball stops.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>DOUBLE AND SPIN BACK</b>	It doubles the value of chips placed on the playing field and starts the roulette game. It removes the last bet placed on the roulette field, in the case of a bet on one of the race tracks, it returns the bets back per the individual chips.
<b>DELETE</b>	It removes all the bets from the roulette playing field.
<b>REBET</b>	It repeats the bets made in the previous game round.
<b>SPIN AUTOMATICALLY</b>	Starting the automatic play until the credit is depleted or ending the game upon re-pressing. Placed bets are repeated.
<b>SPIN</b>	It starts 1 game round.

## GAME PROGRESS

Bets are made by selecting the chips and placing them on player's desired number or group of numbers. Upon pressing the spin button, the betting round ends, and you can watch the game progress on the top monitor, or in the top part of the bottom monitor.

<b>DIRECT BET</b>	A chip may be bet on any number, including zero.
<b>SPLIT BET</b>	A chip may be placed on any two adjacent numbers by placing it on a line separating these two numbers. It is also possible to place a chip on a line separating 0 and 1, 2 and 3.
<b>AISSLE BET</b>	The aisle bet is made on three numbers. A chip is placed on the outer edge of the playing field, next to the corresponding three-number row. This also allows betting to 0, 1, and 2 as well as 0, 2, and 3.
<b>CORNER BET</b>	The corner bet covers four numbers. A chip is placed on a cross dividing four numbers. One may also bet on numbers 0, 1, 2, and 3.
<b>SERIES BET</b>	The series bet covers two aisle bets, i.e. six different numbers in two rows per three numbers. A chip is placed on the nearest marginal line of the roulette playing field to the point where it crosses the line separating the two given rows.
<b>COLUMN BET</b>	On the shorter side of the roulette field, there are three fields marked "2 to 1". Placing a chip in one of these fields means betting on all the 12 numbers in a given row (except for 0).
<b>DOZEN BET</b>	Player may place a bet on a group of twelve numbers by placing the chip in one of the three fields labelled "1st 12", "2nd 12" or "3rd 12".
<b>BLACK/RED, EVEN/ODD, LOW/HIGH NUMBERS BET</b>	A bet placed in one of the fields at the bottom of the roulette field covers a half of all the numbers in the playing field (except for 0). Every field includes 18 numbers.

## "RACE TRACK" BET OPTIONS

**TIERS**

Le Tiers du Cylindre is a bet on twelve wheel numbers from 33 to 27 located opposite to 0. For this bet, one needs to use 6 chips and place them one at a time on each of the following pairs: 5/8, 10/11, 13/16, 23/24, 27/30, and 33/36.

**VOISINS**

Les Voisins du Zéro is a bet on the numbers neighbouring 0. This bet is on the total of 17 roulette wheel numbers from 25 to 22. Player places 1 chip on each of the following pairs: 4/7, 12/15, 18/21, 19/22, and 32/35, and then it is necessary to place 2 chips on the 0/2/3 trio and 2 chips on the 25/26/28/29 four.

**ORPHELINS**

Les Orphelins is an orphan betting. These are roulette wheel numbers ranging from 6 to 17 and from 9 to 1. Five chips are required for this bet, 1 of which is to be placed on a 1-value field and then bet always 1 chip on these pairs 6/9, 14/17, 17/20, and 31/34.

## VÝHERNÍ TABULKA

NAME	NUMBER OF COVERD NUMBERS	WIN FACTOR
DIRECT BET	1	36 x n
SPLIT BET	2	18 x n
AISLE BET	3	12 x n
CORNER BET	4	9 x n
SERIES BET	6	6 x n
COLUMN BET	12	3 x n
DOZEN BET	12	3 x n
BLACK/RED, EVEN/ODD, LOW/HIGH NUMBERS BET	18	2 x n
<b>n = STAKE FOR THE COMBINATION</b>		

# MONSTER SLOTS

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a five-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	27 winning lines in case of 3 winning symbols 81 winning lines in case of 4 winning symbols 243 winning lines in case of 5 winning symbols

Winnings are valid from left to right, except for the scatter symbol, which is valid anywhere on the reels. During one game you can win on more winning lines, which means the winnings are added up.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>WILD SYMBOL</b>	The WILD symbol supplements a winning line combination, except for the SCATTER symbol.
<b>FREE SPINS BONUS GAME</b>	Three SCATTER symbols trigger the FREE SPINS bonus game. During FREE SPINS games, winnings are proportional to the game bet that triggered the bonus game. In FREE SPINS, all the monsters will grow to a higher level. In FREE SPINS, the RUNE symbols do not appear.
<b>RESPIN</b>	Whenever five or more of the same RUNES symbols hit anywhere on the reels, the player receives one Respin for free, increasing the level of the monster corresponding to the RUNE symbol. During the Respin, another Respin can be earned.
<b>EVOLUTION</b>	The player chooses the game level for his game. At level 1, all the monsters are at level 1. With every higher level, the corresponding monster (in the order of the grass monster, water monster, electric monster, fire monster) rises to the second level already in the basic game. The prize for a higher level is 1x, 2x, 3x, 4x, 5x game bet.

## PAYOUT TABLE

SYMBOL	3x	4x	5x
FIRE MONSTER LEVEL 3	20 x n	40 x n	100 x n
ELECTRIC MONSTER LEVEL 3	15 x n	30 x n	75 x n
WATER MONSTER LEVEL 3	10 x n	20 x n	50 x n
GRASS MONSTER LEVEL 3	5 x n	10 x n	25 x n
FIRE MONSTER LEVEL 2	4 x n	8 x n	20 x n
ELECTRIC MONSTER LEVEL 2	3 x n	6 x n	15 x n
WATER MONSTER LEVEL 2	2 x n	4 x n	10 x n
GRASS MONSTER LEVEL 2	1 x n	2 x n	5 x n
FIRE MONSTER LEVEL 1	0.2 x n	0.4 x n	1 x n
ELECTRIC MONSTER LEVEL 1	0.2 x n	0.4 x n	1 x n
WATER MONSTER LEVEL 1	0.2 x n	0.4 x n	1 x n
GRASS MONSTER LEVEL 1	0.2 x n	0.4 x n	1 x n
FIRE RUNE	0.2 x n	0.4 x n	1 x n
ELECTRIC RUNE	0.2 x n	0.4 x n	1 x n
WATER RUNE	0.2 x n	0.4 x n	1 x n
GRASS RUNE	0.2 x n	0.4 x n	1 x n
<b>n = STAKE FOR THE GAME</b>			

# SUPER JOKER 40

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a five-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	40 winning lines

Winnings are valid from the left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

<b>JOKER (WILD) SYMBOL</b>	The JOKER symbol substitutes any symbol. Whenever the player gets a reel full of one of the symbols, the whole reel changes to the JOKER symbol in the next spin with the same bet.
<b>FREE SPINS BONUS GAME</b>	Three STAR symbols anywhere on the reels (SCATTER) trigger a FREE SPINS bonus game. Player can choose one of the three FREE SPINS game variants. <ul style="list-style-type: none"> <li>- <b>5 free spins</b> with the JOKER symbol on all the whole reels 1, 3, and 5</li> <li>- <b>15 free spins</b> with the JOKER symbol on all the whole reels 2 and 4</li> <li>- <b>30 free spins</b> with the JOKER symbol on the whole reel 3</li> </ul>

## PAYOUT TABLE

SYMBOL	3x	4x	5x
STAR (SCATTER)	-	-	-
JOKER (WILD)	-	-	12.5 x n
SEVEN	2 x n	4 x n	12.5 x n
BAR	1 x n	2 x n	6 x n
MELON	0.5 x n	1 x n	3 x n
GRAPE	0.5 x n	1 x n	3 x n
PLUM	0.1 x n	0.4 x n	2 x n
ORANGE	0.1 x n	0.4 x n	2 x n
LEMON	0.1 x n	0.2 x n	1 x n
CHERRY	0.1 x n	0.2 x n	1 x n
<b>n = STAKE FOR THE GAME</b>			

# VIKINGS

## BASIC INFORMATION

<b>GAME CATEGORY</b>	a five-reel slot machine
<b>MAIN AIM OF THE GAME</b>	spin the reels and get a winning combination of symbols
<b>WINNING LINES</b>	20 winning lines

Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line is valid.

## SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

**DRAGON (WILD) SYMBOL** The WILD symbol supplements all the symbols except for the SCATTER symbol. If 1 WILD symbol is drawn on the winning line, the winning line is multiplied by 2. If 2 WILD symbols are drawn on the winning line, the winning line is multiplied by 4. If 3 WILD symbols are drawn on the winning line, the winning line is multiplied by 8. If 4 WILD symbols are drawn on the winning line, the winning line is multiplied by 16.

**SCATTER SYMBOL** The symbol only appears on the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> reel. Three SCATTER symbols on the reels trigger the Free Spins bonus game. The number of bonus games is determined by the winning table. In the case of a winning combination in this bonus game, all these combinations are paused, and the player receives a respin with the chance to increase his already obtained winnings. Any other winning combination is thus paused, and the player gets other respins until the first non-winning combination occurs, or until the full screen is full of paused symbols. Then, the overall winning through a given spin is determined.

## PAYOUT TABLE

SYMBOL	2x	3x	4x	5x
SHIP (SCATTER)	-	10 FREE SPINS-	-	-
DRAGON (WILD)	-	-	-	-
VIKING	20 x n	40 x n	60 x n	200 x n
WARRIOR PRINCESS	8 x n	16 x n	32 x n	80 x n
HELMET	-	8 x n	16 x n	32 x n
AXE	-	4 x n	8 x n	20 x n
SHIELD	-	2 x n	6 x n	16 x n
BRACELET	-	2 x n	6 x n	16 x n
A	-	1 x n	4 x n	8 x n
K	-	1 x n	4 x n	8 x n
Q	-	1 x n	2 x n	4 x n
J	-	1 x n	2 x n	4 x n
<b>n = STAKE FOR THE GAME</b>				