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SLOT GAMES RULES

There are two sets of games with 5 games in each on the screen. The active set of games is in the bottom line. To change sets press START. To choose the game press corresponding HOLD button:

Set 1

TROLL'S GOLD – HOLD 1
 DEEP LIFE – HOLD 2
 LUCKY ROGER 2 – HOLD 3
 HOT MIX – HOLD 4
 RUSSIAN POKER – HOLD 5

Set 2

HAPPY BEACH – HOLD 1
 VIKINGS – HOLD 2
 FRENZY MONKEY – HOLD 3
 BANANAS – HOLD 4
 100-DECK POKER – HOLD 5

GAME BEGINNING

To start the game you have to choose the amount of lines from 1 to maximum in chosen game with HOLD 1/LINE button and bet pressing BET/DOUBLE button. By holding buttons autorepeat starts. Total bet (TOT.BET) will be the product of bet by number of chosen lines. To choice maximum possible bet and number of lines press MAX BET button.

You can see table of winnings pressing HOLD2/HELP or HELP button.

Press START button to start the game. Reels will spinning and after a while will stop automatically. To stop them manually, press START button for all at once or HOLD 1, HOLD 2, HOLD 3, HOLD 4, HOLD 5 for each reel separately (except the game HOT MIX).

If you won nothing, press START to play again with the same bets, or BET/DOUBLE and/or HOLD 1/LINE to change bet and number of lines.

Each time after pressing START button from amount CREDIT is subtracted the total bet. - TOT.BET

WINNINGS

If the winning is dropped out winning combinations are marked by color lines. If the winning was dropped you can:

- See winning combinations with HOLD 4/SHOW WIN button.
- Go to RISK (winning double up mode) with DOUBLE or BET/DOUBLE buttons if the winning is not more than 200*TOT.BET value (except game FRENZY MONKEY, the winning isn't normalized here). Double up mode in games is different. You can read description in each game separately.
- Add WINNINGS to CREDIT with START/TAKE button.

JACKPOT

Depending on settings of the game program, you can win an accumulative internal Jackpot. The value of Jackpot is shown in the left top part of the screen. During the game on any bet the value is added to internal Jackpot and it is equal the product of established percent by TOT.BET value. Starting value of Jackpot depends on game. You can get Jackpot if 5 higher symbols are dropped out (see table of winnings below). You can set Jackpot when it is given only during **the game on maximum bet**. In case if the bet doesn't allow to get Jackpot, its current value will be marked by gray color.

AUTOPLAY mode

By pressing AUTOPLAY button, you can start game in automatic mode if CREDIT value is higher or equal to total bet TOT.BET. There is AUTOPLAY inscription in the left bottom part of the screen. The reels will be spinning independently, and stop, and dropped-out winnings will be turned into credit. In this mode you can't go to double up mode. To quit this mode press AUTOPLAY button once more. If you have bonus combination automatic mode is stopped in order to play bonus game.

Screen games selection.

To go to the screen of games selection you have to stop current game. If you have got winning use START/TAKE button to take into CREDIT then use HOLD 3/MENU or MENU button.

TROLL'S GOLD

To choose this game, press HOLD 1 being in the screen of games selection. TROLL'S GOLD is 5-reel 21-line video slot with large number of winning combinations, internal Jackpot and bonus games FREE GAMES. Winning combinations are the combinations of 2, 3, 4 or 5 equal symbols (see winnings table), situated side by side from left to right from the beginning of active play line, except symbol **Brilliant**. Winning's value depends on the bet value BET. The special **Brilliant** symbol is **Joker** and replaces any symbol in its position which is needed to get winning combination. Thus, great winning probability is enlarged. Each line gets you only the greatest winning. If 3, 4 or 5 symbols of **Brilliant** are dropped out on any reel, you get **SCATTER** winning which depends on total bet (TOT.BET). If 3 **Brilliant** symbols are dropped-out you get free bonus games with option to choose magic symbol. If one is fortunate the winning can be increased considerably in risk (double up) mode by DOUBLE or BET/DOUBLE button.

WINNING GAMES FREE GAMES

Three "**brilliant**" on any position on a panel give you 10 free games. There is magic roll with turning-over images of symbols is appeared on the screen. Using START button try to stop a desirable symbol which will replace **Brilliant** symbol in free games and will give magic bonus. Winnings in bonus games will be counted at first as in the main game. Don't forget that chosen magic symbol is **Joker** and **Scatter** now.

Then, on a reel with magic symbol all symbols are changed to magic. Winnings with magic symbol are counted in accordance with its advantages and number of active lines. All reels with magic symbols are counted closely spaced to magic symbols from left to right from the beginning of active lines.

RISK (Winning double up)

Using HOLD 2 and HOLD 4 buttons you need to guess in which of two vessels elixir (green fluid) is located. It's doubled up the winnings. If you get it wrong and instead of elixir choose a vessel with poison (red fluid), troll will die, and winning would canceled.

The number of maximum possible attempts of doubling is marked on a test tube in the right part of the screen. Each successful attempt gives you one point to the test tube.

You can always take the winning out using START/TAKE button.

Payout table for **TROLL'S GOLD** game
(Winning's value for BET=10)

Symbol	Winning			
	Two	Three	Four	Five
Troll 	100	1000	10000	50000 or Jackpot
Crown 	50	400	4000	20000
Lamp 	50	300	1000	7500
Scroll 	50	300	1000	7500
Symbols 		50	400	1500
Symbols 		50	250	1000
Brilliant 		2 TOT.BET	20 TOT.BET	200 TOT.BET
Brilliant is the Joker and replaces any symbol on its position				
If 3 Brilliant symbols are dropped out free bonus games are started				

DEEP LIFE

To choose this game, press HOLD 2 being in the screen of games selection. DEEP LIFE game is 5-reel 15 line video slot with a large number of winning combinations, such bonus games as CHEST and COCKLESHELL, and internal Jackpot. All reels have **Jokers - Neptune** symbols replace any symbol which is situated on its position at that moment, except **Mermaid, Starfish, Chest, and Shell** symbols. Winning combinations are the combinations of 3, 4 or 5 equal symbols, are located side by side on active play line from left to right, in the middle and from right to left, except symbols **Starfish** and **Shell**. Winning's value depends on the bet value BET. Only the biggest winning is paid off on each line. Game has original choice of free increasing of dropped-out winning. There are special **Starfish** symbols on all reels which give you the chance to respin the reel where this symbol was dropped out. Thus there is inscription RESPIN is appeared under the reel in case if extra spin of this reel could enlarge player winning. If during respinning the reel dropped-out winning can reduce or disappear, the inscription RESPIN isn't appeared. The player can think about 15 seconds and the **Starfish** is moving. After this time **Starfish** stays put and choice to respin reel is disappeared. If **Starfish** symbols are dropped out on several reels the player has chance to respin only one reel and only if there is no bonus combination. If 3, 4, 5 **Chest** symbols are dropped out, you get lossless bonus game on any play line. If 3, 4, 5 **Shell** symbols are dropped out on any position on reels you have got a chance to play "A shelly bonus". If one is fortunate the prize can be increased considerably in risk (double up) mode by DOUBLE or BET/DOUBLE button.

CHEST BONUS

If 3, 4, 5 **Chest** symbols are dropped out lossless bonus game is provided on any lines, and the number of bonus games will be in accordance with number of winning lines. Five closed chests are appeared on the screen. Each chest has winning points (coefficient to a BET). You have two attempts to choose the chest using HOLD1-HOLD5 buttons. Selected chest is being opening, and value of winning is shown. You can take your winning off and exit bonus using START/TAKE button, or you can try to improve it by choosing second chest. In this case previous winning is cancelled. The winning's value is proportional to rate on the line and quantity of dropped out Chests in the main game.

Table of winning coefficients of "**Chest**" bonus game

Combination	Winning coefficients (multiply by BET)
5 Chests	50, 75, 150, 350, 1000
4 Chests	25, 35, 75, 175, 500
3 Chests	5, 7, 15, 35, 100

SHELL BONUS

If 3, 4, 5 **Shell** symbols are dropped out on any position on reels you have got a chance to play "shelly bonus". Two shells are being appeared on the screen. You can pass five levels. Choose one of shells at each level using HOLD 2 and HOLD 4 buttons.

If you can find a pearl in the shell, you will get winning which is enlarged to coefficient for this level. Winnings at each level are summarized. Bonus game comes to an end if the shell is empty or all five levels are passed. Winning's value is proportional to the total bet (TOT.BET).

Table of winning coefficients of "**Shell**" bonus game

Combination	Winning coefficients from 1st to 5 th level (multiply by TOT.BET)
5 shells	10, 40, 80, 160, 500
4 shells	5, 20, 40, 80, 250
3 shells	1, 4, 8, 16, 50

RISK (WINNING double up)

There is one open card - DEALER and four close cards which have been pick out of deck at random (52 cards from two to ace and Joker) are appeared on the screen. You can choose one of four closed cards by HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons.

If the player's card is HIGHER than the DEALER's card the winning is doubled

If the player's card is LOWER than the DEALER's card, winning is cancelled.

If the player's card is EQUAL to the DEALER's card, and it is higher than "seven", you won.

If the player's card is EQUAL to the DEALER's card, and it is "seven" or less, the winning is also cancelled.

JOKER is ALWAYS winning and that is why it couldn't be a DEALER, but could be found among 4 close cards.

ACE is a superior card.

You can always take out the winning using START/TAKE button even the DEALER's card is open and if it seems too high to you.

Game in the RISK mode has limitation: if the winning is more than 200*TOT.BET it can't be doubled. In this case take out your winning.

PAYOUT TABLE for **DEEP LIFE** game
(Winning's value for BET=10)

Symbol	Winning		
	Three	Four	Five
Mermaid 	1000	10000	100000 or Jackpot
Neptune 	1000	2500	25000
Neptune is the Joker and replaces any symbol on its position except Mermaid, Star, Chest, and Cockleshell symbols.			
Octopus 	200	400	1500
Turtle 	100	400	1000
Fish 	50	400	750
Dolphin 	50	100	400
Crab 	20	50	200
Starfish 	Give a chance to respin the reel if there will be large winning		
Chest 	3, 4, 5 symbols on a play line give bonus game		
Shell 	3, 4, 5 symbols on a panel give bonus game		

LUCKY ROGER 2

To choose this game, press HOLD 3 being in the screen of games selection. The game LUCKY ROGER 2 is 5 reels 21 linear video slot with large number of winning combinations, internal Jackpot and bonus game Bottles. There are special symbols **Piracy Flag** on the 2nd, 3rd and 4th reels. This symbol is **Joker**. It replaces any symbol on its reel to a winning symbol, except **Rum** symbol. Thus great winning probability is considerably increased. **Joker** changes to **Wheel** only on its own position. Winning combinations are the combinations of 3, 4 or 5 identical symbols, situated side by side from left to right from the beginning of active play line, except **Rum** and **Wheel** symbols. Winning value depends on bet value BET. Each line gets you only the largest winning. If 3, 4 or 5 **Wheel** symbols are dropped out on any position of the panel you get **SCATTER** winning which depends on total rate (TOT.BET). If 3 symbols of **Rum** are dropped out on any position on reels number 3. 4. 5 you get bonus game.

If one is fortunate the winning can be increased considerably on a risk (double up) mode by DOUBLE or BET/DOUBLE button.

BOTTLES BONUS

If 3 symbols of **Rum** are dropped out on any position of reels number 3, 4, and 5 you get safe bonus game. On the screen you can see 5 barrels with bottles standing on them. Each bottle has winning points (coefficient to the value TOT.BET). Break any two of them using buttons HOLD1 - HOLD5. The prize which appears instead of broken bottles is added to WINNINGS.

RISK (WINNING doubling)

In the left part of the screen you can see card made of 9 fragments, closing the picture of beautiful lady (depending on bet and dropped-out prize some fragments can be already deleted). There are last 5 cards which were open in the right part of the screen. Face-down card is situated under them. You need to guess its color suit by HOLD 2/RED or HOLD 4/BLACK buttons. If you guess the card suit one obelized fragment of the picture is deleted and the winning is doubled. If you can't guess the card's suit, the winning is cancelled.

You can always take your winning off by START/TAKE button.

PAYOUT TABLE for **LUCKY ROGER 2** game
(Winning's value for BET=10)

Symbol	Winning		
	Three	Four	Five
Pirate 	250	2000	100000 or Jackpot
Woman 	200	1000	10000
Bomb 	200	1000	7500
Cannon 	200	1000	5000
Whingers 	100	200	1000
Bird 	50	100	1000
Chest 	50	100	1000
Map 	50	100	1000
Cat 	50	100	1000
Wheel 	2 TOT.BET	10 TOT.BET	50 TOT.BET
Rum 	3 Symbols on the 3, 4 and 5 reel give a bonus game		
Piracy Flag 	Is a Joker and replace any symbol on its reel (Steerable wheel is on its position), except Bottle symbol		

HOT MIX

To choose this game, press HOLD 4 being in the screen of games selection. HOT MIX game is classical 3-reel slot with 5 winning lines and internal Jackpot. There are special symbols with image of **Joker** on all reels. **Joker** can replace any symbol on its reel to a winning symbol, except **Seven** symbol. Thus great winning probability is considerably enlarged. Winning combination is the combination of 3 equal symbols, located side by side. Winning's value depends on the bet value BET. Reels are stopped only automatically.

If all identical symbols **Cherrie, Orange, Lemon** or **Plum** are dropped out on the game panel the main winning on all lines is increased by 2, 3, 4 or 5 times accordingly.

If one is fortunate the winning can be increased considerably in a risk mode (double up) using the DOUBLE or BET/DOUBLE button

RISK (WINNING double up)

There is a card blinks in the center of the screen. In the top part of the screen you can see suits of five face-up cards. You have to guess the suit of face-down card using HOLD 2/RED or HOLD 4/BLACK buttons. If you guess the winning is doubled up. If you guess wrong, the winning is cancelled.

You can always take out your winnings with START/TAKE button.

Game on a RISK mode has restriction: if the winning is more than 200*TOT.BET it can't be doubled. In this case take off your winnings.

PAYOUT TABLE for **HOT MIX** game
(Winning's value for BET=10)

Combination	Coefficient (multiply by bet)
3 «seven» 	1000 or Jackpot
3 «Jokers» 	250
3 «dollars» 	100
3 «plums» 	40
3 «lemons» 	25
3 «oranges» 	20
3 «cherries» 	10
3 «BAR» 	2
All «plums»	WIN 5
All «lemons»	WIN 4
All «oranges»	WIN 3
All «cherries»	WIN 2
Joker symbol replaces any Symbol, except the Seven	

HAPPY BEACH

To choose this game, press HOLD 1 being in the screen of games selection. The game HAPPY BEACH is 5-reel 9 pay lines video slot with large number of winning combinations, bonus games **MAKE A PHOTO** and internal Jackpot. There are special symbols with picture of monkey on all reels. These symbols are **Joker** and can turn into any symbol on their position to get winning combinations, except symbols **Photographer** and **Dolphin**. Winning combinations are the combinations from 3, 4 or five identical symbols, situated side by side on active play line from left to right, in the middle and from right to left, except symbol **Photographer**. Winning's value depends on bet's value BET. Only the largest winning is paid off on each line. If 3 or more **Photographer** symbols are dropped out on the panel you have a chance to play one of the bonus games **Make a Photo** which is chosen occasionally. If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

BONUS MAKE A PHOTO

Three, four or five **Photographer** symbols which have dropped out on a panel wherever their location give you a chance to one of the bonus games **Make a Photo** which is chosen occasionally. With HOLD 1, HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons you have to choose a model for photo session. If you guess the girl, you get the winning and a chance to choose next candidate. If you find a guy who has masked under the girl, bonus game comes to an end. Winning depends on total bet (TOT.BET) and on quantity of dropped-out **Photographer** symbols. All winning points received at all successful attempts are summarized and added to WINNINGS.

RISK (WINNING double up)

With HOLD2 and HOLD4 buttons you have to guess in what of two bags useful thing increasing your winning twice is. If you are wrong, monkey will put her hand into a trap, the winning will be canceled. The number of greatest possible attempts of doubling is marked by round tiles in the lower part of the screen. With each successful attempt blinking tile becomes colored. You can always take out your winning with START/TAKE button.

PAYOUT TABLE for **HAPPY BEACH** game
(Winning's value for BET=10)

Symbol	Winning		
	Three	Four	Five
Dolphin 	1000	10000	100000 or Jackpot
Monkey 	1000	2500	25000
Monkey is the Joker and replaces any symbol on its position (except Photographer and Dolphin symbols).			
Girl 	200	1000	2500
Cocktail 	200	500	1500
Symbol 	100	500	1000
Symbol 	100	500	750
Symbol 	50	100	500
Symbol 	20	50	200
Photographer 	3, 4, 5 Symbols on a panel give a bonus game MAKE A PHOTO		

VIKINGS

To choose this game, press HOLD 2 being in the screen of games selection. The game VIKINGS is 5-reel 21-line video slot with large number of winning combinations, internal Jackpot and safe two-level bonus game Shield. All winning combinations are counted on active play lines from left to right, except **Mill** symbol. **Idol** symbol on 2, 3 and 4 reels is the **Joker** and replaces all symbols on its reel (the **Mill** symbol only on its position) to necessary symbols for winning combinations. Winning's value depends on the bet value BET. **Joker** doesn't replace **Shield** symbol. 3, 4 and 5 **Mill** symbols on any position on the panel give you the **SCATTER** winning which depends on total bet (TOT.BET). Three **Shield** symbols on any position on the 3rd, 4th and 5th reels give you the chance to bonus game.

If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

TWO-LEVEL BONUS SHIELD

Three **Shield** symbols on any position on the 3rd, 4th and 5th reels give you the right to play bonus game. Choose any shield with HOLD 3, HOLD 4 or HOLD 5 buttons. Winning that appears in this case you could take out using START/TAKE button, or try to increase it choosing other shield. At that previous winning is cancelled. Winning's value depends on total bet (TOT.BET). Bonus game comes to an end if all three shields are opened or if you took your bonus off.

Under one of the shields instead of winning there can be an inscription **SUPER BONUS** - second level of bonus. Five lines with five shields in each are appeared on the screen. Under one of the shields of the first line there is an **Idol** symbol, and in the 4th and 5th lines there are **Skull** symbols. Game begins from the lower line. Use HOLD 1 - HOLD 5 buttons to open any shield of the first line, and you get your winning which was under a shield, and move to the next line. If under a shield **Idol** symbol was hidden, other shields in this line are being opening and all the points are summarized. Bonus game goes on until the player will open winning shield of the 5th line or he will find the **Scull** symbol. All points won in the Bonus game will be summarized. To take your winning out and return to the main game menu use START/TAKE button.

Table of winning coefficients of super bonus

Line	Winning coefficients (multiply by TOT.BET)
5-th	100
4-th	25, 35
3-d	17, 18, 19, 20, 20
2-nd	12, 14, 15, 16, 17
1-st	8, 10, 11, 12, 41 (Idol)

RISK (WINNING double up)

There is one open card - DEALER and four closed cards which have been picked out of deck at random (52 cards from two to an ace and Joker). You can choose one of four closed cards, using HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons.

If the player's card is HIGHER than DEALER's card, winning is doubled.

If the player's card is LOWER than DEALER's card, all winning is cancelled.

If the player's card is EQUAL to DEALER's card, and in this case it is higher than "seven", you won. If the card is EQUAL to DEALER's card, and it is "seven" or less, the winning is also cancelled.

JOKER is ALWAYS winning and that is why it couldn't be DEALER, but could be found among 4 closed cards.

The ACE is a superior card.

You can always take out the winning by START/TAKE button even the DEALER's card is open and if it seems too high to you

Game in the RISK mode has limitation: if the winning is more than 200*TOT.BET it can't be doubled. In this case take out the winning.

PAYOUT TABLE for **VIKINGS** game
(Winning's value for BET=10)

	Winning			
	Two	Three	Four	Five
Dragon 	20	250	2000	100000 or Jackpot
Boat 		200	1000	10000
Viking 		200	1000	7500
Girl 		200	1000	5000
Mug 		100	200	1000
Symbols 		50	100	1000
Symbols 		50	100	1000
Mill 		2 TOT.BET	10 TOT.BET	50 TOT.BET
Idol 	Idol is the Joker and replaces any symbol on the hole reel (Mill symbol only on its position), except Shield symbol			
Shield 	If 3 symbols are dropped out on the 3d, 4th and 5 th reels you get two-level bonus game			

FRENZY MONKEY

To choose this game, press HOLD 3 being in the screen of games selection. The game FRENZY MONKEY is 5-reel 9-line video slot with large number of winning combinations, internal Jackpot and two-level bonus game. All winning combinations on active play lines are situated from left to right and from right to left. The winning's value depends on bet's value BET. **Mask** symbol is the **Joker** and replaces all symbols on its position to necessary for winning combinations, except **FRENZY MONKEY** and **Monkey** symbols. Three, four or five **Monkey** symbols on any position give you the right to play two-level bonus game.

If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

BONUS GAME

Three, four or five **Monkey** symbols on any position give you the right to bonus game. Using HOLD 1 - HOLD 5 buttons in any sequence choose a rope. The monkey on the screen is pulling chosen rope, and everything that attached to it is being fallen to the monkey. If it is a bunch of bananas the monkey gulps it down and you get the winning. Then you can choose another rope. If instead of bananas there is a heavy thing only helmet can help but only once. Without helmet, bonus game stops. To secure the monkey with helmet you have to place quiet high bet in the beginning of the game. All your winning points are summarized.

If the monkey checked all 5 ropes and is alive, move to the second bonus level. Using HOLD 2 or HOLD 4 button choose one of two tablets. If you choose the tablet with prize, the winning is added to the previous winning which is got on previous stage. If you choose the tablet with LOSS inscription, you add nothing to your winning.

To take your winning out and to return to main menu, press START button.

All winning points in bonuses depend on TOT.BET value

RISK (WINNING double up)

There is one open card - DEALER and four closed cards which have been picked out of deck at random (52 cards from two to an ace and Joker). You can choose one of four closed cards, using HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons.

If the player's card is HIGHER than DEALER's card, winning is doubled.

If the player's card is LOWER than DEALER's card, all winning is cancelled.

If the player's card is EQUAL to DEALER's card, winning is not changed and the new deal starts.

JOKER is ALWAYS winning and that is why it couldn't be DEALER

The ACE is a superior card.

You can always take out the winning by START/TAKE button even the DEALER's card is open if it seems too high to you

PAYOUT TABLE for **FRENZY MONKEY** game
(Winning's value for BET=10)

Symbol	Winning		
	Three	Four	Five
Frenzy monkey 	2000	10000	100000 or Jackpot
Mask 	1000	5000	20000
Mask is a Joker and replaces any Symbol on its position (except Frenzy monkey and Monkey Symbols).			
Lion 	300	1000	5000
Pineapple 	200	500	2000
Anvil 	100	300	1000
Snake 	50	100	500
Bananas 	30	50	200
Butterfly 	20	30	100
Monkey 	3, 4 5 Symbols on a panel give a bonus game		

BANANAS

To choose this game, press HOLD 4 being in the screen games selection. BANANAS game is 5-reel 9-line video slot with large number of winning combinations, internal Jackpot and prize-winning games FREE GAMES. All winning combinations are counted on active play lines from left to right, except **Suitcase** symbol. The winning's value depends on bet's value BET. **Banana** symbol is **Joker** and replaces all symbols on its position to necessary for winning combinations and the winning is doubled. **Joker** doesn't replace **Suitcase** symbol. Two and more **Suitcase** symbols on any position on a panel give a **SCATTER** winning which depends on total bet (TOT.BET). If three or more **Suitcase** symbols are dropped out on a panel you have the right to play free bonus games
If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

BONUS GAMES (FREE GAMES)

If three or more **Suitcase** symbols are dropped out on a panel you have a chance to play 45 free games. If three or more **Suitcase** symbols are dropped out on a panel during BONUS GAMES you have a chance to play 45 free extra-games. Winning combinations are counted as well as in the main game.

RISK (WINNING double up)

There is the card blinks in the center of the screen. There are suits of last five open cards in the top part of the screen. You have to guess the suit of closed card using HOLD 2/RED or HOLD 4/BLACK buttons. If you guess the winning is doubled. If you are wrong, winning is cancelled.

You can always take out your winning with START/TAKE button.

Game on a RISK mode has restriction: if the winning is more than 200*TOT.BET it can't be doubled. In this case take out your winning.

PAYOUT TABLE for **BANANAS** game
(Winning's value for BET=10)

Symbol	Winning			
	Two	Three	Four	Five
Banana 	100	2500	25000	90000 or Jackpot
Banana is the Joker and replaces any Symbol on its position (except Suitcase Symbol) and double up the winning.				
Melon  &	20	300	1200	8000
Strawberry 				
Pineapple 		200	1000	4000
Mango  &		200	700	2500
Coconut 				
Symbols 		100	500	1200
Symbols 		40	300	100
Symbol 	20	40	300	100
Suitcase 	2 TOT.BET	4 TOT.BET	20 TOT.BET	500 TOT.BET
If 3 Suitcase Symbols are dropped out free bonus games are started				

RULES FOR RUSSIAN POKER GAME

To choose this game, press HOLD 5 being in the screen of games selection. The game RUSSIAN POKER is variant of classical poker with 3 three paid deals, accumulative mini-bonus (MINI BONUS). Every deck has 53 cards from "deuce" to "ace", four suits, with one JOKER card. In this game you need to collect combination from the list on the screen. You get only three deals then the game is started from the beginning (until CREDIT points come to an end). Winning's value depends on bet's value BET. If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

MAIN GAME

At first you need to choose game bet, using BET button (while holding the button autorepeat starts). During the game you can change your bet, but in this case game will start from the 1st deal (1-st DEAL). After each pressing START button BET value is subtracted from the CREDIT value and cards of the corresponding deal — 1-st DEAL, 2-nd DEAL, 3-rd DEAL are appeared.

Using HOLD 1, HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons you can note cards which won't be changed during following cards deal. By pressing START button all unmarked cards will be changed to others. The game program can note cards by itself, which will be the most successful to get winning combination in next deals.

If any of cards is noted, press START and game will be started from the beginning, i.e. from the first deal - 1-st DEAL.

WINNING (WIN)

All card parts are automatically noted in winning combination and corresponding line is highlighted in the winning's table.

If the winning is dropped out you can:

- play the deal to the end to improve winning combination.
- move to RISK (winning double up mode) using DOUBLE or BET/DOUBLE buttons.
- take the WINNING into CREDIT by noting all cards and pressing START button.

RISK (WINNING double up)

There is one open card - DEALER and four closed cards which have been picked out of deck at random (52 cards from two to an ace and Joker). You can choose one of four closed cards, using HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons.

If the player's card is HIGHER than DEALER's card, winning is doubled.

If the player's card is LOWER than DEALER's card, all winning is cancelled.

If the player's card is EQUAL to DEALER's card and it is higher than "seven", you won.

If the player's card is EQUAL to the DEALER's card and it is "seven" or less, the winning is also cancelled.

JOKER is ALWAYS winning and that is why it couldn't be a DEALER, but could be found among 4 close cards.

The ACE is a superior card.

You can always take out the winning by START/TAKE button even the DEALER's card is open if it seems too high to you

If you won, a picture of matreoshka appears on the top part of the screen, bigger and bigger at each level. If the player opens the biggest matreoshka shown above them, he gets maximum possible winning in this game Risk.

MINI BONUS – accumulative winning.

There is a scale over cards divided into seven segments. If the combination High PAIR ("The high pair" is 2 cards from Jack and higher) is dropped out and there is no winning combinations one segment is highlighted. When all seven segments will be highlighted you will get the winning equal to 7 bets (7*BET). Quantity of highlighted segments for each bet is various. The accumulative winning is collected and stored separately. It is safe in cases if points (CREDIT) come to an end, on exit from RUSSIAN POKER, and switching off the slot machine.

Go to the screen of games selection.

To go to the screen of games selection you have to play current game to an end. If there is a winning take it into CREDIT with START/TAKE button, after that use HOLD 3/MENU or MENU button.

PAYOUT TABLE for **RUSSIAN POKER**
(Winning's value for BET=10)

Combination	Winning
Five of A Kind	6000
Royal Flush	3000
Straight Flush	800
Four of A Kind	400
Full House	120
Flush	90
Straight	70
Three of A Kind	50
Two Pair	30
7 High Pair - Mini Bonus	70 (7 * 10)

100-DECK POKER GAMES RULES

To choose this game, press HOLD 5 being in the screen of games selection. 100-DECK POKER game is classical poker with two paid deals of cards and accumulative mini-bonus (MINI BONUS). In this version of poker you can play on big number of decks - from 10 to 100 at the same time. Each deck has 53 cards – from "deuce" to "ace", four suits, with one JOKER card. In this game you have to collect combination from list presented on the screen per two deals. Winning's value depends on bet's value BET.

If one is fortunate the winning can be increased considerably in a risk (double up) mode by DOUBLE or BET/DOUBLE button.

MAIN GAME

To start game you have to choose the decks' quantity from 10 to 100 using HOLD1 button and bet using BET button (while holding buttons autorepeat starts). For one pressing HOLD1 button the number of active decks is increased in 10 times. Active decks are marked by green color. BET window shows a bet on each deck, DECKS window - number of active decks.

After pressing START button total bet value (BET x DECKS) is subtracted from CREDIT value, and five cards of the first deal are appeared on the deck in the bottom of the screen.

For each pressing of HOLD 1, HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons, you can note cards which won't be changed in the following deal. The same cards will be open on all active decks. The game program can note cards by itself, which are most successful to receive winning combination in the following deal. By the following pressing START button total bet value (BET x DECKS) is subtracted again from CREDIT value, the bottom deck becomes inactive, and in active decks unnoted cards will be changed to others, for each deck they are own.

If you note all five cards of the first deal, the bet won't be subtracted from CREDIT value by pressing START button.

WINNING

If winning combination is dropped out on any active deck, the deck is noted by the name of this combination. Total number of identical winning combinations per all active decks is noted in windows near the name of corresponding combination in the bottom of the screen. In WIN window the total winning is reflected. Winning value is proportional to the bet on the deck.

MINI BONUS

MINI BONUS – accumulative winning. If the combination of JACKS or BETTER (2 cards from Jack and higher) bet's value per each deck with such combination is added to MINI BONUS value. If in Mini Bonus value the sum equal from 1000 to 1400 bets is collected in a casual manner, the winning of 1000 bets is paid out. This winning can be added to the WIN window with START button. The accumulative winning is collected in cases if (CREDIT) points are come to an end, on exit from 100-DECK POKER, and switching off slot machine.

RISK (WINNING double up)

There is one open card - DEALER and four closed cards which have been picked out of deck at random (52 cards from deuce to ace and Joker). You can choose one of four closed cards, using HOLD 2, HOLD 3, HOLD 4, HOLD 5 buttons.

If the player's card is HIGHER than DEALER's card, winning is doubled.

If the player's card is LOWER than DEALER's card, all winning is cancelled.

If the player's card is EQUAL to DEALER's card and it is higher than "nine", you won.

If the player's card is EQUAL to the DEALER's card and it is "nine" or less, the winning is also cancelled.

JOKER is ALWAYS winning and that is why it couldn't be a DEALER, but could be found among 4 close cards.

The ACE is a superior card.

After successful doubling you can take out the winning with START/TAKE button or try to double up your winning once one more time pressing DOUBLE or BET/DOUBLE button. If DEALER's card is open you can't refuse from double up game.

Game in a RISK mode has restriction: if the winning is more than 200*TOT.BET it can't be doubled. In this case take out your winnings.

AUTOPLAY mode

Pressing AUTOPLAY button, you can start game in automatic mode. In the bottom of the screen the inscription "AUTOPLAY" will change color. In this case distributions will be independently begun, noted cards, most successful for receiving winning combination, the dropped-out prizes (including mini-bonus) will be taken into CREDIT. In this mode you can't go to double up mode. To exit this mode you have to press AUTOPLAY button again.

Go to the screen of games selection.

To go to the screen of games selection you have to play current game to an end. If you have got winning take it into CREDIT using START/TAKE button, after that use HOLD 3/MENU or MENU button.

PAYOUT TABLE for **100-DECK POKER**
(Winning's value for BET=10)

Combination	Winning
Five of A Kind	6000
Royal Flush	3000
Straight Flush	800
Four of A Kind	400
Full House	120
Flush	90
Straight	70
Three of A Kind	50
Two Pair	30
MINI BONUS	10000 (1000 x BET)