

# AMATIC

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I N D U S T R I E S



## Game Description

### Admiral Nelson





## Short Facts

Name:	Admiral Nelson
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except Scatter and Ship symbols

## Graphics & Game

Admiral Nelson is a 5 reel game with 10 winlines and an exciting Bonus game.

Three Bonus symbols on any position on the screen trigger the Bonus game with 10 Bonusspins. During this Bonus the ship and Admiral symbols are Wild and substitute for all others except the Scatter symbol.

Additionally more Bonusspins can be retrIGGERED. Every time the Admiral symbol appears together with at least 2 Scatter symbols the Scatter wins will be doubled for each Admiral on the screen.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

Admiral Nelson					
	5 •	1000	 <b>wild</b>	5 •	500
	4 •	200		4 •	100
	3 •	50		3 •	25
	2 •	5		2 •	5
	5 •	250		5 •	1000
	4 •	75		4 •	200
	3 •	15		3 •	50
	2 •	5		2 •	20
	5 •	150		5 •	100
	4 •	40		4 •	20
	3 •	10		3 •	5
 <b>10</b> 3 SHIP symbols on any position win 10 BONUS SPINS.			 +  = <b>x2</b> Each ADMIRAL NELSON symbol will double SCATTER win.		
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS		
			1 CREDIT = 1		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Scatter Feature

Admiral Nelson is Wild and substitutes all symbols except Scatter and ship symbols.

2, 3, 4 or 5 Scatter symbols pay on any position. Each Admiral Nelson symbol on any position will double Scatter win.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:





## Bonusspin Feature

3 ship symbols on any position win 10 Bonusspins. Ship symbol substitutes all symbols except Scatter and Admiral Nelson symbols during Bonus. Wild symbols substitute for highest possible win. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

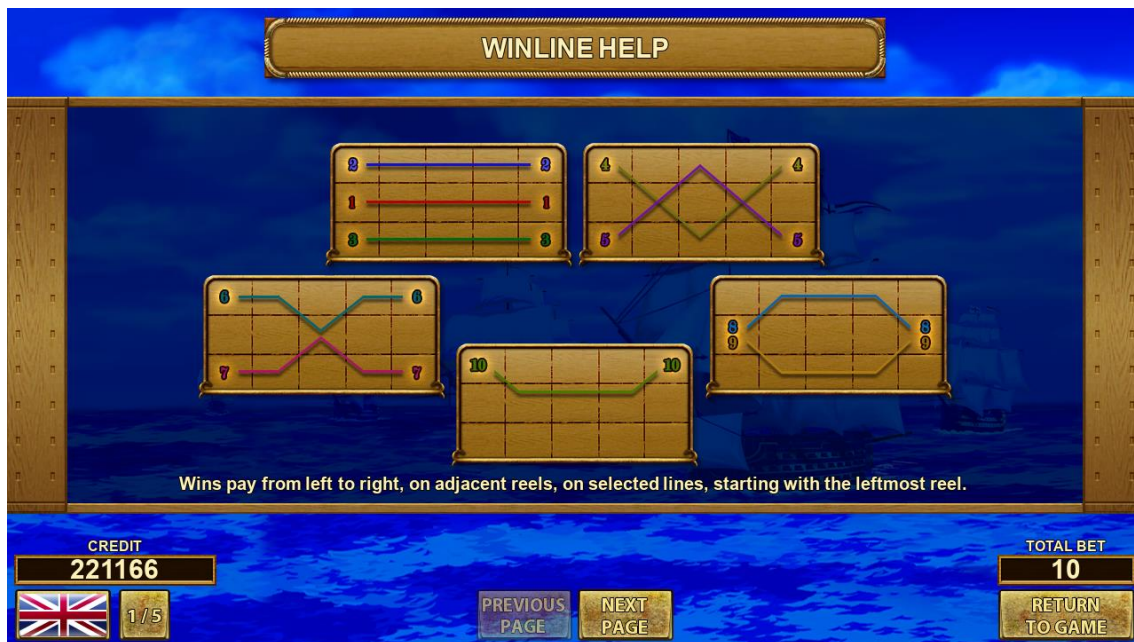




## Help - Menu




The help menu opens when pressing the HELP button. This has its own button panel.


<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP




	3 SHIP symbols on any position win 10 <b>BONUSSPINS</b> .
	2, 3, 4 or 5 <b>SCATTER</b> symbols pay on any position. Each <b>ADMIRAL NELSON</b> symbol on any position will double <b>SCATTER</b> win.
	<b>ADMIRAL NELSON</b> substitutes all symbols except <b>SCATTER</b> and <b>SHIP</b> symbols.


CREDIT **221166**  2/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET **10** RETURN TO GAME

### BONUS HELP

	3 SHIP symbols on any position win 10 <b>BONUSSPINS</b> . <b>BONUSSPINS</b> are played at the same bet and number of lines as the initiating game.
	<b>SHIP</b> symbol substitutes all symbols except <b>SCATTER</b> and <b>ADMIRAL NELSON</b> symbols during <b>BONUS</b> . <b>WILD</b> symbols substitute for highest possible win.
	Additional <b>BONUSSPINS</b> can be won during the <b>BONUS</b> round. Play the <b>BONUS</b> round until you have no <b>BONUSSPINS</b> left. During <b>BONUS</b> an alternate set of reels is used.

CREDIT **221166**  3/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET **10** RETURN TO GAME




### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**221166**

 4/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.


The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**221166**

 5/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

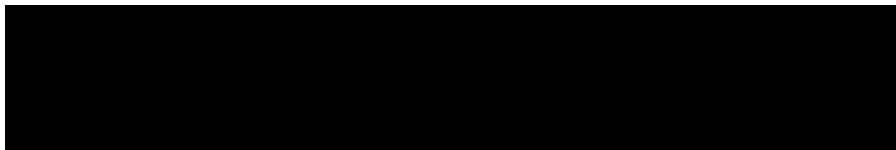


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Allways Fruits





## Short Facts

Name:	Allways Fruits
Game type:	5 reels / 3 symbols on each reel
Winlines:	Allways, 243 ways; wins pay from left to right
Wild symbol:	-

## Graphics & Game

Winning fruits wherever you look!

In this exiting fruit game, 5 reels award “all ways” wins on any position. The “2x” symbol doubles up all individual wins.

With 3 or more Bonus symbols 7, 10 or 15 spins are credited and lead to an “all scatter” second screen. During Bonus all symbols pay on any position.

Try to catch all this colourful fruits to achieve big wins. Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Multiplier Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

ALLWAYS FRUITS		
 5• 5000 4• 1250 3• 350	 5• 25000 4• 2500 3• 500	 5• 400 4• 200 3• 100
 5• 1000 4• 500 3• 250	 5• 2500 4• 1250 3• 250	 5• 400 4• 200 3• 100
 5• 500 4• 250 3• 150	 5• 2500 4• 1250 3• 250	 5• 250 4• 100 3• 50
 5• 500 4• 250 3• 150	 15 Spins 10 Spins 7 Spins	 <b>MULTIPLIER</b> symbol doubles winnings.
ALL VALUES IN CREDITS	MALFUNCTION VOIDS ALL PAYS AND PLAYS	1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

## Multiplier Feature

Multiplier symbol doubles winnings. Multiplier is no Wild. Multiplier appears only on reels 1-3. Multiplier wins will be added up.





## Bonusspin Feature

3, 4 or 5 Bonus symbols on any position win 7, 10 or 15 Bonusspins accordingly.

During Bonus all symbols pay on any position. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:

BONUSSPINS LEFT		TOTAL BONUSSPINS	
	3, 4 or 5 BONUS symbols on any position win 7, 10 or 15 BONUSSPINS accordingly.		
	During BONUS all symbols pay on any position.		
	Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round.		

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

Bonusspins:

A	L	S	C	A	T	T	E	R

BONUSSPINS PLAYED: 0 OF 15

CREDIT 8900      2500      BET 50      START



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

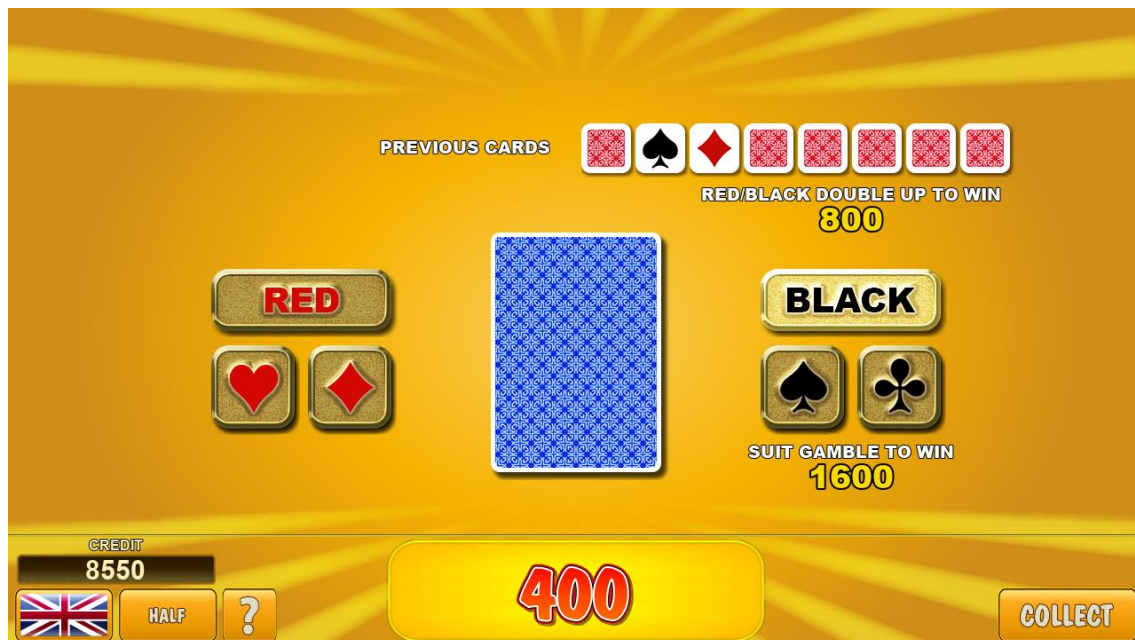
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu



The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
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<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP

	<p>BONUS symbol pays on any position. BONUS symbol is SCATTER.</p>
	<p>MULTIPLIER symbol doubles winnings. MULTIPLIER is no WILD. MULTIPLIER appears only on reels 1-3. MULTIPLIER wins will be added up.</p>

CREDIT  
**7850**




 2 / 5

PREVIOUS PAGE    NEXT PAGE


BET  
**50**

RETURN TO GAME

### BONUS HELP

	<p>3, 4 or 5 BONUS symbols on any position win 7, 10 or 15 BONUSPINS accordingly.</p>
	<p>During BONUS all symbols pay on any position.</p>
	<p>Play the BONUS round until you have no BONUSPINS left. Additional BONUSPINS can be won during the BONUS round.</p>

CREDIT  
**7850**

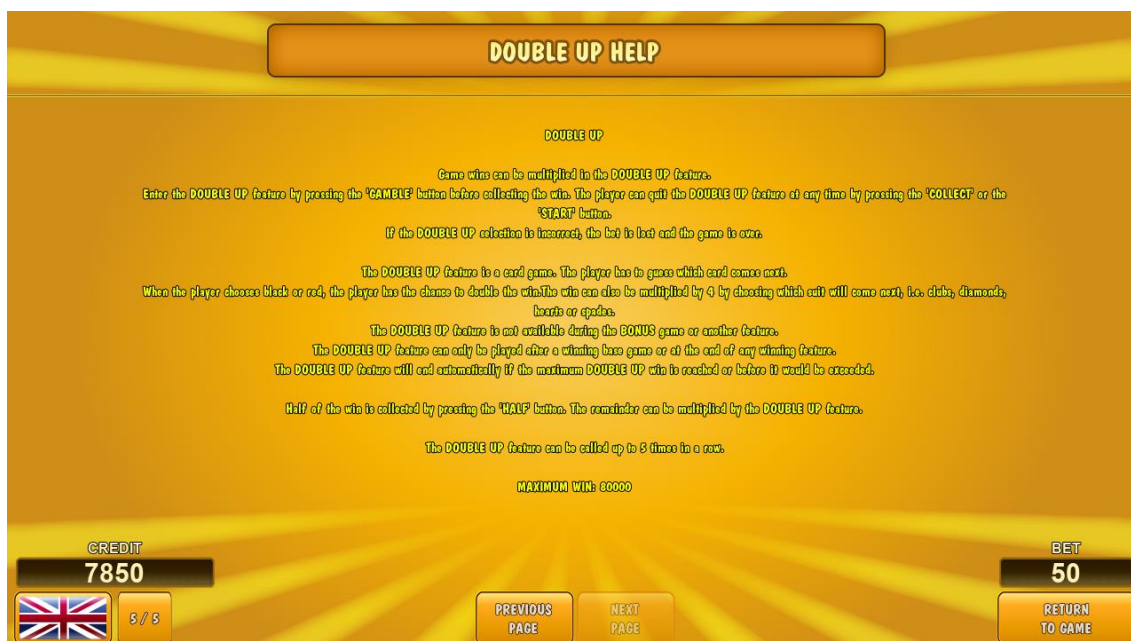
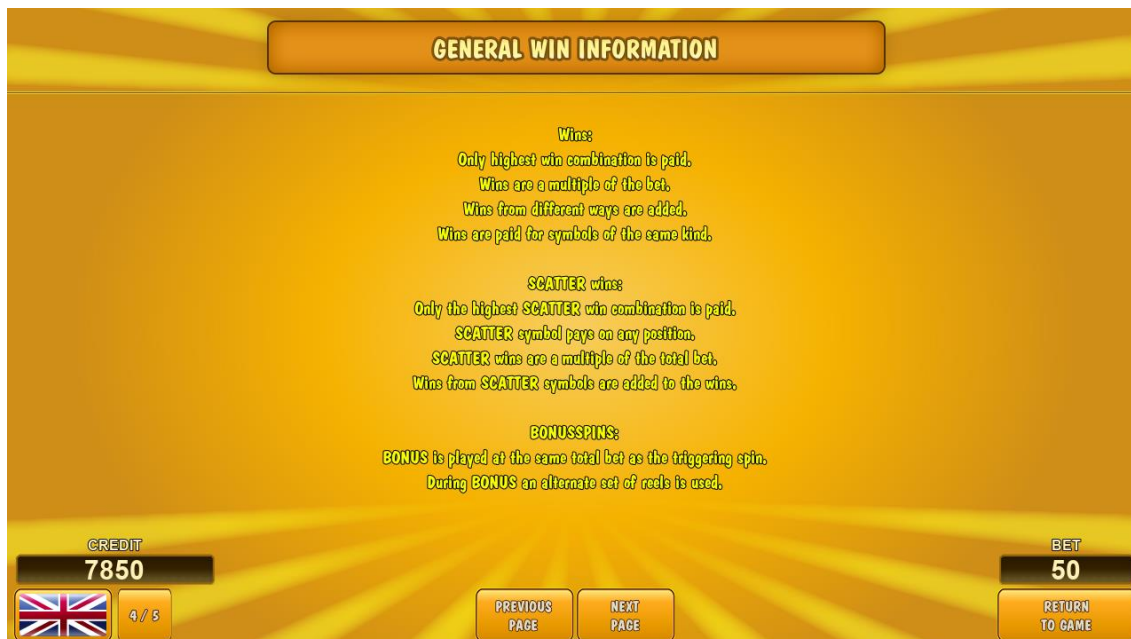
 3 / 5

PREVIOUS PAGE    NEXT PAGE

BET  
**50**

RETURN TO GAME





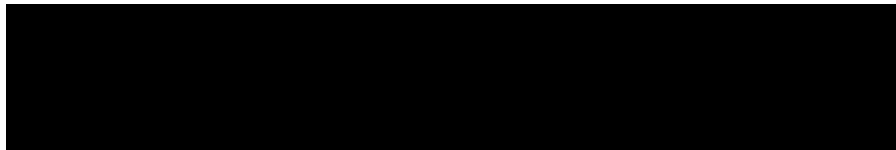


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Arising Phoenix





## Short Facts

Name:	Arising Phoenix
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 / 50 winlines; wins pay from left to right
Wild symbol:	Wild – the phoenix – substitutes for any symbol on the reels

## Graphics & Game

Let the phoenix arise!

This 5-reel game has a total of 40 or 50 winlines – creating ample opportunities for the phoenix to be saved.

The phoenix acts as the wild symbol. Try and get the respin – you just need 4 of the same symbols and one wild to get it.

Beautiful symbols add to the personality of this game – including the burning feather and the diamond ring.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Respin Feature
- Gamble Feature



## Pay Table

ARISING PHOENIX					
	5•	1000		40000	
	4•	200			
	3•	50			
RESPIN					
	5•	300			
	4•	60			
	3•	30			
	5•	150		4 identical symbols on reel 1 and a WILD symbol on any position will start the RESPIN feature, except a fullscreen win.	
	4•	30			
	3•	15			
ALL VALUES IN CREDITS					
MALFUNCTION VOIDS ALL PAYS AND PLAYS					
1 CREDIT = €1					

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Respin Feature

The Wild symbol substitutes every other symbol. Wild symbol appears only on reels 2-4.

4 identical symbols on reel 1 and a Wild symbol on any position will start the Respin Feature, except a full screen win. The starting symbols turn into trigger symbols and will stay until the end of the Feature. Every new trigger symbol will be held and win another Respin.

The Respin Feature ends if no additional trigger symbols appear or at full screen. Wins are counted at the end of the Respin Feature.

Respin Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.

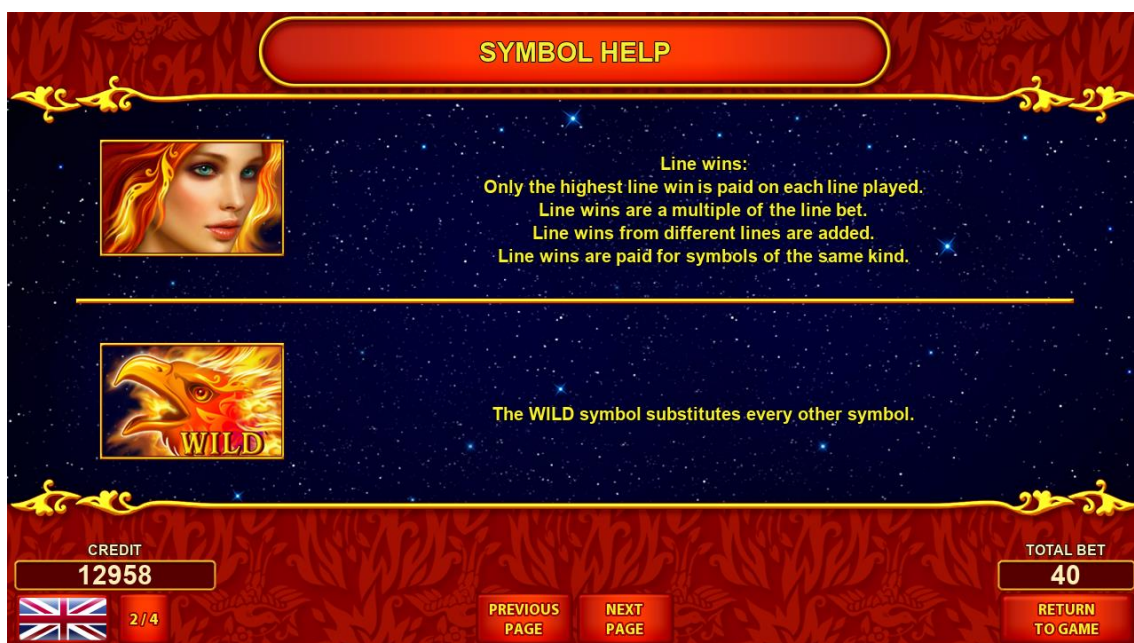




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
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<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





## RESPIN HELP

### RESPIN FEATURE

4 identical symbols on reel 1 and a WILD symbol on any position will start the RESPIN feature, except a fullscreen win. The starting symbols turn into TRIGGER symbols and will stay until the end of the feature. Every new TRIGGER symbol will be held and win another RESPIN. The RESPIN feature ends if no additional TRIGGER symbols appear or at fullscreen. Wins are counted at the end of the RESPIN feature.

CREDIT

**12958**

 3/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET

**40**

RETURN TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 64000

CREDIT

**12958**

 4/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET

**40**

RETURN TO GAME

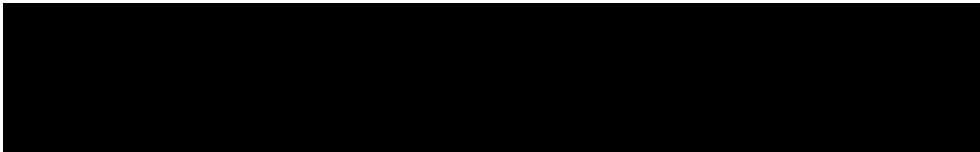


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Aztec Emerald





## Short Facts

Name:	Aztec Emerald
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all other symbols except Bonus symbol

## Graphics & Game

The ancient Aztec civilization is known for its mystery treasures. Reach out for the secret gold and emeralds of the Aztecs!

This slot game comes in a classic 5x4 reel format with 50 winlines in total.

Let the magic culture of the imposing pyramids impress you! Colourful and sparkling graphics will help you to discover the features of this game. After three or more pyramids appear on the screen you will manually choose the winning multiplier: select from the shiny, mystic symbol the desired Bonus games and number of Wilds for the Bonus game: 5 Bonus games & 10 random Wilds, 10 & 7 or 15 & 5 accordingly.

Explore amazing wining chances and the lost cultural heritage of Aztec Emerald!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature with locked golden frames
- Bonusspin Feature
- Gamble Feature



## Pay Table

AZTEC EMERALD																																	
	5.	250		5.	50000		5.	100																									
	4.	50		4.	1000		4.	25																									
	3.	20		3.	100		3.	5																									
	2.	2																															
	5.	75	<table><tr><td>5 WILD</td><td>7 WILD</td><td>10 WILD</td></tr><tr><td>45</td><td>30</td><td>15</td></tr><tr><td>30</td><td>20</td><td>10</td></tr><tr><td>15</td><td>10</td><td>5</td></tr></table>			5 WILD	7 WILD	10 WILD	45	30	15	30	20	10	15	10	5	<table><tr><td>5 WILD</td><td>7 WILD</td><td>10 WILD</td></tr><tr><td>45</td><td>30</td><td>15</td></tr><tr><td>30</td><td>20</td><td>10</td></tr><tr><td>15</td><td>10</td><td>5</td></tr></table>			5 WILD	7 WILD	10 WILD	45	30	15	30	20	10	15	10	5	
	5 WILD	7 WILD	10 WILD																														
	45	30	15																														
	30	20	10																														
15	10	5																															
5 WILD	7 WILD	10 WILD																															
45	30	15																															
30	20	10																															
15	10	5																															
4.	20	BONUSSPINS			BONUSSPINS																												
3.	5	BONUSSPINS			BONUSSPINS																												
	5.	30		On Spin 12, all collected Golden Frames turn into WILD symbols.																													
	4.	10																															
	3.	2																															
	5.	75																															
	4.	20																															
	3.	5																															
	5.	30																															
	4.	10																															
	3.	2																															

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Golden Frames are held into reel position on any reel with an EMERALD symbol. On Spin 12 (counter marked in red on the screenshot), all collected Golden Frames turn into Wild symbols. Wild symbol substitutes all symbols except Bonus symbol.

The spin counter in the main game:

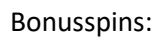


3, 4 or 5 Bonus symbols win 5 up to 45 Bonusspins. At the start of the Bonus choose your own Bonusspins and Wild combination as shown:





Bonus help:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

**FLAG**

- Enables the player to change language

**PAGE INDEX**

- Indicates the page

**PREVIOUS PAGE**

- To switch to the previous page

**NEXT PAGE**

- To switch to the next page




**RETURN TO GAME**

- To continue the game





## SYMBOL HELP






**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**BONUS symbol pays on any position. BONUS symbol is SCATTER.**

**Golden Frames** are held into reel position on any reel with an **EMERALD** symbol. On Spin 12, all collected Golden Frames turn into **WILD** symbols. Locked Golden frames and spin counters are stored separately for each bet. **WILD** symbol substitutes all symbols except **BONUS** symbol.

CREDIT  
**10000**



2/5

PREVIOUS PAGE



NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

## BONUS HELP

	5 WILD	7 WILD	10 WILD
5	45	30	15
4	30	20	10
3	15	10	5
	BONUSSPINS	BONUSSPINS	BONUSSPINS





**3, 4 or 5 BONUS symbols win 5 up to 45 BONUSSPINS.**  
At the start of the **BONUS** choose your own **BONUSSPINS** and **WILD** combination as shown.

The selected number of **WILD** symbols move on every **BONUSSPIN** to a random reel position.

Play the **BONUS** round until you have no **BONUSSPINS** left.  
Additional **BONUSSPINS** can be won during the **BONUS** round.

CREDIT  
**10000**



3/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME




## GENERAL WIN INFORMATION

**SCATTER wins:**  
 Only the highest **SCATTER** win combination is paid.  
**SCATTER** symbol pays on any position.  
**SCATTER** wins are a multiple of the total bet.  
 Wins from **SCATTER** symbols are added to the line wins.

**BONUSSPINS:**  
**BONUS** is played at the same line bet and same number of lines as the triggering spin.  
 During **BONUS** an alternate set of reels is used.

CREDIT  
**10000**



4/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

## DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the **DOUBLE UP** feature.

Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' button.  
 If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.  
 When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.


The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.  
 The **DOUBLE UP** feature can only be played after any other feature has ended.  
 The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT  
**10000**



5/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

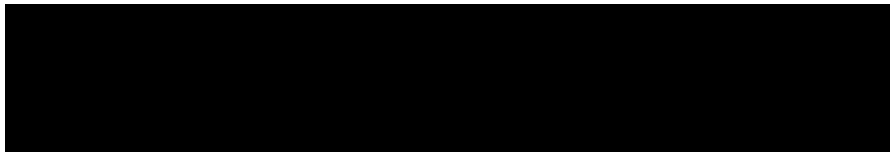


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Bells On Fire





## Short Facts

Name:	Bells On Fire
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 / 50 winlines; wins pay from left to right
Wild symbol:	The bell substitutes all symbols on the reels

## Graphics & Game

The burning bell sets all players on fire with this game in a classic 5 x 4 format with 40 or 50 winlines!

The Bell is substituting for all other symbols while the star is the scatter symbol.

Bells on Fire is part of the classics of Fruit games with the special price of five 7's on all 40 / 50 lines!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# Bells On Fire

5.	1000
4.	200
3.	60
2.	4

40000

5.	300
4.	100
3.	40

5.	200
4.	80
3.	20

WILD

substitutes for

SCATTER

5.	10000
4.	800
3.	80

5.	100
4.	40
3.	8

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

The Wild symbol substitutes all symbol except the Scatter symbol. Wild symbol appears only on reels 2-4.

The Star is the Scatter symbol. Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

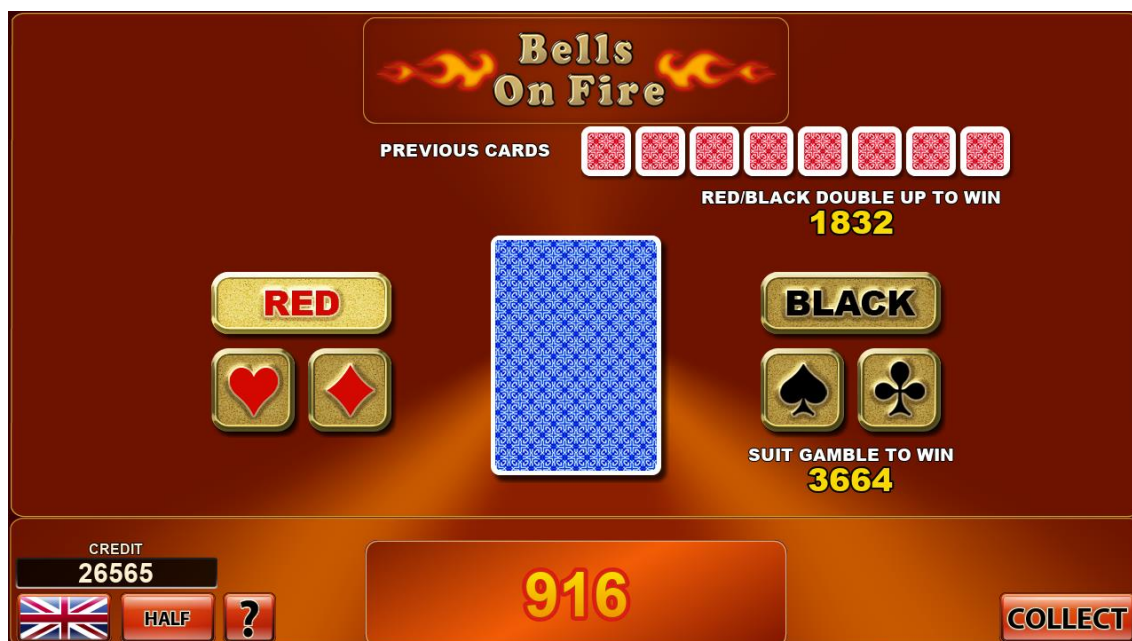
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP



**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.




WILD symbols substitutes all symbols except SCATTER symbol. WILD symbol appears only on reels 2-4.



**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**26605**

TOTAL BET  
**40**



### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.



The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.



Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.


MAXIMUM WIN: 64000

CREDIT  
**26605**

TOTAL BET  
**40**





## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Billyonaire





## Short Facts

Name:	Billyonaire
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 winlines; wins pay from left to right
Wild symbol:	Grand X substitutes all symbols except Scatter symbols

## Graphics & Game

Turn back the hands of time and visit the exciting underworld of Chicago in the 1930s, with Amatic's Billyonaire.

The brand new 5 reel game with 40 winlines lets players feel like they belong to the billionaire's club, hunting for the big money in the Fabulous Casino GrandX.

The famous main character Gangster Billy – this time on his own – is the Scatter symbol and pays on any position. When appearing 3 or more times on the main reels he acts as Bonus symbol awarding 7 Bonusspins. Once entering a Bonus round an extra Wild symbol is randomly chosen and substitutes all other except Billy itself.

The GrandX Casino is the place to play and stacked Wild symbol replaces any other symbol except Gangster Billy and increase winning combinations for every spin in the main game.

Gangster Billy gets rich and enjoys the Fabulous Casino GrandX with his billions.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

BILLYONAIRE		
	5. 1000 4. 400 3. 50	
	5. 200 4. 100 3. 20	
		
	5. 100 4. 25 3. 5	
		
 <p><b>SCATTER</b></p> 5. 10000 4. 800 3. 80		
<p><b>7 BONUS SPINS</b></p> 		
	5. 300 4. 200 3. 40	
	5. 150 4. 40 3. 5	
		
	5. 100 4. 25 3. 5	

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Grand X substitutes all symbols except Scatter. Grand X symbol only appears on reels 2-4.

3, 4 or 5 Billy symbols on any position win 7 Bonusspins. At the beginning of the Bonusspins a symbol is randomly selected; it could be any except Billy and turns into the Extra Wild symbol. The Extra Wild symbol substitutes all symbols except Billy symbol during Bonus.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected symbol:





BONUSSPINS LEFT

7

TOTAL BONUSSPINS

7

GRAND X  
★ ★ ★ ★ ★ ★ ★ ★  
ONLINE CASINO



EXTRA WILD symbol substitutes all symbols except BILLY symbol.



3, 4 or 5 BILLY symbols on any position win 7 BONUSSPINS.

ALL VALUES IN CREDITS

MALEFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

40 LINES

13  
15  
3  
26  
39  
5  
21  
1  
17  
8  
20  
7  
18  
2  
22  
6  
10  
40  
16  
4  
14  
12

EXTRA WILD

EXTRA WILD

EXTRA WILD

EXTRA WILD

EXTRA WILD

Chicago News  
Bank Robbery

WHISKY

WHISKY

WHISKY

WHISKY

WHISKY

CIGAR LOUNGE

BONUSPINS PLAYED: 0 OF 7

CREDIT  
2215

80

TOTAL BET  
40

START

11  
20  
9  
14  
37  
27  
15  
28  
35  
23  
24  
10  
36  
30  
32  
5  
38  
20  
25  
34  
10  
1 BET



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
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<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP



**SCATTER**

Symbol BILLY is SCATTER.



**GRAND X WILD**

GRAND X substitutes all symbols except SCATTER.  
GRAND X symbol only appears on reels 2-4.

CREDIT  
**1960**

 2/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**40**

RETURN TO GAME

### BONUS HELP



3, 4 or 5 BILLY symbols on any position win 7 BONUSPINS. BONUSPINS are played at the same bet and number of lines as the initiating game.

At the beginning of the BONUSPINS a symbol is randomly selected, it could be any except BILLY and turns into the EXTRA WILD symbol. The EXTRA WILD symbol substitutes all symbols except BILLY symbol during BONUS.

Play the BONUS round until you have no BONUSPINS left.  
Additional BONUSPINS can be won during the BONUS round.  
During BONUS an alternate set of reels is used.

CREDIT  
**1960**

 3/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**40**

RETURN TO GAME



### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**CREDIT**  
1960

 4 / 5

**PREVIOUS PAGE** **NEXT PAGE**

**TOTAL BET**  
40

**RETURN TO GAME**

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.


The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 64000

**CREDIT**  
1960

 5 / 5

**PREVIOUS PAGE** **NEXT PAGE**

**TOTAL BET**  
40

**RETURN TO GAME**



## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Book of Aztec





## Short Facts

Name:	Book of Aztec
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Book is Wild and substitutes for all symbols

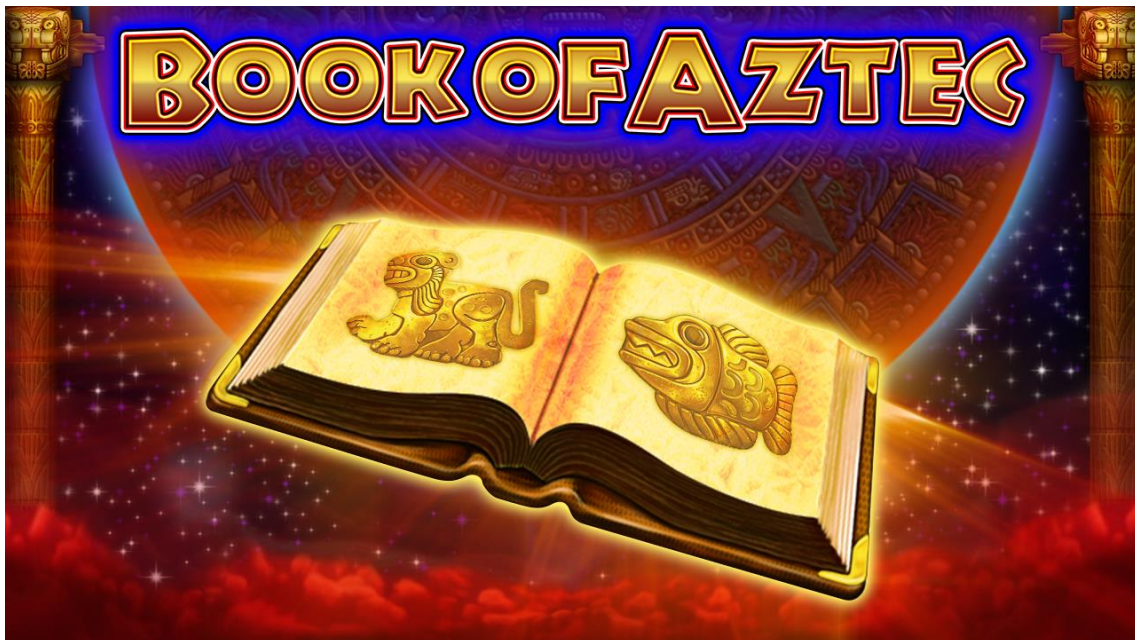
## Graphics & Game

Enter the enchanted world of Book of Aztec. Book of Aztec is a 5 reel game with 10 winlines.

The Maya calendar predicts many changes in 2012. Find out what mysteries the Book of Aztec brings to you. The colourful and detailed Aztec symbols make up this game.

There are great ways to win! Player will get a guaranteed win in every Bonusspin. Hit any three Aztec Masks or more on any position to activate 5 Bonusspins.

At the beginning of every Bonusspin, a symbol is randomly selected – it can be any except the Aztec Mask. The symbol then covers all positions from left to right until a winning combination pays according to the payable. The other reels spin to further increase the win chance.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

# BOOK OF AZTEC

5	5000
4	1000
3	100
2	10

## BONUS WILD

5	2000
4	200
3	20

## 10 SPINS

5	2000
4	400
3	40
2	5

5	750
4	100
3	30
2	5

5	150
4	40
3	5

5	100
4	25
3	5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Book is Wild and Scatter and substitutes for all symbols.

3 or more Book symbols on any position win 10 Bonusspins.

At the beginning of the Bonusspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.

Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.

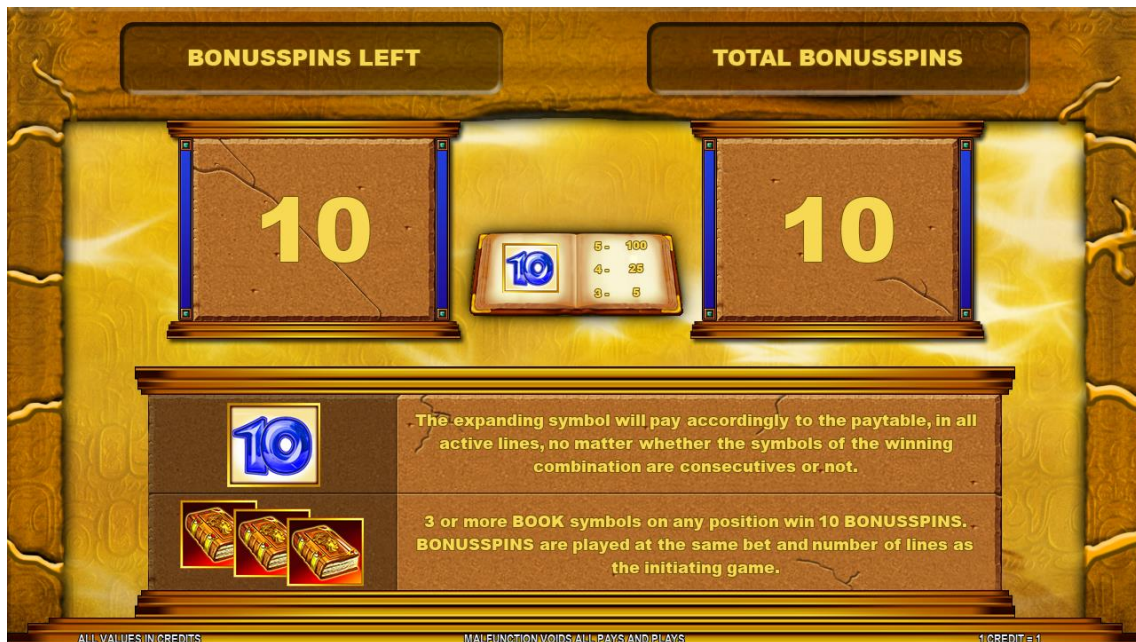
Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Expanding symbol selection:





Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

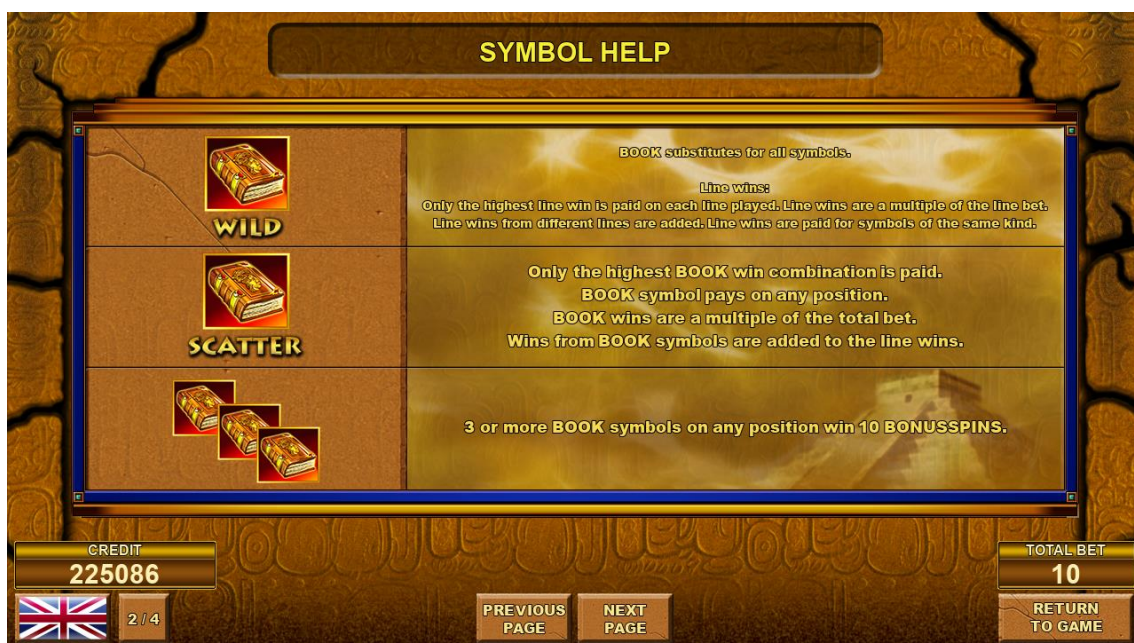




## Help - Menu




The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### BONUS HELP

	<b>3 or more BOOK symbols on any position win 10 BONUSPINS.</b> BONUSPINS are played at the same bet and number of lines as the initiating game.
	At the beginning of the BONUSPINS the expanding symbol is randomly selected, it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During BONUS, line winnings are paid out first; then the expansion takes place and player win is added to the total win.
	Play the BONUS until you have no BONUSPINS left. BONUSPINS can be re-triggered during the BONUS. During BONUS an alternate set of reels is used.

CREDIT  
**225086**

 3 / 4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**225086**

 4 / 4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

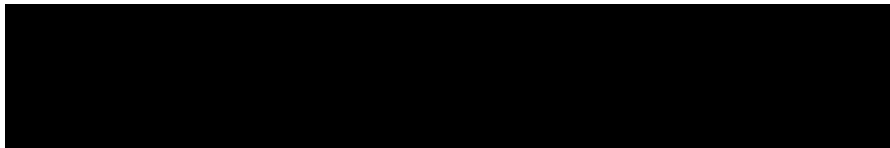


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Book of Fortune





## Short Facts

Name:	Book of Fortune
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	Book is Wild and substitutes all symbols

## Graphics & Game

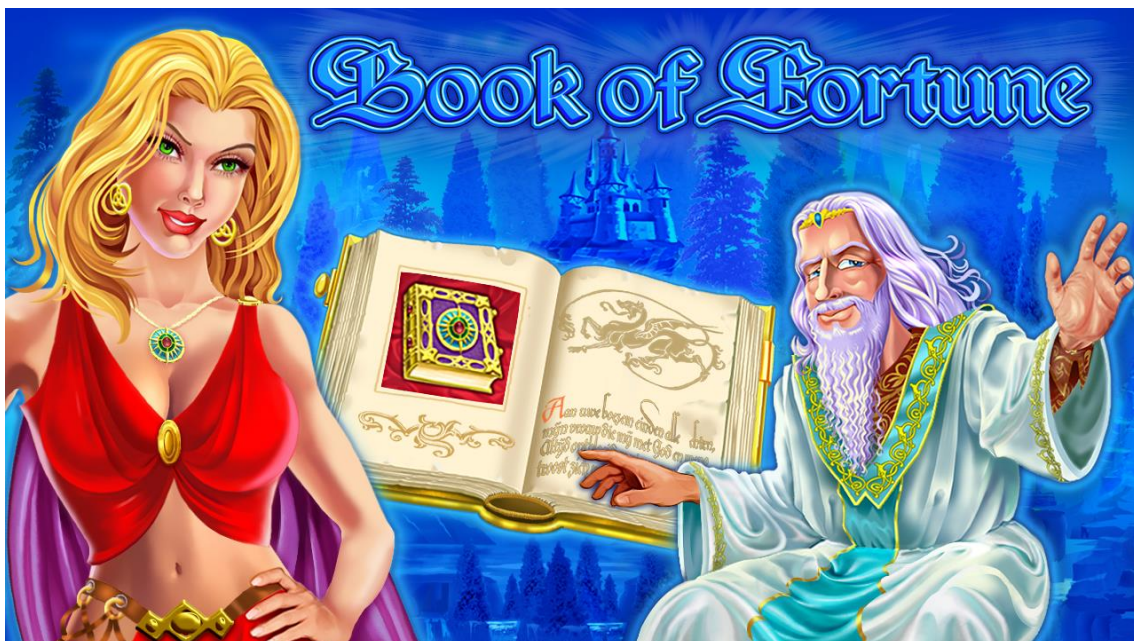
Gorgeous witches, ancient wise wizards, crafty owls, spooky castles all of them bring luck and wealth, in the Book of Fortune.

In this 5 reels game with 20 winlines the Book is both the Wild symbol and the Scatter symbol.

Three or more Book symbols bring you luck and activates the Bonus game. The expanding symbol is randomly selected at the beginning of the Bonusspins.

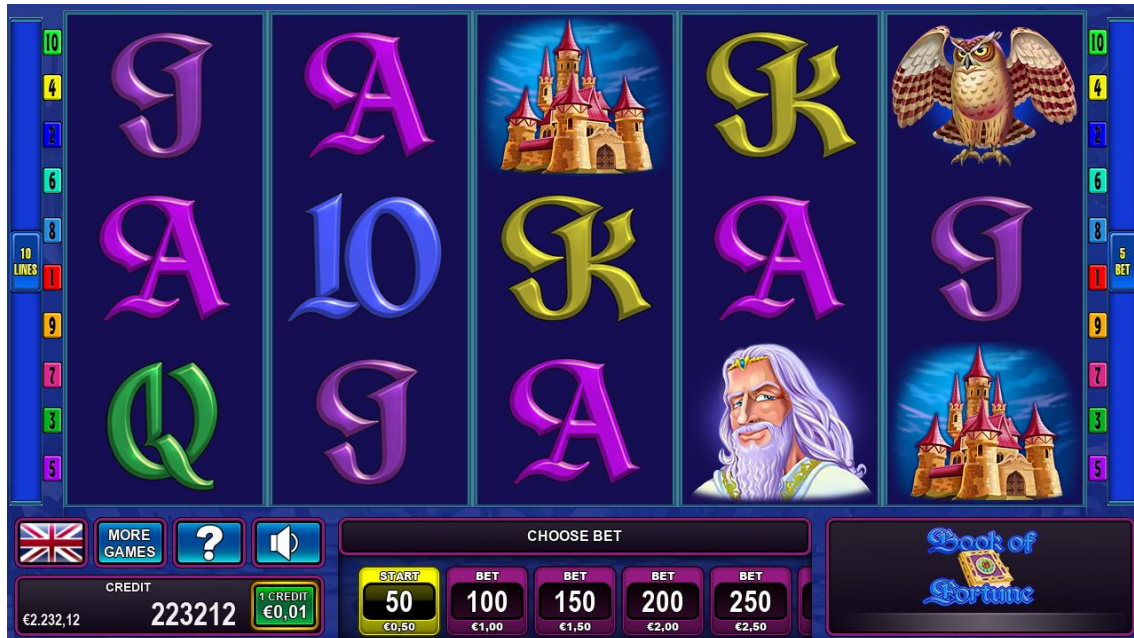
During the Bonus game you will have the chance to win additional free spins and a lot of extra credits.

With the appearance of witches, owls, wizards and so on in this mystical game, you will have a tremendous amount of fun. Book of Fortune will take you on a breath-taking adventure, featuring the full power of stunning graphics, unique sound quality and a grand game experience!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

<h1>Book of Fortune</h1>					
	5 •	25000		5 •	10000
	4 •	5000		4 •	2000
	3 •	500		3 •	200
	2 •	50		2 •	25
	5 •	3750	<b>WILD</b> 	5 •	10000
	4 •	500		4 •	1000
	3 •	150		3 •	100
	2 •	25		BOOK pays on any position.	
	5 •	10000		5 •	3750
	4 •	2000		4 •	500
	3 •	200		3 •	150
	2 •	25		2 •	25
		5 • 750 4 • 200 3 • 25			5 • 500 4 • 125 3 • 25
					
3 or more BOOK symbols on any position win 10 BONUS SPINS.			BOOK substitutes for all symbols.		
ALL VALUES IN CREDITS		MALFUNCTION VOIDS ALL PAYS AND PLAYS		1 CREDIT = €0.01	

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspins Feature

Book is Wild and substitutes all symbols.

3 or more Book symbols on any position win 10 Bonusspins.

At the beginning of the Bonusspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.

Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.

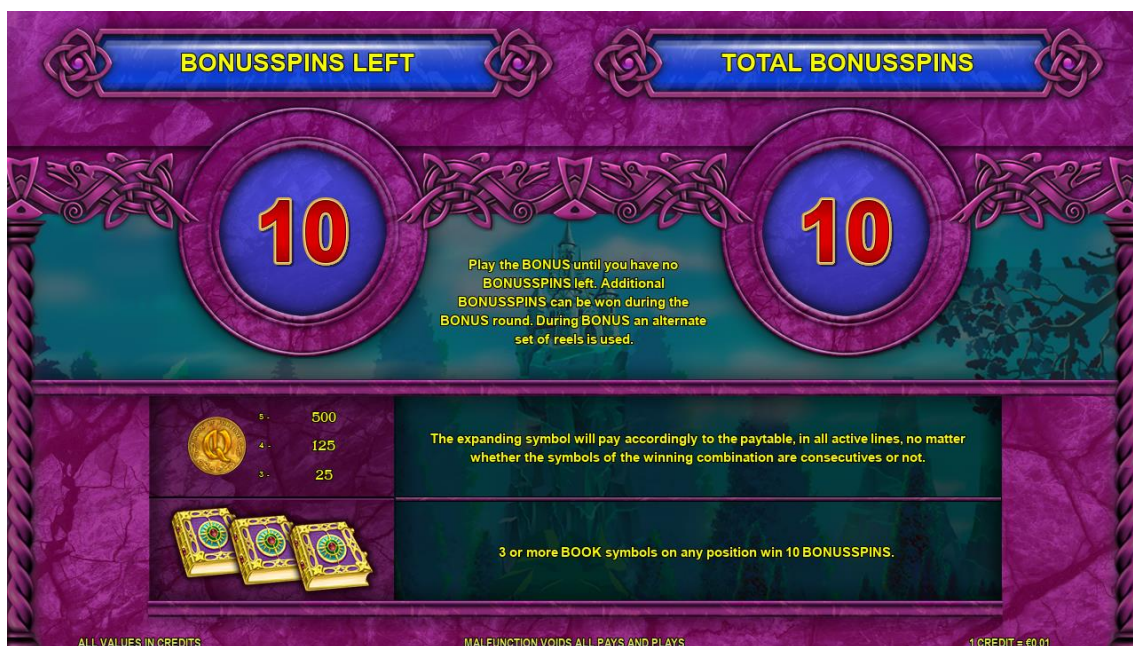
Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected symbol:





Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

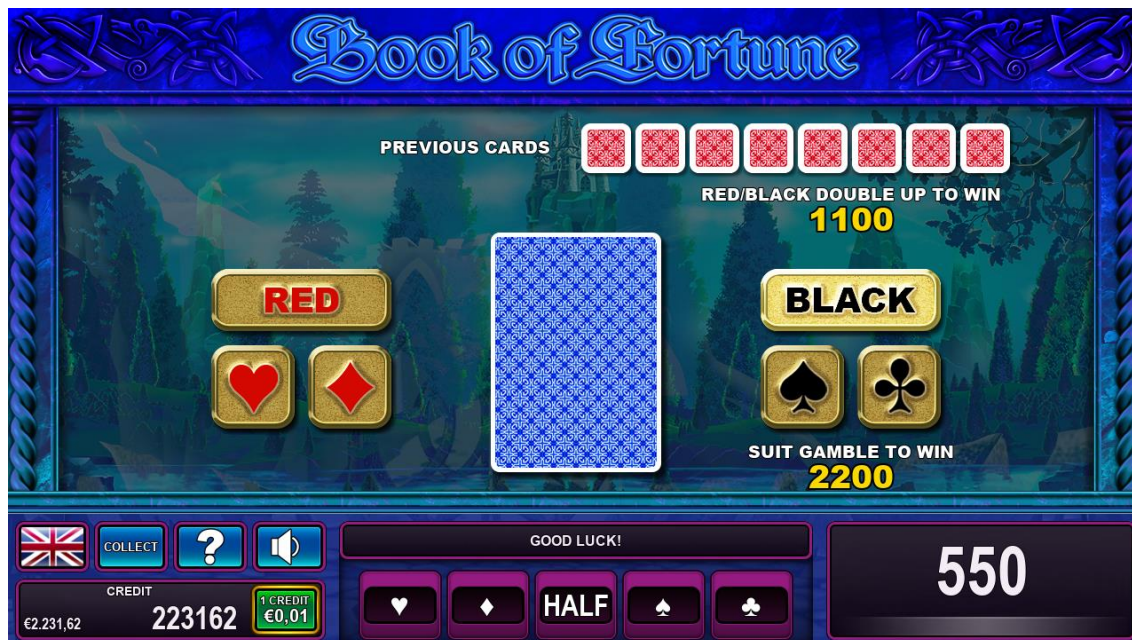
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

**FLAG**

- changes the language

**RETURN TO GAME**

- returns to the game

**PAGE INDEX**

- to switch to the next page

**SOUND**

- changes the volume

**CREDIT**

- displays the current credit

**BET IN BET BUTTON SLIDER**

- displays only the currently selected gold bordered bet





### SYMBOL HELP

 <b>WILD</b>	<p>BOOK substitutes for all symbols.</p> <p>Line wins: Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
 <b>SCATTER</b>	<p>Only the highest BOOK win combination is paid. BOOK symbol pays on any position. BOOK wins are a multiple of the total bet. Wins from BOOK symbols are added to the line wins.</p>
	<p>3 or more BOOK symbols on any position win 10 BONUSPINS.</p>

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP




RETURN TO GAME 2 / 5

CREDIT €2,232,12 223212 1 CREDIT €0,01

BET 50 €0,50

Book of Fortune

### BONUS HELP

	<p>3 or more BOOK symbols on any position win 10 BONUSPINS. BONUSPINS are played at the same bet and number of lines as the initiating game.</p>
	<p>At the beginning of the BONUSPINS the expanding symbol is randomly selected, it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During BONUS, line winnings are paid out first; then the expansion takes place and player win is added to the total win.</p>
	<p>Play the BONUS until you have no BONUSPINS left. Additional BONUSPINS can be won during the BONUS round. During BONUS an alternate set of reels is used.</p>

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

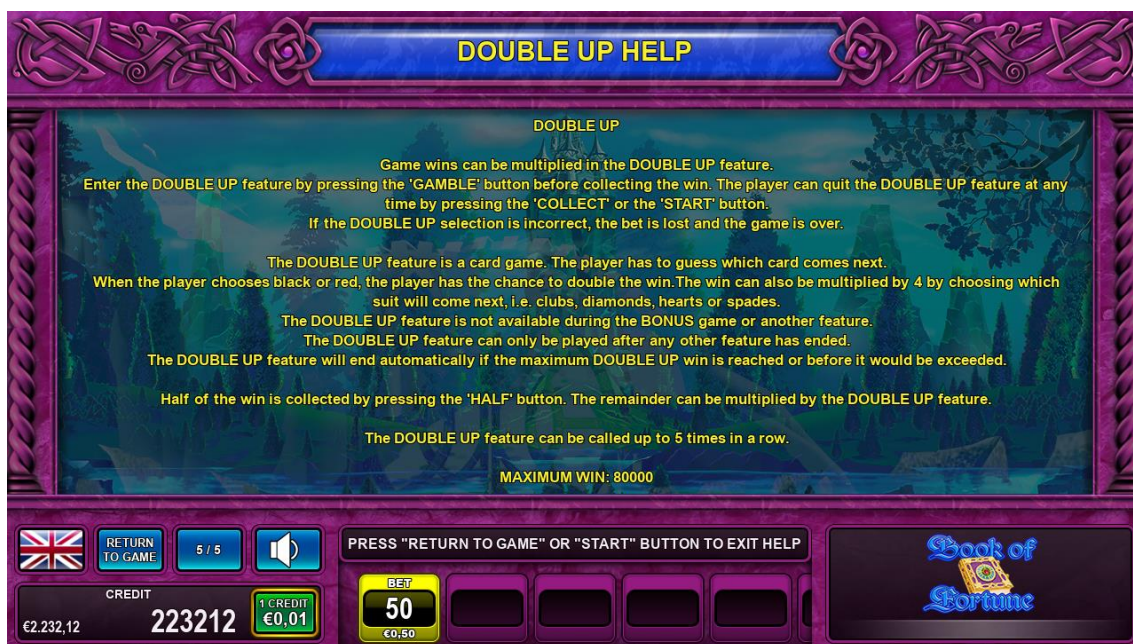
RETURN TO GAME 3 / 5

CREDIT €2,232,12 223212 1 CREDIT €0,01

BET 50 €0,50

Book of Fortune







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

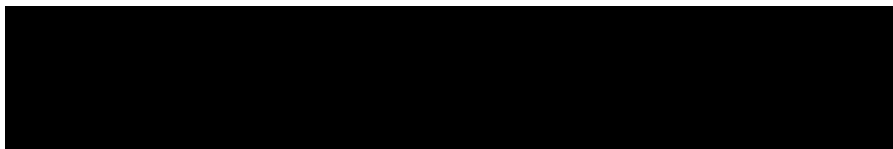
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



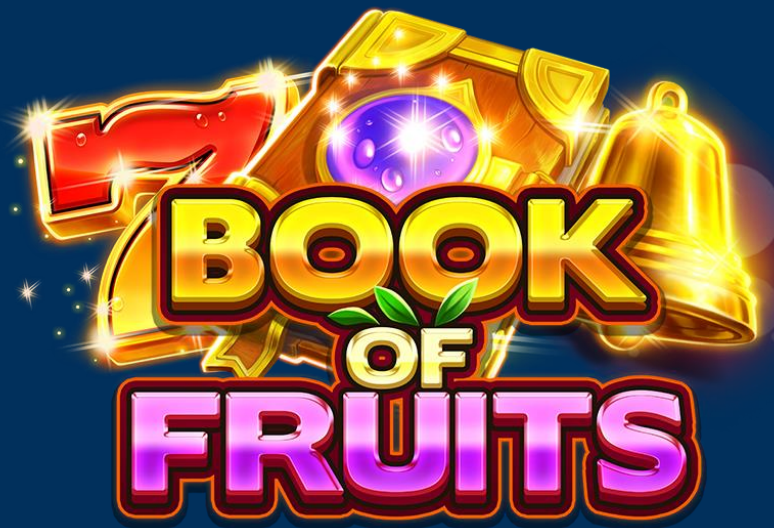
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# AMATIC

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I N D U S T R I E S



## Game Description

### Book Of Fruits





## Short Facts

Name:	Book Of Fruits
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The book symbol substitutes all symbols on the reels

## Graphics & Game

Get your daily vitamin dose from AMATIC and mix your own, exciting fruit cocktail in this 10 winline game.

This classic slot game in a 5x3 reel format promises great thrills and potential high profits.

Book of Fruits offers Wild and Expanding-Scatter feature. With 3, 4 or 5 Bonus symbols you can earn 10 Bonusspins. Increase your win chances with possible free spins in the Bonus game with the Retrigger feature. At the beginning of the Bonus game, the Expanding Scatter symbol is selected randomly.

When the Scatter symbol appears on a reel, the entire reel becomes Expanding Scatter.

Get ready for excellent winning chances, plenty delicious fruits, high-level graphics and sound animation!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table



The pay table for the 'Book of Fruits' slot machine is displayed on a central monitor. The table is organized into several sections, each representing a different symbol or feature. The symbols include the number 7, the word BAR, various fruits (grapes, plums, lemons, cherries, watermelon), a bell, and a scatter/wild symbol. The pay table shows the number of credits awarded for different combinations of these symbols, based on the number of credits bet (2x, 3x, 4x, 5x). The central monitor also displays the '10 BONUS SPINS' feature, which is triggered by landing three scatter/wild symbols. The background of the pay table is a vibrant red with various fruit illustrations.

Symbol	5x	4x	3x	2x
7	5000	1000	100	10
BAR	750	100	30	5
Scatter + Wild	2000	200	20	-
Bell	2000	400	40	5
Watermelon	750	100	30	5
Plum	150	40	5	-
Lemon	100	25	5	-
Cherry	-	-	-	-

ALL VALUES IN CREDITS  
MALFUNCTION VOIDS ALL PAYS AND PLAYS  
1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

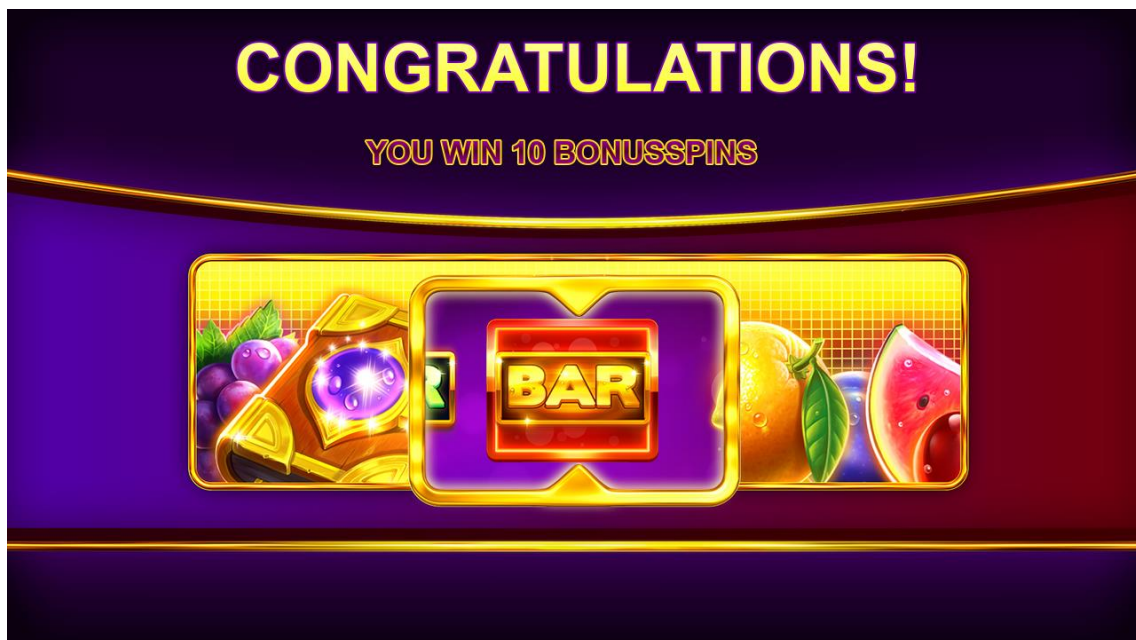


## Wild / Bonus Feature

The book symbol is Wild and substitutes all symbols on the screen. 3, 4 or 5 book symbols on any position win 10 bonusspins. A retrigger of free spins in bonus game is possible!

At the beginning of the Bonusspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During Bonus, line winnings are paid out first; then the expansion takes place and player win is added to the total win.

The randomly selected bonus symbol:





<div data-bbox="333 387 766 714"> <div>BONUSSPINS LEFT</div> <div>10</div> </div>	<div data-bbox="845 387 1278 714"> <div>TOTAL BONUSSPINS</div> <div>10</div> </div>						
<div data-bbox="311 745 435 848">  <table> <tr> <td>5x</td><td>150</td></tr> <tr> <td>4x</td><td>40</td></tr> <tr> <td>3x</td><td>5</td></tr> </table> </div> <div data-bbox="264 860 470 969">  </div>	5x	150	4x	40	3x	5	<div data-bbox="652 766 1244 828"> <p>Expanding symbol pays according to the payable on every active winline and on any position.</p> </div> <div data-bbox="686 880 1209 943"> <p>3, 4 or 5 BOOK symbols on any position win 10 BONUSSPINS.</p> </div>
5x	150						
4x	40						
3x	5						
<div data-bbox="288 976 424 987">ALL VALUES IN CREDITS</div>	<div data-bbox="686 976 903 987">MALFUNCTION VOIDS ALL PAYS AND PLAYS</div> <div data-bbox="1198 976 1267 987">1 CREDIT = 1</div>						

10 LINES 10 4 2 6 8 1 9 7 3 5

10 20 4 2 6 8 1 9 7 5 3 1 BET

CREDIT 68825

BONUSSPINS PLAYED: 0 OF 10

175

TOTAL BET 10

START

UK ?



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

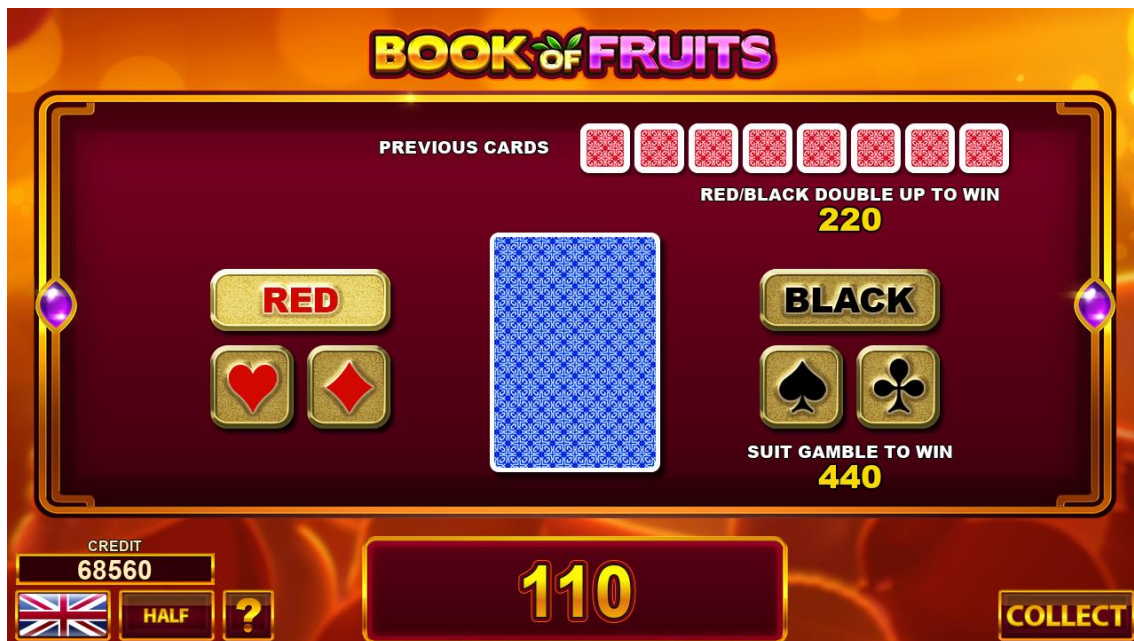
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

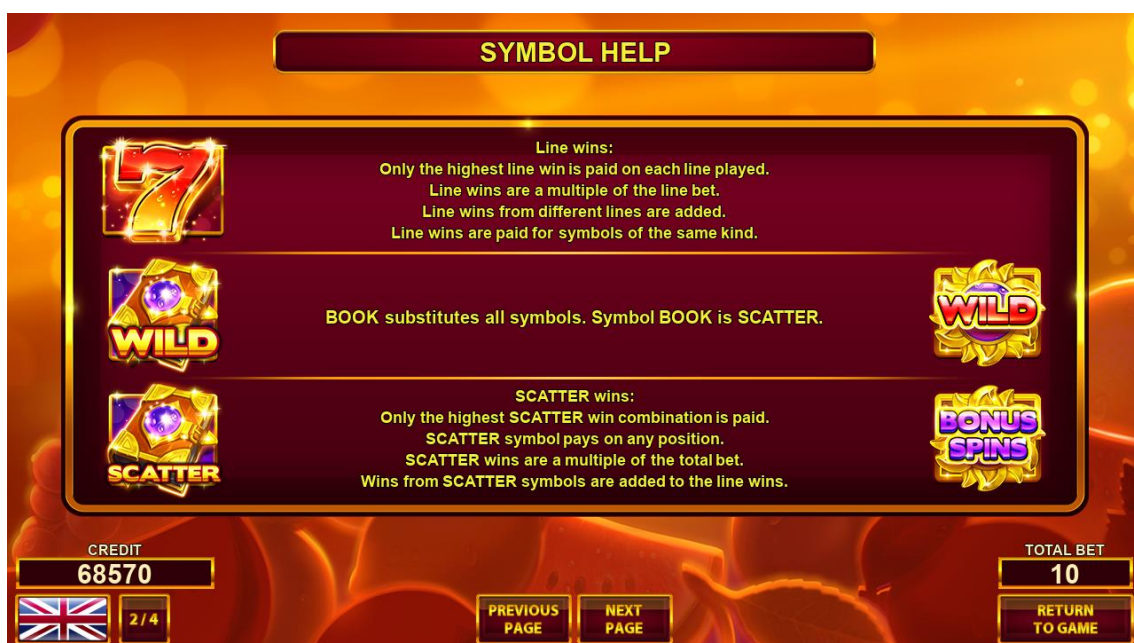




## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







### BONUS HELP



3, 4 or 5 BOOK symbols on any position win 10 BONUSSPINS. BONUSSPINS are played at the same bet and number of lines as the initiating game.



At the beginning of the BONUSSPINS the expanding symbol is randomly selected; it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.  
Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.  
During BONUS, line winnings are paid out first; then the expansion takes place and player win is added to the total win.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round. During BONUS an alternate set of reels is used.

CREDIT  
**68570**

3 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**68570**

4 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

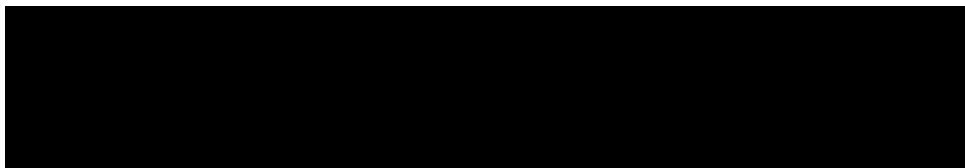


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Book Of Lords





## Short Facts

Name:	Book Of Lords
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Book acts as a Wild symbol and substitutes all other symbols

## Graphics & Game

Join the beautiful explorer on a profitable journey!

In search of the Book of Lords, the beautiful explorer takes you on a fascinating journey through time. In ancient Egypt, exciting adventures and hidden treasures await you. You won't be able to tear yourself away from this colourful game with great winning opportunities!

Book of Lords is a 5-reel, 3-row slot with 10 winlines. Look out for the book symbol – it will ring you luck! Once you have made it to the bonus round, it really gets going! A bonus symbol landing on a winline will expand to the entire reel and therefore provides further winnings.

By the way, in the bonus round you will also win 10 additional bonus spins with 3 or more book symbols! What are you waiting for?

The winnings only need to be discovered!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

BOOK of LORDS																																			
 <table> <tr><td>5</td><td>•</td><td>5000</td></tr> <tr><td>4</td><td>•</td><td>1000</td></tr> <tr><td>3</td><td>•</td><td>100</td></tr> <tr><td>2</td><td>•</td><td>10</td></tr> </table>	5	•	5000	4	•	1000	3	•	100	2	•	10	 <p>SCATTER • WILD</p> <table> <tr><td>5</td><td>•</td><td>2000</td></tr> <tr><td>4</td><td>•</td><td>200</td></tr> <tr><td>3</td><td>•</td><td>20</td></tr> </table> <p>10 BONUS SPINS</p> 	5	•	2000	4	•	200	3	•	20	 <table> <tr><td>5</td><td>•</td><td>2000</td></tr> <tr><td>4</td><td>•</td><td>400</td></tr> <tr><td>3</td><td>•</td><td>40</td></tr> <tr><td>2</td><td>•</td><td>5</td></tr> </table>	5	•	2000	4	•	400	3	•	40	2	•	5
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3	•	5																																	

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



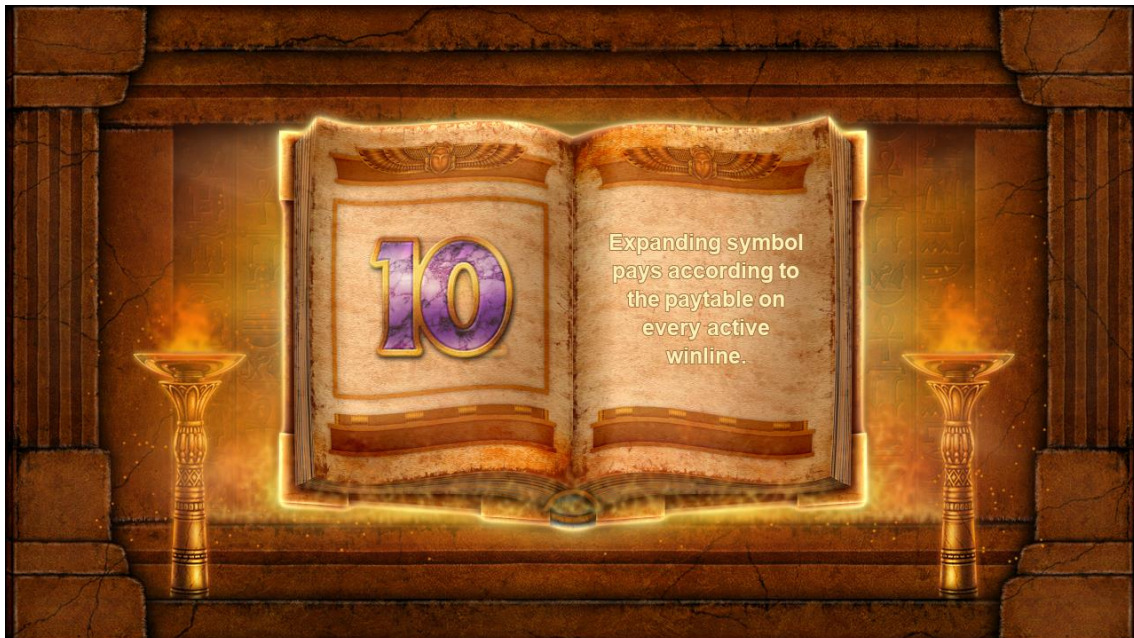
## Wild / Bonusspin Feature

Book acts as a wild symbol and substitutes all other symbols.

3, 4 or 5 book symbols on any position win 10 Bonusspins.

At the beginning of the Bonusspins the expanding symbol is randomly selected, it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During Bonus, line winnings are paid out first; then the expansion takes place and player win is added to the total win.

Expanding symbol is being selected randomly:





Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

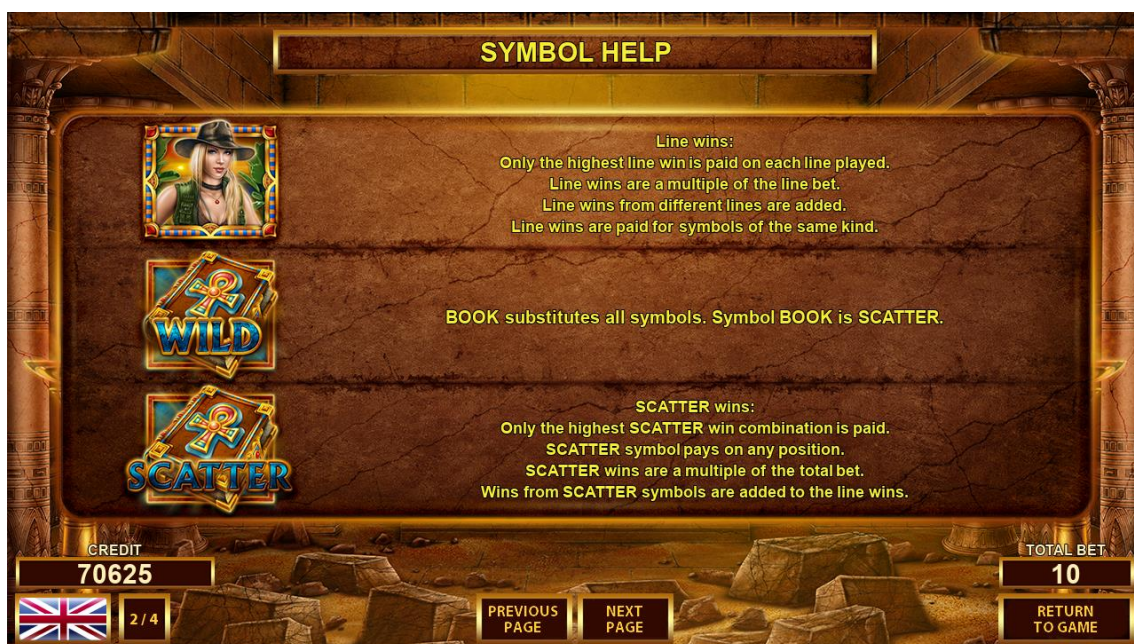




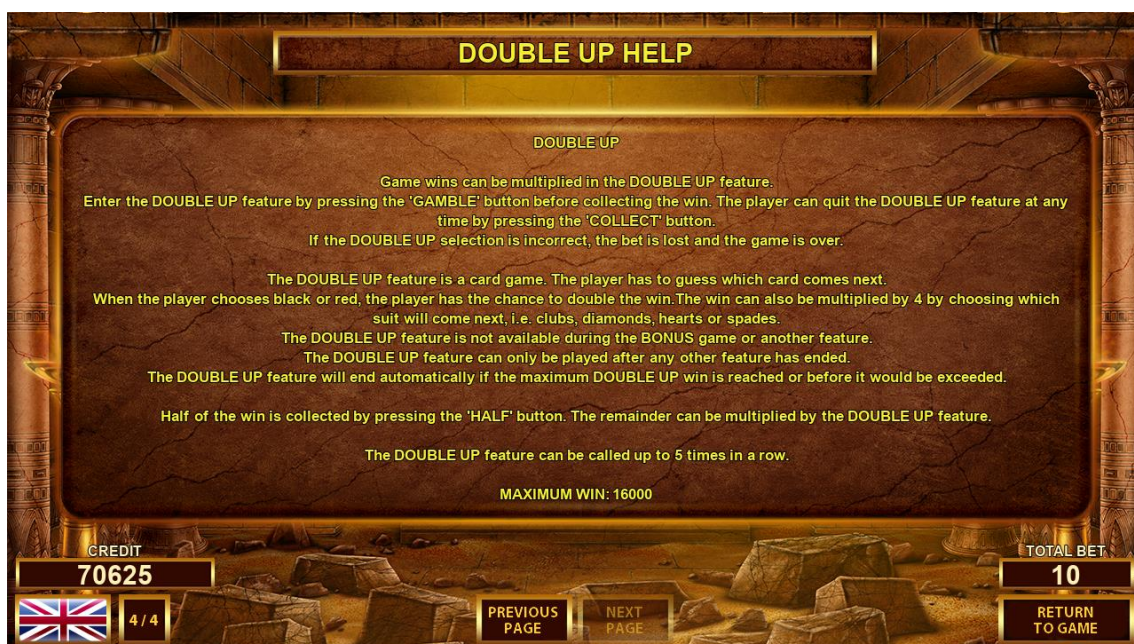
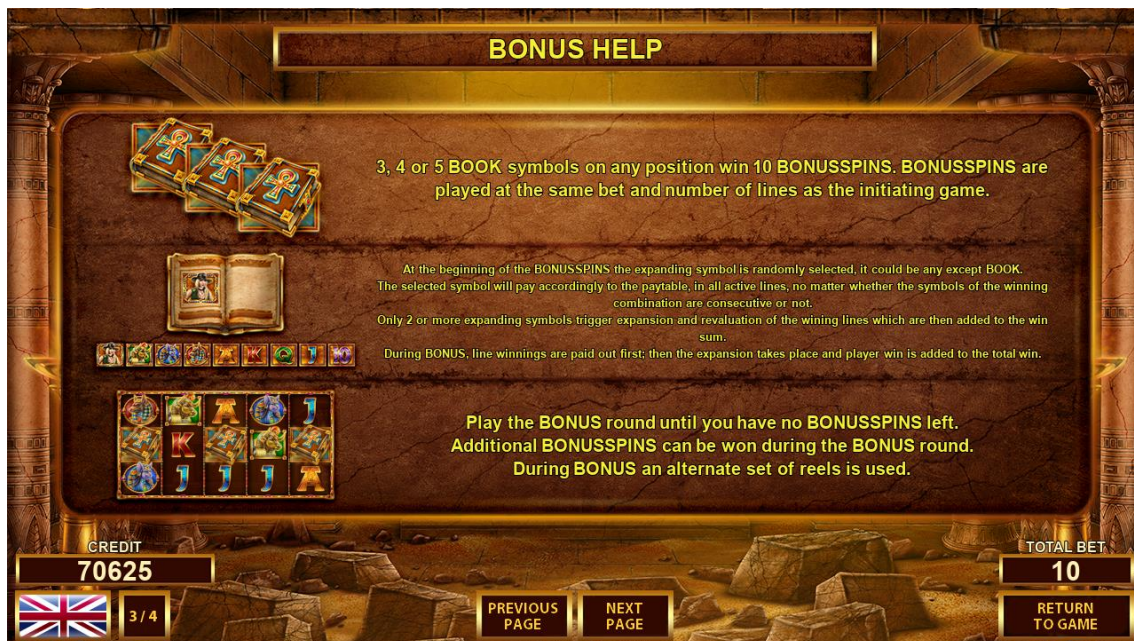
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







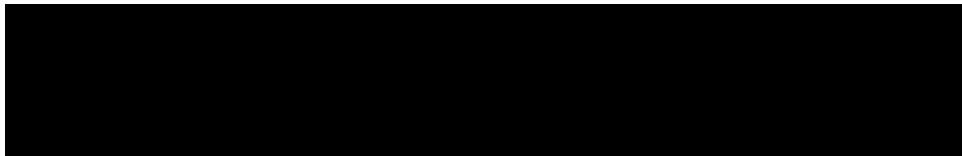


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



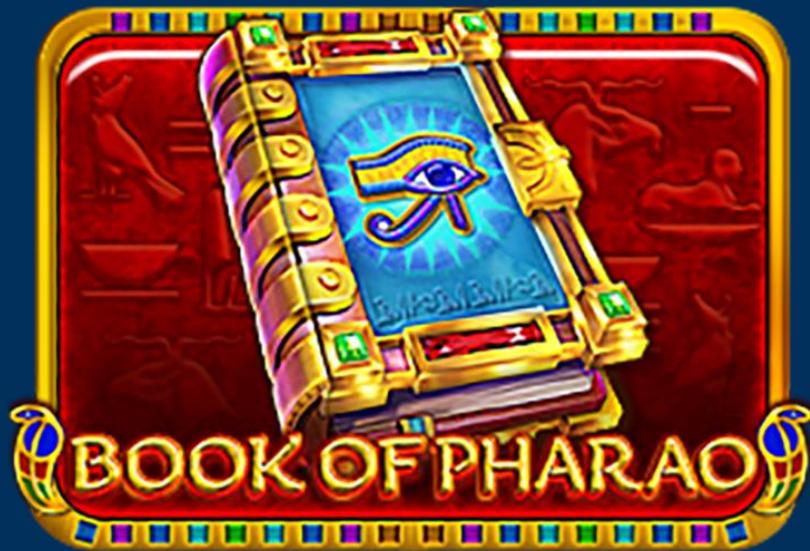
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# AMATIC

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I N D U S T R I E S



## Game Description

### Book Of Pharao





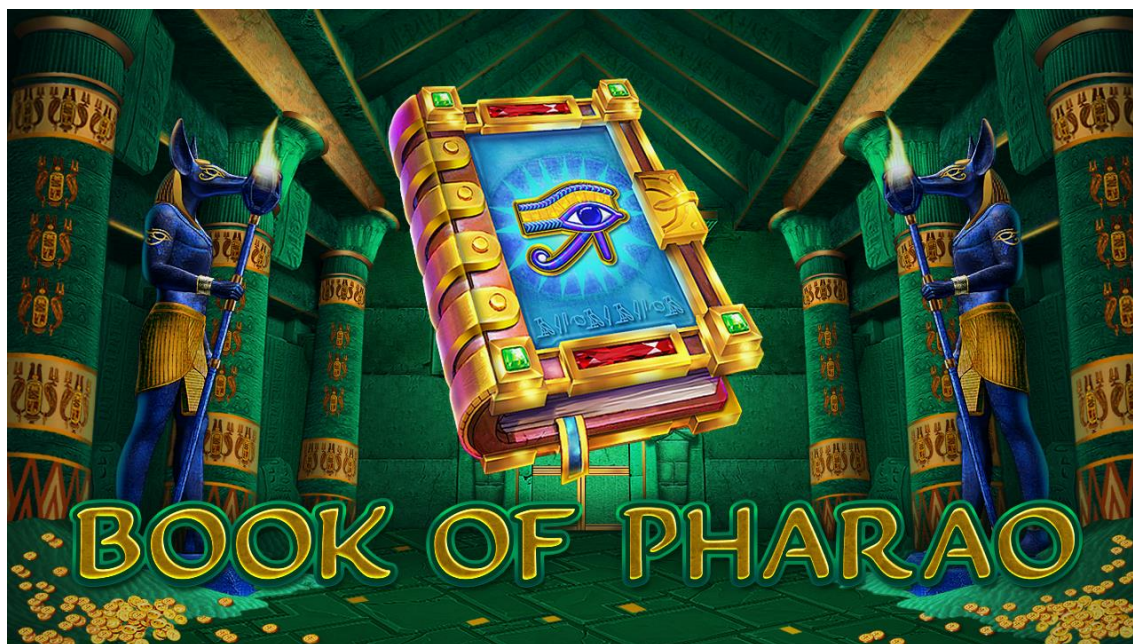
## Short Facts

Name:	Book Of Pharaoh
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The book symbol replaces every symbol on the reels

## Graphics & Game

Delve into the wonderful adventures of Ancient times and unlock the wonders that the Book of Pharaoh offers. The game is full of beautiful Egyptian signs whereby the book symbol is the most valuable as it acts as WILD and can replace all the other symbols.

Book of Pharaoh provides up to 10 Bonusspins that can even be extended with the retrigger possibility. Due to the included Powerspin Feature the chances to win are much higher as you can retrigger additional 5 spins during each Bonus round.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Powerspin Feature
- Gamble Feature



## Pay Table

# BOOK OF PHARAO

5.	5000
4.	750
3.	100
2.	10

SCATTER • WILD

5.	2000
4.	200
3.	20

10, 15 or 20 BONUSPINS

POWERSPINS

POWERSPINS  
can be won  
anytime  
randomly.

5 POWERSPINS

5.	1000
4.	400
3.	40
2.	5

5.	400
4.	100
3.	20
2.	5

5.	75
4.	40
3.	5

5.	50
4.	25
3.	5

ALL VALUES IN CREDITS

MAXIMUM FUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

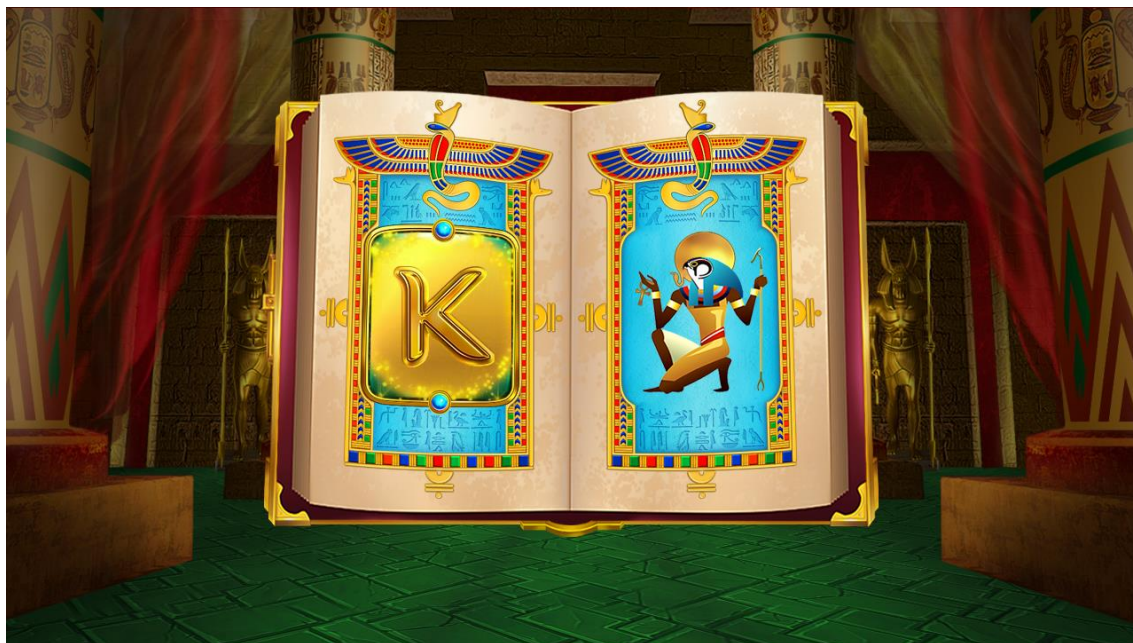
Book substitutes all symbols. Symbol Book is Scatter.

3, 4 or 5 book symbols on any position win 10, 15 or 25 Bonusspins accordingly.

At the beginning of the Bonusspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During Bonus, line winnings are paid out first; then the expansion takes place and player win is added to the total win.

Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected expanding symbol:





Bonus help:



Bonusspins:





## Powerspin Feature

5 Powerspins can be won anytime randomly. At the beginning of the Powerspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutives or not.

During the Powerspins one or two additional expanding symbols are placed on randomly selected reels, if at least one expanding symbol appears on any reel.

Powerspin help:

**BONUSSPINS LEFT** 5 **TOTAL BONUSSPINS** 5

**POWERSPINS**

Q	5	50
	4	25
	3	5

Expanding symbol pays according to the payable on every active winline.

During the **POWERSPINS** one or two additional expanding symbols are placed on randomly selected reels, if at least one expanding symbol appears on any reel.

3, 4 or 5 **BOOK** symbols on any position win 5 additional **POWERSPINS**.

ALL VALUES IN CREDITS MALFUNCTION VOIDS ALL PAYS AND PLAYS 1 CREDIT = 1

Powerspins:

10 LINES 100

10 4 2 6 8 5 9 3 7 1

Q 10 10 10 10 10

BOOK A A

BONUSSPINS PLAYED: 0 OF 5

CREDIT 62051 TOTAL BET 10

170

START



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

---



**WILD**

---



**SCATTER**

**BOOK** substitutes for all symbols. Symbol **BOOK** is **SCATTER**.

---

Only the highest **SCATTER** win combination is paid.  
**SCATTER** symbol pays on any position.  
**SCATTER** wins are a multiple of the total bet.  
Wins from **SCATTER** symbols are added to the line wins.

CREDIT  
**61861**

TOTAL BET  
**10**

2/5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### BONUS HELP



3, 4 or 5 **BOOK** symbols on any position win 10, 15 or 20 **BONUSSPINS** accordingly.  
**BONUSSPINS** are played at the same bet and number of lines as the initiating game.

---



At the beginning of the **BONUSSPINS** the expanding symbol is randomly selected; it could be any except **BOOK**.  
The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.  
Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.  
During **BONUS**, line winnings are paid out first; then the expansion takes place and player win is added to the total win.

---



Play the Bonus until you have no **BONUSSPINS** left.  
During **BONUS** an alternate set of reels is used.  
Additional **BONUSSPINS** can be won during the **BONUS** round.

CREDIT  
**61861**

TOTAL BET  
**10**

3/5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME



### POWERSPINS HELP



5 POWERSPINS can be won anytime randomly. At the beginning of the POWERSPINS the expanding symbol is randomly selected; it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.



During the POWERSPINS one or two additional expanding symbols are placed on randomly selected reels, if at least one expanding symbol appears on any reel.



Play the POWERSPIN until you have no POWERSPINS left. POWERSPINS can be retriggered during the POWERSPIN. POWERSPIN is played at the same line bet and same number of lines as the triggering spin. During POWERSPIN an alternate set of reels is used.

CREDIT: 61861

4/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET: 10

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT: 61861

5/5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET: 10

RETURN TO GAME

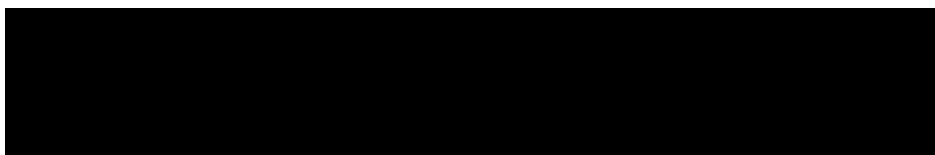


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Chilli Willie





## Short Facts

Name:	Chilli Willie
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild Symbol:	El Hombre substitutes all symbols except Bonus symbol

## Graphics & Game

Spice up your life and enter into the world of Chilli Willie in this Mexican style game full of specific symbols like cactuses, sombreros, limes or tequila bottles.

Chilli Willie is played over 5 reels with wins paying from left to right. Those hot spices are your allies. The El Hombre symbol substitutes all other symbols except the Bonus symbol.

The Chilli is the Bonus symbol and three of them win you 5 Bonusspins. The Chilli even gets hotter in the middle and so having this symbol on the center reel gives an added prize - namely a further Bonusspin!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

					
	5.	750		5.	500
	4.	100		4.	75
	3.	50		3.	25
	5.	250		5.	2500
	4.	50		4.	1000
	3.	20		3.	100
	5.	100		5.	150
	4.	20		4.	25
	3.	10		3.	10
	5.	100		5.	50
	4.	20		4.	20
	3.	10		3.	10
 BONUS ENTRY WIN: 100 			 The EL HOMBRE WILD substitutes all symbols except CHILLI symbol.		
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS		
			1 CREDIT = 1		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

## Wild Feature

The El Hombre Wild symbol has a maximum length of four symbols and substitutes all symbols except Chilli symbol. El Hombre Wild only appears on reels 2-5.





## Bonusspin Feature

3 Chilli symbols on reel 2, 3 or 4 on any position win 5 Bonusspins. Bonus entry win will be added to the line win. During Bonus Chilli symbol appears only on reel 3 and the El Hombre Wild symbol appears only on reels 2-4. One additional BONUSPIN won for each CHILLI symbol. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

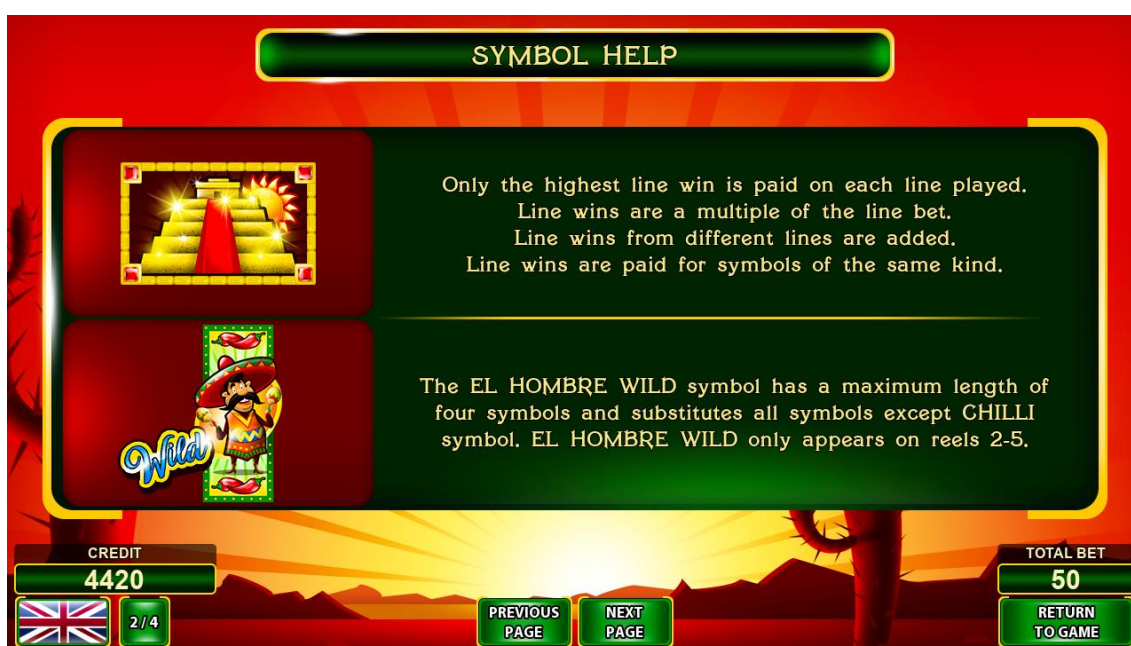




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### BONUS HELP



3 CHILLI symbols on reel 2, 3 or 4 on any position win 5 BONUSPINS. BONUS ENTRY WIN will be added to the line win. During Bonus CHILLI symbol appears only on reel 3 and the EL HOMBRE WILD symbol appears only on reels 2-4.



One additional BONUSPIN won for each CHILLI symbol.



Play the BONUS round until you have no BONUSPINS left. BONUSPINS are played at the same bet and number of lines as the initiating game.  
During BONUS an alternate set of reels is used.

CREDIT  
**4420**

 3 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT  
**4420**

 4 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

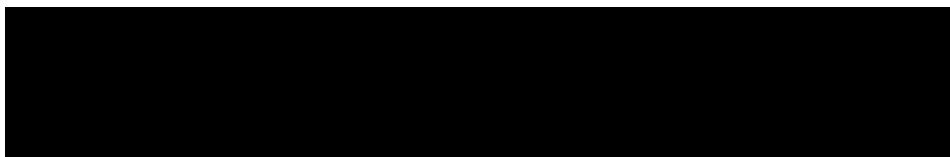


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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AMATIC  
I N D U S T R I E S



Game Description  
Cool Diamonds 2





## Short Facts

Name:	Cool Diamonds 2
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	During Bonus symbol Scatter is Wild

## Graphics & Game

Try to catch the diamonds!

Cool Diamonds 2 is a 5 reel game played with 10 winlines. All adjacent symbols pay on win line, starting on any reel position.

Especially the Scatter symbol is your Symbol. 3, 4 or 5 Scatter symbols on any position win 15 Bonusspins. Scatter substitutes for all symbols during Bonusspins. Bonusspins can be retriggered during the Bonus.

So, what are you waiting for?





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

<h1>Cool Diamonds II</h1>		
 <b>5000</b> 5. 500 4. 100 3. 25	 <b>25000</b> 5. 2500 4. 250 3. 50	 <b>3000</b> 5. 300 4. 75 3. 20
 <b>2000</b> 5. 200 4. 50 3. 15	 <b>Scatter</b> 5. 500 4. 100 3. 20  <b>15 Spins</b>	 <b>1000</b> 5. 100 4. 25 3. 10
<p>ALL VALUES IN CREDITS</p> <p>All adjacent symbols pay on winline, starting on any reel position.                      MALFUNCTION VOIDS ALL PAYS AND PLAYS</p> <p>1 CREDIT = 1</p>		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



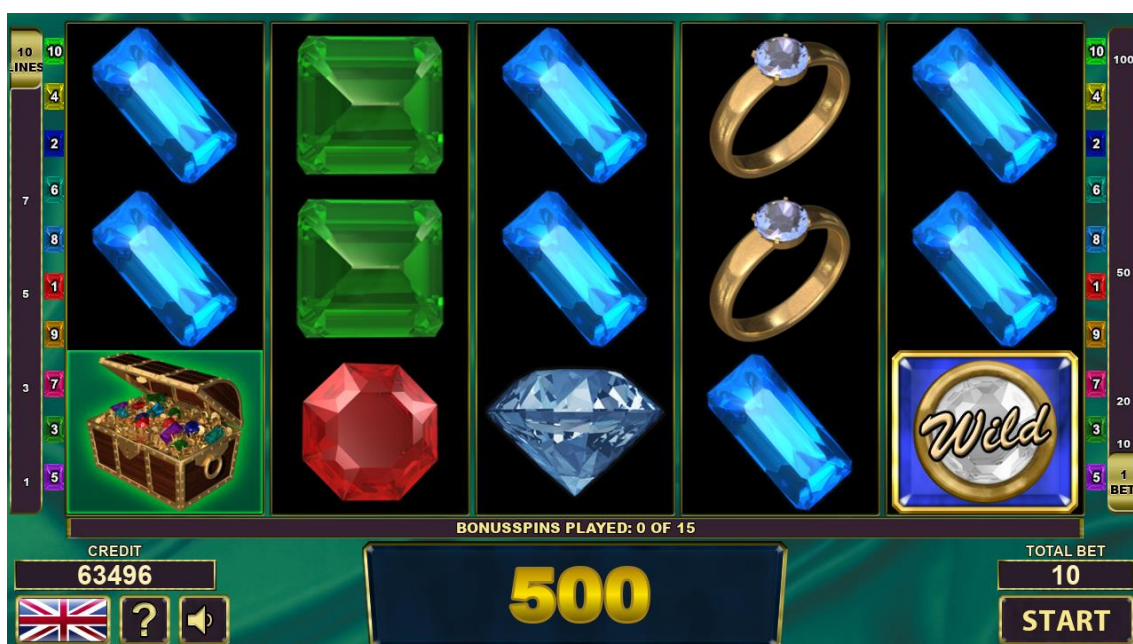
## Bonusspin Feature

3, 4 or 5 Scatter symbols on any position win 15 Bonusspins. During Bonus symbol Scatter is Wild and substitutes for all symbols. Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.

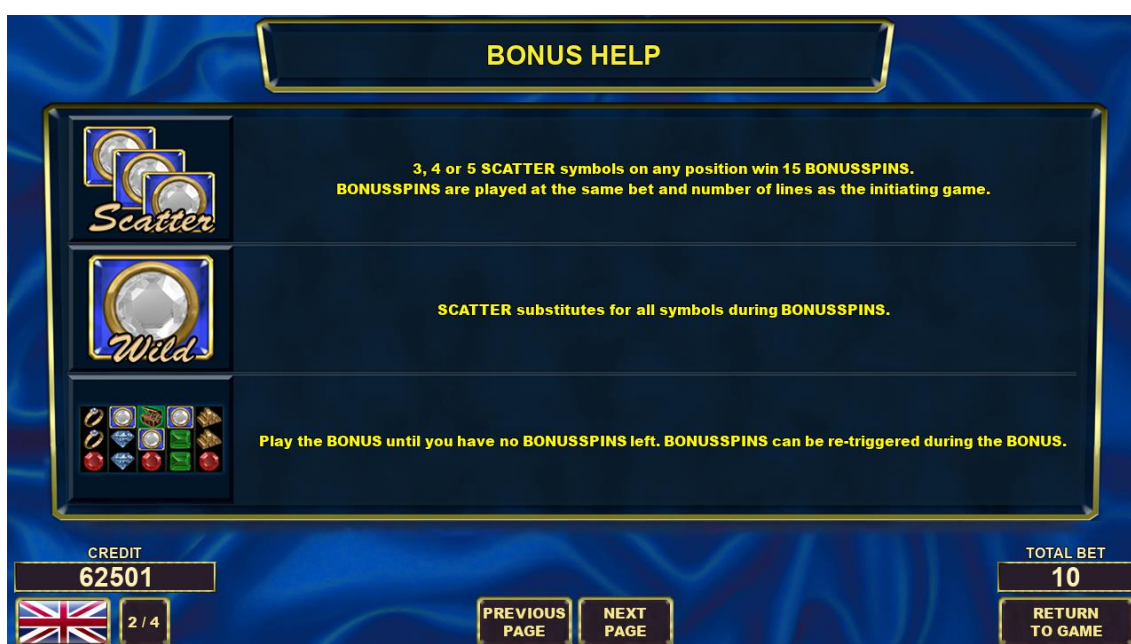
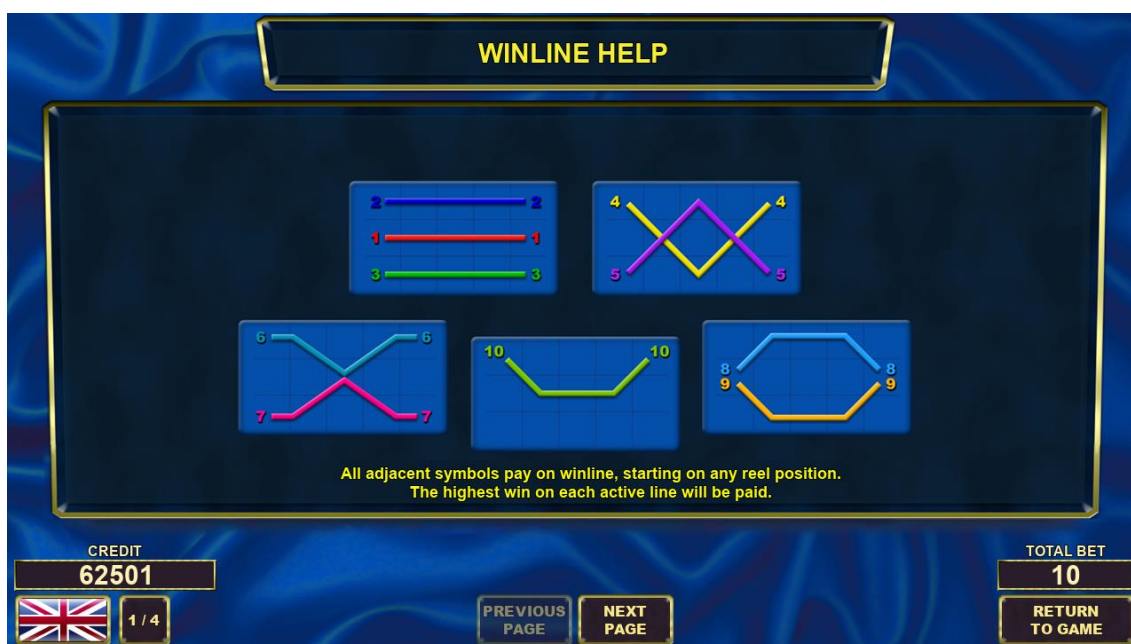




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**BONUSPINS:**  
BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

CREDIT  
**62501**

 3 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.


The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**62501**

 4 / 4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

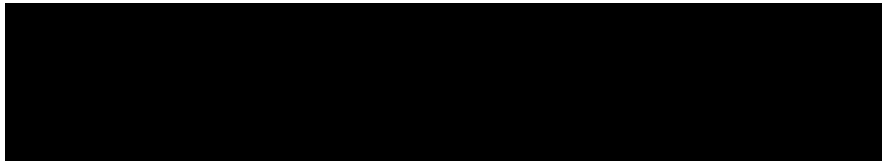


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Crazy Bee





## Short Facts

Name:	Crazy Bee
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except Scatter symbols

## Graphics & Game

Come fly with the Crazy Bee on a journey of gathering bugs, prizes and Bonusspins.

Crazy Bee is a 5 reel game with 10 winlines. Bee is the Wild symbol and substitutes all symbols except Scatter.

Catching 3 or more of the King Mosquitos, the Scatter symbol of this game, rewards you with Bonus games.

During the 10 Bonusspins appearances of the Bug are rewarded with a mystery win and again 3 or more Scatter Symbols retrigger for even more Bonusspins.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table



The pay table for the Crazy Bee slot game is displayed on a colorful background featuring a large cartoon bee at the top center. The table is organized into several colored boxes, each representing a different symbol or feature. The symbols include a snail, a caterpillar, a ladybug, a bee, a butterfly, the letters 'AK', a crown, and a scatter symbol. The pay values are listed for 5, 4, 3, and 2 symbols. A central box explains that the bee symbol substitutes all symbols except scatter symbols. A bottom box states that 3, 4, or 5 scatter symbols win 10 bonus spins. At the very bottom, there are three small text lines: 'ALL VALUES IN CREDITS', 'MALFUNCTION VOIDS ALL PAYS AND PLAYS', and '1 CREDIT = 1'.

Symbol	5	4	3	2
Snail	1000	200	30	5
Caterpillar	200	65	15	5
Ladybug	200	20	5	
Bee	5000	1000	80	10
Butterfly	500	100	25	5
AK	200	40	10	
Crown	500	150	50	
SCATTER	3, 4 or 5 SCATTER symbols on any position win 10 BONUS SPINS.			

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



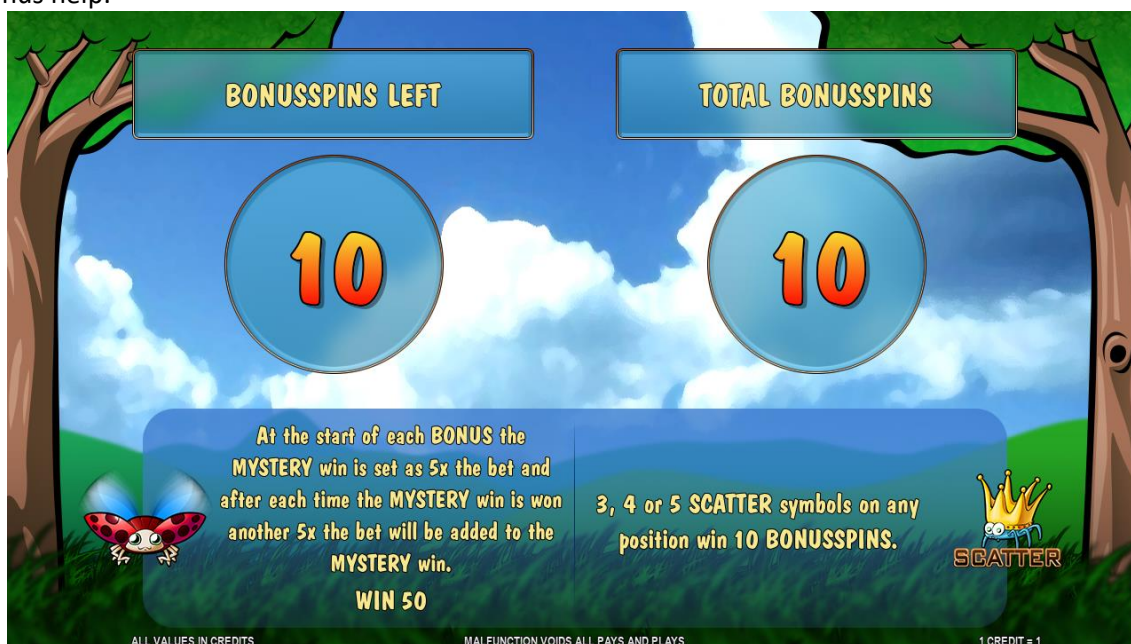
## Wild / Bonusspin Feature

Bee substitutes all symbols except Scatter symbols.

3, 4 or 5 Scatter symbols on any position win 10 Bonusspins. At the start of each Bonus the mystery win is set as 5x the bet and after each time the mystery win is won another 5x the bet will be added to the mystery win.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

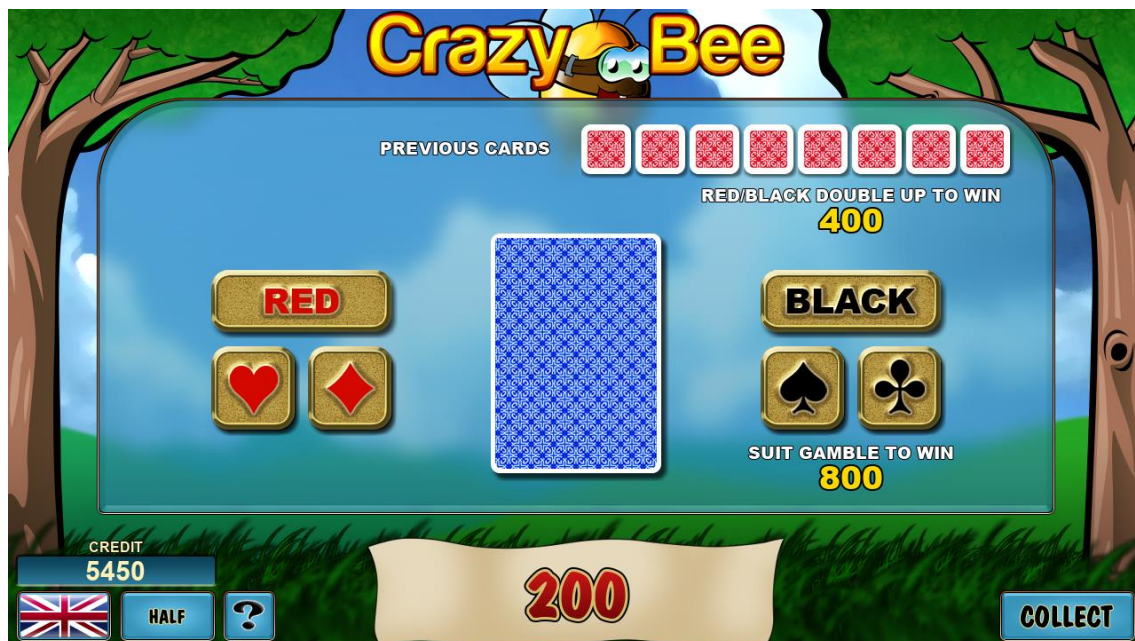
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

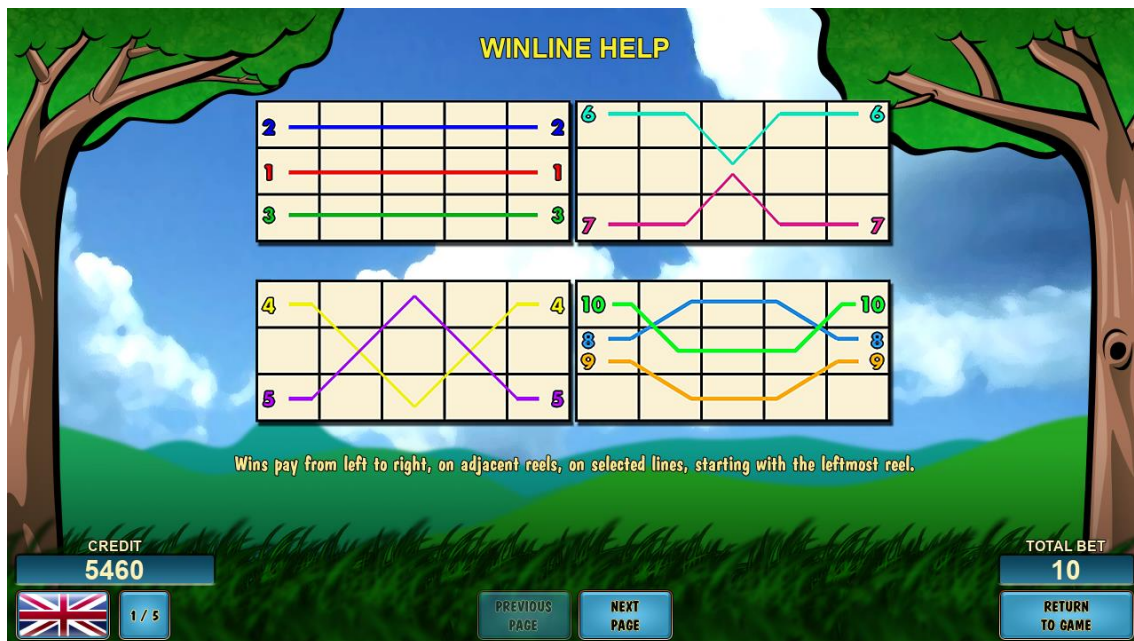




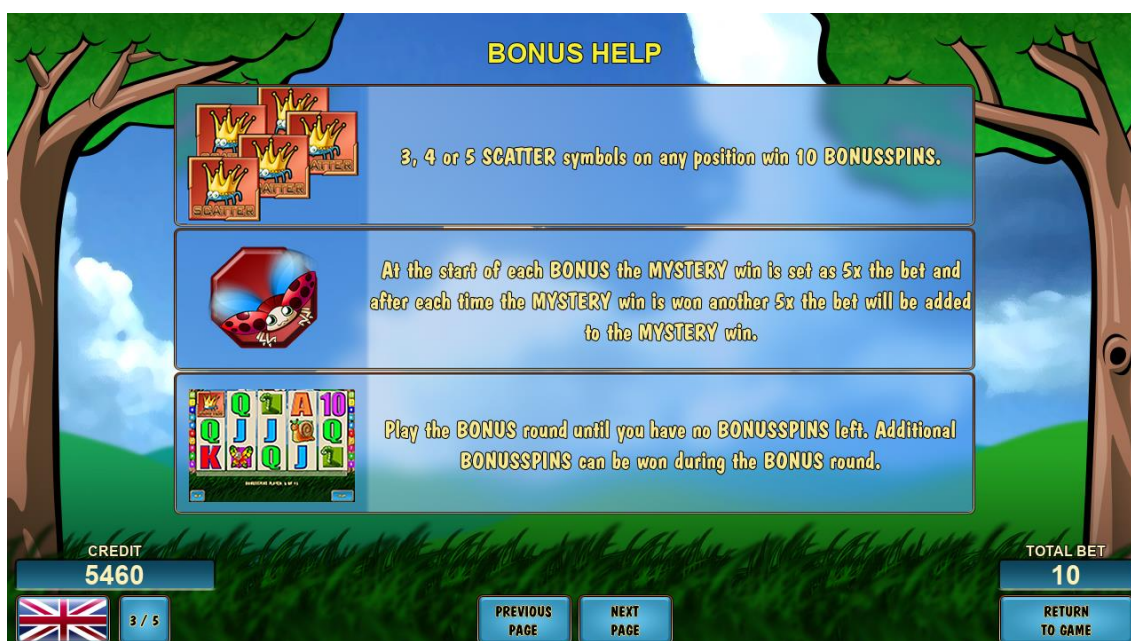
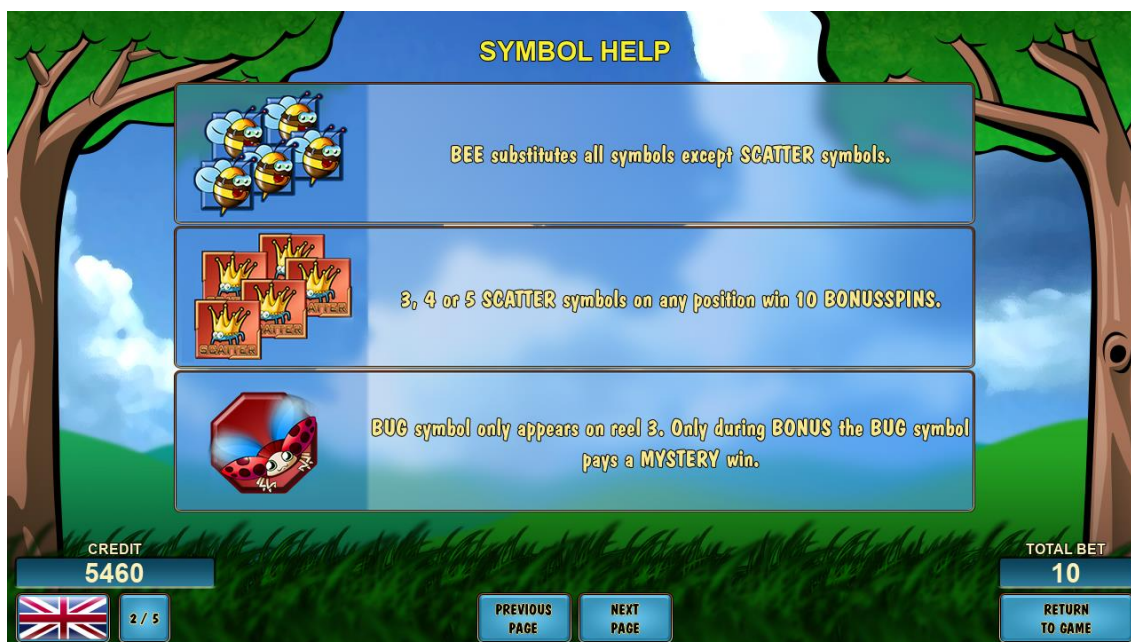
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

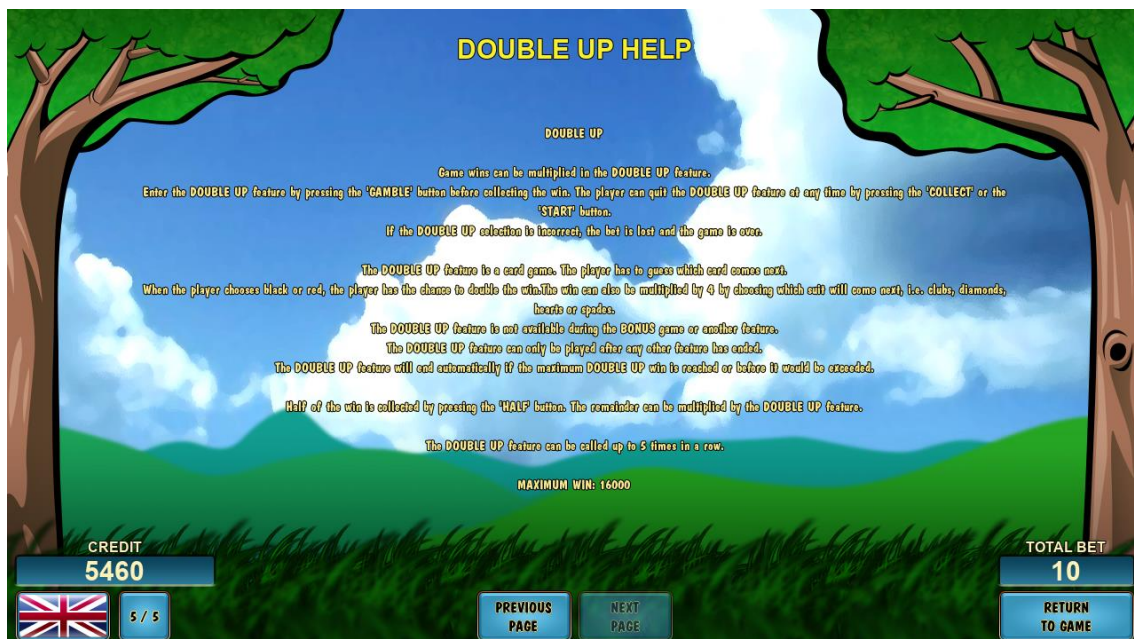
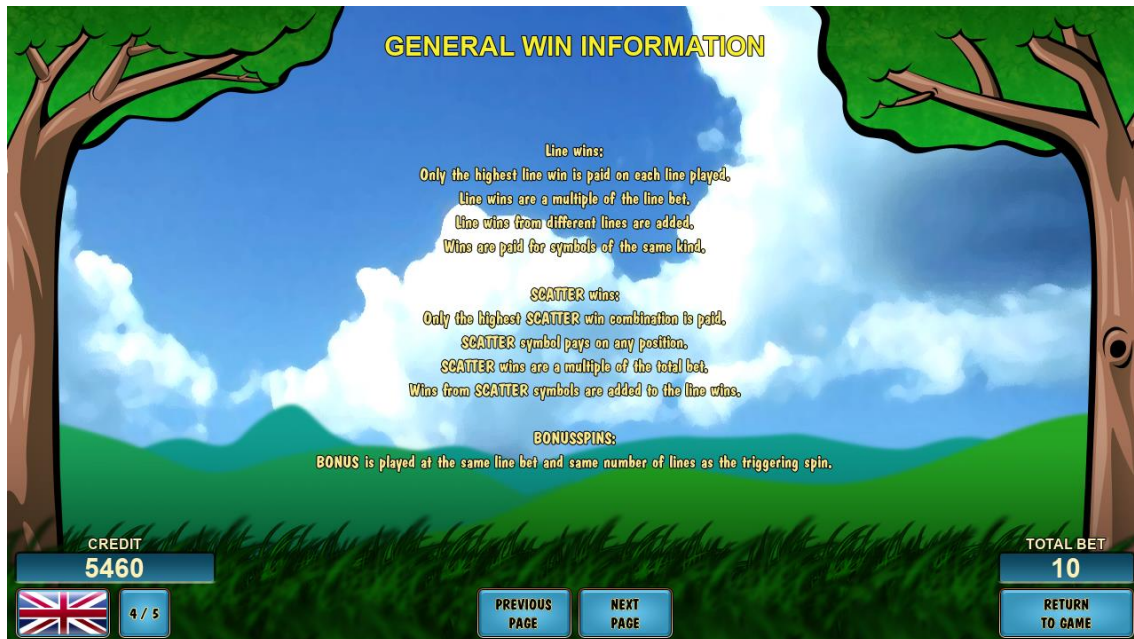
<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game











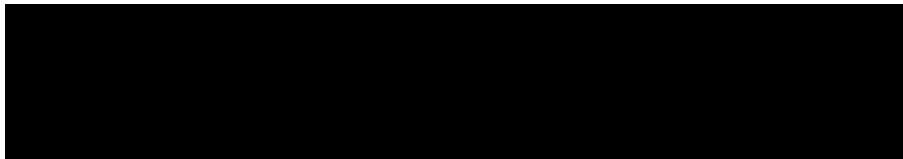


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Diamond Cats





## Short Facts

Name:	Diamond Cats
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	Wild symbol substitutes all symbols except Bonus symbol

## Graphics & Game

Enjoy this charming game and find the cats among the diamonds.

This new 5 reel game with 20 winlines will dive you to the world of elegant cats.

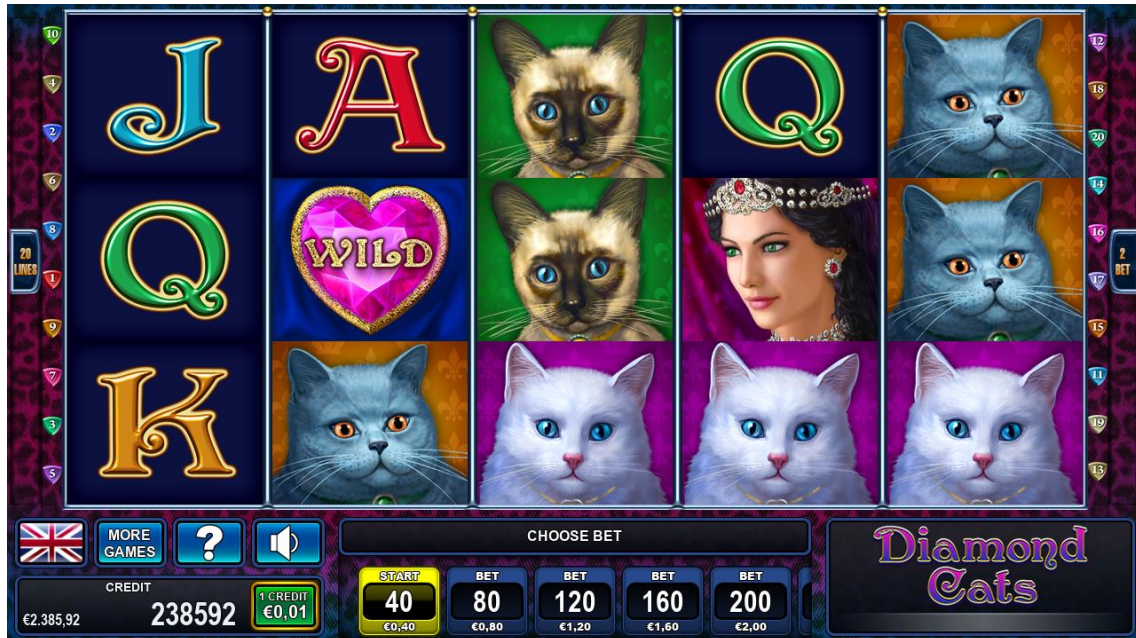
Three or more Bonus symbols will trigger 10 Bonusspins. During Bonusspins all Wild symbols are held until the end of the Bonus and increase the chance to win. With this frozen Wilds you have much more chances to win during every spin in Bonusspins.

Good luck with these sweet cats!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

<h1>Diamond Cats</h1>					
	5 •	2000		5 •	4000
	4 •	1000		4 •	400
	3 •	100		3 •	80
	5 •	800	<b>10 BONUSSPINS</b>     	5 •	1000
	4 •	100		4 •	400
	3 •	60		3 •	80
	5 •	400	    	5 •	600
	4 •	50		4 •	80
	3 •	30		3 •	40
 WILD symbol substitutes all symbols except BONUS symbol.					
ALL VALUES IN CREDITS			1 CREDIT = €0.01		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

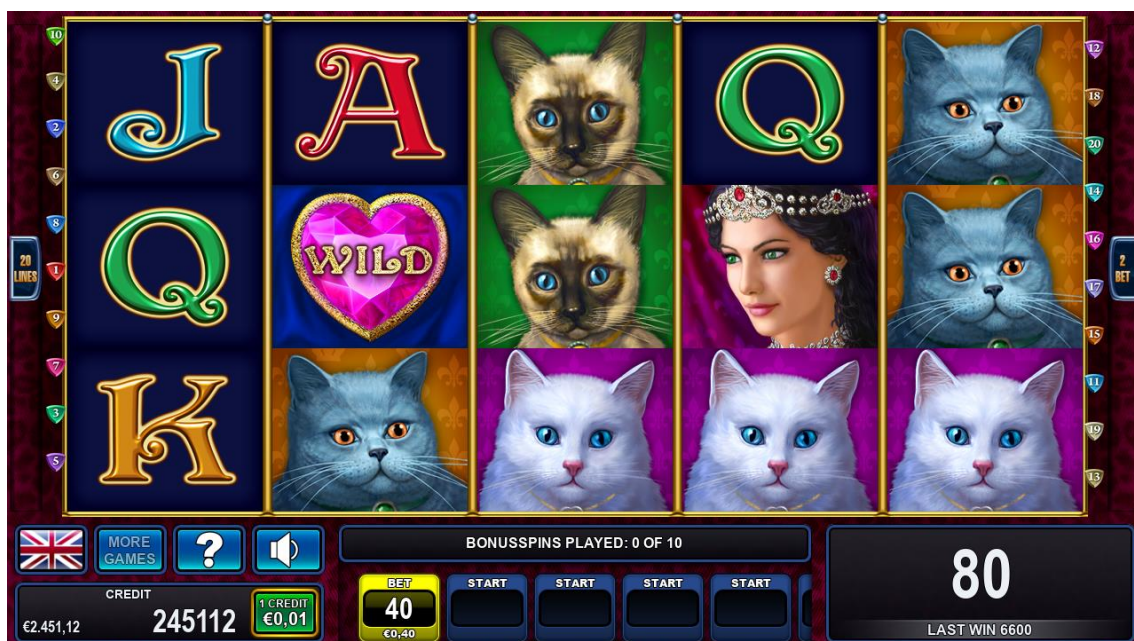
Wild symbol substitutes all symbols except Bonus symbol. Wild symbol only appears on reels 2-5.

Bonus symbol is Scatter. 3, 4 or 5 Bonus symbols on any position win 10 Bonusspins. During the Bonus all Wild symbols are held and change their colour until the end of Bonus. Wild symbols only appear on reels 2-4 during the Bonus. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

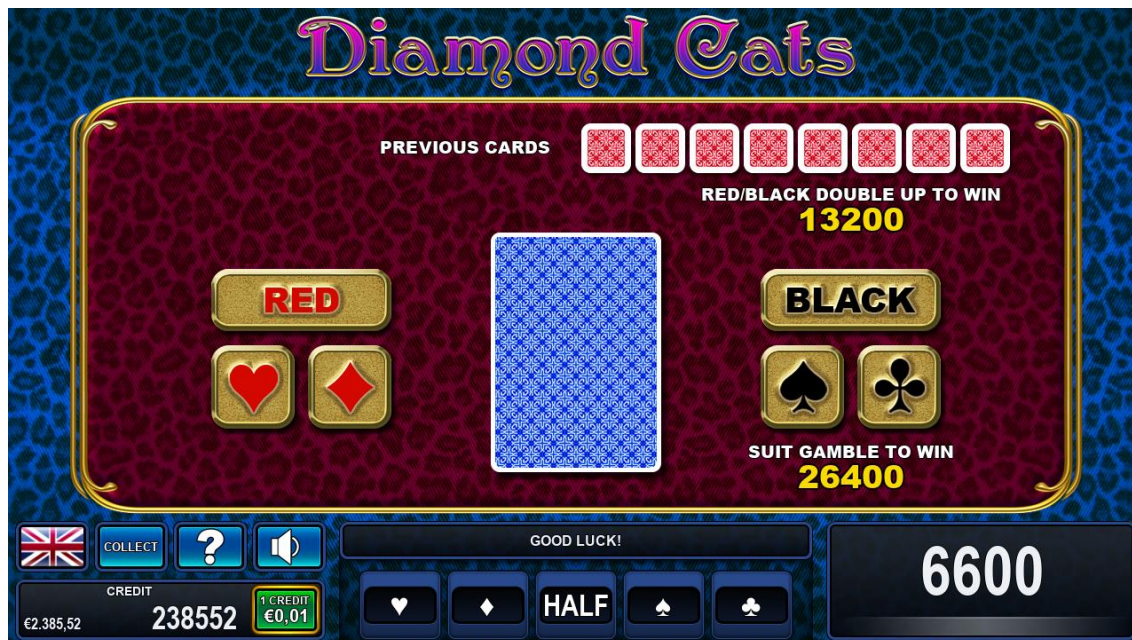
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

### FLAG

- changes the language

### RETURN TO GAME

- returns to the game

### PAGE INDEX

- to switch to the next page

### SOUND

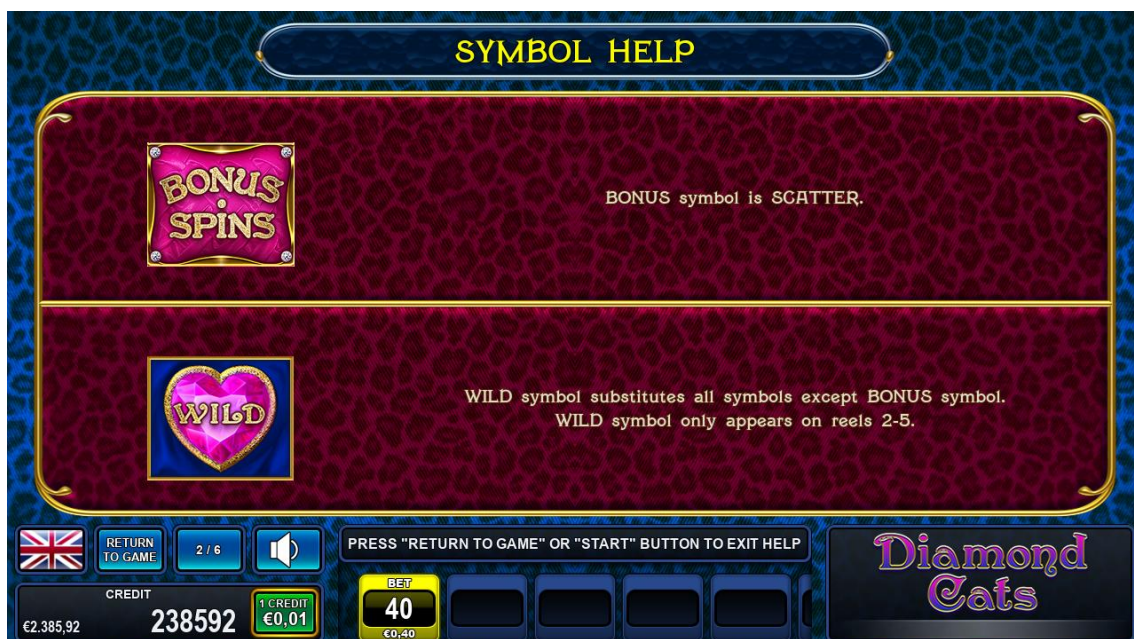
- changes the volume

### CREDIT

- displays the current credit


### BET IN BET BUTTON SLIDER

- displays only the currently selected gold bordered bet






### BONUS HELP



3, 4 or 5 BONUS symbols on any position win 10 BONUSSPINS.



During the BONUS all WILD symbols are held and change their color until the end of BONUS.  
WILD symbols only appear on reels 2-4 during the BONUS.  
Additional BONUSSPINS can be won during the BONUS round.  
Play the BONUS round until you have no BONUSSPINS left.

RETURN TO GAME 3 / 6

CREDIT €2.385,92 238592 1 CREDIT €0,01

BET 40 €0,40

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

Diamond Cats

### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**BONUSSPINS:**  
BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

RETURN TO GAME 4 / 6

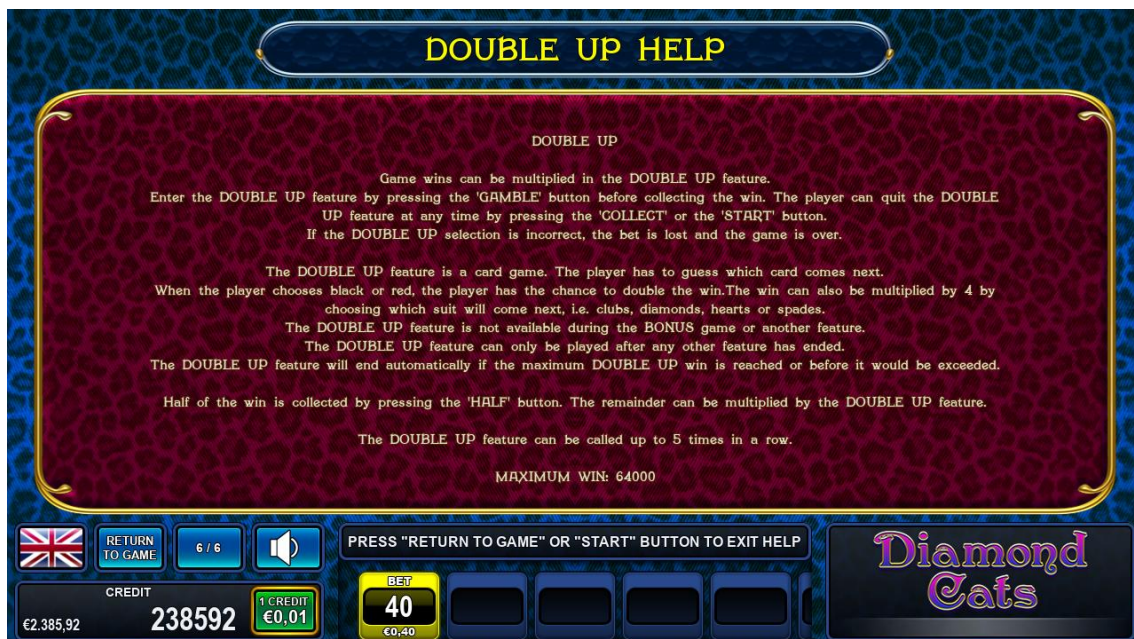
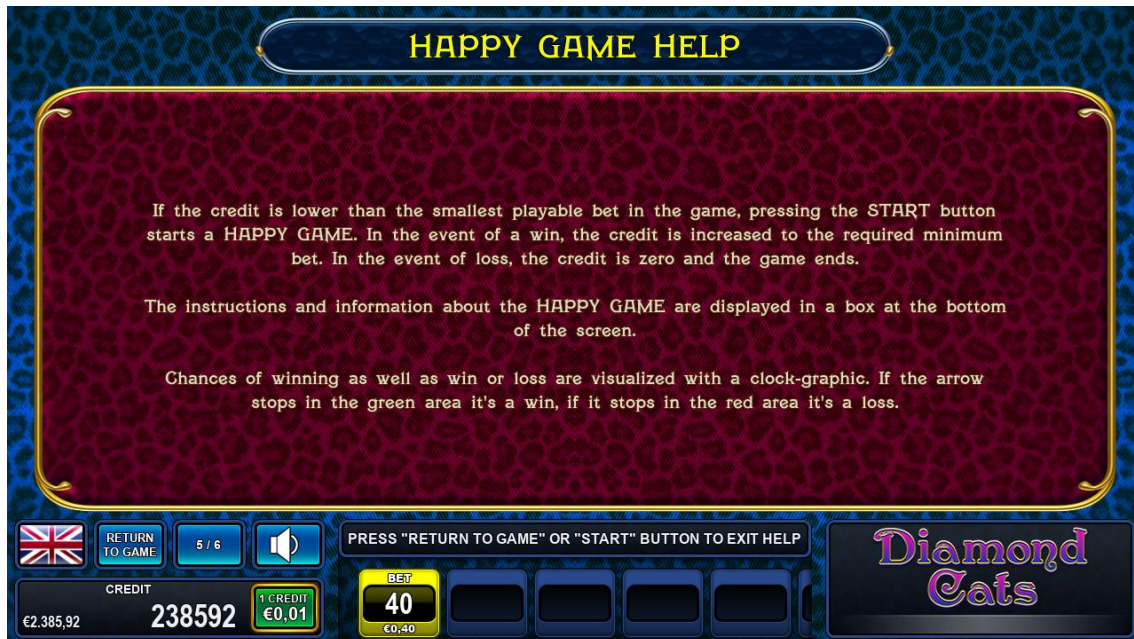
CREDIT €2.385,92 238592 1 CREDIT €0,01

BET 40 €0,40

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

Diamond Cats







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

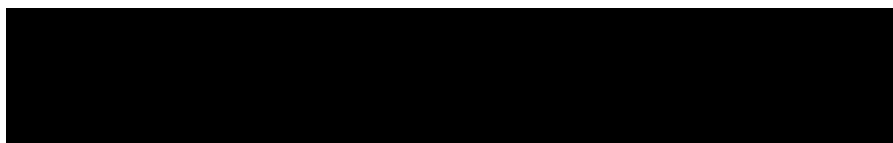
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Diamond Monkey





## Short Facts

Name:	Diamond Monkey
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Monkey is Wild and substitutes all symbols

## Graphics & Game

This monkey is fine and dandy. He is blue and loves diamonds. See if he will share his riches with you.

This 5 reel game plays strictly from left to right for wins and has 50 winlines. The monkey is the Wild and the Scatter symbol and helps you to gain Bonusspins.

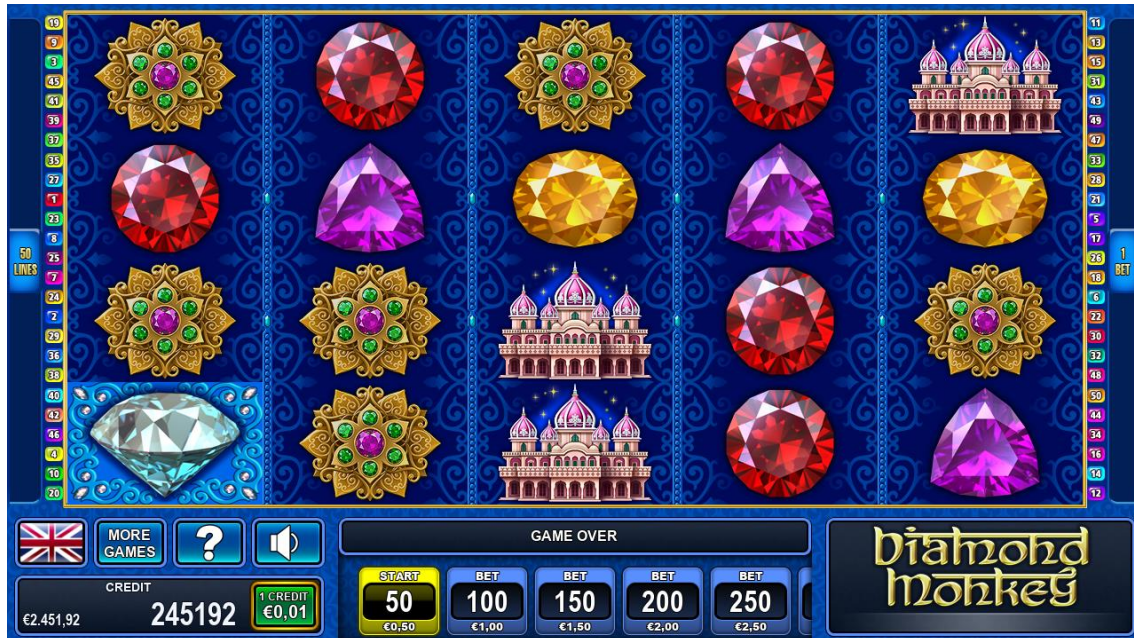
3 Bonus symbols on reels 1, 3 and 5 result in 10 Bonusspins. The expanding symbol is randomly selected at the beginning of the Bonusspins.

Go and get that funny blue monkey!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

Diamond Monkey			
	5.	500	
	4.	200	
	3.	40	
	5.	400	
	4.	150	
	3.	30	
 	5.	100	
	4.	30	
	3.	8	
 5. 1000 4. 300 3. 60			
 <b>WILD</b> 3. 50 <b>BONUS SPINS</b> 			
	5.	300	
	4.	100	
	3.	25	
	5.	250	
	4.	80	
	3.	20	
 	5.	50	
	4.	15	
	3.	5	
<small>ALL VALUES IN CREDITS</small> <small>MALFUNCTION VOIDS ALL PAYS AND PLAYS</small> <small>1 CREDIT = €0.01</small>			

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Monkey substitutes all symbols.

Monkey symbol is Scatter. 3 Monkey symbols on any position win 10 Bonusspins. Monkey symbol appears only on reels 1, 3 and 5.

At the beginning of the Bonusspins the expanding symbol is randomly selected. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 3 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.

During Bonus, line winnings are paid out first; then the expansion takes place and player win is added to the total win. Expansion of symbol goes downward only.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected symbol:

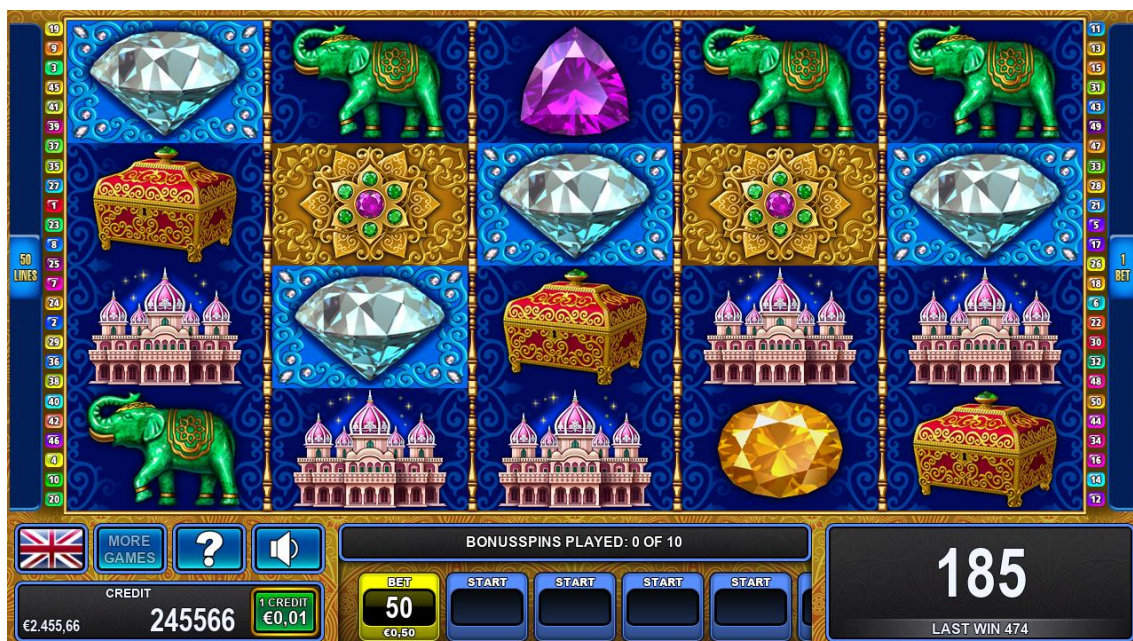




Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

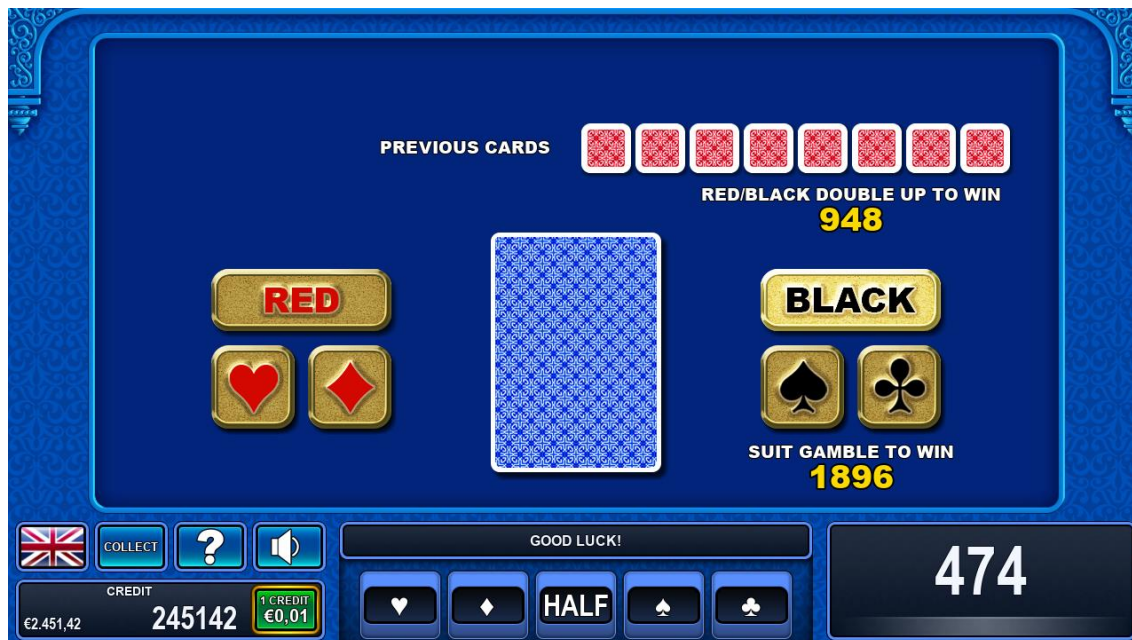
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

### FLAG

- changes the language

### RETURN TO GAME

- returns to the game

### PAGE INDEX

- to switch to the next page

### SOUND

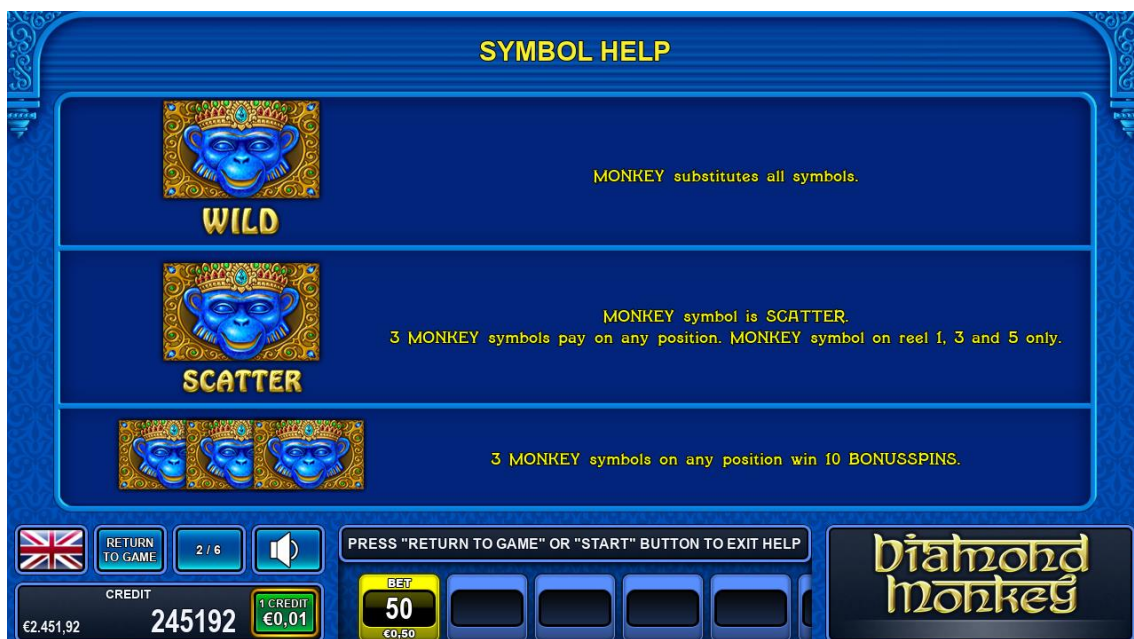
- changes the volume

### CREDIT

- displays the current credit


### BET IN BET BUTTON SLIDER

- displays only the currently selected gold bordered bet







### BONUS HELP



3 MONKEY symbols on any position win 10 BONUSPINS.



At the beginning of the BONUSPINS the expanding symbol is randomly selected. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 3 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During BONUS, line winnings are paid out first; then the expansion takes place and player win is added to the total win. Expansion of symbol goes downward only.



Play the BONUS round until you have no BONUSPINS left. Additional BONUSPINS can be won during the BONUS round.

RETURN TO GAME 3 / 6

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT €2.451,92 245192 1 CREDIT €0,01

BET 50 €0,50

**diamond monkey**

### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**BONUSPINS:**  
BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

RETURN TO GAME 4 / 6

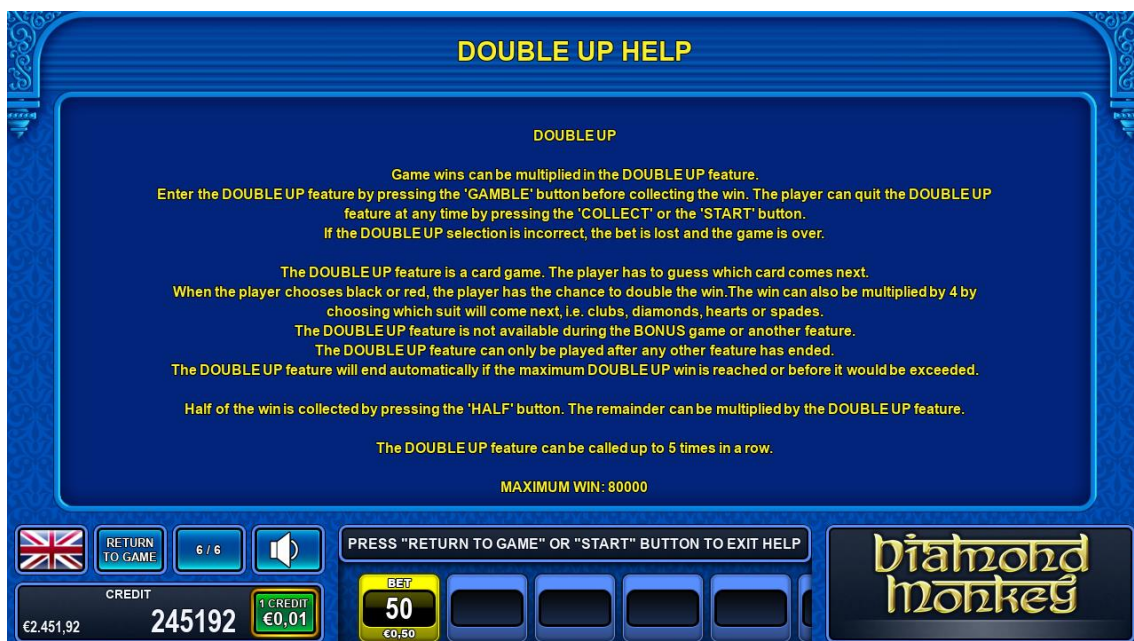
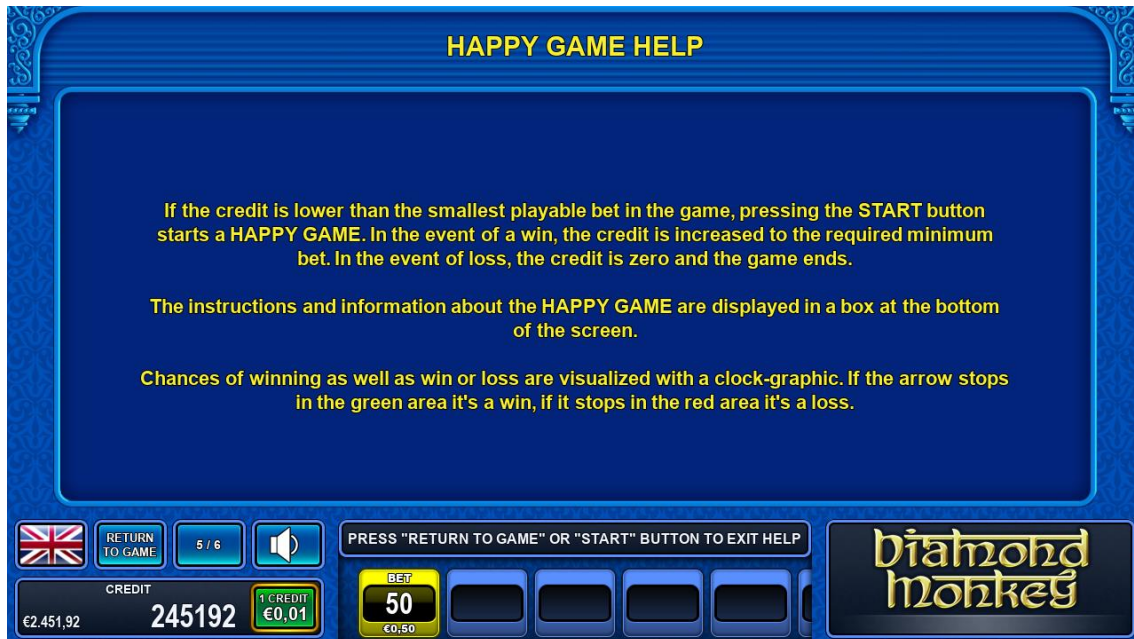
PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT €2.451,92 245192 1 CREDIT €0,01

BET 50 €0,50

**diamond monkey**







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

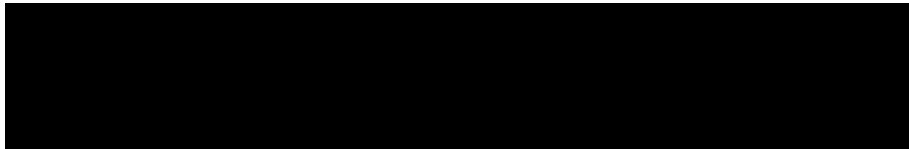
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by “sliding” the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S

**Game Description**  
**Dragons Kingdom**



## Short Facts

Name: Dragons Kingdom

Game type: 5 reels / 3 symbols

Winlines: 20; wins pay from left to right

Wild Symbol: replaces every symbol except Bonus

## Graphics & Game

Come and meet this cute dragon and see what mysteries lie ahead. Dragon's Mystery is a 5-reel game in a 3x5 format that offers 20-win lines. The Dragon symbol is wild and substitutes all other symbols.

Good luck with Dragon's Mystery!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Bonusspin Feature
- Wild Feature



## Pay Table

**DRAGON'S KINGDOM**

<p><b>Princess</b></p> <p>5 = 50 4 = 20 3 = 10 2 = 4</p> <p><b>Cup</b></p> <p>5 = 30 4 = 16 3 = 5</p> <p><b>AK</b></p> <p>5 = 15 4 = 10 3 = 5</p>	<p><b>WILD</b></p> <p>5 = 2000 4 = 250 3 = 50 2 = 10</p> <p><b>Bonusspins</b></p> <p>J K A J K A J K A J K A J K A J K A</p>	<p><b>Knight</b></p> <p>5 = 40 4 = 17 3 = 8 2 = 3</p> <p><b>Rose</b></p> <p>5 = 20 4 = 15 3 = 5</p> <p><b>QJ10</b></p> <p>5 = 10 4 = 5 3 = 2</p>
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ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01

The payable can be displayed at any time by pressing the HELP button.

## Bonusspin Feature, Wild Feature

Wild symbol – the Dragon – replaces every symbol except Bonus. 3 bonus symbols on reels 2, 3 and 4 in each position win 7 bonus spins. At the beginning of the bonus game, the multi-stacked symbol is randomly selected. In the bonus game, the symbols princess, knight, cup and flower are exchanged for the selected multi-stacked symbol. Multi-stacked symbol in the bonus game guarantees excellent profit chances!

Multi-Stacked symbol is being selected randomly:





Bonus payable:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears, the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” and will return to the main game.

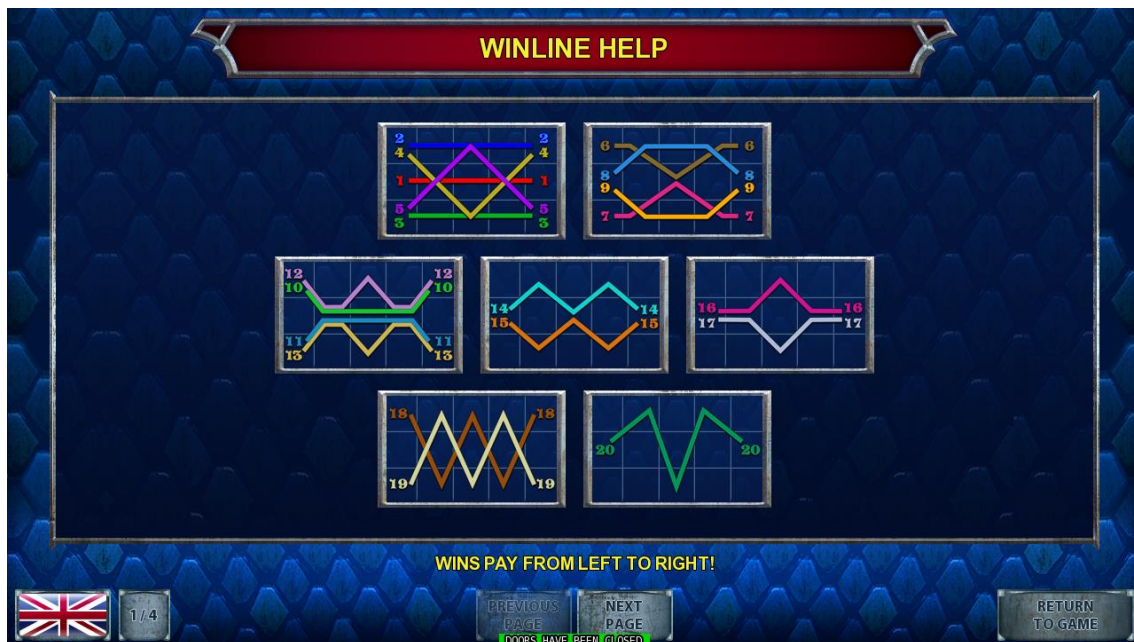




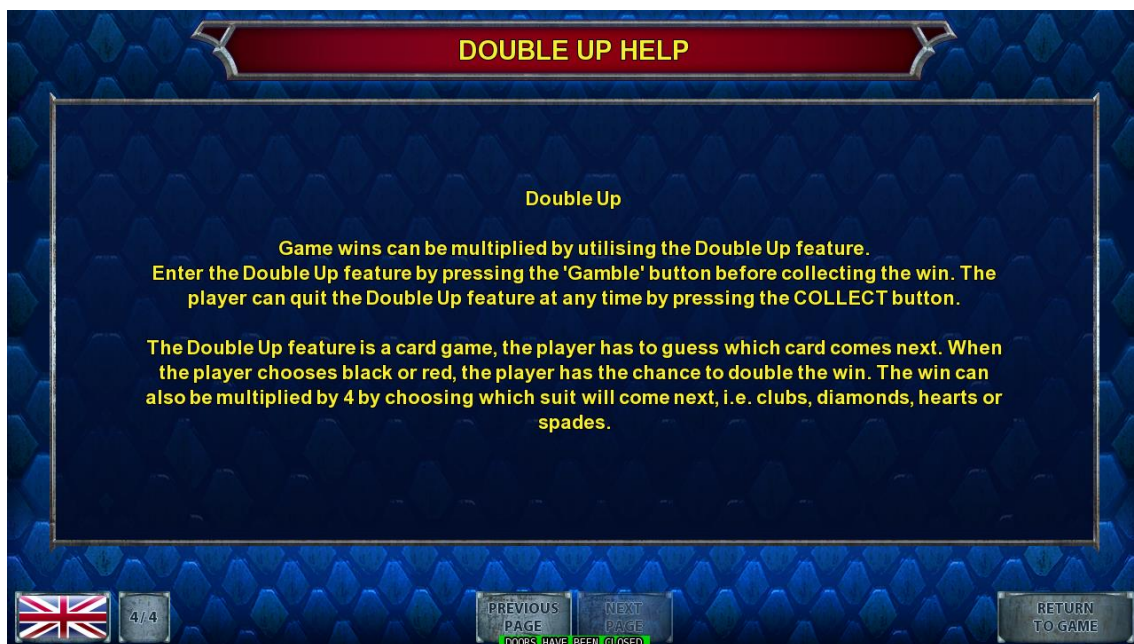
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







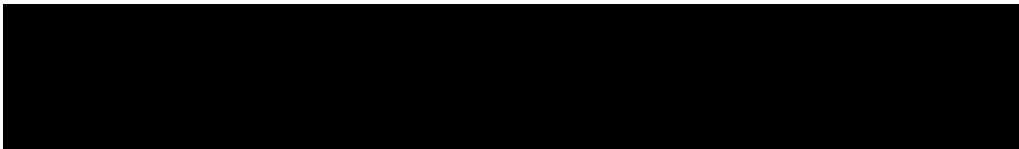


## Buttons

<b>FLAG</b>	- Changes language
<b>MORE GAMES</b>	- Returns to the game selection menu
<b>HELP</b>	- Displays the pay table and help
<b>SOUND</b>	- Enables the sound
<b>DENOMINATION</b>	- Changes the denomination for a credit
<b>GAMBLE</b>	- Enables the player to double the win
<b>LINES</b>	- To change the line
<b>BET</b>	- To change the bet
<b>START</b>	- Starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- Displays the last win
<b>CREDIT</b>	- Displays the credit
<b>BET</b>	- Displays the bet
<b>TOTAL BET</b>	- Displays the total bet
<b>RESERVE</b>	- Displays the reserve
<b>BANK</b>	- Displays the bank



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# AMATIC

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I N D U S T R I E S



## Game Description

### Dragon's Pearl





## Short Facts

Name:	Dragon's Pearl
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except pearl symbol

## Graphics & Game

Follow us in the Far East to find the Pearl for more and more winnings!

This brand new 5 reel game offers the player 50 winlines to bet on and makes it easy to multiply prizes. Either three discovered pearls lead you to 5 Bonusspins or the Dragon becomes Wild and extends its length up to four symbols, substituting all symbols except the Bonus symbols. More excitement is added as any additional single pearl appearing during the Bonus game extends the Bonusspin.

Let your player find the pearls and let the dragon bring you luck.

This new game is more proof of excellent game appeal, graphics and sound to attract your players even more.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

DRAGON'S PEARL			
 5• 750 4• 100 3• 50	 5• 2500 4• 1000 3• 100	 5• 150 4• 25 3• 10	
 5• 500 4• 75 3• 25		 5• 100 4• 20 3• 10	
 5• 250 4• 50 3• 20		 5• 100 4• 20 3• 10	
 5• 250 4• 50 3• 20	 5• 150 4• 25 3• 10	 5• 50 4• 20 3• 10	
 BONUS ENTRY WIN: 100	 MALFUNCTION VOIDS ALL PAYS AND PLAYS	 THE DRAGON WILD SUBSTITUTES ALL SYMBOLS EXCEPT PEARL SYMBOL.	
ALL VALUES IN CREDITS		1 CREDIT = €0.01	

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

## Wild Feature

The Dragon Wild symbol has a maximum length of four symbols and substitutes all symbols except pearl symbol.

The Dragon Wild symbol appears only on reels 2-5 and during the Bonus on reels 2-4.





## Bonusspin Feature

3 pearl symbols on reel 2, 3 or 4 on any position win 5 Bonusspins. Bonus entry win will be added to the line wins.

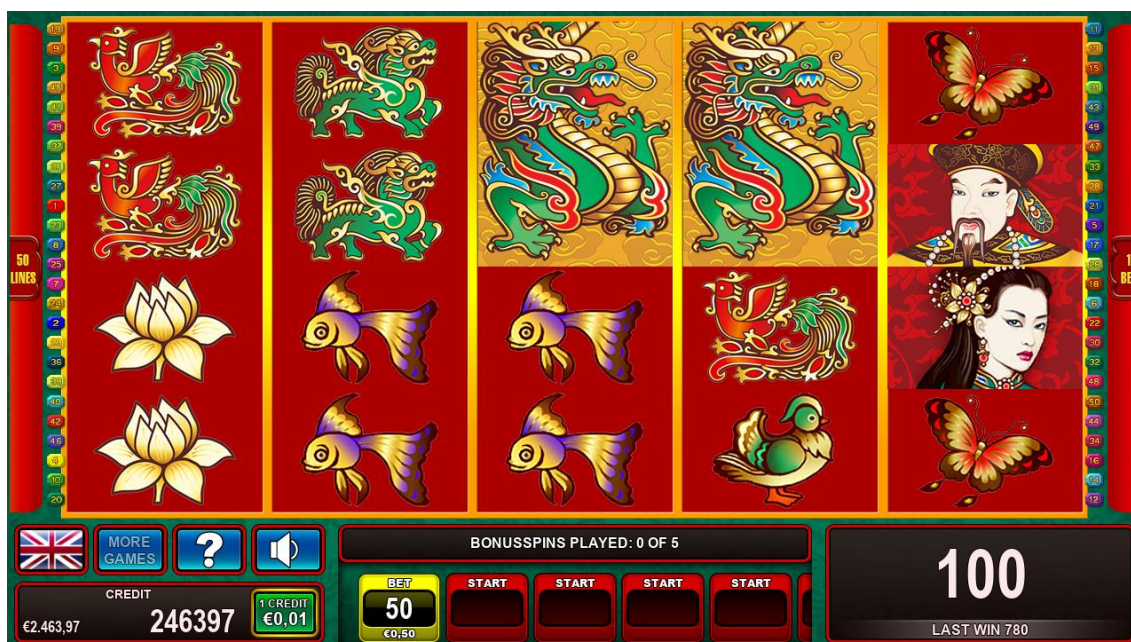
One pearl symbol on reel 3 extends the Bonus for one Bonusspin.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

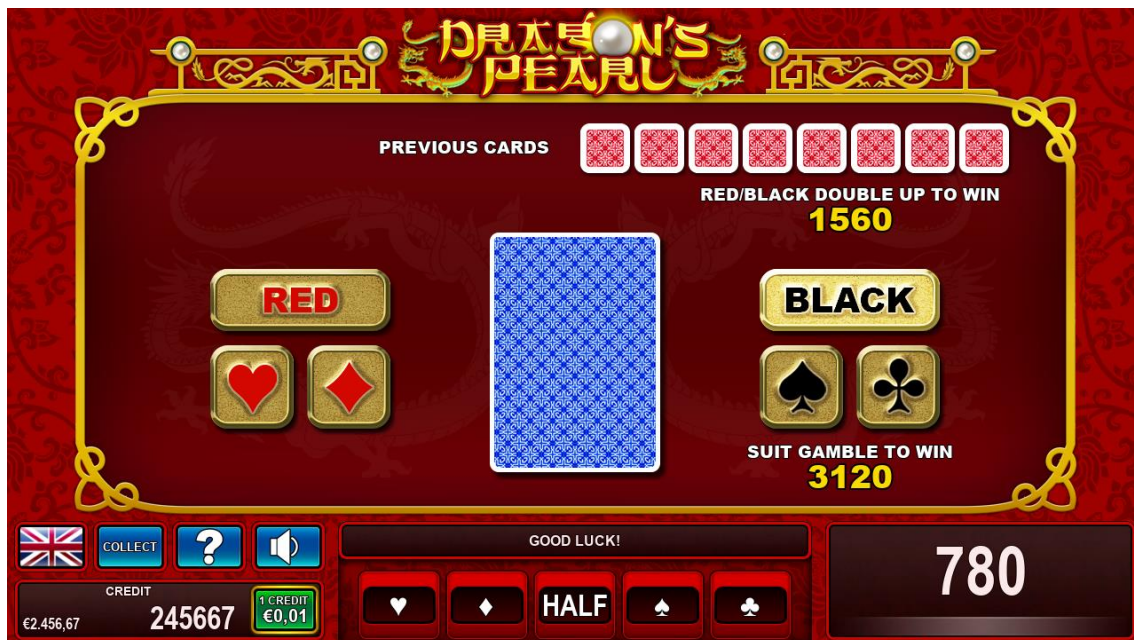
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.

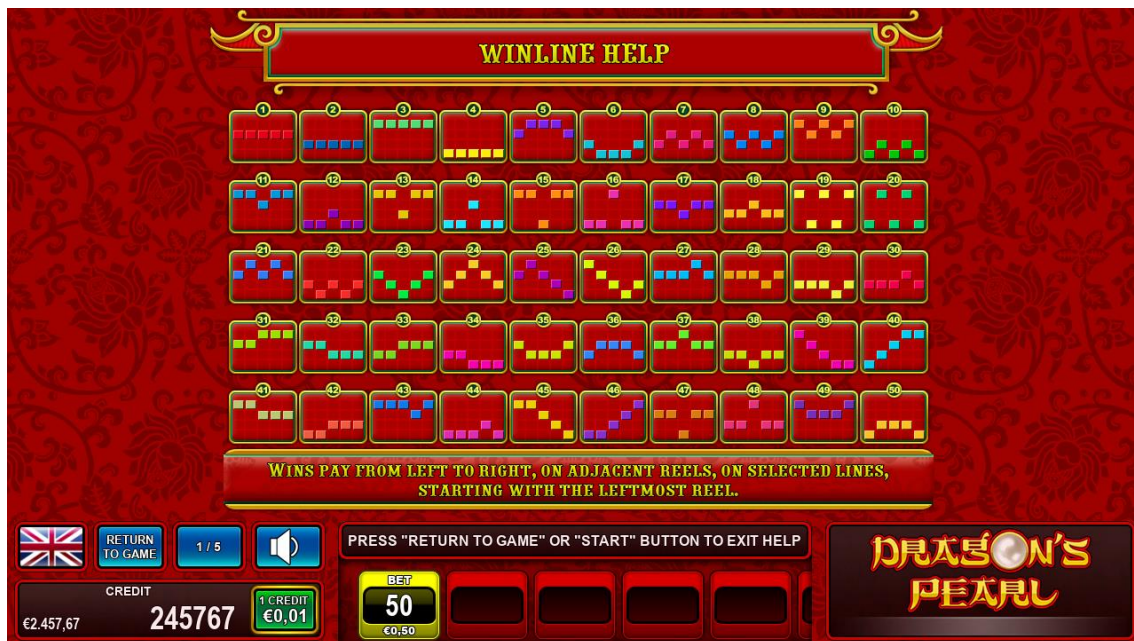




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet





### SYMBOL HELP

	<p>ONLY THE HIGHEST LINE WIN IS PAID ON EACH LINE PLAYED. LINE WINS ARE A MULTIPLE OF THE LINE BET. LINE WINS FROM DIFFERENT LINES ARE ADDED. WINS ARE PAID FOR SYMBOLS OF THE SAME KIND.</p>
	<p>THE DRAGON WILD SYMBOL HAS A MAXIMUM LENGTH OF FOUR SYMBOLS AND SUBSTITUTES ALL SYMBOLS EXCEPT PEARL SYMBOL. THE DRAGON WILD SYMBOL APPEARS ONLY ON REELS 2-5 AND DURING THE BONUS ON REELS 2-4.</p>

RETURN TO GAME 2 / 5




CREDIT €2,457.67 245767 1 CREDIT €0.01

BET 50 €0.50

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

DRAGON'S PEARL

### BONUS HELP

	<p>3 PEARL SYMBOLS ON REEL 2, 3 OR 4 ON ANY POSITION WIN 5 BONUSPINS. BONUS ENTRY WIN WILL BE ADDED TO THE LINE WINS.</p>
	<p>ONE PEARL SYMBOL ON REEL 3 EXTENDS THE BONUS FOR ONE BONUSPIN.</p>
	<p>PLAY THE BONUS ROUND UNTIL YOU HAVE NO BONUSPINS LEFT. ADDITIONAL BONUSPINS CAN BE WON DURING THE BONUS ROUND. BONUSPINS ARE PLAYED AT THE SAME BET AND NUMBER OF LINES AS THE INITIATING GAME. DURING BONUS AN ALTERNATE SET OF REELS IS USED.</p>

RETURN TO GAME 3 / 5

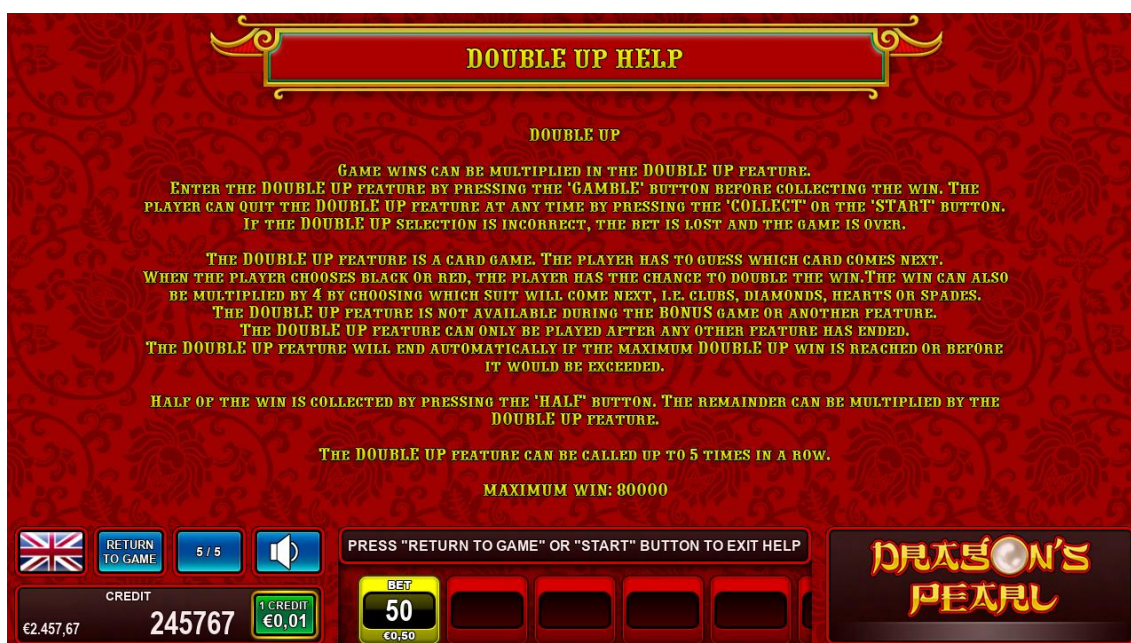
CREDIT €2,457.67 245767 1 CREDIT €0.01

BET 50 €0.50

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

DRAGON'S PEARL







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

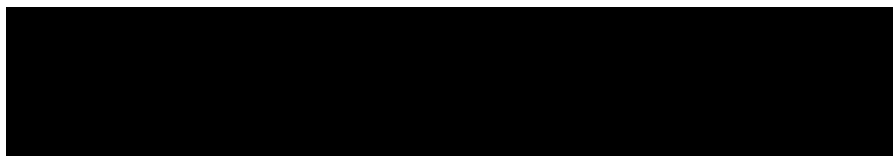
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Enchanted Cleopatra





## Short Facts

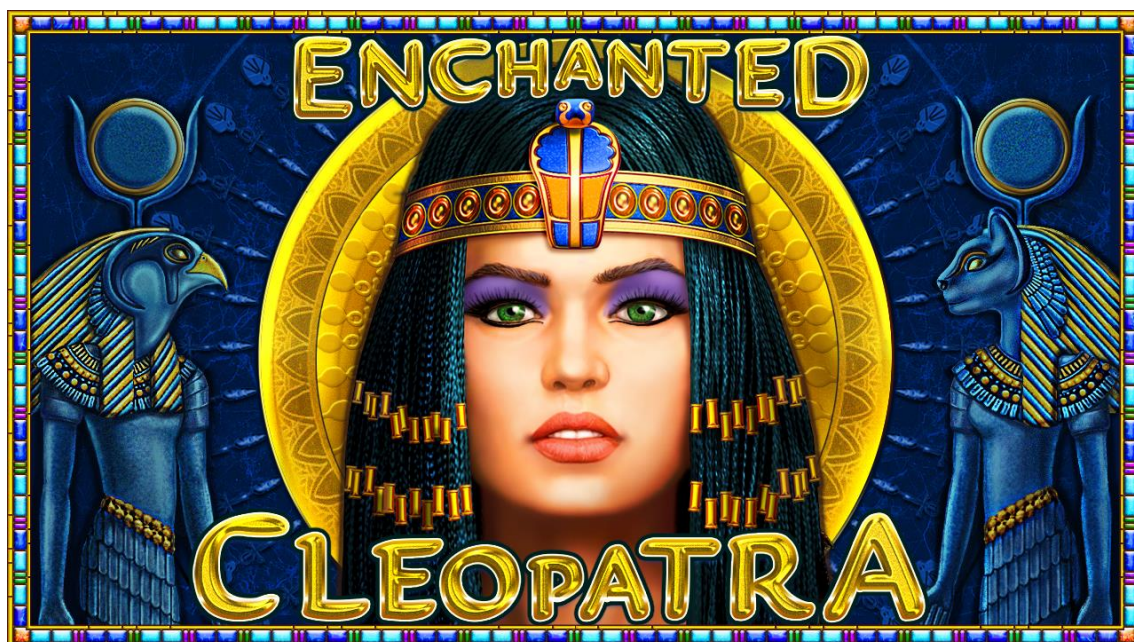
Name:	Enchanted Cleopatra
Game type:	5 reels / 3 symbols on each reel
Winlines:	Allways, 243 ways; wins pay from left to right
Wild symbol:	-

## Graphics & Game

Enchanted Cleopatra is waiting to greet you in this game that will take you back to ancient times, full of Egyptian signs and hieroglyphics in this medium hit-rate game.

This exciting game is played in a 5x3 format game adventure. Wins are gained from left to right. The chances to win are thus higher – there are indeed up to 243 ways to win and the multiplier feature doubles your winnings.

The bonus feature is triggered when 3, 4 or 5 bonus symbols come up together to provide you with 7, 10 or 15 bonus spins correspondingly. All winnings pay scattered during bonus spins.





Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

## Extras

- Multiplier Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

ENCHANTED CLEOPATRA		
	5. 1000 4. 250 3. 70	
	5. 100 4. 50 3. 30	
	Multiplier symbol doubles winnings.	
	5. 5000 4. 500 3. 100	
	5. 500 15 SPINS 4. 250 10 SPINS 3. 50 7 SPINS	
BONUS		
		
	5. 200 4. 100 3. 50	
	5. 80 4. 40 3. 20	
		
	5. 50 4. 20 3. 10	
ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Multiplier / Bonusspin Feature

Multiplier symbol appears only on reels 1-3 and doubles winnings. Multiplier wins will be added up.

3, 4 or 5 Bonus symbols on any position win 7, 10 or 15 Bonusspins accordingly. During Bonus all symbols pay on any position. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

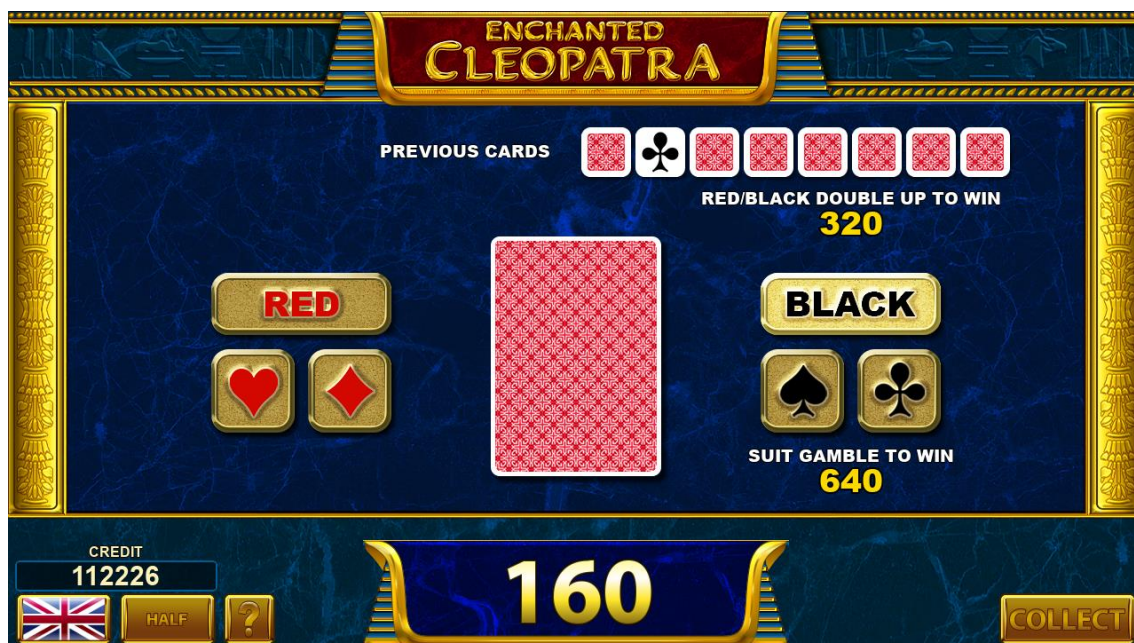
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

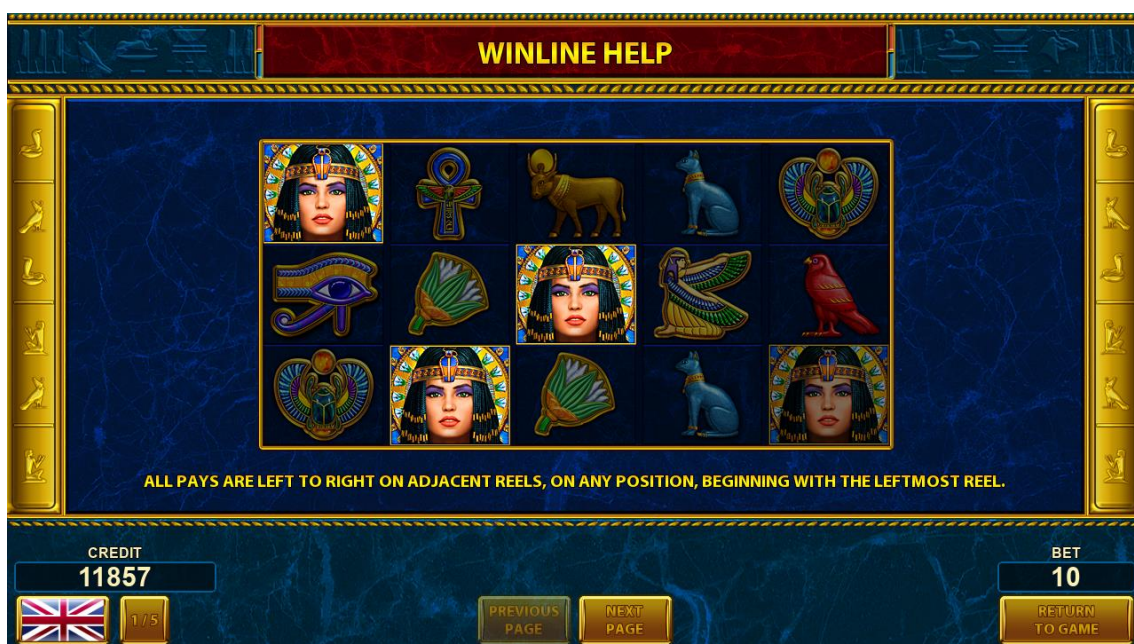




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

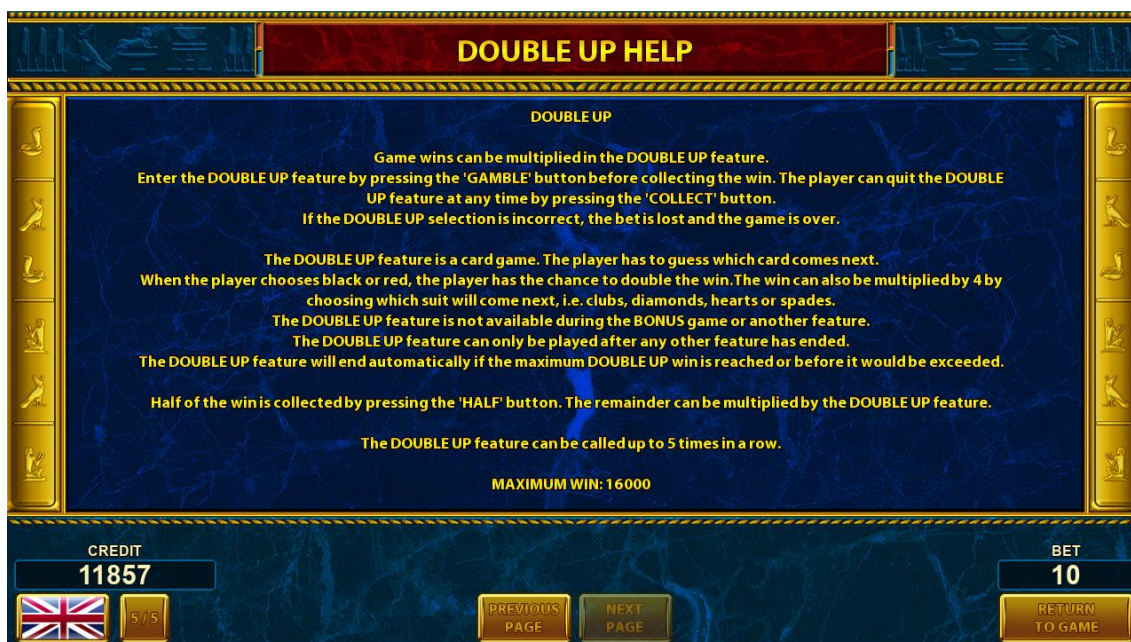
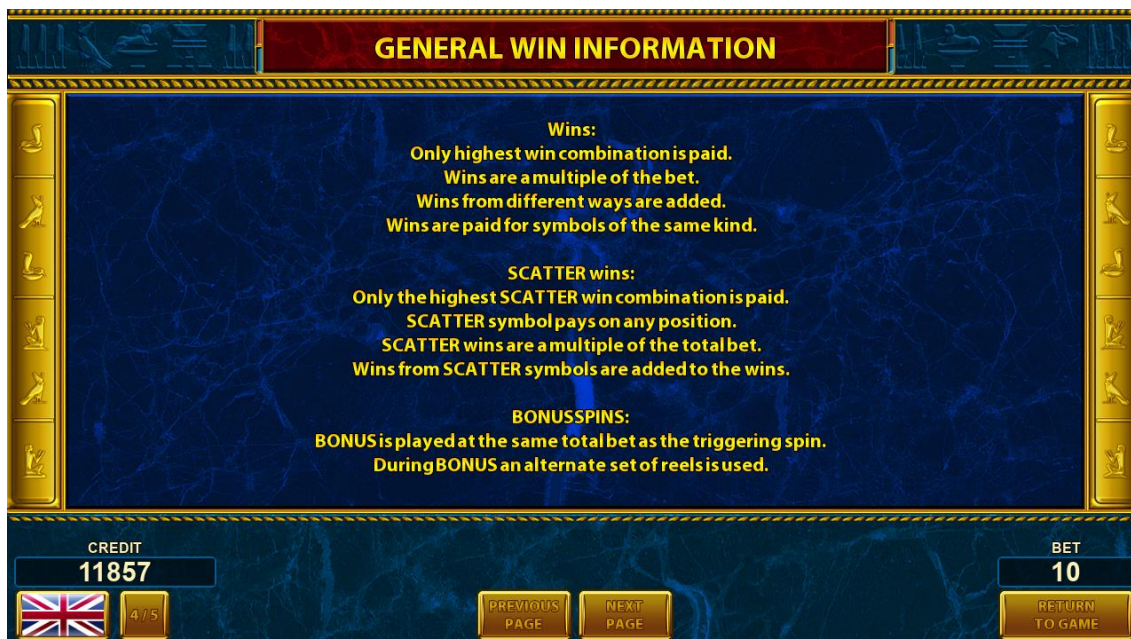
<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game











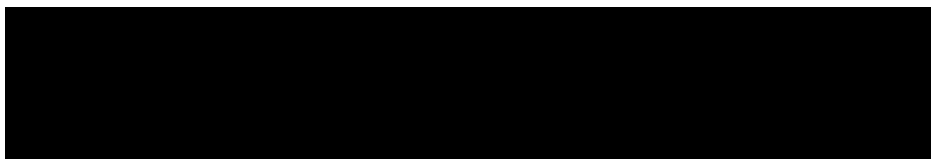


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Fiery Fruits





## Short Facts

Name:	Fiery Fruits
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 winlines; wins pay from left to right
Wild symbol:	Symbol Seven is Wild and substitutes all other symbols.

## Graphics & Game

We don't disappoint, this fruit game is a fiery sensation!

This 5x4 high Hitrate game is bursting with a stacked Wild, full screen wins and a Fireball Feature. This fiery fruit game is in a totally different league.

The 7 acts as the Wild symbol and substitutes all symbols. A full screen of 7 symbols doubles the win, except when the Fireball Feature occurs at the same time.

In this game the powerful Fireball Feature holds the promise of fiery winnings! Catch 1 mystery Fireball symbol on any reel on any position and it fires Fireball Wilds to random positions. Up to 5 Fireballs can appear at a time. It gets crazy hot; during this Feature every Fireball symbol that appears shoots Fireball Wilds all over the reels and turn into a Fireball Wild itself.

Get the fire extinguisher ready, your screen will soon be on fire with crazy hot winnings.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Fireball Feature
- Gamble Feature



## Pay Table

<b>FIERY FRUITS</b>									
<div>5. 500</div> <div>4. 200</div> <div>3. 40</div>			<div>7 WILD</div>		<div><div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div></div><div>x2</div><div>40000</div></div>				
<div><div>Watermelon</div><div>5. 200</div><div>4. 50</div><div>3. 20</div></div>			<div><div><div>ORANGE</div><div>CHERRY</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div><div>7 WILD</div></div><div>Mystery FIREBALL</div></div>					<div><div><div>GRAPE</div><div>5. 100</div><div>4. 20</div><div>3. 10</div></div><div><div>PLUM</div><div>5. 25</div><div>4. 5</div><div>3. 2</div></div></div>	
<div><div><div>ORANGE</div><div>5. 50</div><div>4. 10</div><div>3. 5</div></div><div><div>LEMON</div><div>5. 50</div><div>4. 10</div><div>3. 5</div></div></div> <div>Mystery FIREBALL fires FIREBALL WILDS to random positions.</div> <div>ALL VALUES IN CREDITS</div> <div>MALFUNCTION VOIDS ALL PAYS AND PLAYS</div> <div>1 CREDIT = 1¢</div>									



## Wild / Fireball Feature

Symbol 7 is Wild and substitutes all symbols. Symbol Fireball Wild only appears in the Fireball Feature and substitutes all symbols.

One mystery fireball symbol can occur on any reel on any position. In total up to 5 fireballs can appear at a time. During the fireball feature every fireball symbol which appears fires fireball wilds to random positions and turns into a fireball wild itself.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

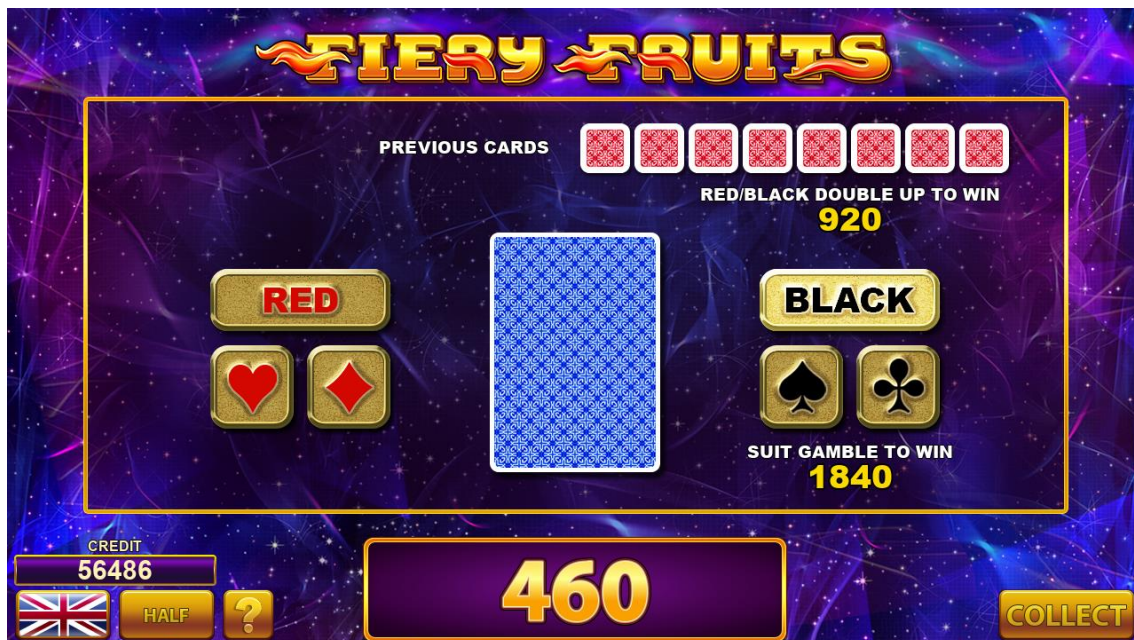
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

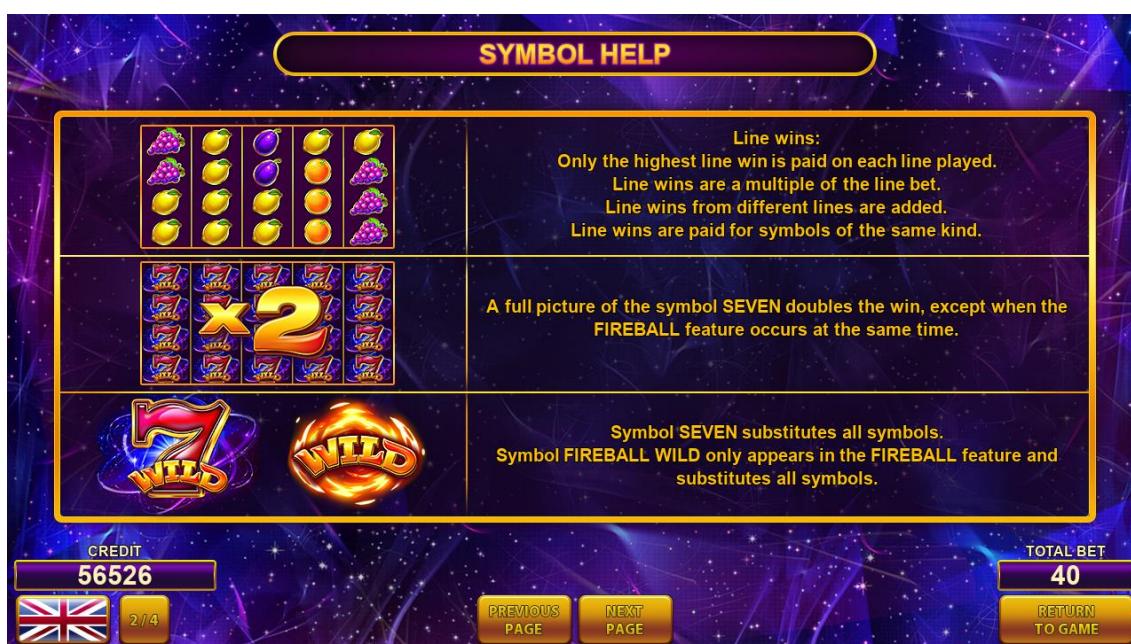




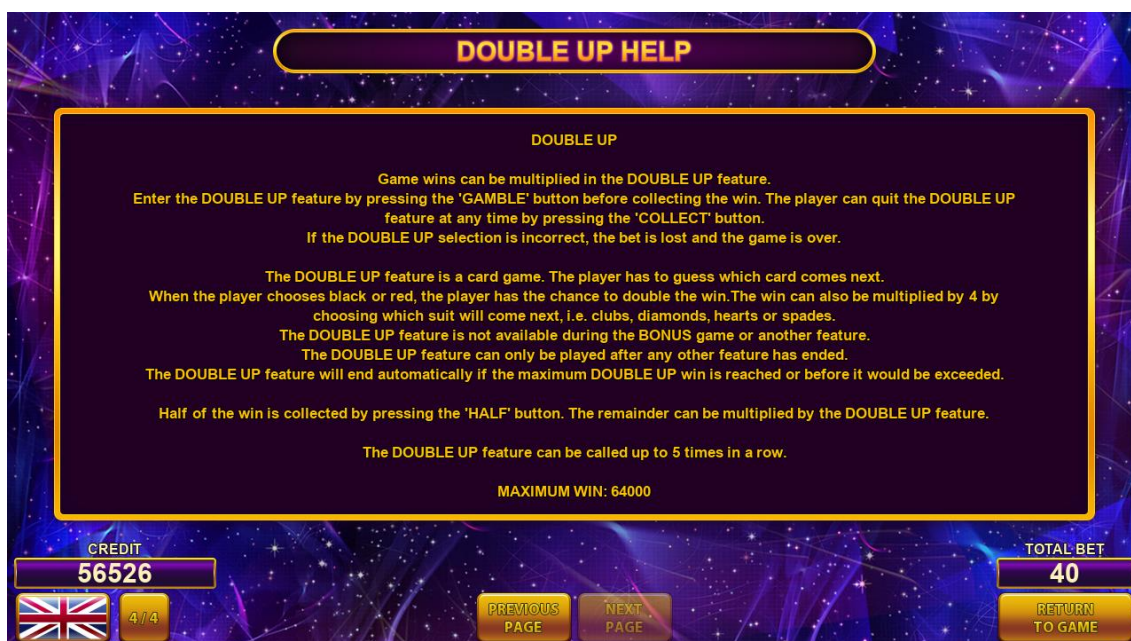
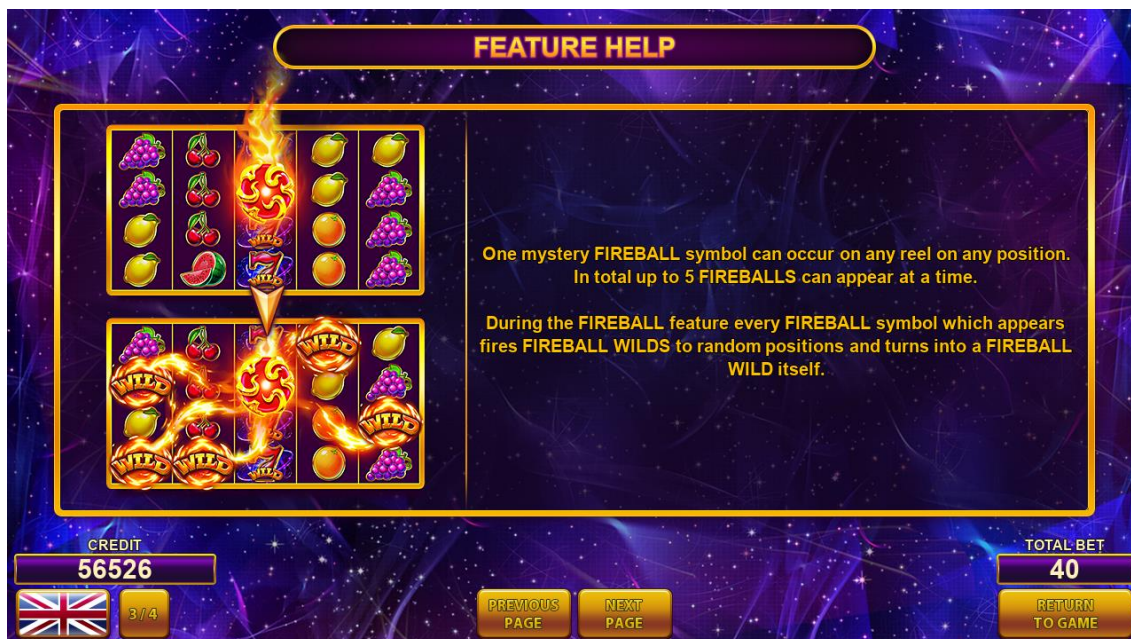
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







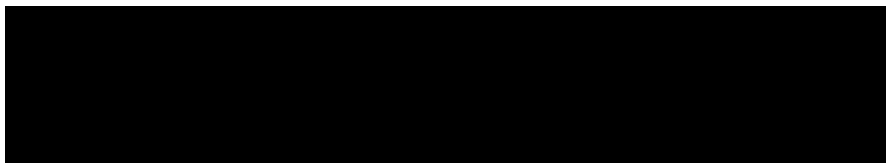


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S

## Game Description

### Fortunas Fruits



## Short Facts

Name: Fortunas Fruits

Game type: 5 x 4

Winlines: 50 Winlines; wins pay from left to right

Wild Symbol: Replaces all symbols on the reels

## Graphics & Game

This 5-reel fruit game will wet your appetite for more!

With 50 winlines, this is a game for passionate fruit- symbol players. The bonus symbol changes all neighbouring symbols to wild!

Cherries, plums, grapes, lemons, oranges and melons will be freshly spinning for you!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

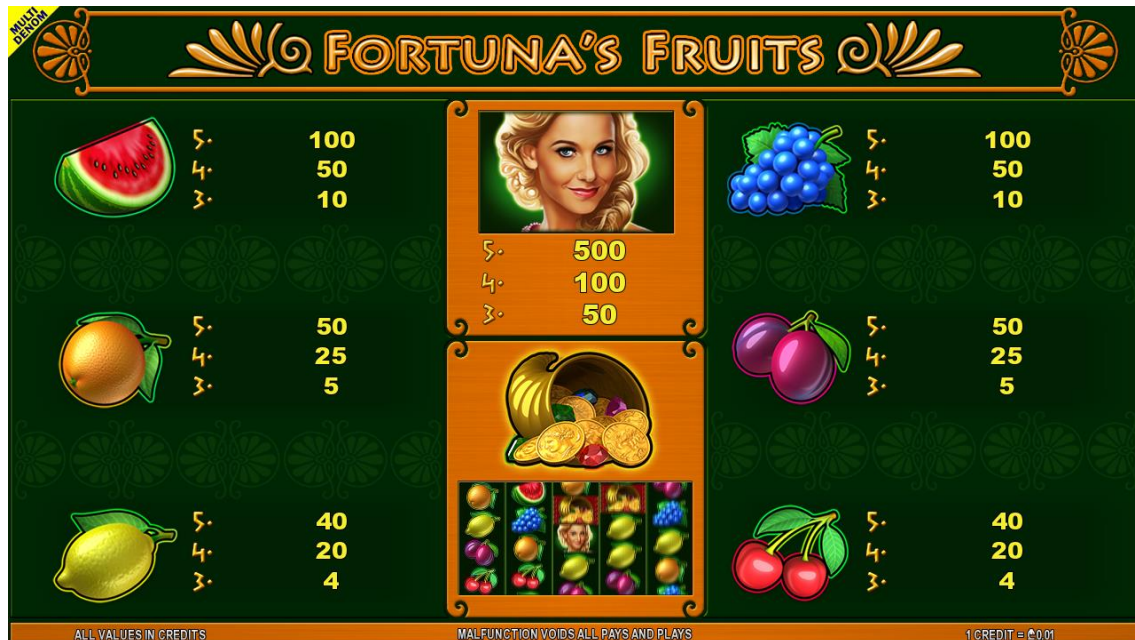
By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature



## Pay Table



The image shows the pay table for the slot game "Fortuna's Fruits". The title "FORTUNA'S FRUITS" is at the top center in a stylized font. The background is dark green with a repeating pattern of fruit icons. The pay table is organized into columns. On the left, there are three fruit icons: a watermelon slice, an orange, and a lemon. In the center, there are three icons: a woman's face, a treasure chest, and a slot machine reel. On the right, there are three fruit icons: a bunch of blue grapes, two purple plums, and two red cherries. Each icon is followed by a list of symbols (5, 4, 3) and their corresponding credit values. At the bottom, there are three lines of text: "ALL VALUES IN CREDITS", "MALFUNCTION VOIDS ALL PAYS AND PLAYS", and "1 CREDIT = €0.01".

Symbol	5	4	3
Watermelon	100	50	10
Orange	50	25	5
Lemon	40	20	4
Woman	500	100	50
Treasure Chest			
Slot Machine			
Blue Grapes	100	50	10
Plums	50	25	5
Cherries	40	20	4

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01

The payable can be displayed at any time by pressing the HELP button.




## Wild Feature


Replaces all symbols on the reels. The bonus symbol changes all neighbouring symbols to wild!


Paytable:


MULTI-DEMON



FORTUNA'S FRUITS


	5•	100
	4•	50
	3•	10


	5•	50
	4•	25
	3•	5


	5•	40
	4•	20
	3•	4


5• 500
4• 100
3• 50

	5•	100
	4•	50
	3•	10

	5•	50
	4•	25
	3•	5

	5•	40
	4•	20
	3•	4

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = €0.01

Wild Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

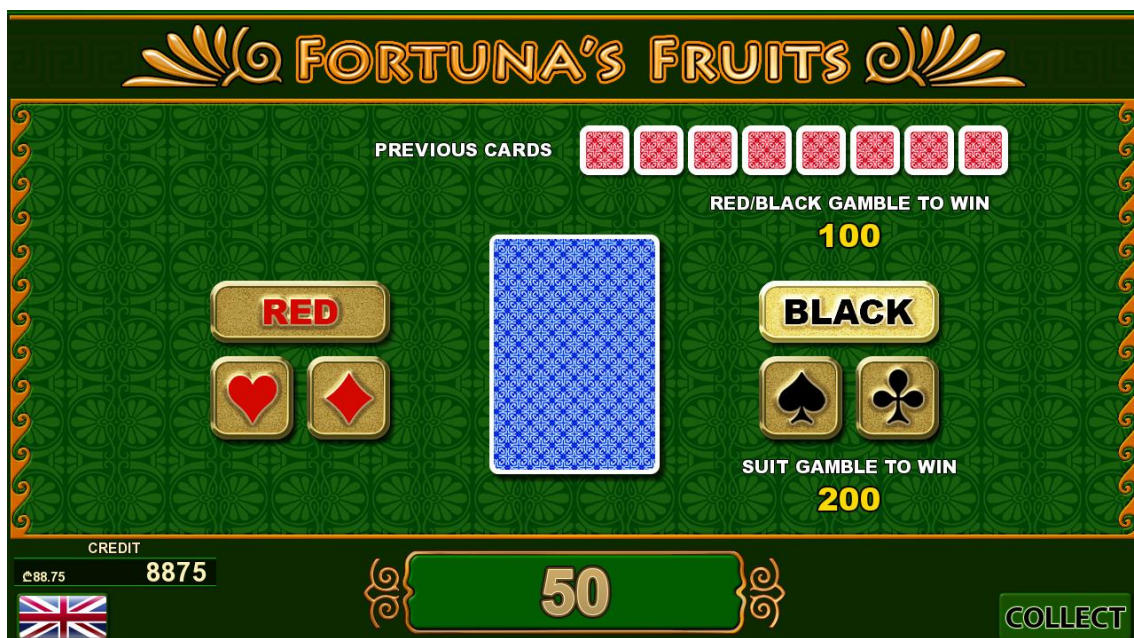
When the gambling screen appears, the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” and will return to the main game.





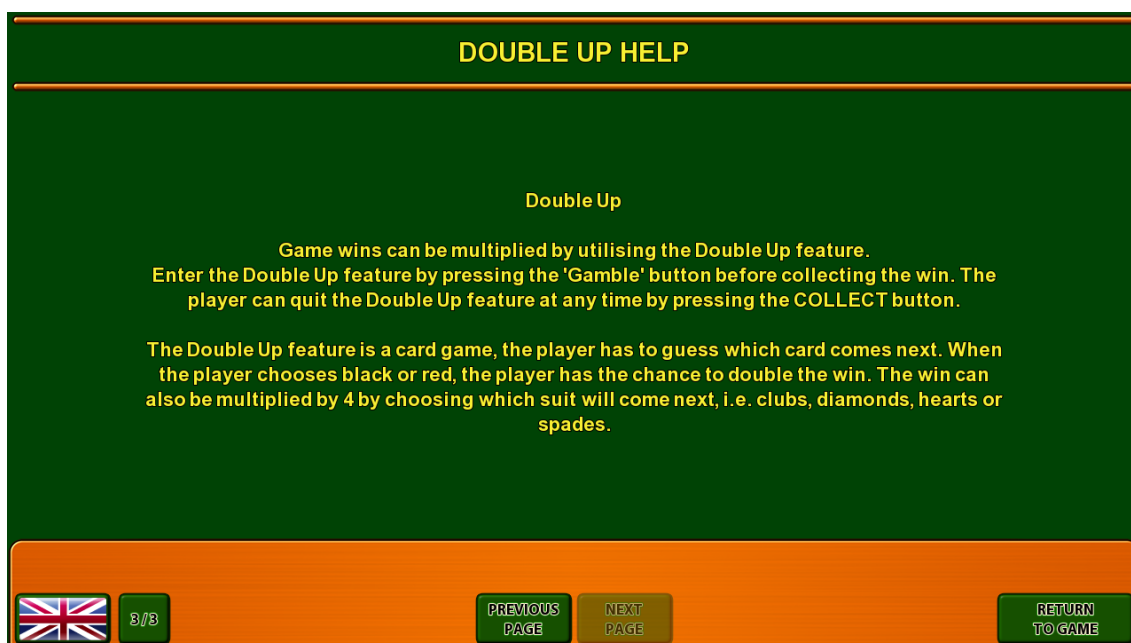
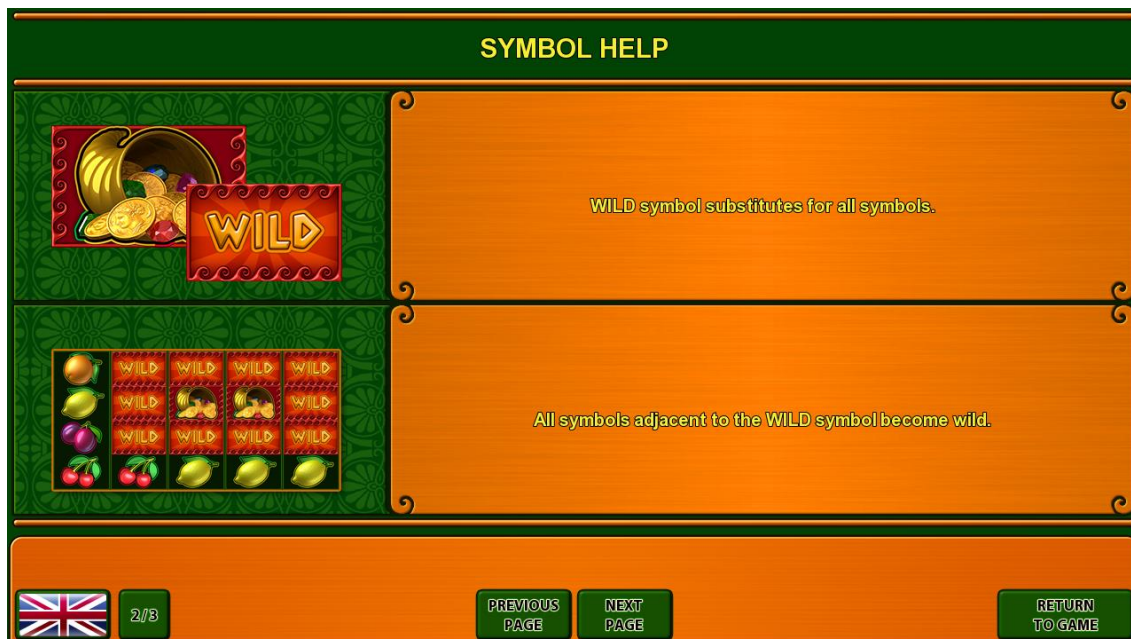
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







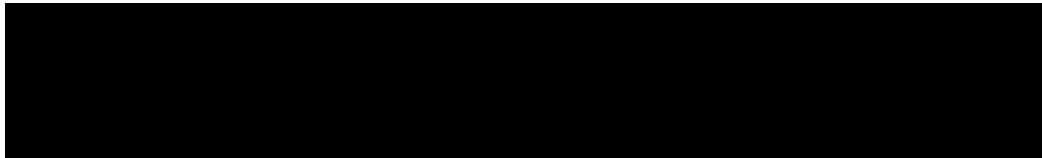


## Buttons

<b>FLAG</b>	- Changes language
<b>MORE GAMES</b>	- Returns to the game selection menu
<b>HELP</b>	- Displays the pay table and help
<b>SOUND</b>	- Enables the sound
<b>DENOMINATION</b>	- Changes the denomination for a credit
<b>GAMBLE</b>	- Enables the player to double the win
<b>LINES</b>	- To change the line
<b>BET</b>	- To change the bet
<b>START</b>	- Starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- Displays the last win
<b>CREDIT</b>	- Displays the credit
<b>BET</b>	- Displays the bet
<b>TOTAL BET</b>	- Displays the total bet
<b>RESERVE</b>	- Displays the reserve
<b>BANK</b>	- Displays the bank



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# AMATIC

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I N D U S T R I E S



## Game Description

### Fruit Box





## Short Facts

Name:	Fruit Box
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild symbol substitutes all symbols except Bonus symbol

## Graphics & Game

At last the fruits have been squared to look like being in a box – giving this game a truly original look.

Fruit Box is played on 5 reels; it offers 50 winlines with supersized symbols. 5 Bonus symbols anywhere reward you with 5, 10 or 15 Bonusspins – depending on where the spinning random wheel stops. If at the end of the Bonusspins all 5 Bonus letters are collected in any position – meaning B, O, N, U and S – then 5, 10 or 15 additional Bonusspins are won. A letter of the word BONUS is illuminated as soon as the corresponding Bonus symbol stops at any position.

Bonusspins are played at the same bet and number of lines as the initiating game.

The Wild symbol substitutes all symbols except the Bonus symbol.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

FRUIT BOX		
 5. 500 4. 100 3. 25	 5. 1000 4. 200 3. 50	 5. 400 4. 80 3. 20
 5. 300 4. 60 3. 15	<b>B O N U S</b> 5. 100	<b>WILD</b> substitutes for    
  5. 200 4. 40 3. 10	<b>5-10-15 BONUSSPINS</b> 	  5. 100 4. 20 3. 5
ALL VALUES IN CREDITS	MALFUNCTION VOIDS ALL PAYS AND PLAYS	1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

The Wild symbol substitutes all symbols except Bonus symbol.

Bonus symbol is Scatter.

5 Bonus symbols on any position win 5, 10 or 15 Bonusspins which will be chosen randomly. If, at the end of the Bonusspins, all five BONUS letters have been collected ('B O N U S'), 5 to 15 additional Bonusspins will be rewarded. A letter of the word BONUS is illuminated as soon as the corresponding Bonus symbol stops at any position.

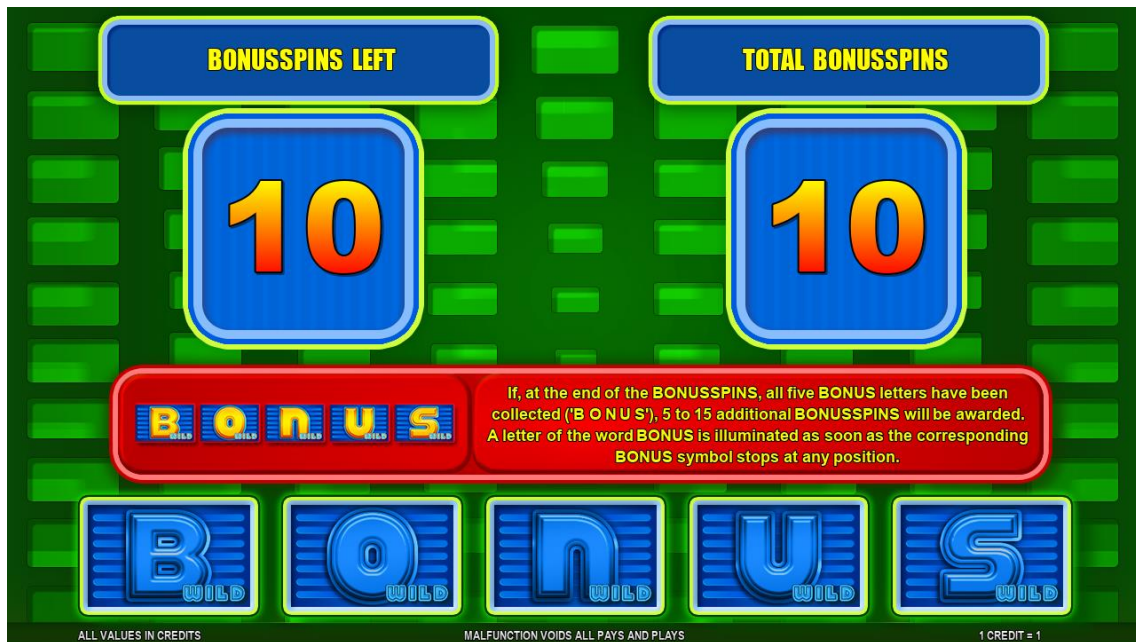
Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonusspin selection:





Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP



The **WILD** symbol substitutes all symbols except **BONUS** symbol.



**BONUS** symbol is **SCATTER**.  
5 **BONUS** symbols on any position win 5, 10 or 15 **BONUSPINS** which will be chosen randomly.

CREDIT  
**225826**


 2 / 5

PREVIOUS PAGE NEXT PAGE


TOTAL BET  
**50**

RETURN TO GAME


### BONUS HELP



If, at the end of the **BONUSPINS**, all five **BONUS** letters have been collected ('**B O N U S**'), 5 to 15 additional **BONUSPINS** will be awarded. A letter of the word **BONUS** is illuminated as soon as the corresponding **BONUS** symbol stops at any position.




The **BONUS** symbol substitutes all symbols during **BONUSPINS**.



Play the **BONUS** round until you have no **BONUSPINS** left. Additional **BONUSPINS** can be won during the **BONUS** round.  
**BONUSPINS** are played at the same bet and number of lines as the initiating game.

CREDIT  
**225826**

 3 / 5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME



## GENERAL WIN INFORMATION

### Line wins:

Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

### SCATTER wins:

Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

### BONUSSPINS:

BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

CREDIT

225826



4 / 5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

50

RETURN  
TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT

225826



5 / 5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

50

RETURN  
TO GAME

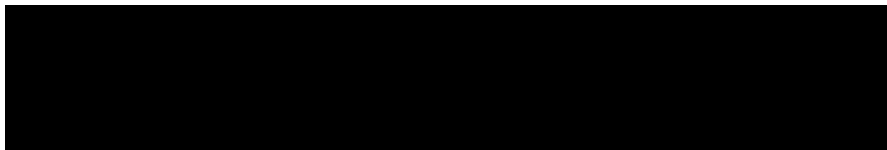


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Golden Rain





## Short Facts

Name:	Golden Rain
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	-

## Graphics & Game

Belong to the fortunate ones who gather under the Golden Rain!

Golden Rain is played over 5 reels and 10 winlines.

3, 4 or 5 Scatter symbols on any position award the Bonusspins!

Choose the bonus multiplier and Bonusspins at the begin of the bonus game manually! The player can choose between 15x3, 11x5 or 7x9.

Additional Bonus spins can be won during the Bonus game!

Good Luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Bonusspin Feature
- Gamble Feature



## Pay Table

GOLDEN RAIN									
	5-	400		5-	5000		5-	400	
	4-	200		4-	1000		4-	200	
	3-	40		3-	100		3-	40	
	5-	200		5-	500		5-	150	
	4-	50		4-	100		4-	40	
	3-	20		3-	20		3-	10	
	5-	150	<div><div></div><div></div><div></div><div>Choose your own BONUS feature.</div></div>				5-	100	
	4-	40	     				4-	25	
	3-	10	     				3-	10	
<div>ALL VALUES IN CREDITS</div> <div>MALFUNCTION VOIDS ALL PAYS AND PLAYS</div> <div>1 CREDIT = 1</div>									

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Bonusspin Feature

3, 4 or 5 Scatter symbols on any position win Bonusspins.

At the beginning of the Bonusspins the Bonus Feature must be chosen. Choose between 15, 11 or 7 Bonusspins with a multiplier of 3, 5 or 9 accordingly.

Play the Bonus round until you have no Bonusspins left.

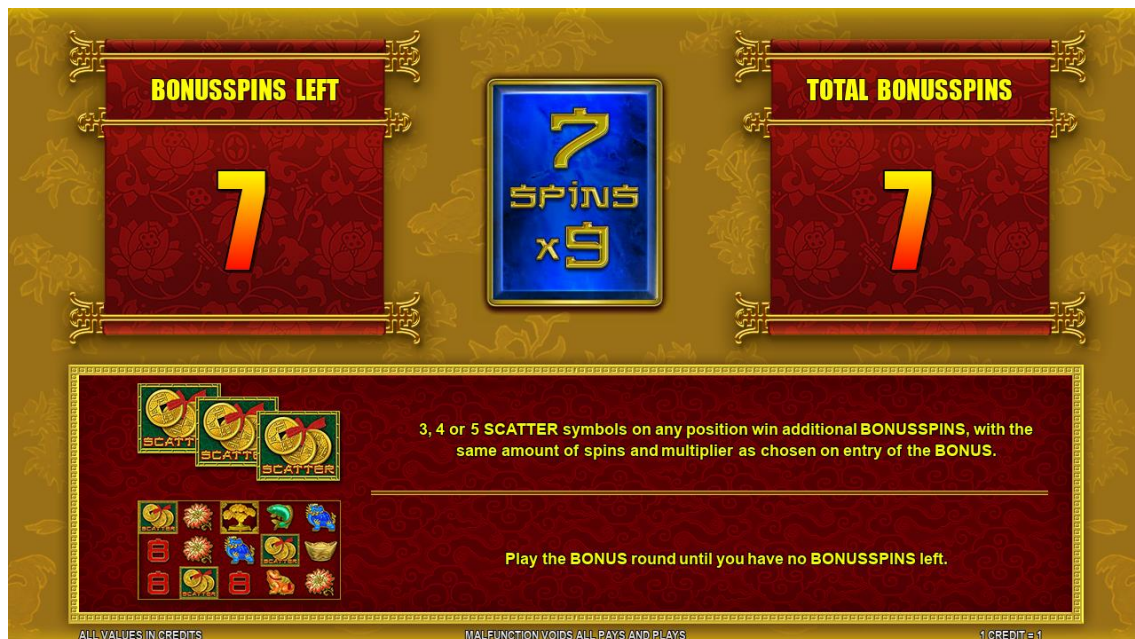
Additional Bonusspins can be won during the Bonus, with the same amount of spins and multiplier as chosen on entry of the Bonus.

Choose your own Bonus Feature:





### Bonus help:



### Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

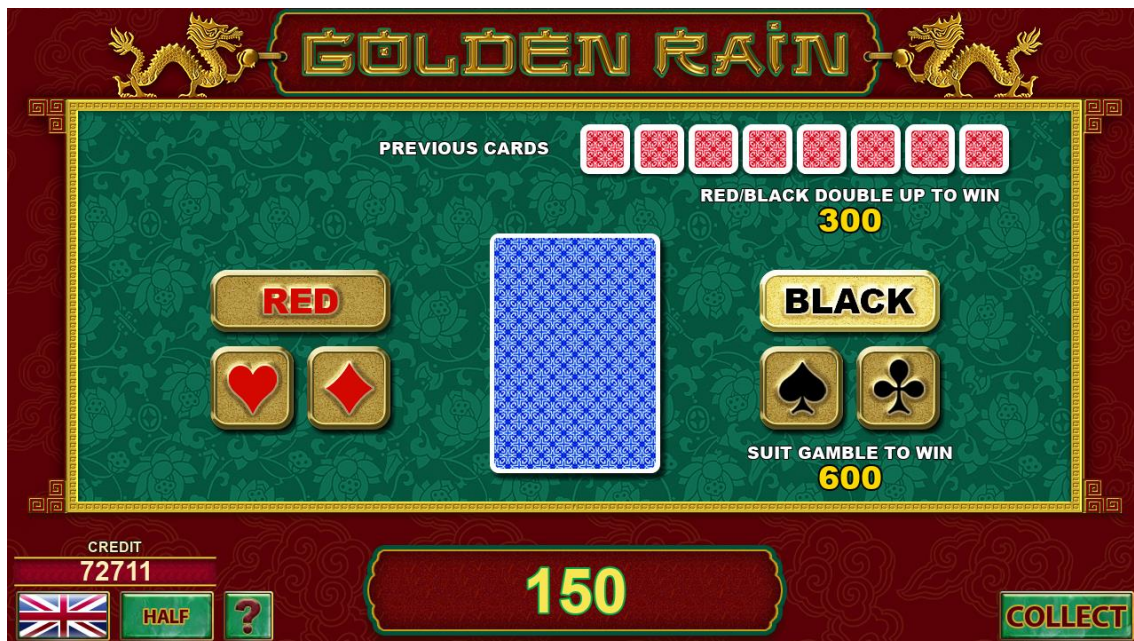
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

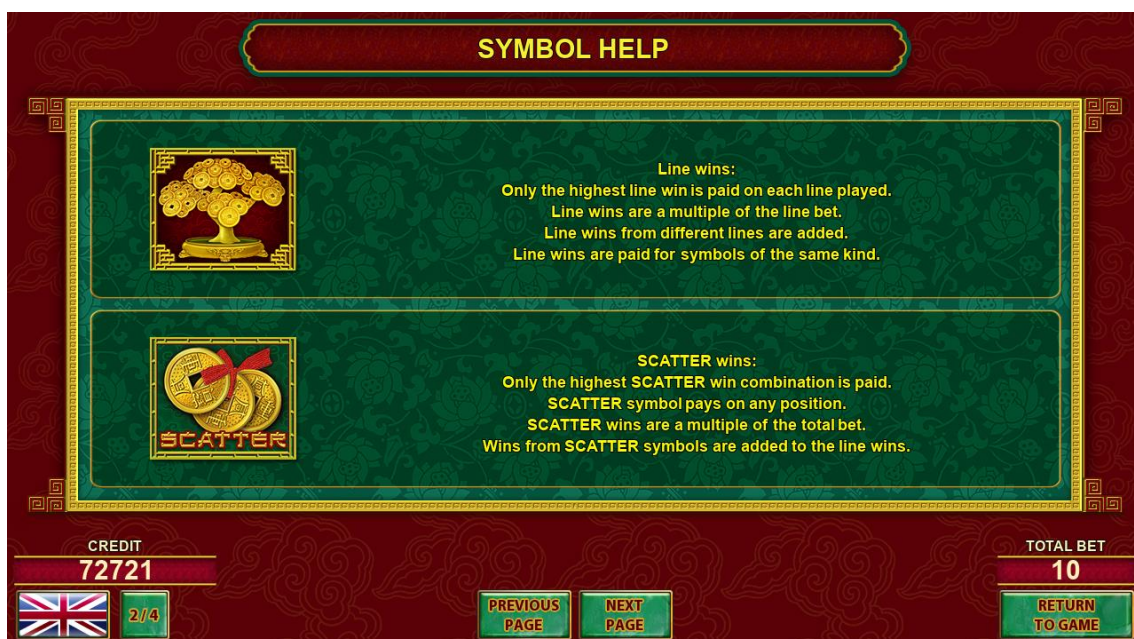




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### BONUS HELP

3, 4 or 5 SCATTER symbols on any position win **BONUSSPINS**.  
**BONUSSPINS** are played at the same bet and number of lines as the initiating game.  
During **BONUS** an alternate set of reels is used.

At the beginning of the **BONUSSPINS** the **BONUS** feature must be chosen.  
Choose between 15, 11, or 7 **BONUSSPINS** with a multiplier of 3, 5 or 9 accordingly.

Additional **BONUSSPINS** can be won during the **BONUS**, with the same amount of spins and multiplier as chosen on entry of the **BONUS**.  
Play the **BONUS** round until you have no **BONUSSPINS** left.

CREDIT  
**72721**

TOTAL BET  
**10**

PREVIOUS PAGE NEXT PAGE RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the **DOUBLE UP** feature.  
Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' button.  
If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.  
The **DOUBLE UP** feature can only be played after any other feature has ended.  
The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**72721**

TOTAL BET  
**10**

PREVIOUS PAGE NEXT PAGE RETURN TO GAME

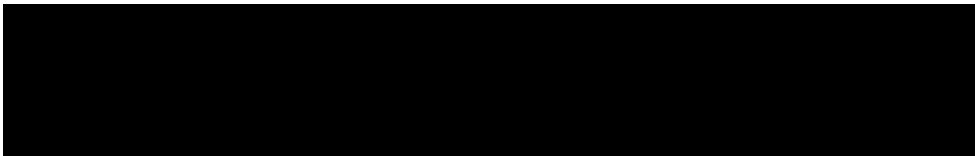


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot 81





## Short Facts

Name:	Hot 81
Game type:	4 reels / 3 symbols on each reel
Winlines:	Allways, 81 ways; wins pay from left to right
Wild symbol:	Star is Wild and substitutes all symbols

## Graphics & Game

Are you in the mood to party?

If you are, then this is the right game for you! It's clear and concise with just 4 reels that have 3 symbols each – giving 81 ways to win.

The number 7, BAR and the Bell have been invited alongside some fruits. They are looking for a wild time – so look out and find the Wild symbol.

Once you have a Wild, all the other symbols below it in that reel become Wild too.

What a party. Come and join in!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Gamble Feature



## Pay Table

<i>hot 81</i>		
 4• 250	 4• 500	 4• 125
 4• 50	 40500	 4• 10
 4• 50		 4• 5
ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild Feature

Star symbol is only a Wild symbol on reels 2-4 when highlighted with the Wild label. Wild symbol substitutes for all symbols.

The Wild symbol is an expanding symbol and will turn all symbols downwards the labelled Star symbol into Wild symbols.





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

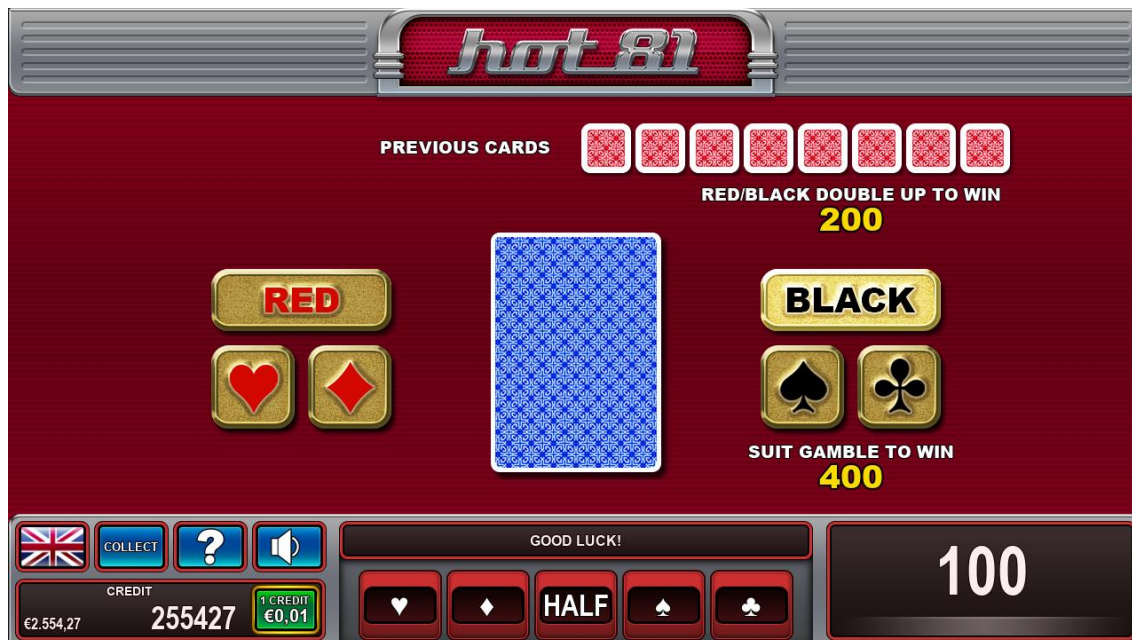
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





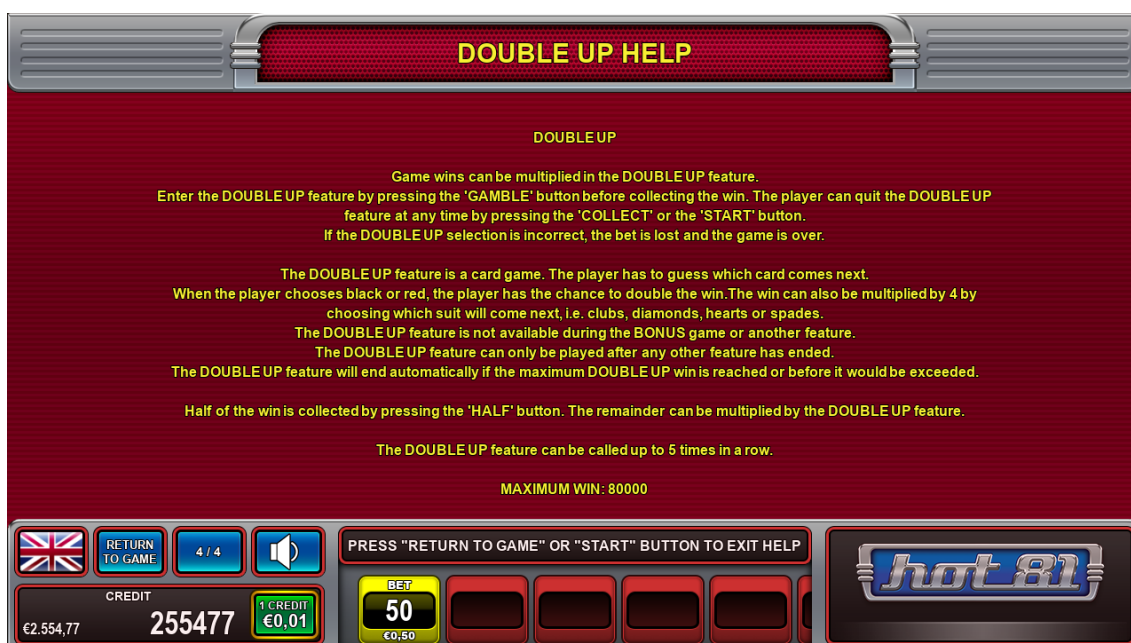
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet









## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

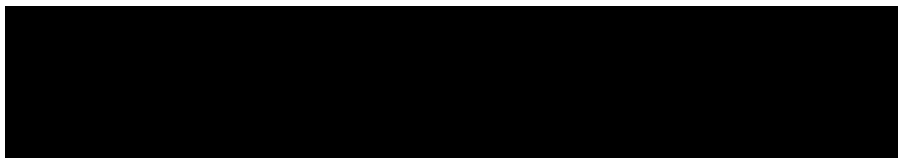
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by “sliding” the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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AMATIC  
INDUSTRIES

**HOT**  
*Diamonds*

Game Description  
Hot Diamonds





## Short Facts

Name:	Hot Diamonds
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	During Bonus symbol Scatter is Wild and substitutes all symbols.

## Graphics & Game

Diamonds are forever!

In this hot game with 10 winlines, 10 Bonusspins are won with 3, 4 or 5 Bonus symbols. During the Bonus, the Star symbol is Wild and substitutes for all other symbols. Additionally bonus line wins pay on all positions on an active line.

Try your luck and catch the hot diamonds!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

<h1 style="text-align: center;">HOT Diamonds</h1>		
 <b>7500</b>  5• <b>750</b> 4• <b>100</b> 3• <b>25</b>	 <b>25000</b>  5• <b>2500</b> 4• <b>250</b> 3• <b>50</b>	 <b>5000</b>  5• <b>500</b> 4• <b>75</b> 3• <b>20</b>
 <b>2500</b>   5• <b>250</b> 4• <b>50</b> 3• <b>10</b>	 5• <b>500</b> 4• <b>100</b> 3• <b>20</b>  <b>10 Spins</b> 	 <b>1000</b>   5• <b>100</b> 4• <b>25</b> 3• <b>5</b>
ALL VALUES IN CREDITS	MALFUNCTION VOIDS ALL PAYS AND PLAYS	1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Bonusspin Feature

Bonus symbol is Scatter. 3, 4 or 5 Scatter symbols on any position win 10 Bonusspins. During Bonusspins symbol Scatter is Wild and substitutes all symbols. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:

The bonus help screen is divided into three columns. The first column shows three Scatter symbols (stars with 'Wild' text) and states: '3, 4 or 5 SCATTER symbols on any position win 10 BONUSSPINS.' The second column shows a single Scatter symbol and states: 'During BONUS Symbol SCATTER is WILD and substitutes all symbols.' The third column shows a 3x3 grid of various symbols and states: 'Play the BONUS until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round.'

**BONUSSPINS LEFT**  
**10**

**TOTAL BONUSSPINS**  
**10**

**3, 4 or 5 SCATTER symbols on any position win 10 BONUSSPINS.**

**During BONUS Symbol SCATTER is WILD and substitutes all symbols.**

**Play the BONUS until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round.**

ALL VALUES IN CREDITS MALFUNCTION VOIDS ALL PAYS AND PLAYS 1 CREDIT = 1

Bonusspins:

The main game screen shows a 5x3 grid of symbols. The symbols are: Row 1: Purple diamond, Green diamond, Purple diamond, Gold ring, Purple diamond. Row 2: Purple diamond, Green diamond, Purple diamond, Gold ring, Purple diamond. Row 3: Red diamond, Yellow diamond, Blue diamond, Purple diamond, Wild symbol (star with 'Wild' text). The bottom of the screen shows the credit balance (81431), the number of bonusspins played (0 of 10), and the total bet (10). A large yellow button with the number 20 is in the center. A 'START' button is on the right.

**BONUSSPINS PLAYED: 0 OF 10**

**CREDIT 81431**

**TOTAL BET 10**

**20**

**START**



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





The help menu opens when pressing the HELP button. This has its own button panel.

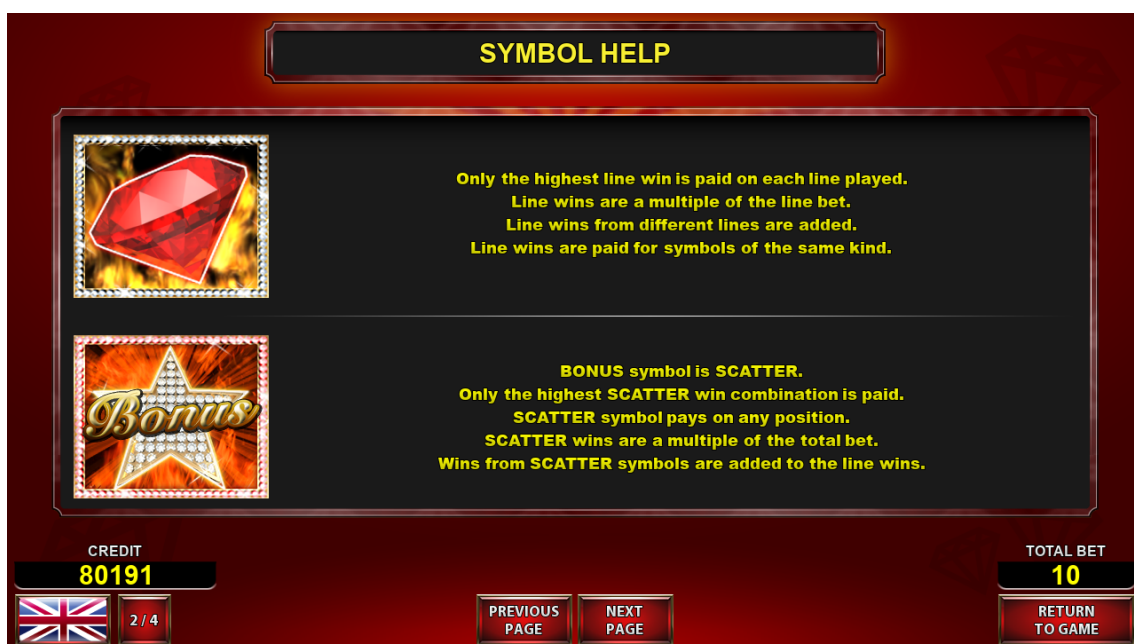
- Enables the player to change language

- Indicates the page

- To switch to the previous page


- To switch to the next page

- To continue the game






**BONUS HELP**



**3, 4 or 5 SCATTER symbols on any position win 10 BONUSSPINS. BONUSSPINS are played at the same bet and number of lines as the initiating game.**

**During BONUSSPINS symbol SCATTER is WILD and substitutes all symbols.**

**Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round. During BONUS an alternate set of reels is used.**

**CREDIT**  
**80191**  
 **3 / 4**

**PREVIOUS PAGE** **NEXT PAGE**

**TOTAL BET**  
**10**  
**RETURN TO GAME**

**DOUBLE UP HELP**

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.


The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

**MAXIMUM WIN: 16000**

**CREDIT**  
**80191**  
 **4 / 4**

**PREVIOUS PAGE** **NEXT PAGE**

**TOTAL BET**  
**10**  
**RETURN TO GAME**



## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Fruits 20





## Short Facts

Name:	Hot Fruits 20
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

Hot Fruits 20 is a colourful fruit game that offers 20 possible winlines on three reels each with 5 symbols. It's all about the lucky number 7 as this number acts as Wild while the Star symbol acts as Scatter.

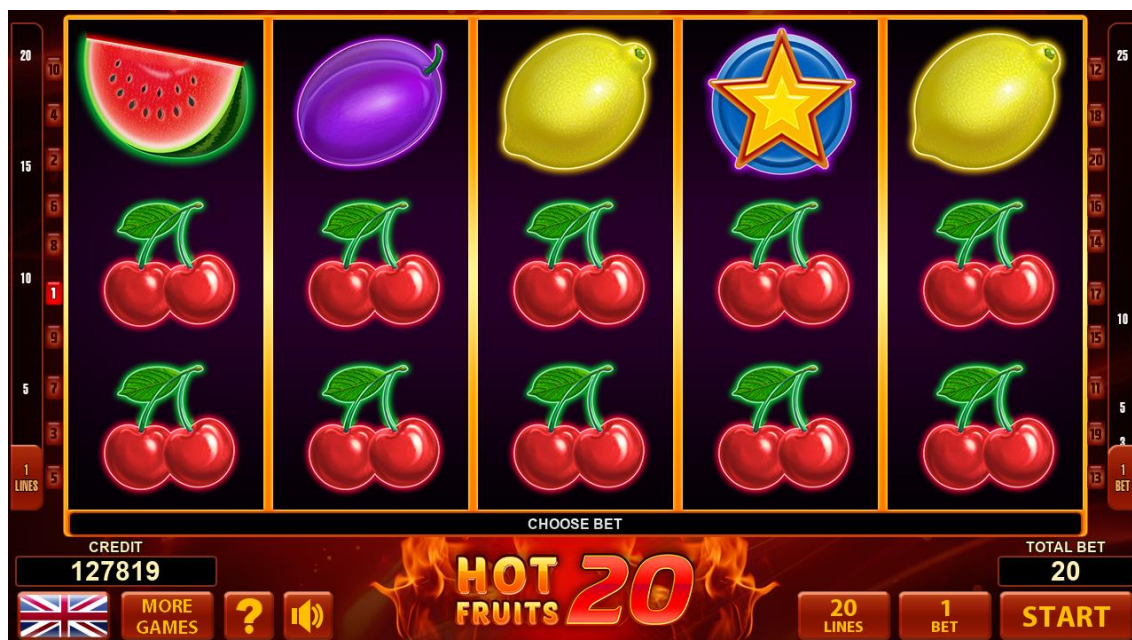
A full stacked 7 is the non-plus-ultra and triggers the game's highest possible win.

One can always choose the Gamble Feature before collecting a win – with the card feature double or nothing.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# HOT FRUITS 20



5 • 1000

4 • 400

3 • 40



20000



5 • 400

4 • 80

3 • 20



5 • 10000

4 • 400

3 • 100



5 • 200

4 • 40

3 • 20



5 • 100

4 • 20

3 • 10



5 • 100

4 • 20

3 • 10

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

The Wild symbol substitutes all symbols except Scatter symbol.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP



**WILD symbol substitutes all symbols except SCATTER symbol.**

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
All line wins pay for a combination of a kind.



**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**127819**



2 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**20**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 32000

CREDIT  
**127819**



3 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**20**

RETURN TO GAME

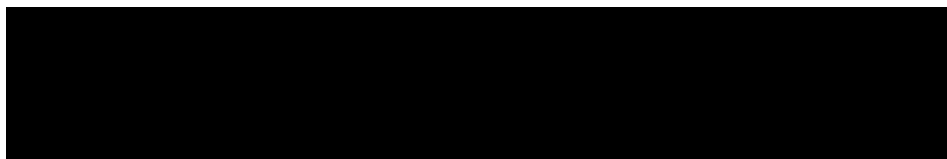


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Fruits 40





## Short Facts

Name:	Hot Fruits 40
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

Hot Fruits 40 provides even more fruit excitement as this great fruit slot game offers a total of 40 different possible win lines over three reels each with 5 symbols. It's all about the lucky number 7 as this number acts as Wild.

A full stacked 7 is the non plus ultra - thus the main win. The Star symbol acts as Scatter.

Exquisite sound rounds off this fascinating fruit game. You can always choose the Gamble Feature before collecting your win – with the card feature double or nothing.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# HOT FRUITS 40

5 • 1000  
4 • 400  
3 • 80

40000

5 • 400  
4 • 80  
3 • 40

SCATTER

5 • 20000  
4 • 800  
3 • 200

5 • 160  
4 • 40  
3 • 20

5 • 80

4 • 20

3 • 10

5 • 80

4 • 20

3 • 10

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

The Wild symbol substitutes every other symbol except Scatter symbols.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




The WILD symbol substitutes every other symbol except the SCATTER symbol.

Line wins:  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.



SCATTER wins:  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**149079**



2 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**40**

RETURN TO GAME

### DOUBLE UP HELP

DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 64000

CREDIT  
**149079**



3 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**40**

RETURN TO GAME

• • •  
8

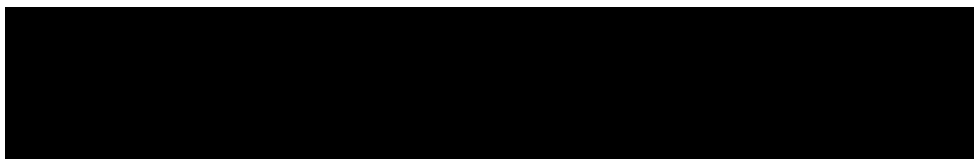


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Fruits 100





## Short Facts

Name:	Hot Fruits 100
Game type:	5 reels / 4 symbols on each reel
Winlines:	100 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

The ultimate Hot Fruits game has arrived in the form of Hot Fruits 100. You have more chances than ever before to turn the fruits into a nice, juicy win as this game offers a total of 100 different possible win lines over three reels of which each has 5 symbols.

It's all about the lucky number 7 as this number acts as Wild. The Wild 7 symbol substitutes all other symbols except the Scatter symbol. A full stacked 7 is the non-plus-ultra – thus the main win. The Star symbol acts as Scatter.

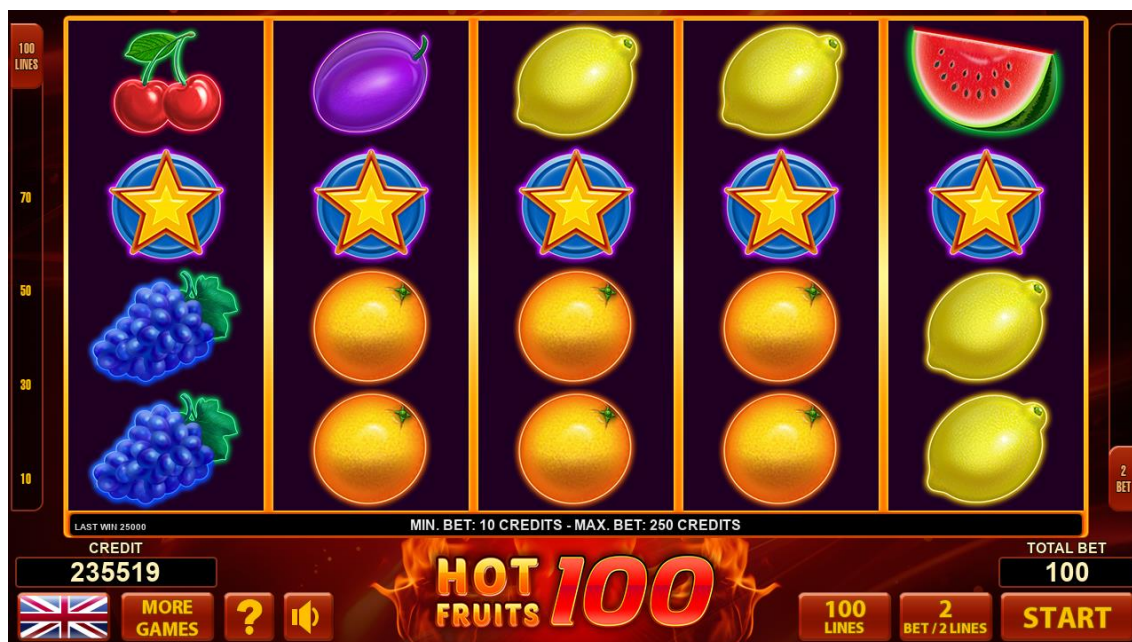
One credit is required for two-win lines – thus to play all 100-win lines then 50 credits are required.

Exquisite sound rounds off this game. You can always choose the gamble feature before collecting your win – with the card feature double or nothing.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

HOT FRUITS 100				
 <b>WILD</b>	5 •	2000	 <b>200000</b>	
	4 •	400		
	3 •	80		
	5 •	400	 <b>SCATTER</b>	
	4 •	100		
	3 •	40		
 	5 •	100	 	
	4 •	20		
	3 •	10		
	5 •	25000		
	4 •	1000		
	3 •	200		
	5 •	50		
	4 •	10		
	3 •	4		
ALL VALUES IN CREDITS				
MALFUNCTION VOIDS ALL PAYS AND PLAYS				
1 CREDIT = 1				

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

The Wild symbol substitutes all symbols, except the Scatter symbols.

Only the highest Scatter win combination is paid. Scatter symbols pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




The **WILD** symbol substitutes all symbols, except the **SCATTER** symbol.

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.



**SCATTER** wins:  
Only the highest **SCATTER** win combination is paid.  
**SCATTER** symbol pays on any position.  
**SCATTER** wins are a multiple of the total bet.  
Wins from **SCATTER** symbols are added to the line wins.

CREDIT  
**235519**



2 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**100**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the **DOUBLE UP** feature.

Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' button.

If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.

The **DOUBLE UP** feature can only be played after any other feature has ended.


The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 160000

CREDIT  
**235519**



3 / 3

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**100**

RETURN TO GAME

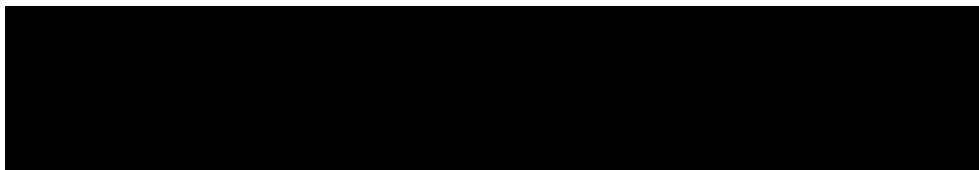


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Fruits Quattro





## Short Facts

Name:	Hot Fruits Quattro
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right, right to left and middle
Wild symbol:	Wild symbol substitutes all symbols

## Graphics & Game

Hot Fruits Quattro is a fiery, fruit-based game with excellent winning chances!

There are the classic fruit symbols in this slot like a pair of cherries, an orange, a lemon, a plum and a bunch of grapes. A thrilling feature called Quattro Mode can be discovered.

This game comes in a 5x3 reel format but in Bonusmode, Hot Fruits Quattro expands to 4 sets of 5x3 reels! Quattro Mode starts on every win which is 4x higher than bet.

If a Wild symbol in the Bonus game is shown on any position on the first left set, the following reel on the next sets turns into Wild also. Up to 50 Bonusspins are possible! How exciting is that?

Winnings are counted from left to right, right to left and middle position in this stunning game!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Quattrospin Feature
- Gamble Feature



## Pay Table

# HOT FRUITS QUATTRO

5	2500
4	500
3	100

5	500
4	200
3	75

5	400
4	100
3	50

5	400
4	100
3	50

5	200
4	50
3	20

5	150
4	30
3	10

## QUATTROSPIN FEATURE

Starts on every win which is  
four times higher than bet.

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Quattrospin Feature

The Wild symbol substitutes all symbols. The Wild symbol is only available in the Quattrospin feature and only on reel 3.



The Quattrospin feature starts on every win which is four times higher than bet.

Four sets of reels are played in the Quattrospin feature. Game wins can be multiplied in the Quattrospin feature.

During Quattrospin feature the minimum bet is 4x of the bet which starts the feature, with a maximum bet of 40x of that same bet.

If a full reel of Wild symbols appears on any set of reels, the corresponding subsequent reels of the following sets of reels turn into full reels of Wild symbols too.

The Quattrospin feature ends when there is no more feature bet, 50 Quattrospins have been played or anytime by pressing the COLLECT button.



Paytable during Quattrospin Feature:

# HOT FRUITS QUATTRO

5	2500
4	500
3	100

5	500
4	200
3	75

5	400
4	100
3	50

## QUATTROSPIN FEATURE

1

maximal 50 spins

5	400
4	100
3	50

5	200
4	50
3	20

5	150
4	30
3	10

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

Quattrospins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.



The WILD symbol substitutes all symbols.  
The WILD symbol is only available in the QUATTROSPIN feature and only on reel 3.

CREDIT  
**11560**

 2 / 5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### QUATTROSPIN FEATURE HELP



The QUATTROSPIN feature starts on every win which is four times higher than bet.

Four sets of reels are played in the QUATTROSPIN feature.  
Game wins can be multiplied in the QUATTROSPIN feature.

During the QUATTROSPIN feature the minimum bet is 4x of the bet which starts the feature, with a maximum bet of 40x of that same bet.

CREDIT  
**11560**

 3 / 5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME



### QUATTROSPIN FEATURE HELP



If a full reel of WILD symbols appears on any set of reels, the corresponding subsequent reels of the following sets of reels turn into full reels of WILD symbols too.



Each QUATTROSPIN feature set of reels is played at the same number of lines as the initiating game. The QUATTROSPIN feature ends when there is no more feature bet, 50 QUATTROSPINS have been played or anytime by pressing the 'COLLECT' button. During the QUATTROSPIN feature alternate sets of reels are used.

**CREDIT**  
**11560**

 4 / 5

**TOTAL BET**  
**10**

**RETURN TO GAME**

PREVIOUS PAGE    NEXT PAGE

### DOUBLE UP HELP

**DOUBLEUP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

**CREDIT**  
**11560**

 5 / 5

**TOTAL BET**  
**10**

**RETURN TO GAME**

PREVIOUS PAGE    NEXT PAGE

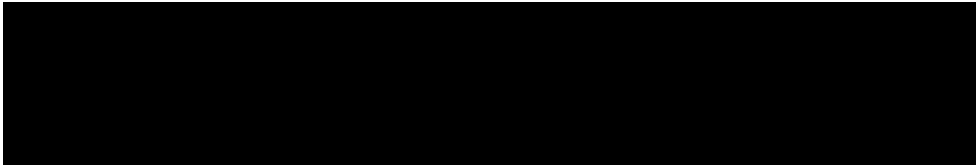


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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AMATIC  
INDUSTRIES



## Game Description

### Hot Scatter





## Short Facts

Name:	Hot Scatter
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	-

## Graphics & Game

If you love fruit games – Hot Scatter is your choice!

Each of its 5 reels has 3 symbols and it offers 5 10 winlines in total.

The star symbol is Scatter. 3, 4 or 5 star symbols on any position win 15 Bonusspins – and all Bonus wins are multiplied by 3. Additional Bonusspins can be retriggered during the feature.

So let's try your luck with Hot Scatter!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Bonusspin Feature
- Gamble Feature



## Pay Table

HOT SCATTER									
	5.	400		5.	5000		5.	400	
	4.	200		4.	1000		4.	200	
	3.	40		3.	100		3.	40	
	5.	200	 SCATTER	5.	500		5.	150	
	4.	50		4.	100		4.	40	
	3.	20		3.	20		3.	10	
	5.	150	 15 BONUSPINS x 3				5.	100	
	4.	40					4.	25	
	3.	10					3.	10	
							2.	5	
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS			1 CREDIT = 1			

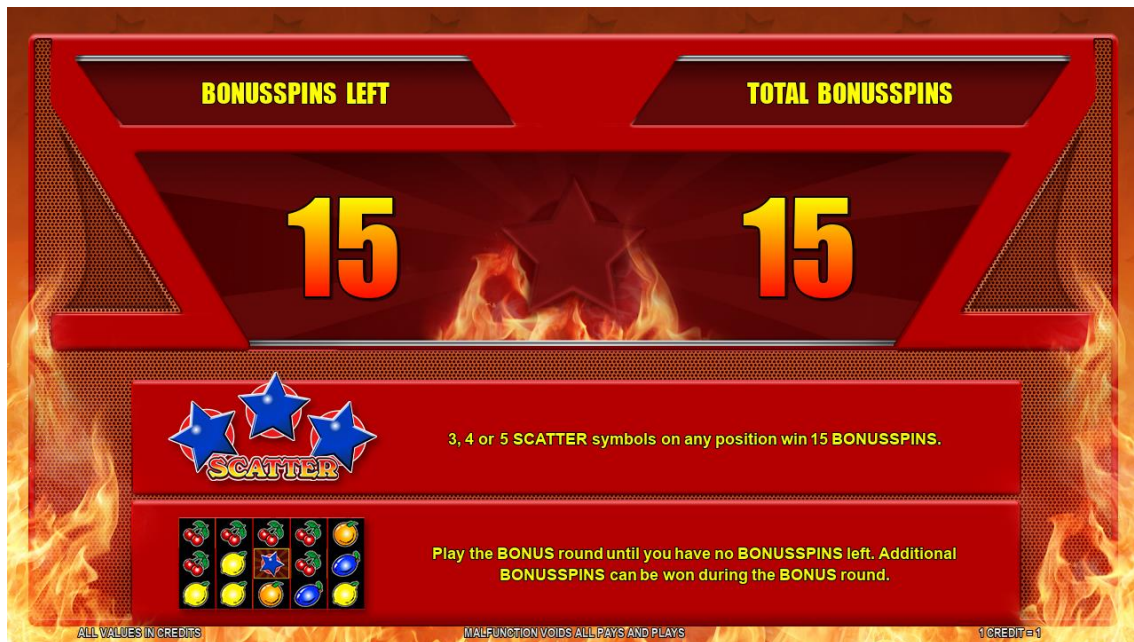
The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Bonusspin Feature

The Star symbol is Scatter. 3, 4 or 5 Star symbols on any position win 15 Bonusspins. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

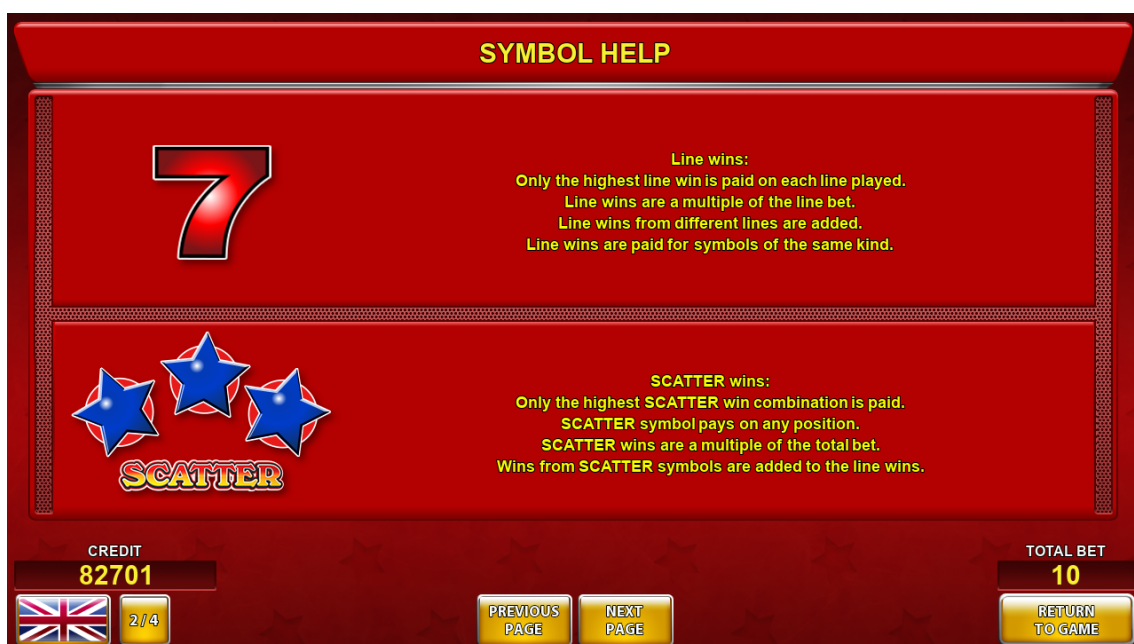
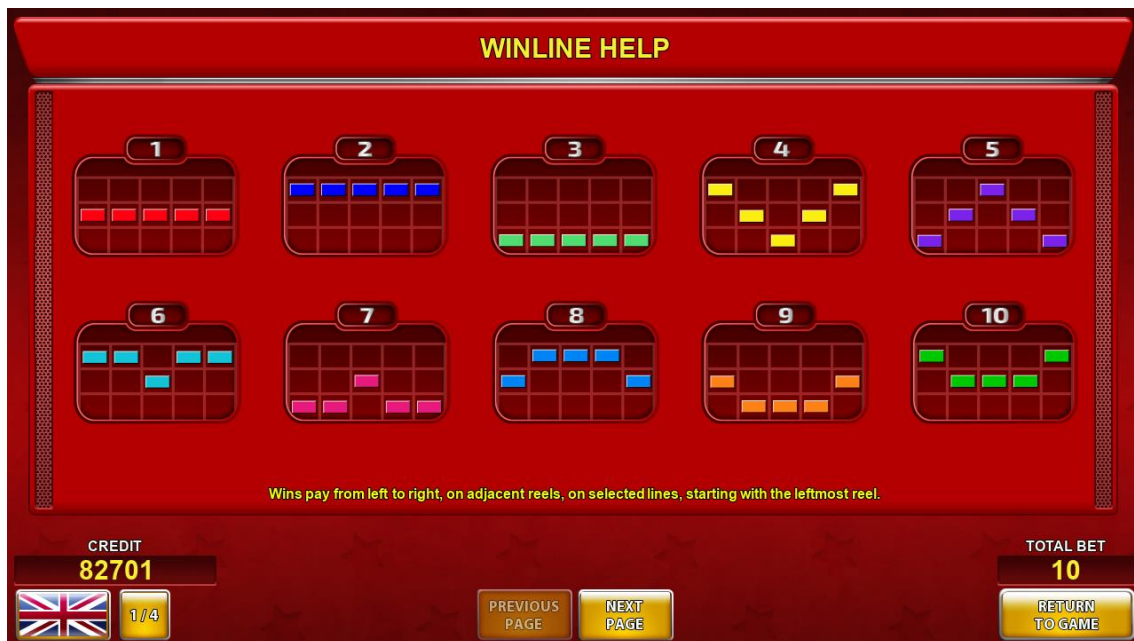




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### BONUS HELP



3, 4 or 5 **SCATTER** symbols on any position win 15 **BONUSSPINS**.  
**BONUSSPINS** are played at the same bet and number of lines as the initiating game.



All **BONUSPIN** wins are multiplied by 3.



Play the **BONUS** round until you have no **BONUSSPINS** left.  
Additional **BONUSSPINS** can be won during the **BONUS** round.  
During **BONUS** an alternate set of reels is used.

CREDIT  
**82701**



3/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the **DOUBLE UP** feature.

Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' or the 'START' button.

If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.

The **DOUBLE UP** feature can only be played after any other feature has ended.


The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**82701**



4/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

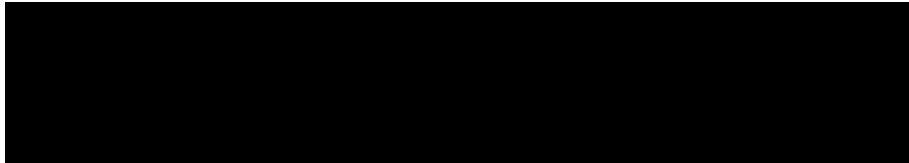


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Seven





## Short Facts

Name:	Hot Seven
Game type:	5 reels / 3 symbols on each reel
Winlines:	5 winlines; wins pay from left to right
Wild symbol:	-

## Graphics & Game

Look out and find the Hot Seven! It's the highest winning symbol in this game and brings you luck.

Hot Seven is played over 5 reels and 3 lines with a total of 5 winlines. Only the highest line win is paid on each line played.

The Star symbol is Scatter and pays on any position.

Good luck with this hot game!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Scatter Feature
- Gamble Feature



## Pay Table

# HOT SEVEN

5	500
4	200
3	50

5	200
4	50
3	20

5	200
4	50
3	20

5	5000
4	1000
3	100

## SCATTER

5	250
4	50
3	10

5	500
4	200
3	50

5	200
4	50
3	20

5	200
4	50
3	20
2	5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter Feature

The Star symbol is Scatter.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

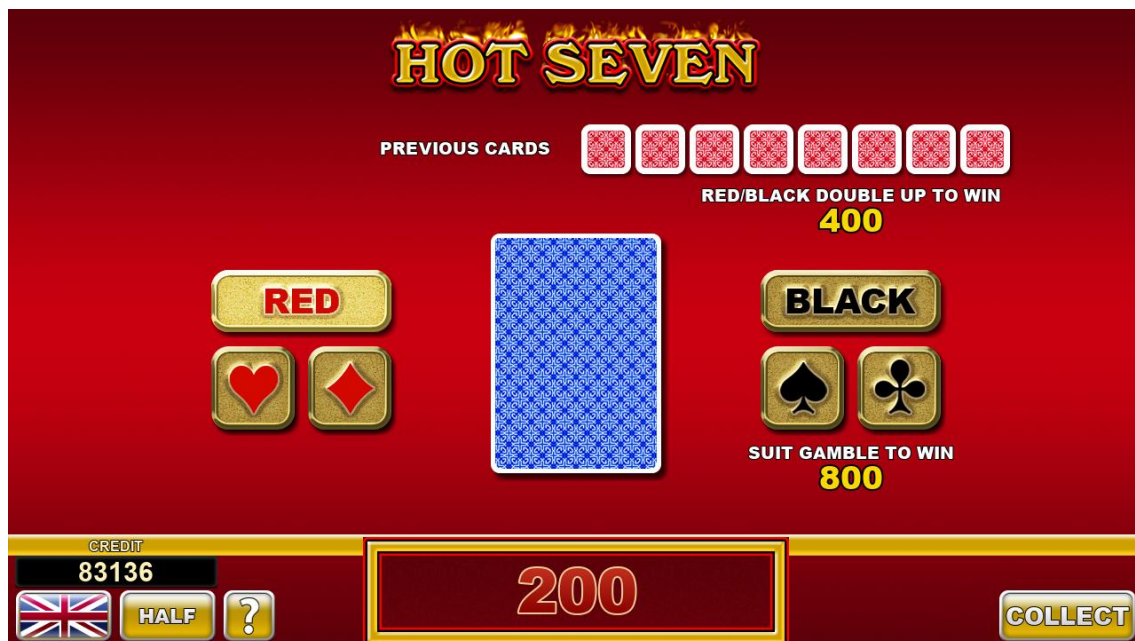
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

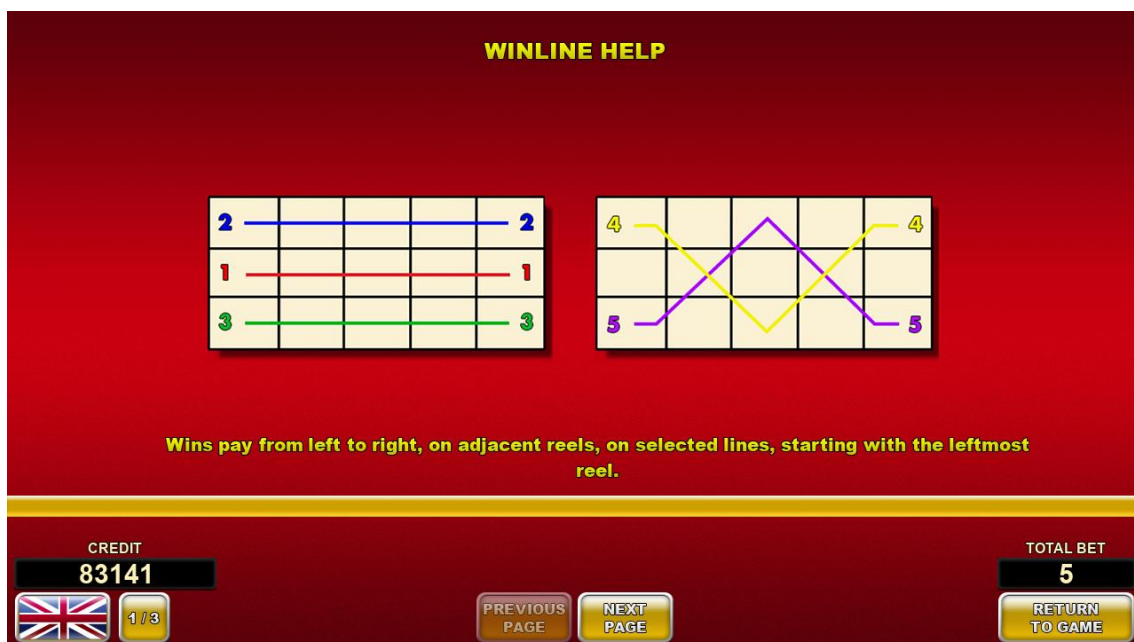




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





## GENERAL WIN INFORMATION

### Line wins:

Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

### SCATTER wins:

Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT

83141



2 / 3

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

5

RETURN  
TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button. If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next. When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended. The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 8000

CREDIT

83141



3 / 3

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

5

RETURN  
TO GAME

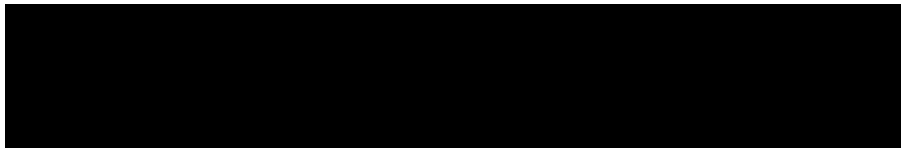


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Hot Twenty





## Short Facts

Name:	Hot Twenty
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	The Wild symbol substitutes every other symbol except Scatter

## Graphics & Game

In this thrilling fruit game with 20 winlines, 7 is the hot number. Hunt for a nice picture full of 7s over the whole screen.

Hot Twenty is played over 5 reels and 3 symbols on each reel. 7 is the Wild symbol and substitutes for every symbol except Scatter.

The traditional fruits such as cherries, melons, plums, oranges, lemons and grapes all want to be part of this hot game.

Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Full Screen Win
- Gamble Feature



## Pay Table

# Hot Twenty

5 • 1000

4 • 400

3 • 40

2000

5 • 400

4 • 80

3 • 20

5 • 10000

4 • 400

3 • 100

5 • 200

4 • 40

3 • 20

5 • 100

4 • 20

3 • 10

5 • 100

4 • 20

3 • 10

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

7 is the Wild symbol and substitutes every other symbol except Scatter symbol.  
Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:



## Full Screen Win





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

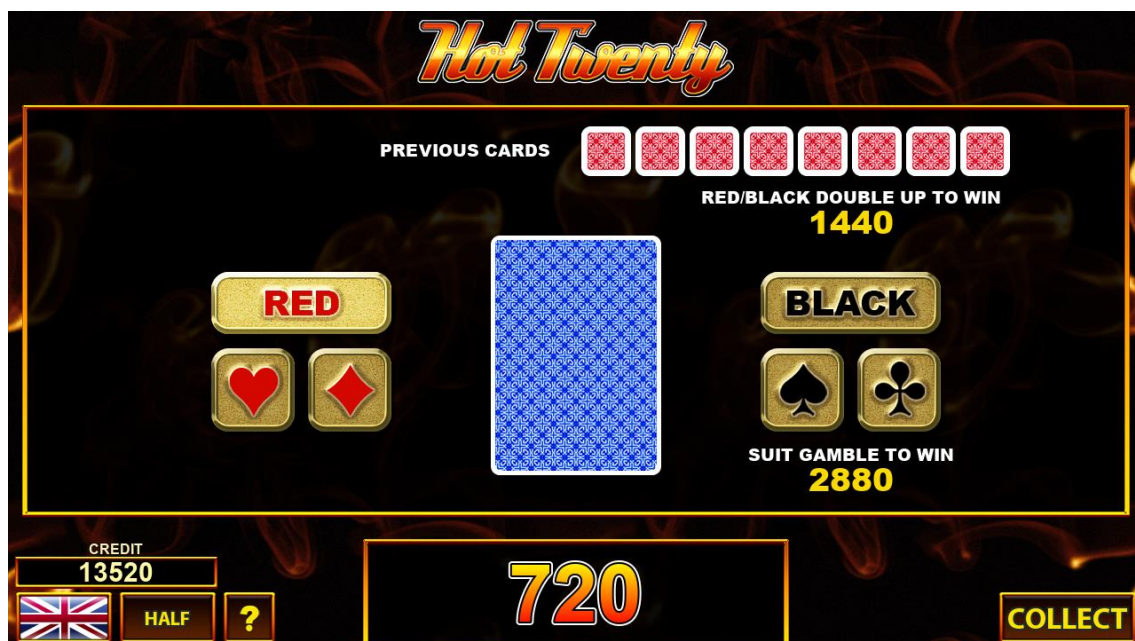
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

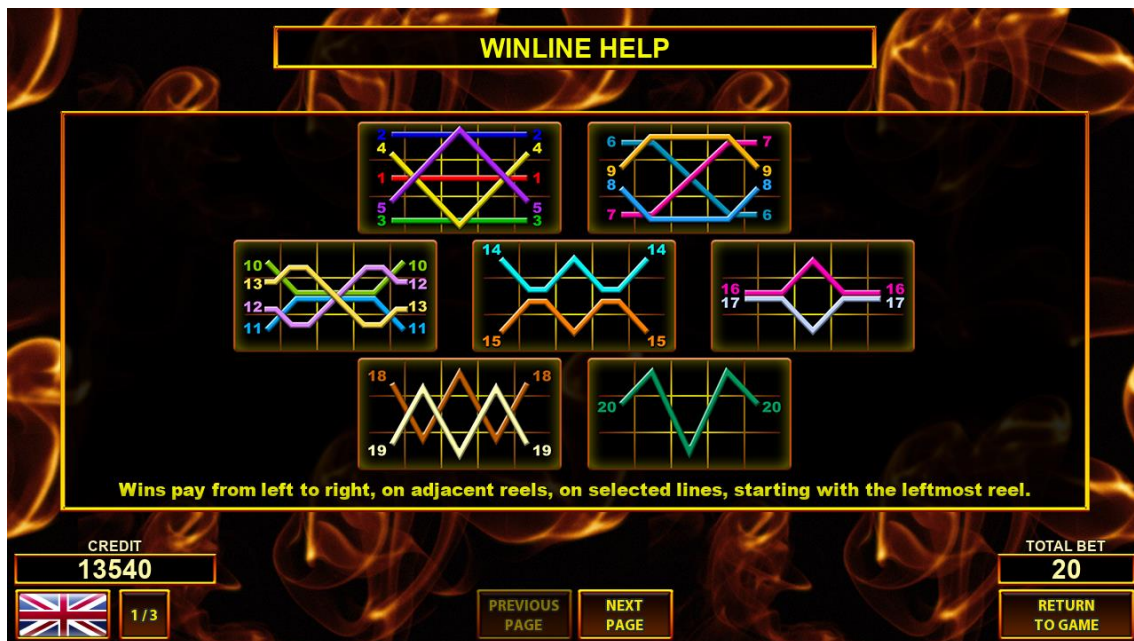




## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




The **WILD** symbol substitutes every other symbol except the **SCATTER** symbol.

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.



**SCATTER wins:**  
Only the highest **SCATTER** win combination is paid.  
**SCATTER** symbol pays on any position.  
**SCATTER** wins are a multiple of the total bet.  
Wins from **SCATTER** symbols are added to the line wins.

CREDIT  
**13540**

 2/3

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**20**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the **DOUBLE UP** feature.  
Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.


The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.  
The **DOUBLE UP** feature can only be played after any other feature has ended.  
The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 32000

CREDIT  
**13540**

 3/3

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**20**

RETURN TO GAME

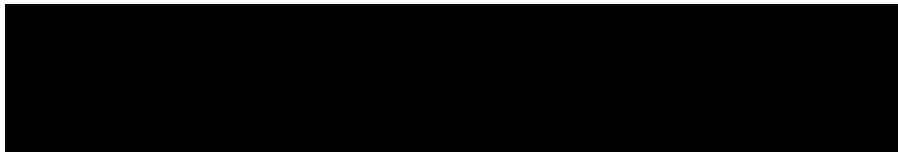


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### King Of Dwarves





## Short Facts

Name:	King Of Dwarves
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Wild replaces every symbol except Bonus symbol

## Graphics & Game

Immerse yourself in this fantasy world where the legendary King of Dwarves is ruling the territory!

Try your luck with the dwarf king and make good use of the crystal diamonds, snails and berries to finally get the treasure chest.

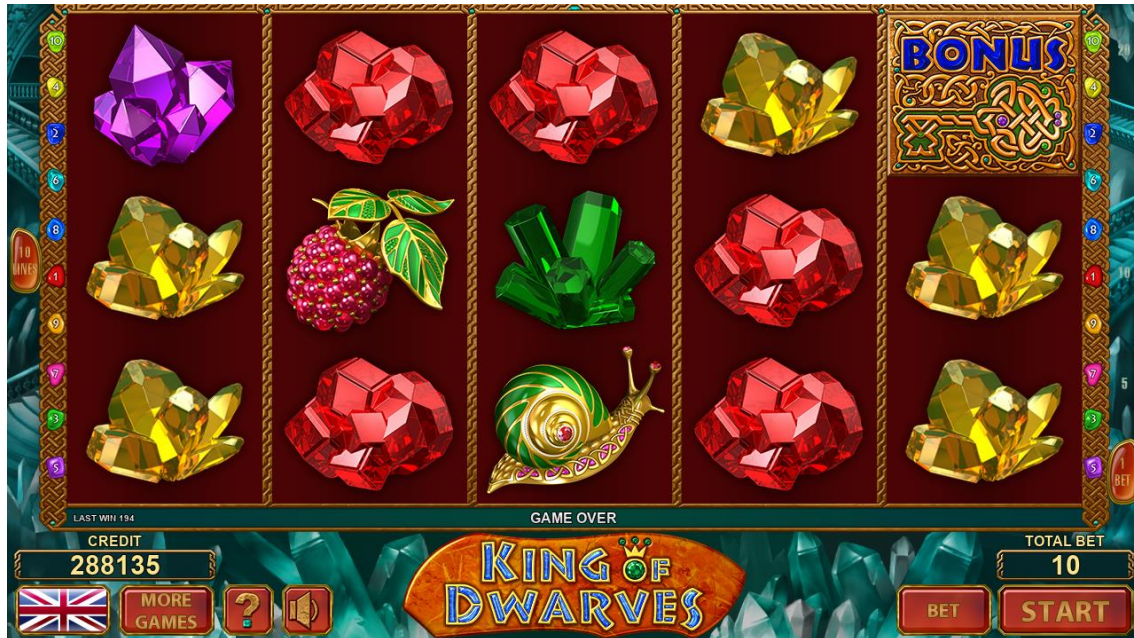
King of Dwarves is played in a 5x3 format with a total of 10 winlines.

Especially look out for the Wild symbol and the Bonus key!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Respin Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

# KING OF DWARVES

5• 1000  
4• 100  
3• 50

5• 200  
4• 50  
3• 20

5•  
4•  
3•

40  
10  
5

## 10 BONUS SPINS

20

Each additional BONUS symbol turns into a 'BONUS +2' symbol and wins 2 extra BONUS SPINS.

5• 250  
4• 50  
3• 25

5• 100  
4• 20  
3• 10

5•  
4•  
3•

20  
5  
2

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Respin Feature

Wild substitutes all symbols except Bonus symbol.

If a winning combination occurs, the Respin Feature is triggered. All symbols involved in the winning combination are held and a Respin is started with the chance to expand the existing winning combination or to gain additional winnings. Further Respins are possible if win. Respin ends when there is no additional winning symbol.



## Bonusspin Feature

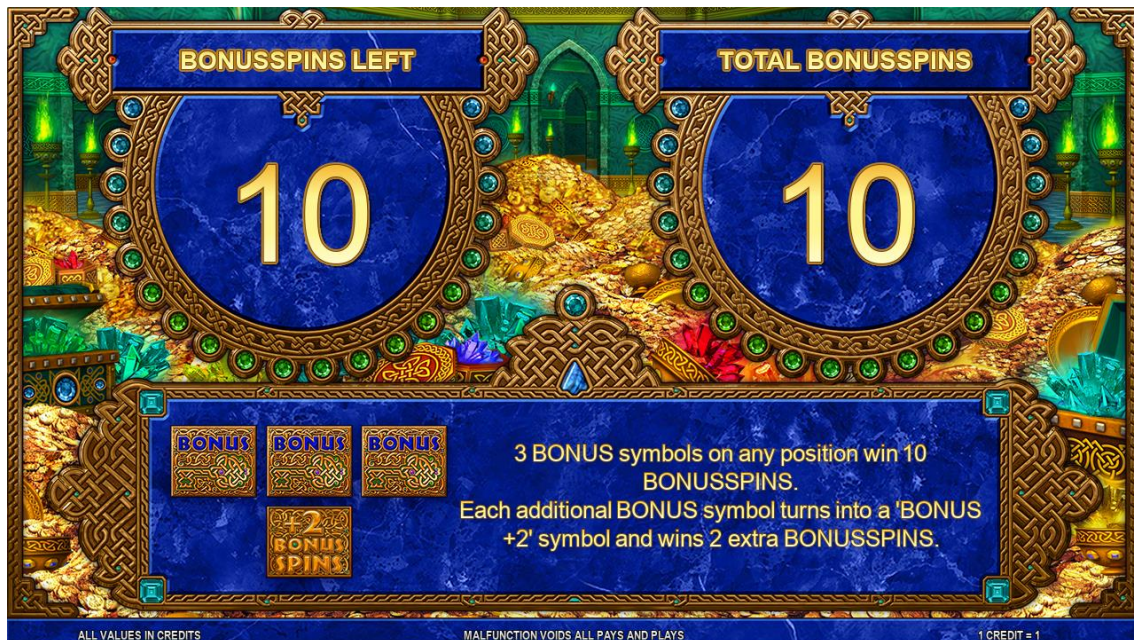
3 Bonus symbols on any position win 10 Bonusspins. Each additional Bonus symbol turns into a 'Bonus +2' symbol and wins 2 extra Bonusspins.

The Respin Feature is also possible during Bonus game. If a winning combination occurs, the Respin Feature is triggered. All symbols involved in the winning combination are held and a Respin is started with the chance to expand the existing winning combination or to gain additional winnings. Further Respins are possible if win. Respin ends when there is no additional winning symbol.

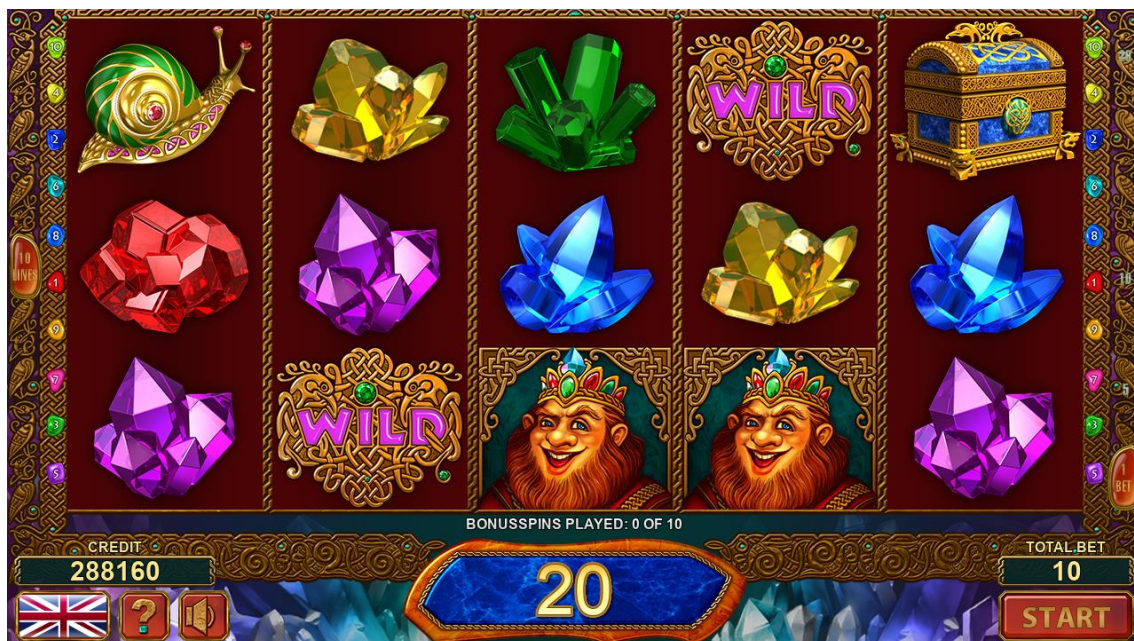
Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.



Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP



WILD substitutes all symbols except BONUS symbol.



If a winning combination occurs, the RESPIN feature is triggered. All symbols involved in the winning combination are held and a RESPIN is started with the chance to expand the existing winning combination or to gain additional winnings. Further RESPINS are possible if win. RESPIN ends when there is no additional winning symbol.

CREDIT  
12739

2 / 5

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
10

RETURN TO GAME

### BONUS HELP



3 BONUS symbols on any position win 10 BONUSSPINS. Each additional BONUS symbol turns into a 'BONUS +2' symbol and wins 2 extra BONUSSPINS.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round.

BONUSSPINS are played at the same bet and number of lines as the initiating game.

CREDIT  
12739

3 / 5

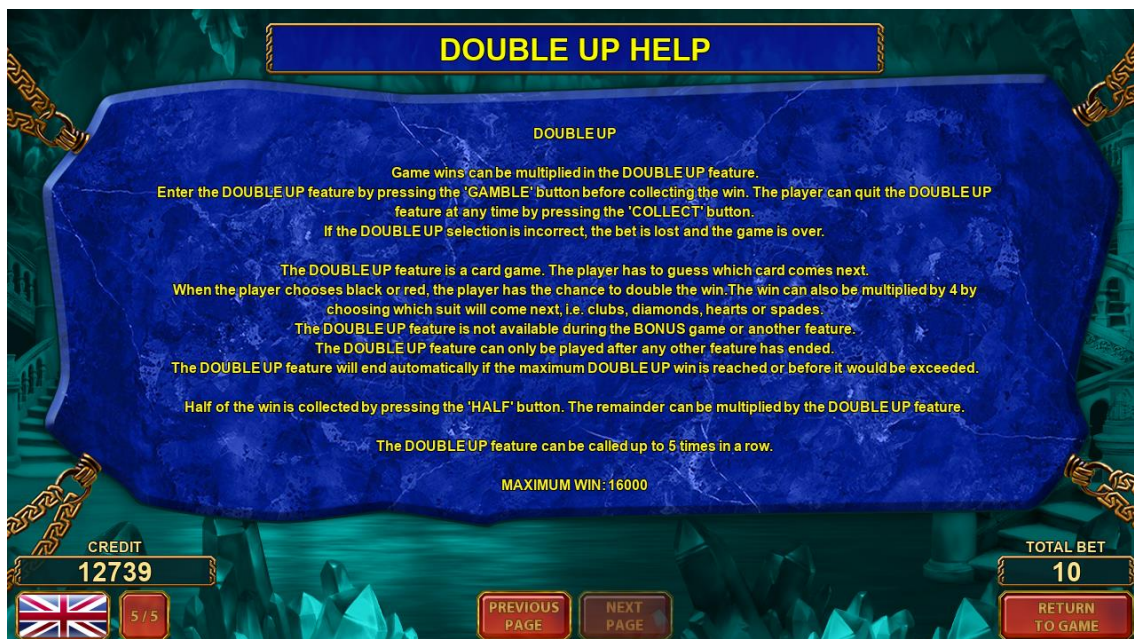
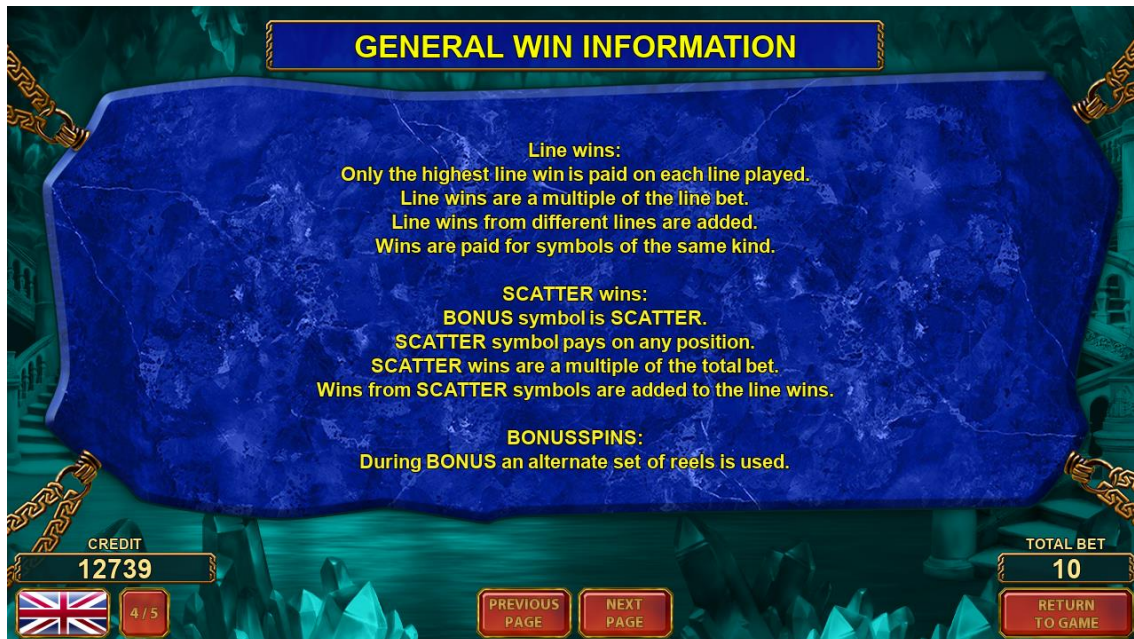
PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
10

RETURN TO GAME





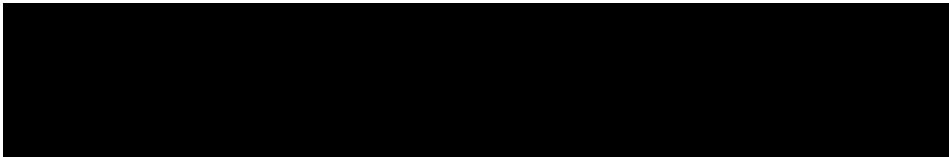


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



v

## Game Description

### Lady Joker





## Short Facts

Name:	Lady Joker
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild symbol substitutes all symbols except Scatter

## Graphics & Game

The lady joker can charm you to your winnings.

This 5 reel game with 50 winlines offers ever more Wild card chances – when the full Wild appears on reels 2, 3 and 4 the win symbol is multiplied by 2, 3 and 5.

The jester represents the Scatter symbol. The card symbols hearts, clubs, diamonds and spades are for the smaller wins. The king, queen and jack are needed for the royal winnings. There are particularly special as they always double in size, thus covering two reel symbols. This increases your chances of winning so much more.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Stacked Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# • LADY JOKER •

5•	1000
4•	200
3•	60
2•	4

50000

5•	300
4•	100
3•	40

5•	200
4•	60
3•	20

WILD

x3

x5

x2

SCATTER

5•	12500
4•	1000
3•	100

5•	100
4•	40
3•	5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Stacked Wild / Scatter Feature

Wild symbol substitutes all symbols except Scatter symbols. A full reel of Wild symbols multiplies every win with a random multiplier of 2, 3 or 5. Only the highest multiplier is added to the winline. Wild symbol only appears on reel 2, 3 and 4.

Stacked Wild Feature:



Symbol Mask is Scatter.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
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<b>RETURN TO GAME</b>	- To continue the game





### FEATURE HELP



**WILD symbol substitutes all symbols except SCATTER symbols. A full reel of WILD symbols multiplies every win with a random multiplier of 2, 3 or 5. Only the highest multiplier is added to the winline. WILD symbol only appears on reel 2, 3 and 4.**

CREDIT **228696** TOTAL BET **50**

 3 / 4 PREVIOUS PAGE NEXT PAGE RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT **228696** TOTAL BET **50**

 4 / 4 PREVIOUS PAGE NEXT PAGE RETURN TO GAME

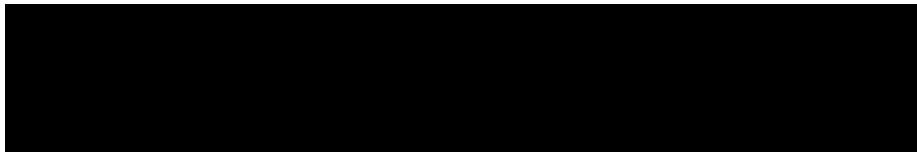


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lovely Lady





## Short Facts

Name:	Lovely Lady
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except Scatter symbols

## Graphics & Game

Look out for the Lovely Lady!

She has the power to change your gaming fortunes. She has brought all the good charms she can – including the four-leaf clover, a horseshoe, a ladybird, a mushroom and even a lucky pig. Her greatest charm is her crystal ball – which acts as the Scatter in this game. And better still – to win the Bonusspins the crystal ball can be on any position.

In this 5 reel game with 10 winlines 3, 4 or 5 crystal balls on any position set the Bonusspins free – 15 in total. Any wins gained during the Bonusspin are automatically multiplied by a factor of three. Naturally the Lovely Lady herself is active in the game and when she appears, she substitutes all symbols except scatter and any wins are doubled in the process.

Lovely Lady wishes you the best of luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

# Lovely Lady

5.	250
4.	75
3.	15

WILD

5.	9000
4.	2500
3.	250
2.	10

5.	750
4.	125
3.	25
2.	2

5.	125
4.	50
3.	10

15 Bonusspins x3

5.	400
4.	100
3.	20

5.	100
4.	25
3.	5

SCATTER

5.	5000
4.	200
3.	50
2.	20

5.	100
4.	25
3.	5
2.	2

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Lady substitutes all symbols except Scatter and double prize when substituting.

3, 4 or 5 Scatter symbols on any position win 15 Bonusspins. All Bonusspin wins are multiplied by 3. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

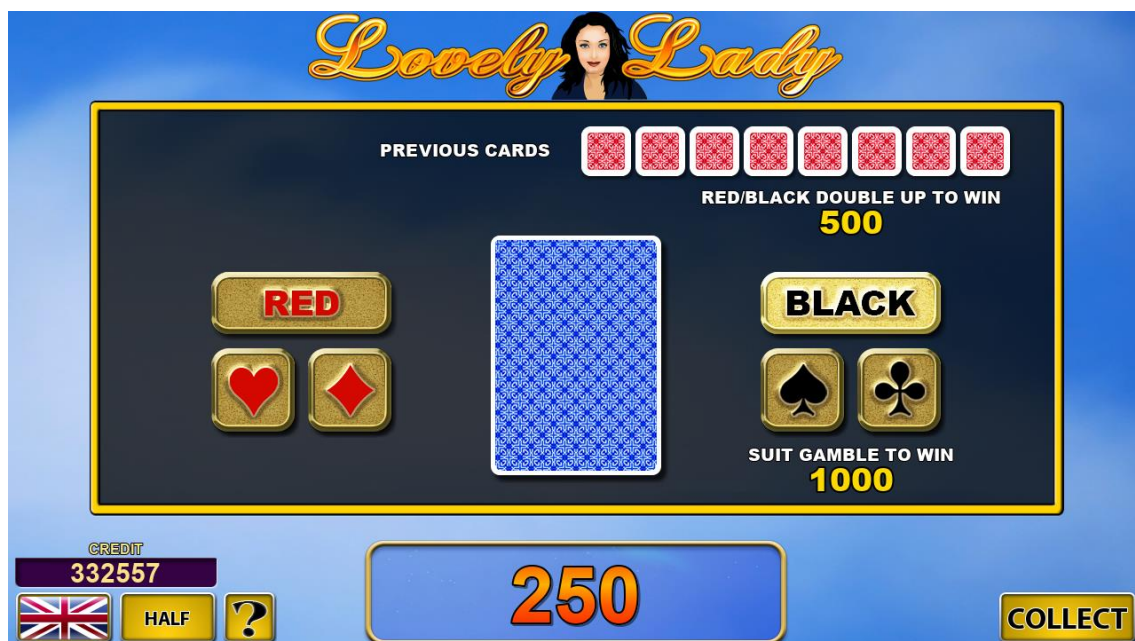
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.

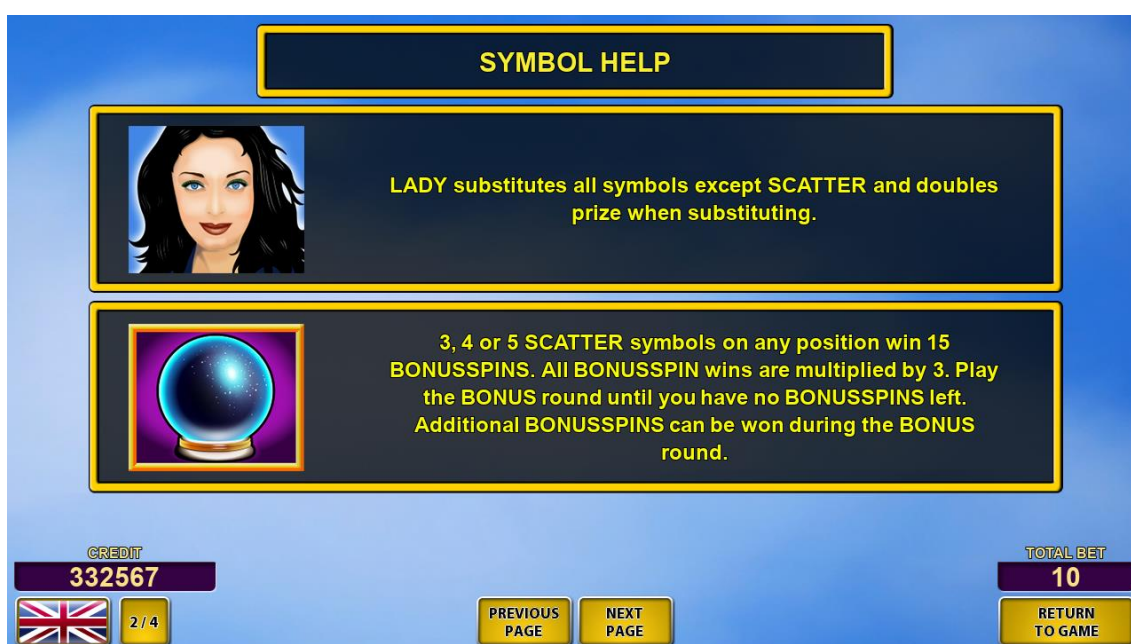
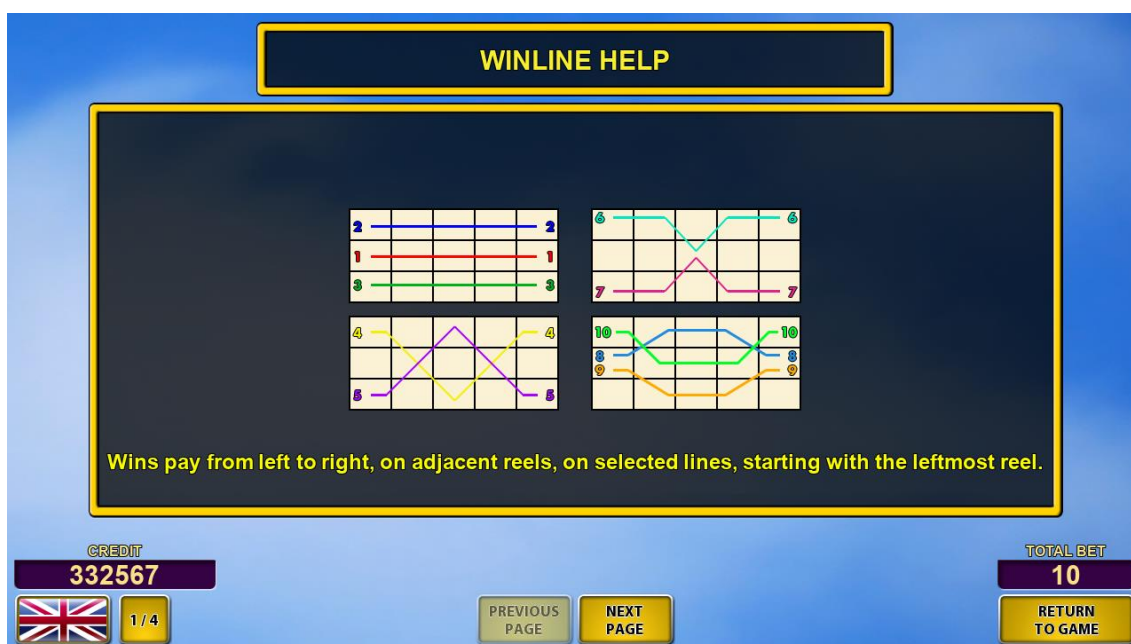




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





## GENERAL WIN INFORMATION

### Line wins:

Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.

### SCATTER wins:

Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

### BONUSSPINS:

BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

CREDIT

332567



3 / 4

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

10

RETURN  
TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT

332567



4 / 4

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

10

RETURN  
TO GAME

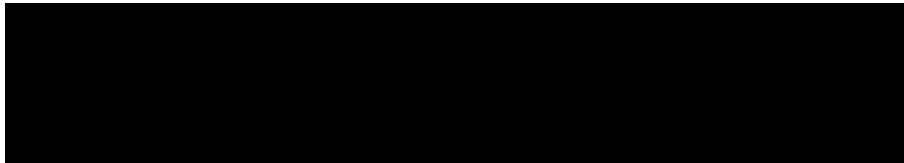


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Betty





## Short Facts

Name:	Lucky Betty
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Lady, the Wild symbol, replaces every symbol except Scatter symbol

## Graphics & Game

What a beautiful young lady Lucky Betty is and she's waiting to give you the chance to win in this game with 5 reels and 10 winlines. Lucky Betty herself acts as Wild and replaces all symbols except the Scatter. There's a chance to win Bonusspins - also with the retrigger feature.

3, 4 or 5 Scatters during a Bonusspin are rewarded with 15 Bonusspins.

Before collecting the win one can always choose the gamble card feature double or nothing.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

			<b>LUCKY BETTY</b>					
5.	750		5.	10000		5.	400	
4.	125		4.	2500		4.	100	
3.	25		3.	250		3.	20	
			2.	10				
			<b>WILD x2</b> LADY substitutes all symbols except SCATTER and doubles the prize when substituting.					
5.	250		5.	5000		5.	125	
4.	75		4.	200		4.	50	
3.	15		3.	50		3.	10	
			2.	20				
			<b>SCATTER</b> 15 BONUSPINS are won with 3, 4 or 5 SCATTER symbols!					
5.	100							
4.	25					5.	100	
3.	5					4.	25	
						3.	5	
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS			1 CREDIT = 1		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

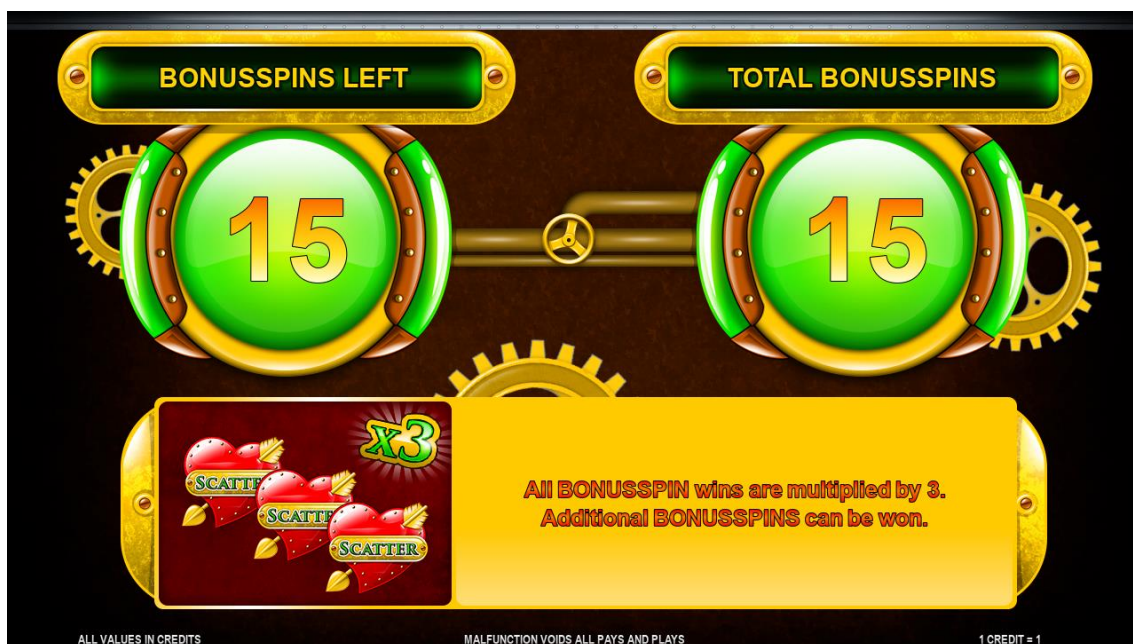


## Wild / Bonusspin Feature

Lady substitutes all symbols except Scatter and doubles the prize when substituting.

3, 4 or 5 Scatter symbols on any position win 15 Bonusspins. All Bonusspin wins are multiplied by 3. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

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<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP



LADY substitutes all symbols except SCATTER and doubles the prize when substituting.



**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**16980**

 2/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### BONUS HELP



15 BONUSPINS are won with 3, 4 or 5 SCATTER symbols on any position.



All BONUSPIN wins are multiplied by 3. Additional BONUSPINS can be won.



Play the BONUS round until you have no BONUSPINS left.  
Additional BONUSPINS can be won during the BONUS round.

CREDIT  
**16980**

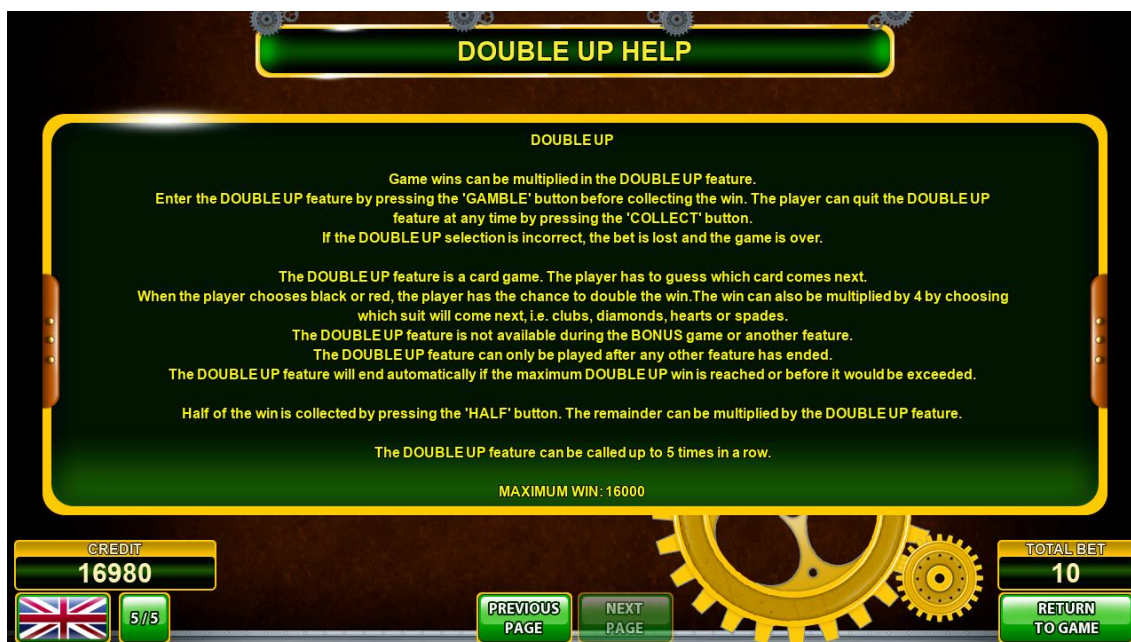
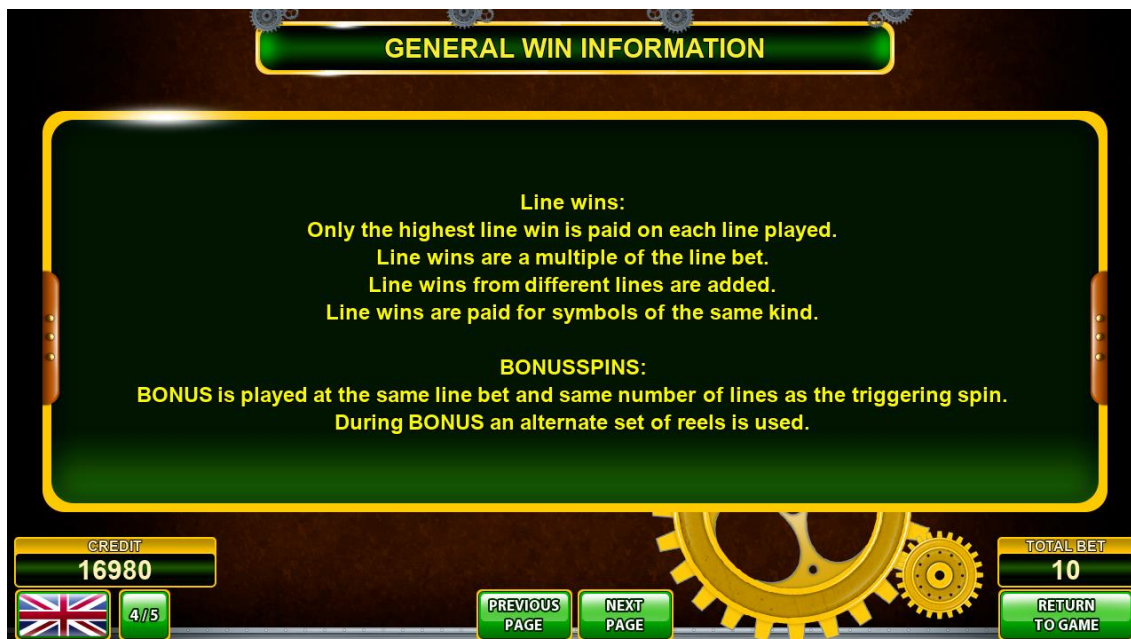
 3/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME





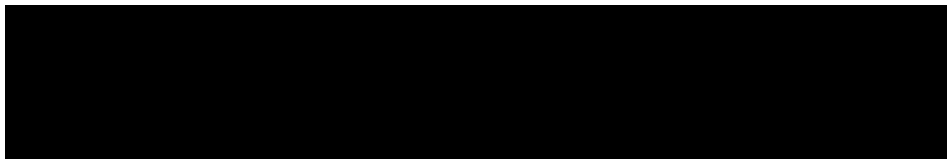


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Coin





## Short Facts

Name:	Lucky Coin
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except Scatter

## Graphics & Game

Enter into the oriental world when playing Lucky Coin.

This game features wonderfully designed Asian figures – with the figurehead being the Lady. As a true Lady, she is the most valuable figure in this game. When the Lady appears, she – as the Wild symbol – substitutes all symbols except Scatter and even doubles the prize when substituting.

The Scatter symbol is naturally the lucky coin. When the lucky coin is shown on 3, 4 or 5 position – then it's Bonus time! 15 Bonusspins are automatically won. Even more thrilling – all wins during the Bonusspins are multiplied by a factor of three. And new Bonusspins can also be won.

Lucky Coin plays over 5 reels with 20 winlines. All wins are paid from left to right only.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

Lucky coin								
	5	2000	 wild x2	5	45000	 	5	3750
	4	500		4	12500		4	625
	3	100		3	1250		3	125
				2	50		2	10
	5	625	 15 BONUS SPINS x3	5	25000		5	1250
	4	250		4	1000		4	375
	3	50		3	250		3	75
				2	100			
	5	500	 SCATTER				5	500
	4	125					4	125
	3	25					3	25
							2	10
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS			1 CREDIT = €0.01		

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

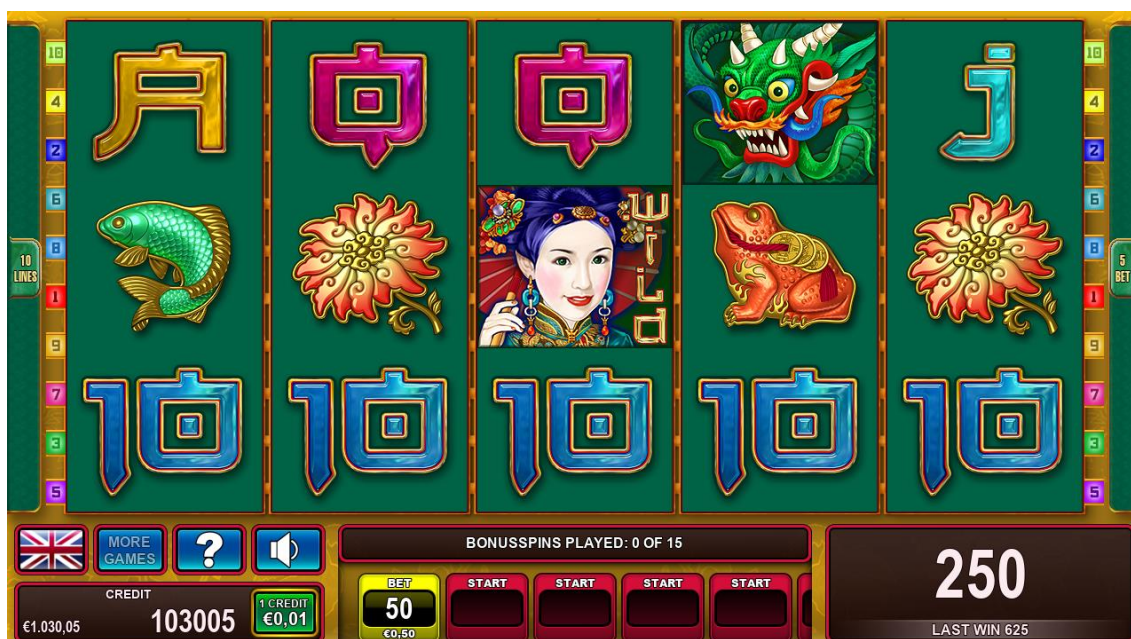
Lady substitutes all symbols except Scatter and doubles win when substituting.

3, 4 or 5 Scatter symbols on any position win 15 Bonusspins. Bonusspin wins are multiplied by 3. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

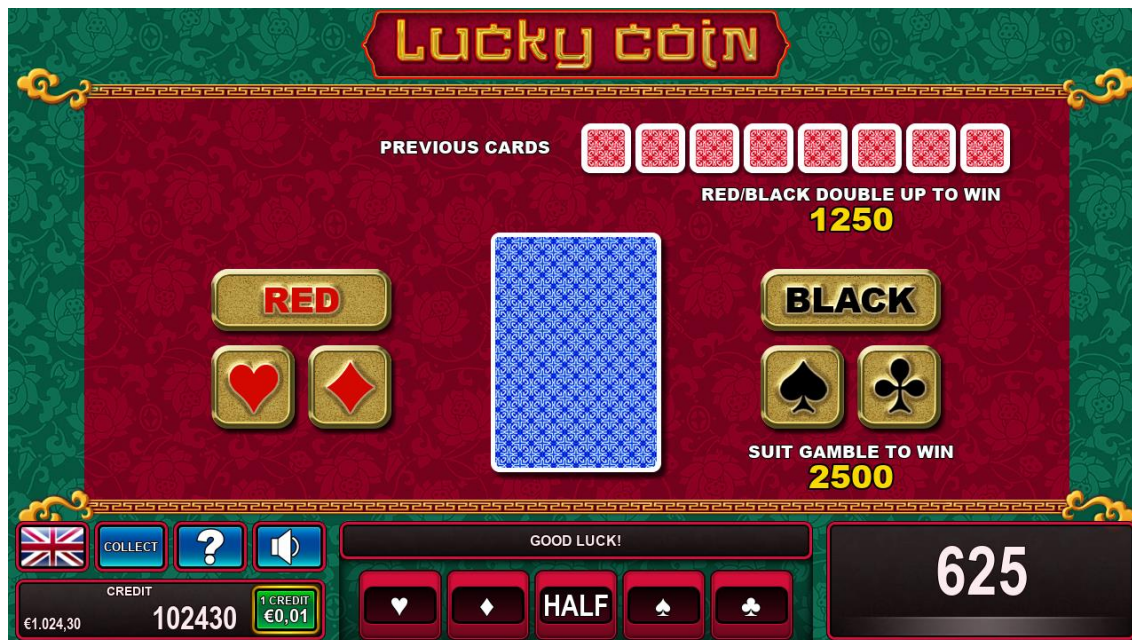
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet





### BONUS HELP

 **3, 4 OR 5 SCATTER SYMBOLS ON ANY POSITION WIN 15 BONUSSPINS.**

 **PLAY THE BONUS ROUND UNTIL YOU HAVE NO BONUSSPINS LEFT. ALL BONUSPIN WINS ARE MULTIPLIED BY 3. BONUSSPINS CAN BE WON AGAIN DURING THE FEATURE GAME.**

RETURN TO GAME 3 / 6  PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT €1.024,80 **102480** 1 CREDIT €0,01

BET 50 €0,50


**Lucky coin**

### GENERAL WIN INFORMATION

**LINE WINS:**  
ONLY THE HIGHEST LINE WIN IS PAID ON EACH LINE PLAYED.  
LINE WINS ARE A MULTIPLE OF THE LINE BET.  
LINE WINS FROM DIFFERENT LINES ARE ADDED.  
LINE WINS ARE PAID FOR SYMBOLS OF THE SAME KIND.

**SCATTER WINS:**  
ONLY THE HIGHEST SCATTER WIN COMBINATION IS PAID.  
SCATTER SYMBOL PAYS ON ANY POSITION.  
SCATTER WINS ARE A MULTIPLE OF THE TOTAL BET.  
WINS FROM SCATTER SYMBOLS ARE ADDED TO THE LINE WINS.

**BONUSSPINS:**  
BONUS IS PLAYED AT THE SAME LINE BET AND SAME NUMBER OF LINES AS THE TRIGGERING SPIN.  
DURING BONUS AN ALTERNATE SET OF REELS IS USED.

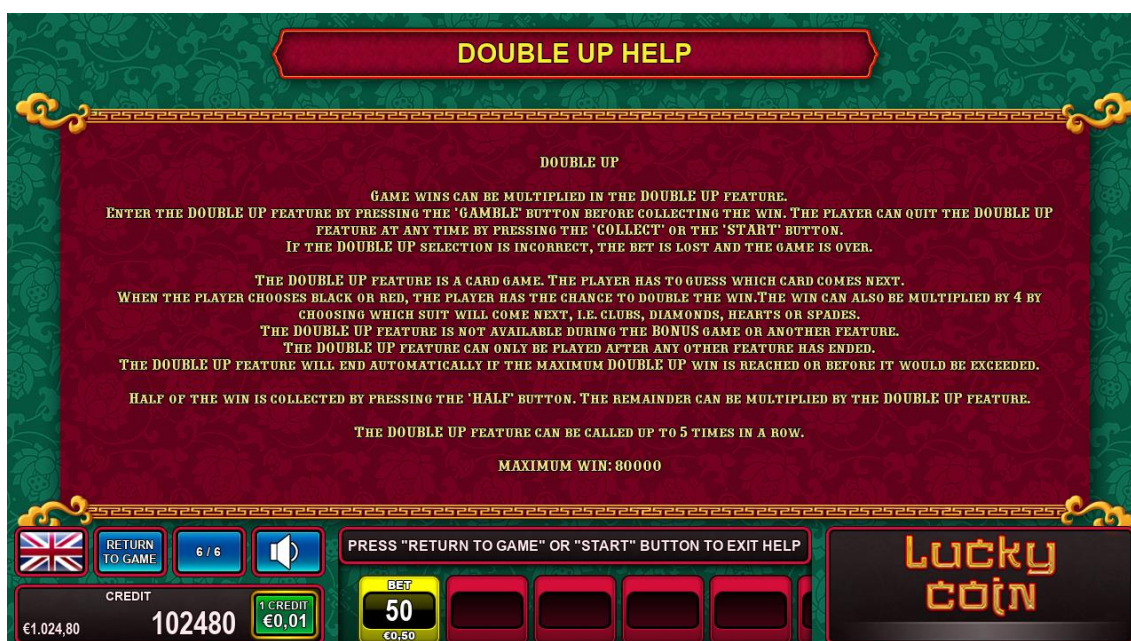
RETURN TO GAME 4 / 6  PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT €1.024,80 **102480** 1 CREDIT €0,01

BET 50 €0,50

**Lucky coin**







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

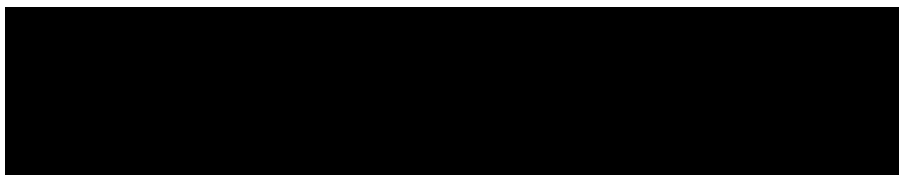
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Joker 5





## Short Facts

Name:	Lucky Joker 5
Game type:	5 reels / 3 symbols on each reel
Winlines:	5 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

Curtain up for the enchanting Lady! She is a real eye-catcher and your lucky charm at the same time. With a basket full of fruits, a star, a bell and the lucky number 7 she brings everything with her to guarantee a colourful gaming experience -- nobody will resist her appeal!

Lucky Joker 5 is a 5x3 format game featuring 5 winlines. This game offers fun, plenty of winning opportunities and features like Expanding Wild.

And now let yourself be enchanted by this pretty Lady! Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Expanding Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

LUCKY JOKER 5		
 5 • 500 4 • 100 3 • 40	 5 • 3000 4 • 200 3 • 50 2 • 10	 5 • 500 4 • 100 3 • 40
 5 • 200 4 • 50 3 • 20	 ↑  ↓ <b>WILD</b> If the WILD symbol occurs on a reel, all symbols of this reel turn WILD.	 5 • 100 4 • 30 3 • 10
 5 • 500 4 • 100 <b>SCATTER</b> 3 • 15		 3 • 100 <b>SCATTER</b>
<small>ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1</small>		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter Feature

The Star and the Bell symbols are Scatter and pay on any position.  
Only the highest Scatter win combination is paid. Scatter symbols pay on any position, for a combination of the same kind. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins. Scatter Star only available on reels 1, 3 and 5.

Scatter Feature – Star:



Scatter Feature – Bell:





## Expanding Wild Feature

Joker is Wild and substitutes all symbols except Scatter symbol. If it occurs on a reel, all symbols of this reel turn Wild. Wild symbol only available on reels 2, 3 and 4.

Expanding Wild:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu





The help menu opens when pressing the HELP button. This has its own button panel.


<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP

	<p>Line wins: Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
 <b>WILD</b>	<p>WILD symbol substitutes all symbols except SCATTER. If it occurs on a reel, all symbols of this reel turn WILD. WILD symbol only available on reels 2, 3 and 4.</p>
 <b>SCATTER</b>  <b>SCATTER</b>	<p>Only the highest SCATTER win combination is paid. SCATTER symbols pay on any position, for a combination of the same kind. SCATTER wins are a multiple of the total bet. Wins from SCATTER symbols are added to the line wins. SCATTER STAR only available on reels 1, 3 and 5.</p>

CREDIT **27225**  2 / 3 PREVIOUS PAGE NEXT PAGE TOTAL BET **5** RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after a winning base game or at the end of any winning feature. The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 8000

CREDIT **27225**  3 / 3 PREVIOUS PAGE NEXT PAGE TOTAL BET **5** RETURN TO GAME

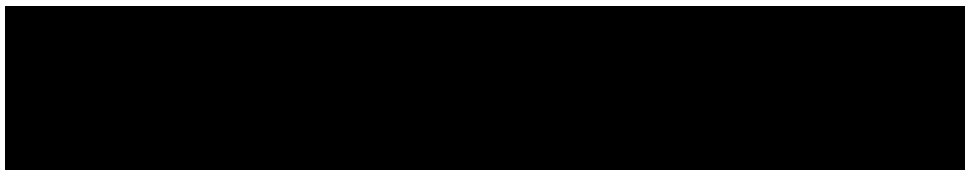


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Joker 20





## Short Facts

Name:	Lucky Joker 20
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

### No Joke - 20 Ways to Win!

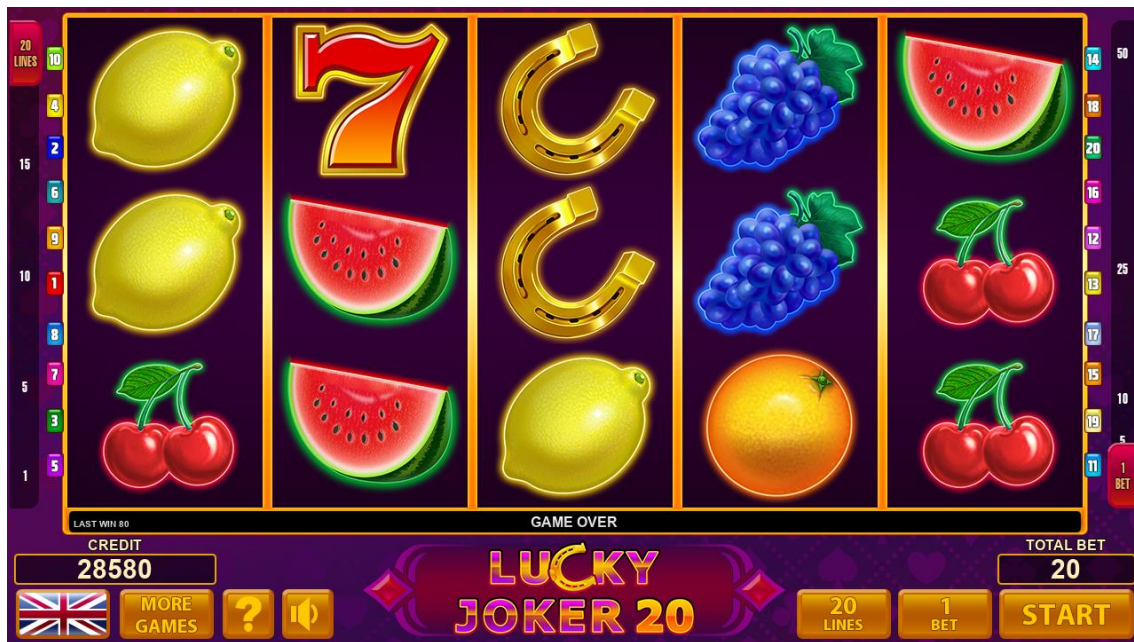
Try your luck with this colourful and funny lady. Lucky Joker will surely convince you with her breath-taking dress and an overwhelming smile. She invites you to play with her and comes with a large bag full of fruits, a horseshoe, a star, a bell and the lucky number 7.

The name says it all - Lucky Joker 20 offers a total of 20 winlines and is played over 5 reels. The Lucky Joker symbol acts as Wild and replaces all other symbols on the same reel except scatter. The Wild symbol only appears on reels 2, 3 or 4.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Expanding Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# LUCKY JOKER 20

5 • 500  
4 • 100  
3 • 40

5 • 3000  
4 • 200  
3 • 50  
2 • 10

5 • 500  
4 • 100  
3 • 40

5 • 200  
4 • 50  
3 • 20

**WILD**

If the WILD symbol occurs on a reel,  
all symbols of this reel turn WILD.

5 • 100  
4 • 30  
3 • 10

5 • 2000  
4 • 400  
SCATTER 3 • 60

3 • 400  
**SCATTER**

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter Feature

The Star and the Bell symbols are Scatter and pay on any position.

Only the highest Scatter win combination is paid. Scatter symbols pay on any position, for a combination of the same kind. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins. Scatter Star only available on reels 1, 3 and 5.

Scatter Feature – Star:



Scatter Feature – Bell:





## Expanding Wild Feature

Joker is Wild and substitutes all symbols except Scatter symbol. If it occurs on a reel, all symbols of this reel turn Wild. Wild symbol only available on reels 2, 3 and 4.

Expanding Wild:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu





The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP

	<p><b>Line wins:</b> Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
 <b>WILD</b>	<p><b>WILD symbol substitutes all symbols except SCATTER.</b> If it occurs on one reel, all symbols of this reel turn WILD. WILD symbol only available on reel 2, 3 and 4.</p>
 <b>SCATTER</b>  <b>SCATTER</b>	<p><b>Only the highest SCATTER win combination is paid.</b> SCATTER symbols pay on any position, for a combination of the same kind. SCATTER wins are a multiple of the total bet. Wins from SCATTER symbols are added to the line wins. SCATTER STAR only available on reels 1, 3 and 5.</p>

CREDIT  
**28580**

 2 / 3

TOTAL BET  
**20**

PREVIOUS PAGE    NEXT PAGE    RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after a winning base game or at the end of any winning feature.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

**MAXIMUM WIN: 32000**

CREDIT  
**28580**

 3 / 3

TOTAL BET  
**20**

PREVIOUS PAGE    NEXT PAGE    RETURN TO GAME

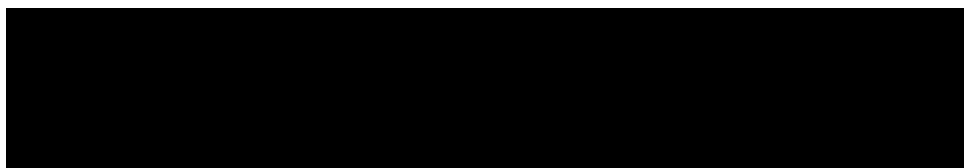


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Joker 40





## Short Facts

Name:	Lucky Joker 40
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

Let this young Lady be your Lucky Charm!

Curtain up for the enchanting Girl! She is a real eye-catcher and your lucky charm at the same time. With a basket full of fruits, a star, a bell and the lucky number 7 she brings everything with her to guarantee a colourful gaming experience - nobody will resist her appeal.

Lucky Joker 40 is a 5 reel, 4 row slot featuring 40 winlines. Two different Scatters provide additional opportunities - three stars as well as three or more bells on any position represent a win. The Joker acts as Wild and replaces all other symbols, except of the scatters.

A Wild symbol landing on a winning line will expand to a full image, covering the entire reel and therefore increases the odds of winning on further win lines.  
And now let yourself be enchanted by this pretty Lady! Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Expanding Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

LUCKY JOKER 40		
 5 • 500 4 • 100 3 • 40	 5 • 3000 4 • 200 3 • 50 2 • 10	 5 • 500 4 • 100 3 • 40
 5 • 200 4 • 50 3 • 20	 <b>WILD</b> If the WILD symbol occurs on a reel, all symbols of this reel turn WILD.	 5 • 100 4 • 30 3 • 10
 5 • 4000 4 • 800 <b>SCATTER</b> 3 • 120		 3 • 800 <b>SCATTER</b>
<small>ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1</small>		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter Feature

The Star and the Bell symbols are Scatter and pay on any position.  
Only the highest Scatter win combination is paid. Scatter symbols pay on any position, for a combination of the same kind. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins. Scatter Star only available on reels 1, 3 and 5.

Scatter Feature – Star:



Scatter Feature – Bell:





## Expanding Wild Feature

Joker is Wild and substitutes all symbols except Scatter symbol. If it occurs on a reel, all symbols of this reel turn Wild. Wild symbol only available on reels 2, 3 and 4.

Expanding Wild:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

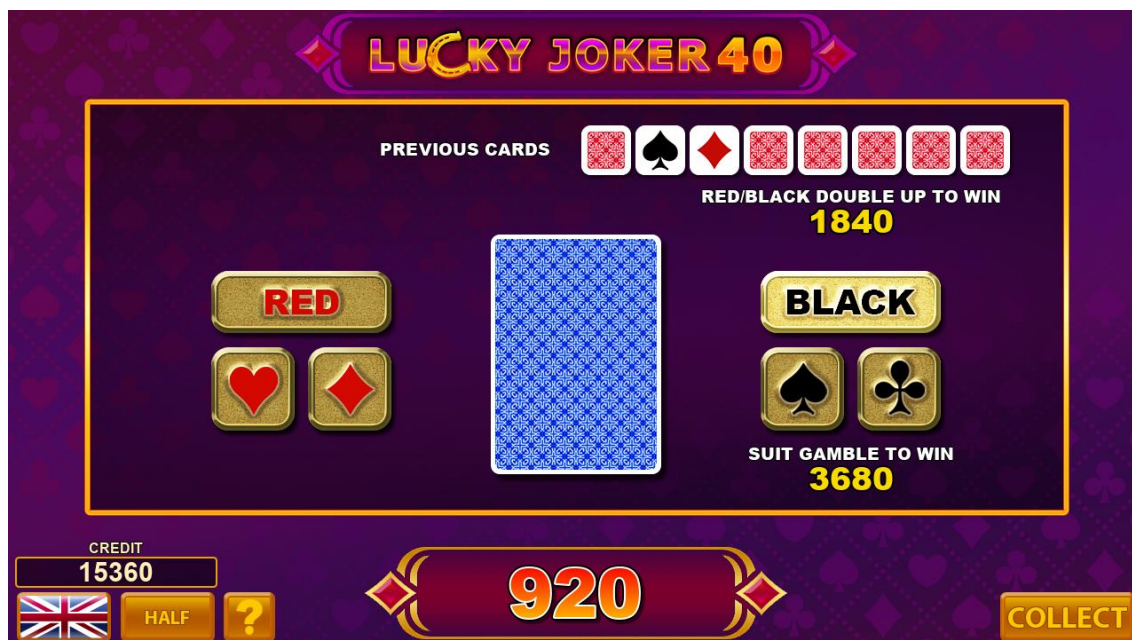
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu





The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP

	<p>Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
 <b>WILD</b>	<p>WILD symbol substitutes all symbols except SCATTER. If it occurs on one reel, all symbols of this reel turn WILD. WILD symbol only available on reel 2, 3 and 4.</p>
 <b>SCATTER</b>  <b>SCATTER</b>	<p>Only the highest SCATTER win combination is paid. SCATTER symbols pay on any position, for a combination of the same kind. SCATTER wins are a multiple of the total bet. Wins from SCATTER symbols are added to the line wins. SCATTER STAR only available on reels 1, 3 and 5.</p>

CREDIT  
**14520**

 2 / 3

TOTAL BET  
**40**

PREVIOUS PAGE    NEXT PAGE    RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after a winning base game or at the end of any winning feature.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 64000

CREDIT  
**14520**

 3 / 3

TOTAL BET  
**40**

PREVIOUS PAGE    NEXT PAGE    RETURN TO GAME

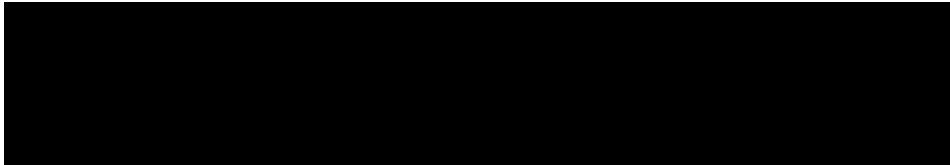


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Joker 100





## Short Facts

Name:	Lucky Joker 100
Game type:	5 reels / 4 symbols on each reel
Winlines:	100 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

The simplicity of this game is also its benefit. If you prefer a simple and clear fruit game, you will love this game.

Lucky Joker 100 is a classic slot with 5x4 reels and 100 winlines which comes with Scatter and Wild feature!

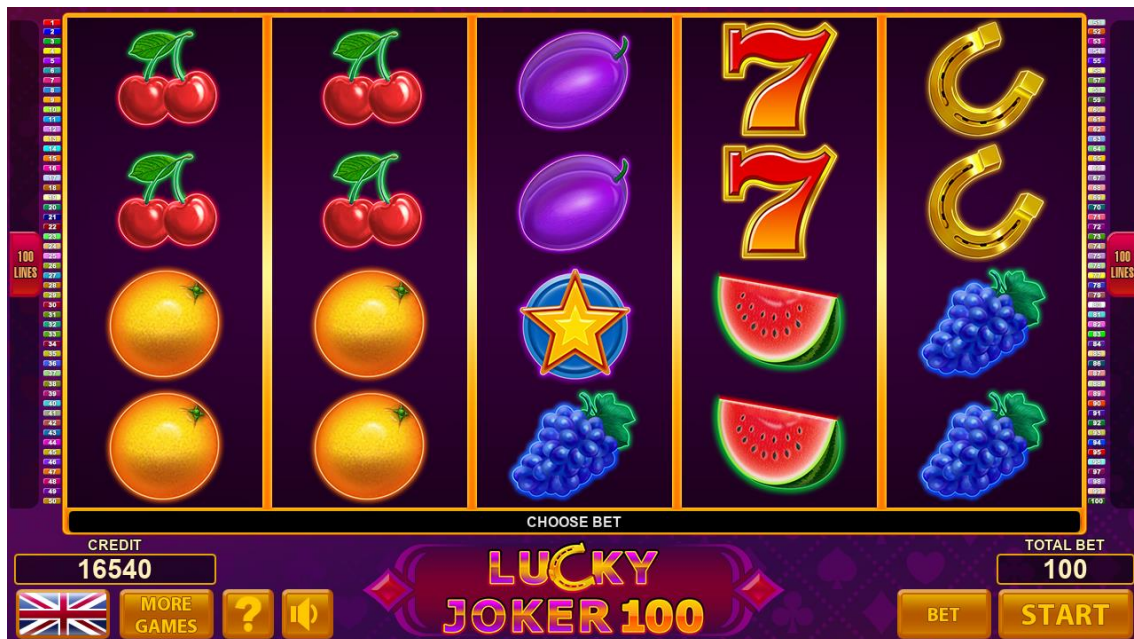
The most notable feature symbol of all, the female Joker is an expanding Wild which can take over entire reels. It replaces any of the symbols and appear only the on reel 2, 3 or 4.

The Star and the Bell symbol act both as Scatter. Good Luck with Lucky Joker 100 and the amazing Lady!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Expanding Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

LUCKY JOKER 100		
	5 • 400 4 • 100 3 • 40	
	5 • 4000 4 • 200 3 • 50 2 • 10	
	5 • 400 4 • 100 3 • 40	
	5 • 160 4 • 60 3 • 20	
	↑ <b>WILD</b> ↓ WILD symbol substitutes all symbols except SCATTER. If it occurs on one reel, all symbols of this reel turn WILD.	
	5 • 10000 4 • 2000 SCATTER 3 • 300	
		
		5 • 100 4 • 30 3 • 10
		
		3 • 2000 SCATTER
ALL VALUES IN CREDITS		
MALFUNCTION VOIDS ALL PAYS AND PLAYS		
1 CREDIT = 1		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter Feature

The Star and the Bell symbols are Scatter and pay on any position.

Only the highest Scatter win combination is paid. Scatter symbols pay on any position, for a combination of the same kind. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins. Scatter Star only available on reels 1, 3 and 5.

Scatter Feature – Star:



Scatter Feature – Bell:





## Expanding Wild Feature

Joker is Wild and substitutes all symbols except Scatter symbol. If it occurs on a reel, all symbols of this reel turn Wild. Wild symbol only available on reels 2, 3 and 4.

Expanding Wild:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu




The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game









### SYMBOL HELP

	<p><b>Line wins:</b> Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
 <b>WILD</b>	<p><b>WILD symbol substitutes all symbols except SCATTER.</b> If it occurs on one reel, all symbols of this reel turn WILD. WILD symbol only available on reel 2, 3 and 4.</p>
 <b>SCATTER</b>	<p><b>Only the highest SCATTER win combination is paid.</b> SCATTER symbols pay on any position, for a combination of the same kind. SCATTER wins are a multiple of the total bet. Wins from SCATTER symbols are added to the line wins. SCATTER STAR only available on reels 1, 3 and 5.</p>

CREDIT **16540** TOTAL BET **100**

 2/3   

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after a winning base game or at the end of any winning feature.





The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

**MAXIMUM WIN: 160000**

CREDIT **16540** TOTAL BET **100**

 3/3   

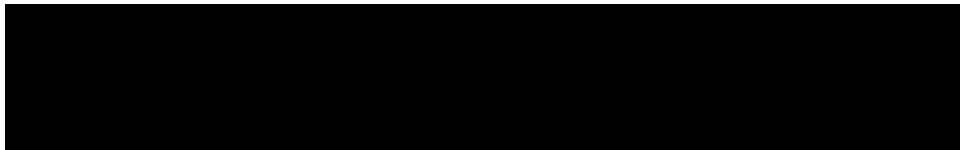


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Little Devil





## Short Facts

Name:	Lucky Little Devil
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	-

## Graphics & Game

This little devil is asking you to chance your luck in this high volatility game. This Lucky Little Devil wants to entice you with all the gaming symbols he knows - the number 7, the \$ sign, the dice and the four card suits - diamonds, clubs, hearts and spades.

Lucky Little Devil is a game with 5 reels und 10 winlines. The devil symbol is the highest winning symbol and can appear on any reel.

Respins are given on winning combinations. After 7 respins, the winning combination turns into devil symbols.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Respin Feature
- Devils Morph Feature
- Gamble Feature



## Pay Table



The pay table for the 'Lucky Little Devil' slot machine is displayed on a purple background with a fiery top border. The title 'LUCKY LITTLE DEVIL' is at the top center. The table lists various symbols and their corresponding payouts for bets of 5, 4, and 3 credits. A central 'DEVIL MORPH' section features a devil character and a staircase. A 'BAR' symbol with a bell and star is also listed. The bottom of the table includes the text 'ALL VALUES IN CREDITS', 'MALFUNCTION VOIDS ALL PAYS AND PLAYS', and '1 CREDIT = 1'.

Symbol	5	4	3
7	150	60	30
Devil	500	150	50
\$	125	50	25
Die	100	40	20
Heart	50	20	10
Spade	50	20	10
BAR	75	30	15

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Respin / Devils Morph Feature

The devil symbol is the highest paying symbol and can show up on every reel.

Every win will trigger the Respin Feature. During the Feature the winning symbols remain in their position and will turn into Trigger symbols. If another Trigger symbol appears on any position it will be held and another Respin will be triggered. The Feature ends if no additional Trigger symbol appears or all position are filled with Trigger symbols. Wins pay at the end of the Respin Feature.

Respin Feature:





Devils Morph Feature is triggered after seven Respins. The Devils Morph Feature turns all Trigger symbols into the Devil symbol. If another Devil symbol appears on any position it will be held and another Respin will be triggered.

The Devils Morph Feature ends if no additional Devil symbol appears or all position are filled with Devil symbols. Wins pay at the end of the Devils Morph Feature according to the Devils payable.

Devils Morph Feature:



Devils Morph Paytable:

# LUCKY LITTLE ☆☆ DEVIL ☆☆

	5	150
	4	60
	3	30

	5	500
	4	150
	3	50

	5	125
	4	50
	3	25

	5	100
	4	40
	3	20

## DEVILS MORPH

	5	75
	4	30
	3	15

	5	50
	4	20
	3	10

	5	50
	4	20
	3	10

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

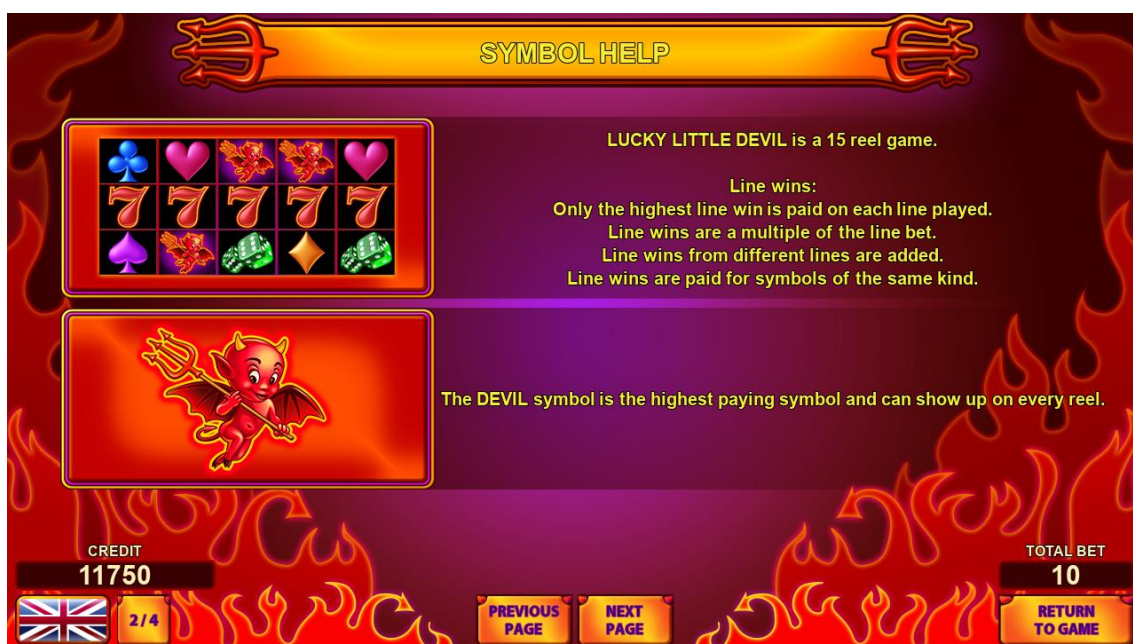




## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### RESPIN HELP



Every win will trigger the RESPIN feature. Winning symbols remain in their position and will turn into TRIGGER symbols during the feature. If another TRIGGER symbol appears on any position it will be held and another RESPIN will be triggered. The feature ends if no additional TRIGGER symbol appears or all positions are filled with TRIGGER symbols. Wins pay at the end of the RESPIN feature.

DEVILS MORPH feature is triggered after seven RESPINS. The DEVILS MORPH feature turns all TRIGGER symbols into the DEVIL symbol. If another DEVIL symbol appears on any position it will be held and another RESPIN will be triggered.

The DEVILS MORPH feature ends if no additional DEVIL symbol appears or all positions are filled with DEVIL symbols. Wins pay at the end of the DEVILS MORPH feature according to the DEVILS payable.

CREDIT 11750

3/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET 10

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLEUP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT 11750

4/4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET 10

RETURN TO GAME

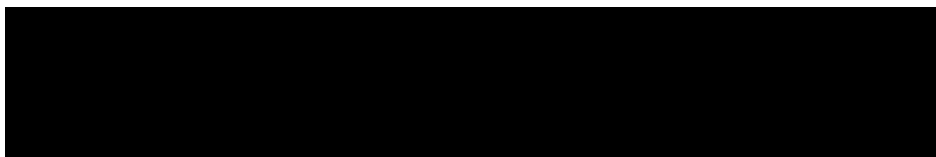


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Lucky Respin





## Short Facts

Name:	Lucky Respin
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The Wild symbol substitutes all symbols on the reels

## Graphics & Game

Get wild and see if you can get the chance for a Lucky Respin! Lucky Respin is played over 5 reels and offers 10 winlines. Wins are paid only from left to right.

3 Wild symbols on one or more reels win a Respin, where all reels are kept, which holds 3 Wild symbols. During Respin all wins are added together. Further reels with 3 Wilds then offer more Respins. But note that 3 Wilds on all 5 reels then ends the Respin mode. Only during Respin mode 3 Wilds on one reel are possible!

Exquisite sound rounds off this game.

You can always choose the Gamble Feature before collecting your win – with the Card Feature double or nothing.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Respin Feature
- Gamble Feature



## Pay Table

								
5	250		5	500		5	200	
4	75		4	150		4	50	
3	25		3	50		3	20	
								
5	100		<p>WILD substitutes all symbols.                      A full reel of 3 WILD symbols on any reel starts                      the RESPIN feature, in which those reels are held.</p>			5	40	
4	20					4	10	
3	10					3	5	
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS			1 CREDIT = 1		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Respin Feature

The Wild symbol substitutes all symbols. In the main game, the Wild symbol only appears on reels 2-4. A full reel of 3 Wild symbols on any reel starts the Respin Feature, in which those reels are held.

All prizes during free Respin will be added to win sum. Three more Wild symbols on a reel win another Respin. The Respin Feature ends if not retriggered or on all 5 reels, a full reel of Wild symbol occurs, which is only possible during the Respin Feature.

Respin Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

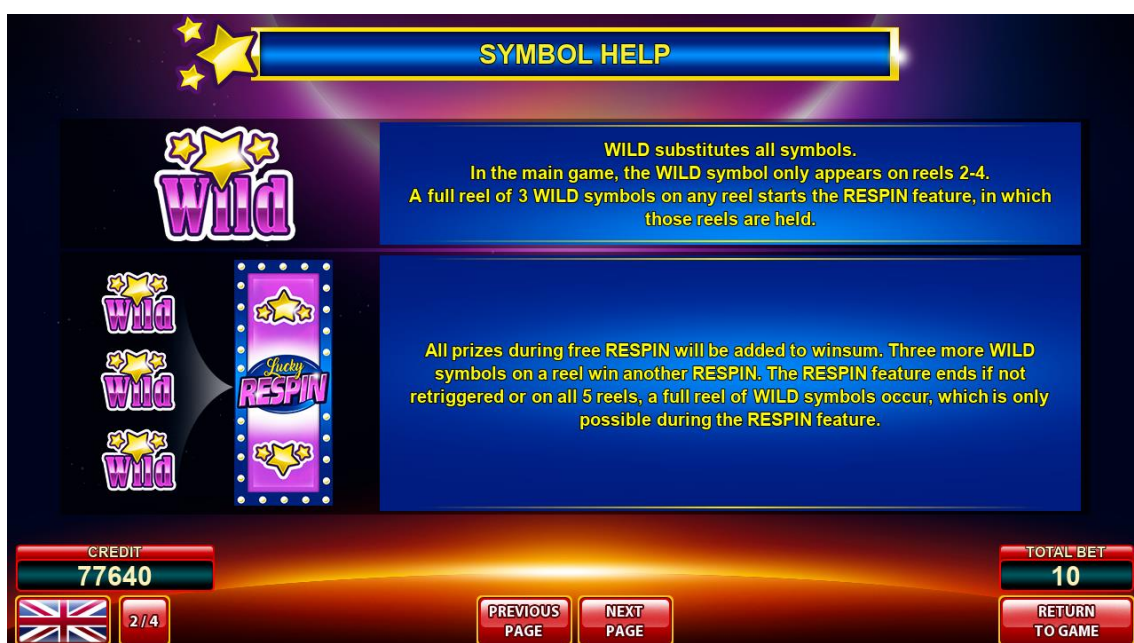
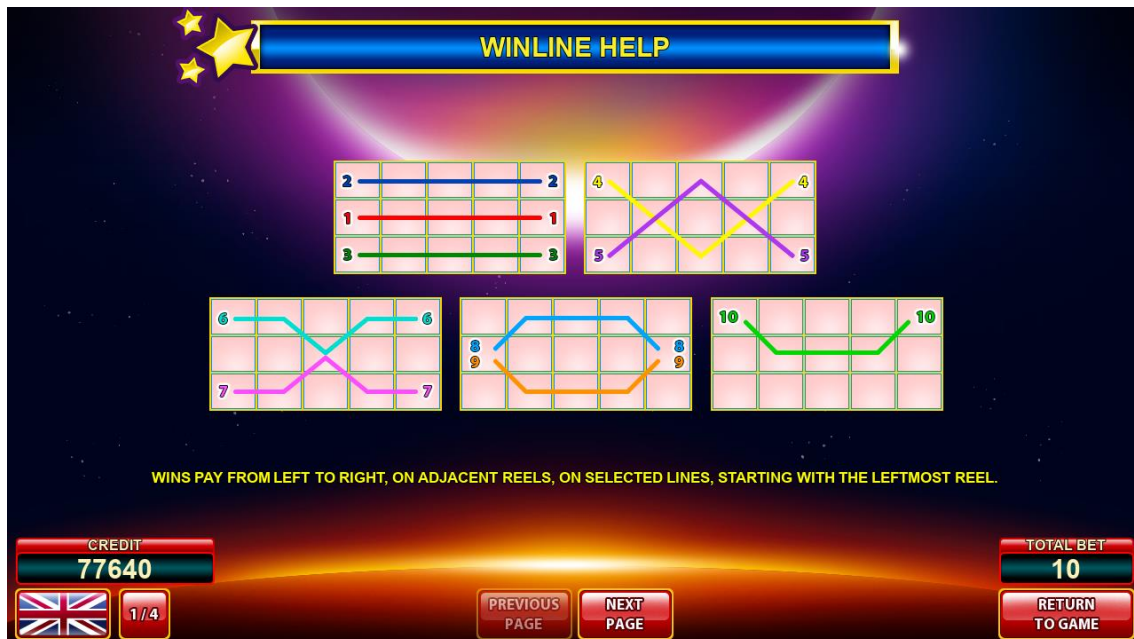




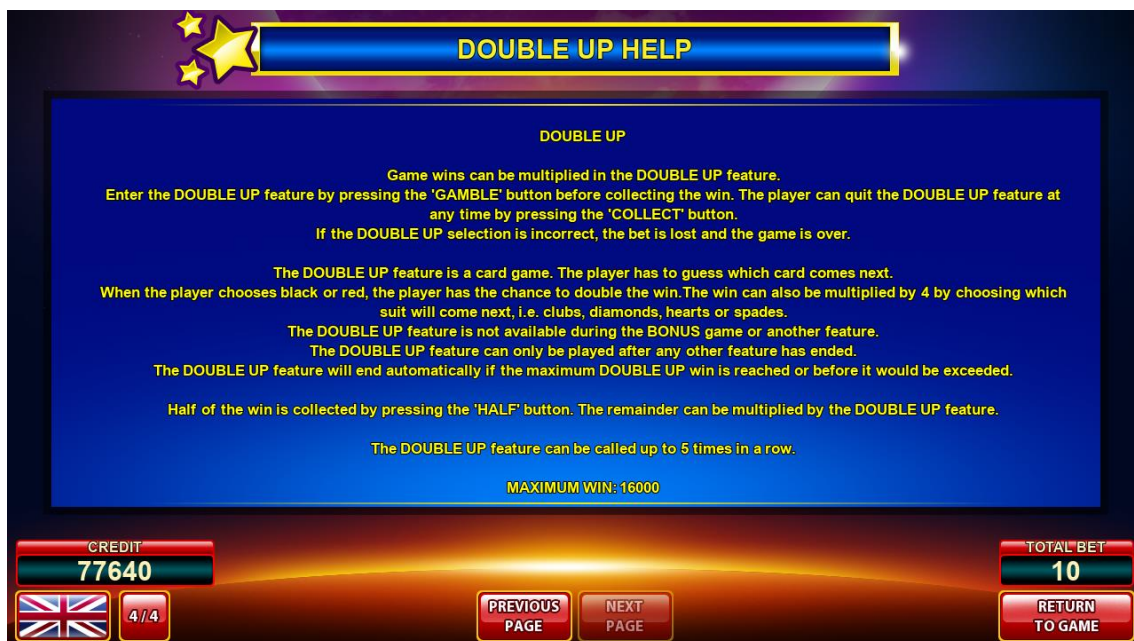
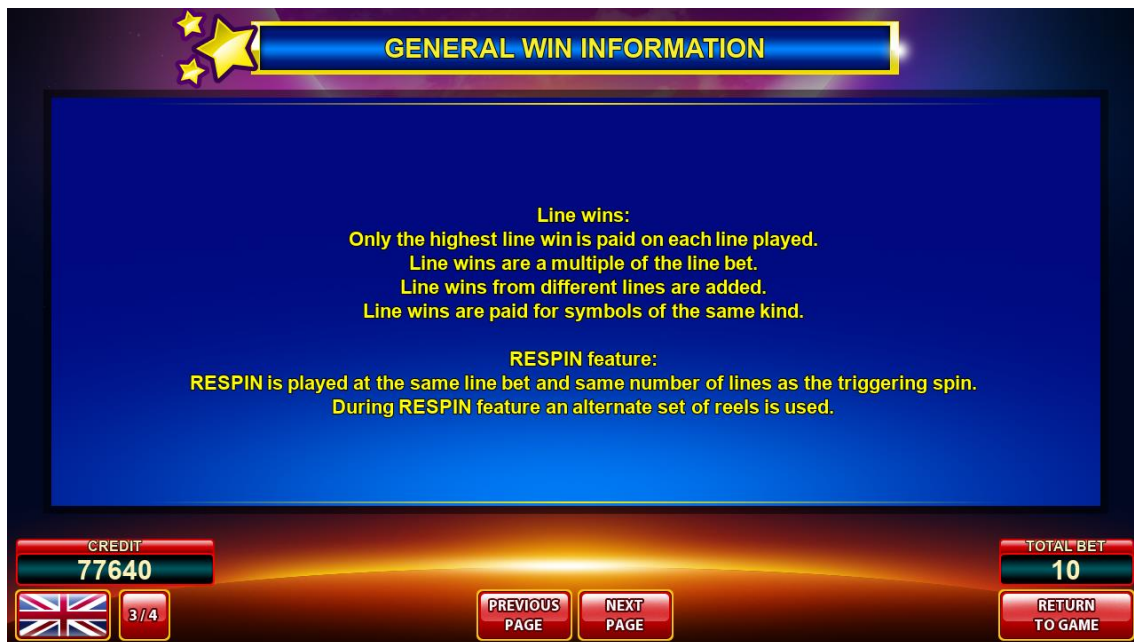
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
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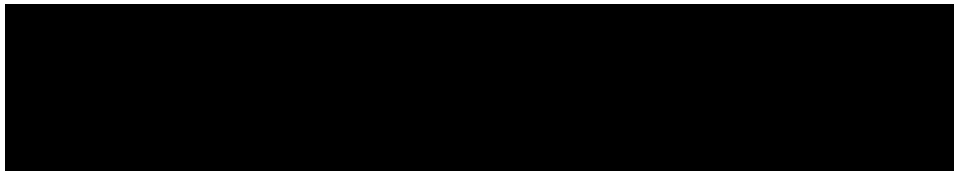


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Magic Forest





## Short Facts

Name:	Magic Forest
Game type:	5 reels / 3 symbols on each reel
Winlines:	5/10/20 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels, except Scatter

## Graphics & Game

The leprechaun is on the loose and he's looking for that pot of gold over the rainbow! Will you help him find it? Those one coins are mounting up.

The pot of gold is your scatter symbol that wins in any position and the leprechaun is the Wild symbol.

Maybe the lucky horseshoe will help. 10 Bonusspins are won by 3, 4 or 5 scatter symbols on each position. All Bonusspin winnings are multiplied by 3. Additional Bonusspins can be won in the bonus.

Find your way out of the Magic Forest with the Gamble Feature to potentially increase your wins!

Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

# MAGIC FOREST

5.	750
4.	125
3.	25
2.	2

**WILD**

5.	7500
4.	2500
3.	250
2.	10

5.	400
4.	100
3.	20

5.	250
4.	75
3.	15

**SCATTER**

5.	2000
4.	200
3.	40
2.	20

5.	125
4.	50
3.	10

5.	100
4.	25
3.	5

**10 BONUS SPINS x3**

5.	100
4.	25
3.	5
2.	2

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

The leprechaun is Wild and substitutes all symbols except Scatter.

3, 4 or 5 Scatter symbols on any position win 10 Bonusspins. All Bonusspin wins are multiplied x3. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

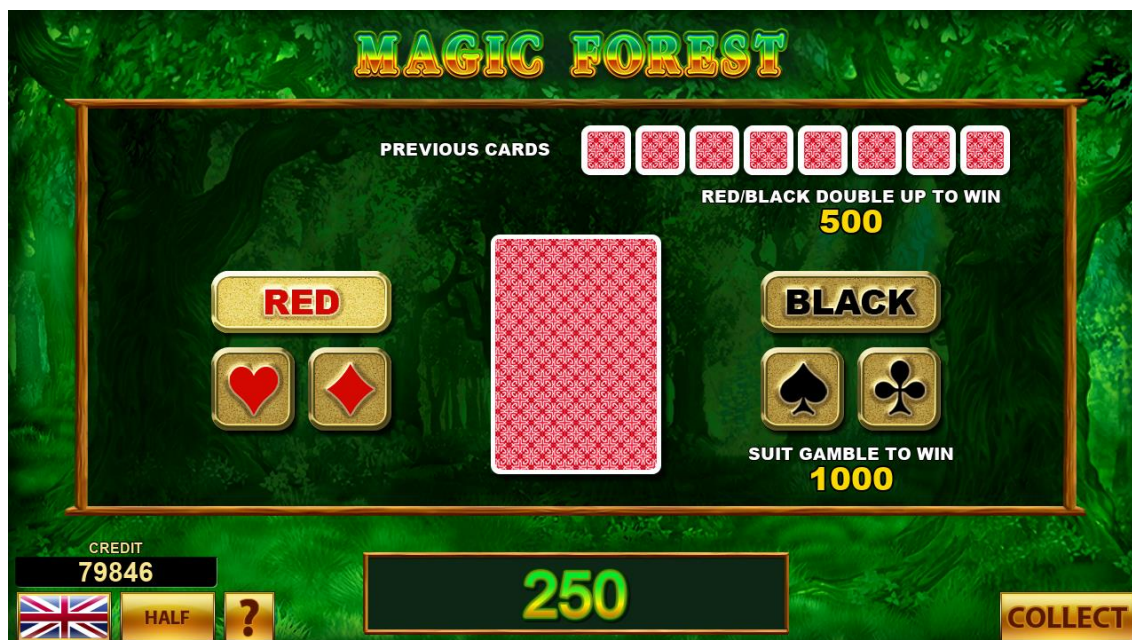
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### SYMBOL HELP




LEPRECHAUN substitutes all symbols except SCATTER.



SCATTER symbols pay on any position.

CREDIT  
**79866**


TOTAL BET  
**20**

 2 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME


### BONUS HELP



10 BONUSSPINS are won with 3, 4 or 5 SCATTER symbols on any position.

**x3**


All BONUSSPIN wins are multiplied by 3.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round. BONUSSPINS are played at the same bet and number of lines as the initiating game.

CREDIT  
**79866**

TOTAL BET  
**20**

 3 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME



### GENERAL WIN INFORMATION


**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**BONUSSPINS:**  
BONUS is played at the same line bet and same number of lines as the triggering spin.  
During BONUS an alternate set of reels is used.

CREDIT  
**79866**

TOTAL BET  
**20**

 4 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLEUP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 32000

CREDIT  
**79866**

TOTAL BET  
**20**

 5 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

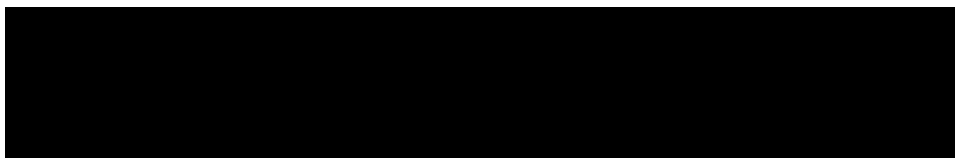


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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AMATIC  
INDUSTRIES



## Game Description

### Mega Shark





## Short Facts

Name:	Mega Shark
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	-

## Graphics & Game

This Mega Shark is for sure one mean mammal yet! Big wins will be heading one's way if you can catch him.

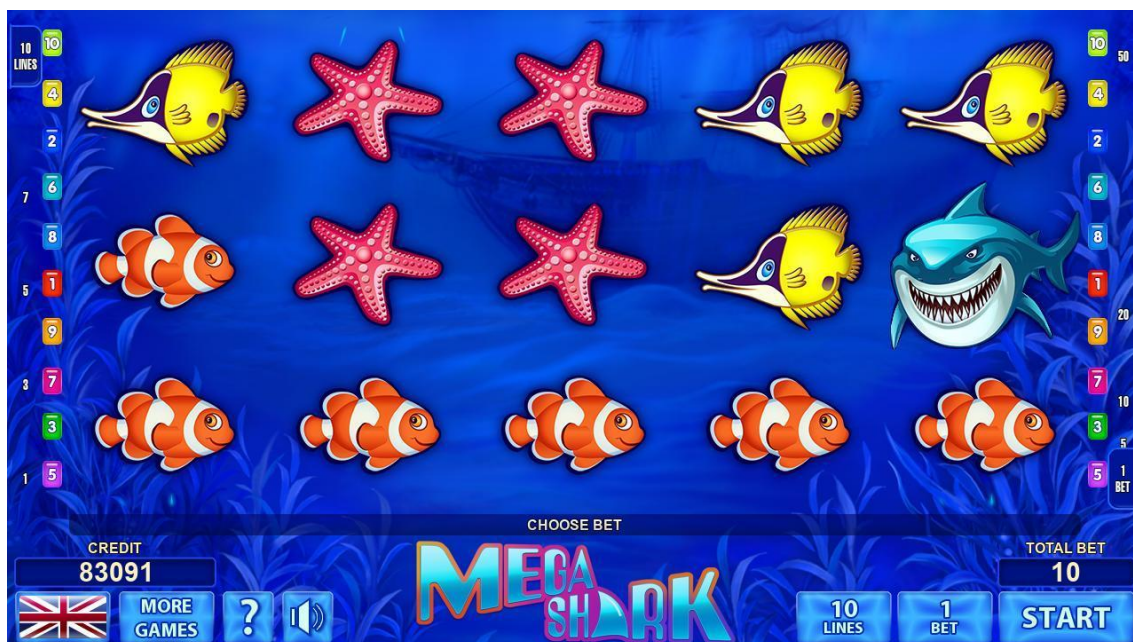
This game is played over 5 reels and offers 10 winlines. 3 or more Bonus symbols on each position win 15 (for 3 Scatters), 20 (for 4 Scatters) or 30 Bonusspins (for 5 Scatters).

Bonus wins can be retrIGGERED during the free spin mode. All wins gained during the Bonusspin mode are multiplied by 3. So that's what people call catching a big fish!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Bonusspin Feature
- Gamble Feature



## Pay Table

# MEGA SHARK

5• 400  
4• 200  
3• 40

5• 5000  
4• 1000  
3• 100

5• 400  
4• 200  
3• 40

5• 200  
4• 50  
3• 20

5• 500  
4• 100  
3• 20

5• 150  
4• 40  
3• 10

5• 150  
4• 40  
3• 10

15, 20 or 30 BONUS SPINS x3

5• 100  
4• 25  
3• 10  
2• 5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Bonusspin Feature

Bonus symbol is Scatter. 3, 4 or 5 Bonus symbols on any position win 15, 20 or 30 Bonusspins accordingly. All Bonusspin wins are multiplied by x3. Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

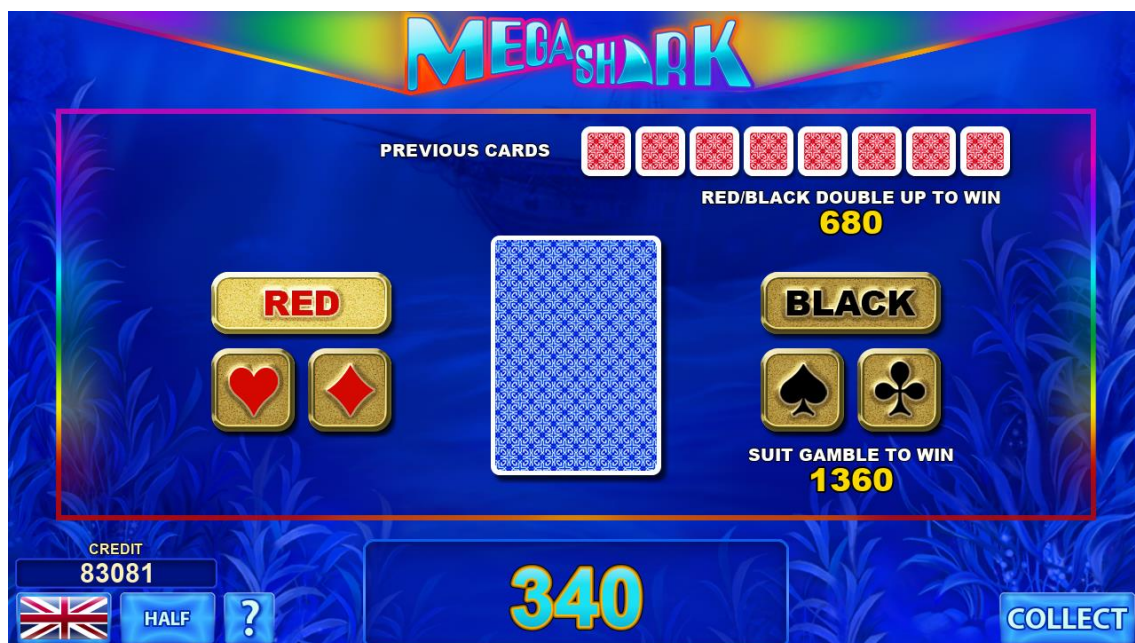
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

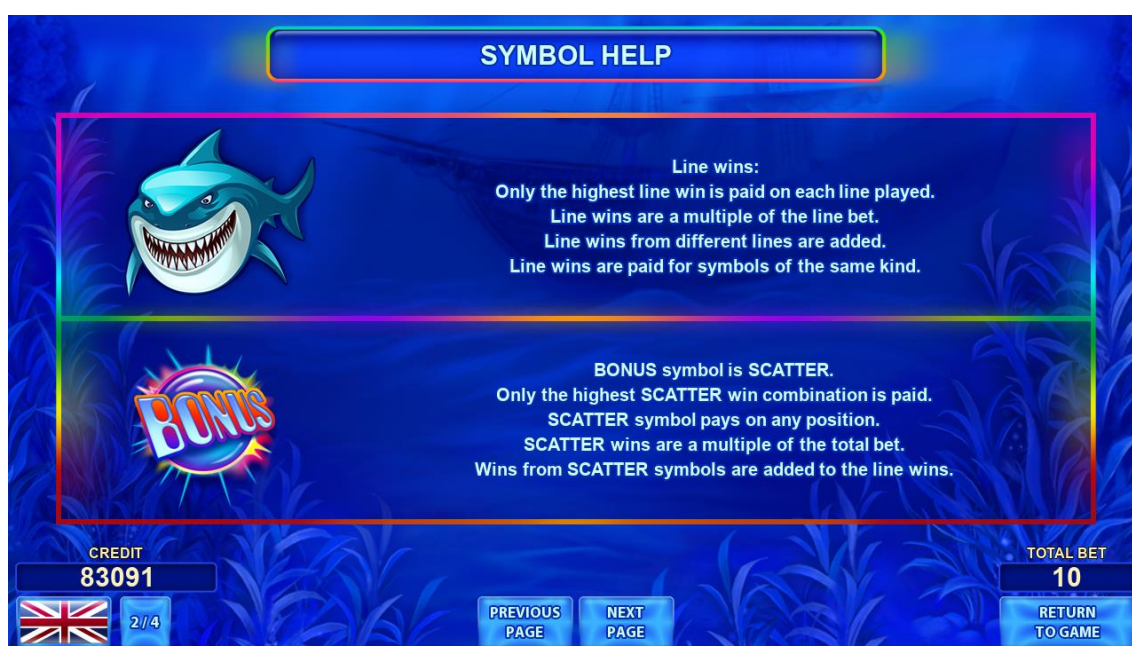
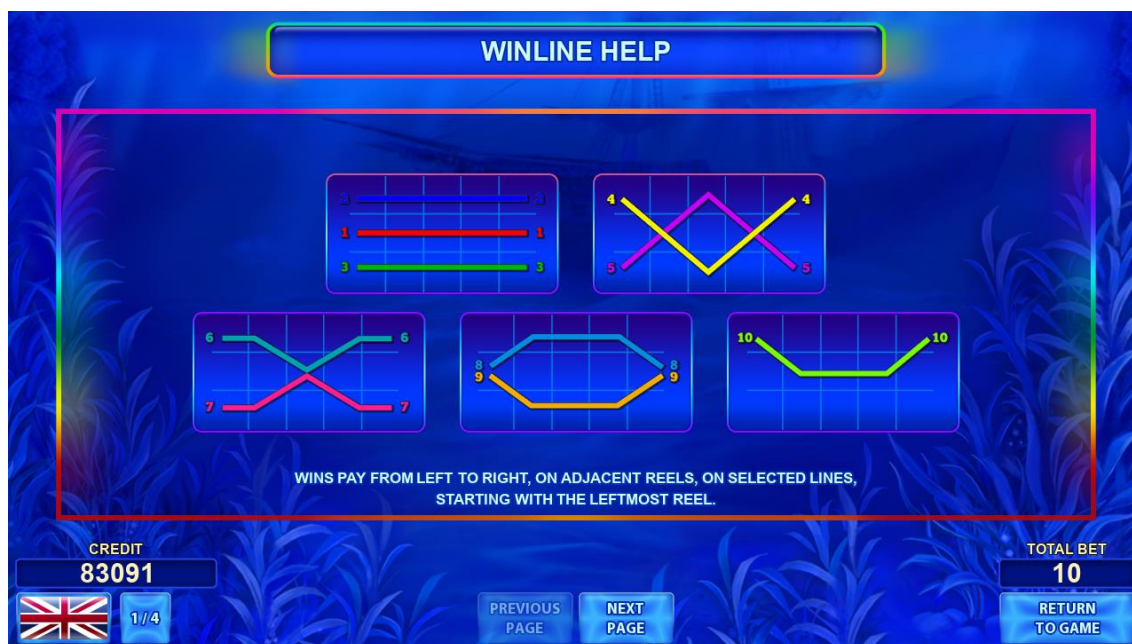




## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







### BONUS HELP



3, 4 or 5 BONUS symbols on any position win 15, 20 or 30 BONUSSPINS accordingly. BONUSSPINS are played at the same bet and number of lines as the initiating game.




All BONUSPIN wins are multiplied by 3.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round. During BONUS an alternate set of reels is used.

CREDIT  
**83091**

 3/4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

### DOUBLE UP HELP

DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.


The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**83091**

 4/4

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

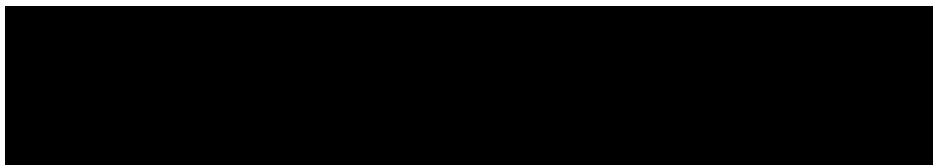


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Merry Fruits





## Short Facts

Name:	Merry Fruits
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	7 is Wild and substitutes all symbols except Scatter

## Graphics & Game

There are a lot of winnings in this Merry Fruits game!

In this 20 winline Fruit Game on 5 reels the fruits always appear stacked on the reels, opening up good chances for a lucky win.

All symbols pay left to right, the star is Scatter and pays on any position and 7 substitutes for all symbols except star.

Enjoy all the different fruits, the star and the 7.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table



The pay table for the Merry Fruits slot game is displayed on a purple background with stars and confetti. It features several cartoon fruit characters and their corresponding payout values for different bet levels (5, 4, 3). The 'WILD' symbol is represented by a red number 7 with a bow tie. The 'SCATTER' symbol is a yellow star with a mustache and a party hat.

Symbol	5	4	3
WILD (Red 7)	1000	500	50
Apple (Yellow)	200	40	20
Pear (Purple)	200	40	20
Watermelon (Green)	400	80	20
Orange (Orange)	100	20	10
Lemon (Yellow)	100	20	10
Cherry (Red)	100	20	10
SCATTER (Yellow Star)	10000	400	100

ALL VALUES IN CREDITS  
MALFUNCTION VOIDS ALL PAYS AND PLAYS  
1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.

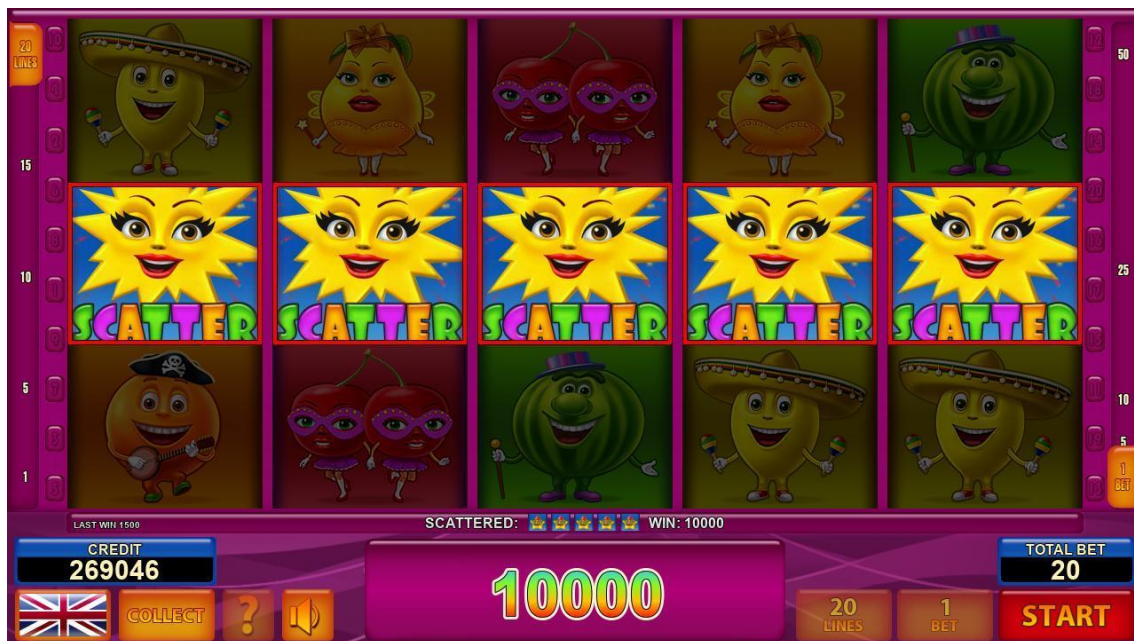


## Wild / Scatter Feature

7 is Wild and substitutes all symbols except Scatter symbol.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

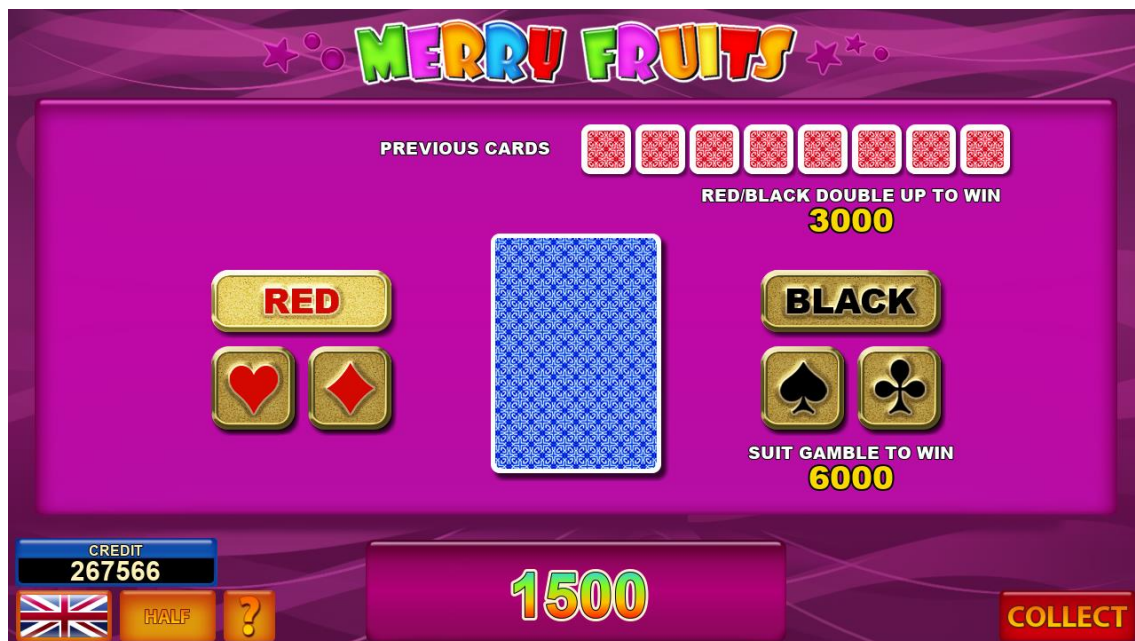
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
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<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game






### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**WILD symbol:**  
The WILD symbol substitutes every other symbol except the SCATTER symbol.

**CREDIT**  
267586

 2/8

PREVIOUS PAGE NEXT PAGE

**TOTAL BET**  
20

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.


The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 32000

**CREDIT**  
267586

 3/3

PREVIOUS PAGE NEXT PAGE

**TOTAL BET**  
20

RETURN TO GAME



## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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## Game Description

### Mistress Of Monsters





## Short Facts

Name:	Mistress of Monsters
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild Symbol:	The mystic eyes act as Wild and substitutes all symbols except Bonus

## Graphics & Game

The mystic theme of Mistress of Monsters is waiting to be discovered.

This slot game comes in a 5x4 reel format with 50 winlines in total. This game features a Wild symbol, up to 20 Bonusspins, 5 Powerspins and a Feature symbol for your ultimate gaming experience.

Not only the Mistress's hair but also the Bonus symbol is blue. 3, 4 or 5 Bonus symbols win 10, 15 or 20 Bonusspins accordingly. Further Bonusspins can be won in the Bonus game.

5 Powerspins can be won anytime randomly during the main game.

The Feature symbol – which is the green shiny gemstone – turns into any other symbol; this happens randomly. This additional feature increases your chances of more winnings.

Mistress of Monsters offers winning opportunities, fun and dazzling animation – Good Luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Powerspin Feature
- Gamble Feature



## Pay Table

# Mistress of Monsters

5	200
4	50
3	15

5	100
4	25
3	10

5	50
4	20
3	5

5	1000
4	250
3	50

10, 15, 20 BONUSPINS

5	25000
4	250
3	100

5 POWERSPINS can be won anytime randomly in the main game.

5	125
4	50
3	15

5	100
4	25
3	10

5	25
4	10
3	5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

The mystic eyes act as Wild and substitutes all symbols except Bonus symbol.

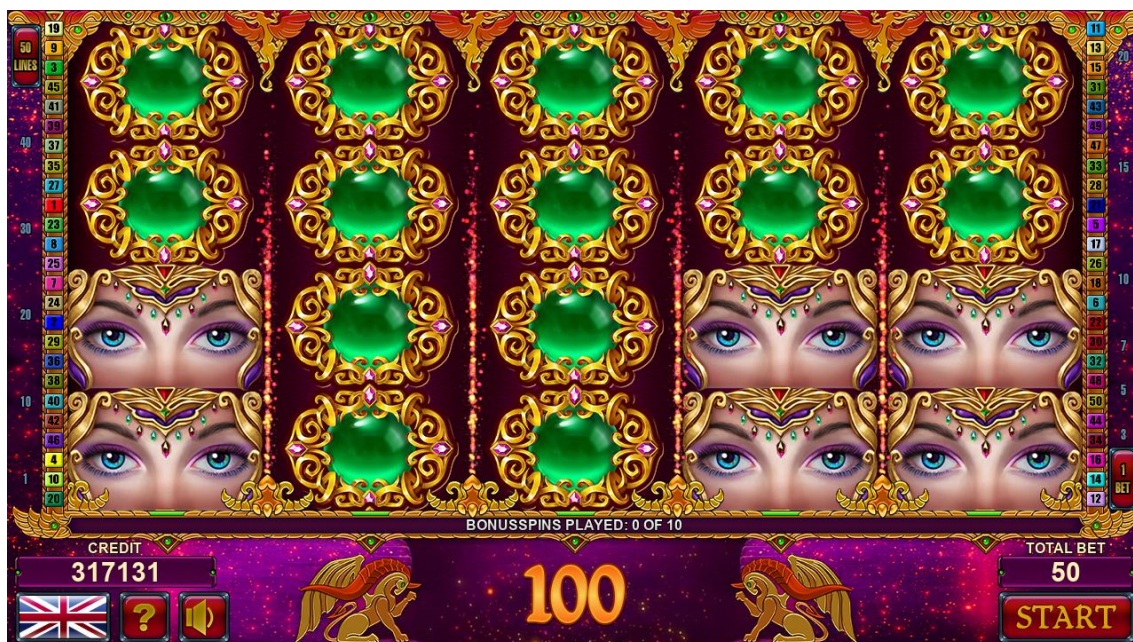
3, 4 or 5 Bonus symbols on any position win 10, 15 or 20 Bonusspins accordingly. During Bonus only the Wild, Heart, Ring, Knife and Goblet symbols appear.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Powerspins

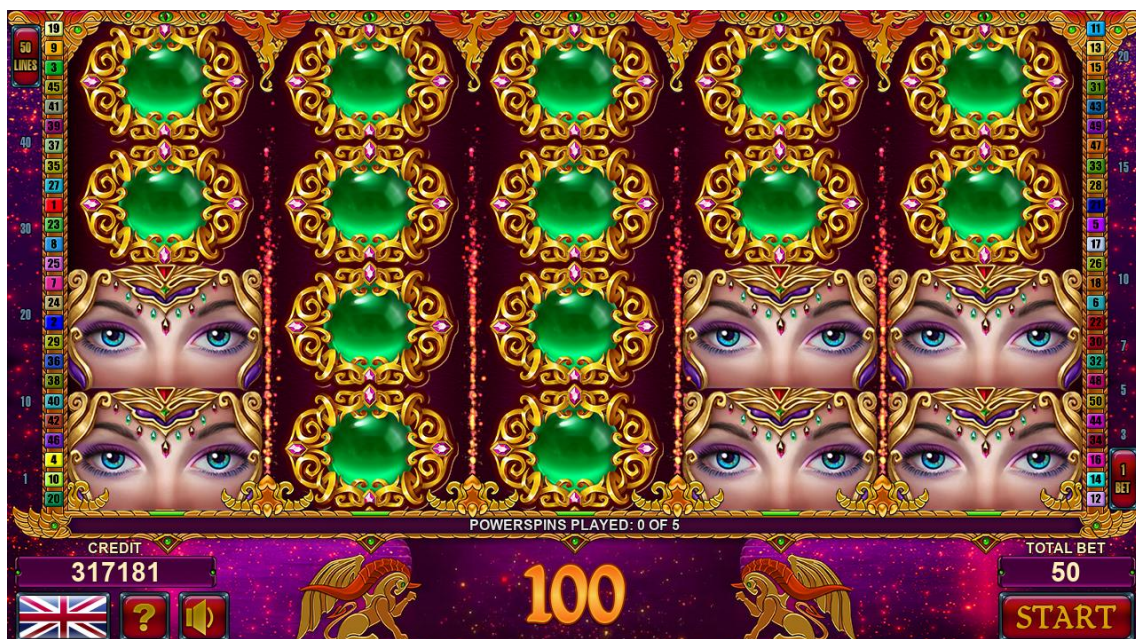
5 Powerspins can be won anytime randomly in the main game. During Powerspins only the Wild, Heart and Goblet symbols appear. During Powerspins the Emerald symbol will only turn into available symbols.

Play the Powerspin until you have no Powerspins left. 3 additional Powerspins can be won during the Powerspin when on the third reel the 3 Spins symbol lands full stacked.

Powerspin help:



Powerspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

- |                       |   |
|-----------------------|---|
| <b>FLAG</b>           | - Enables the player to change language |
| <b>PAGE INDEX</b>     | - Indicates the page                    |
| <b>PREVIOUS PAGE</b>  | - To switch to the previous page        |
| <b>NEXT PAGE</b>      | - To switch to the next page            |
| <b>RETURN TO GAME</b> | - To continue the game                  |






### BONUS HELP



3, 4 or 5 BONUS symbols on any position win 10, 15 or 20 BONUSSPINS accordingly.



During BONUS only the WILD, HEART, RING, KNIFE, GOBLET, BONUS and EMERALD symbols are available.  
During BONUS an alternate set of reels is used.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round. BONUSSPINS are played at the same bet and number of lines as the initiating game.

CREDIT **316916**


TOTAL BET **50**

3 / 6


PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### POWERSPINS HELP



5 POWERSPINS can be won anytime randomly in the main game.



During POWERSPINS only the WILD, HEART, GOBLET, EMERALD and 3 SPINS symbols are available.  
During POWERSPINS the EMERALD symbol will only turn into WILD, HEART or GOBLET symbols.  
During POWERSPINS an alternate set of reels is used.



Play the POWERSPIN until you have no POWERSPINS left. 3 additional POWERSPINS can be won during the POWERSPIN when on the third reel the 3 SPINS symbol lands full stacked. POWERSPINS are played at the same bet and number of lines as the initiating game.

CREDIT **316916**

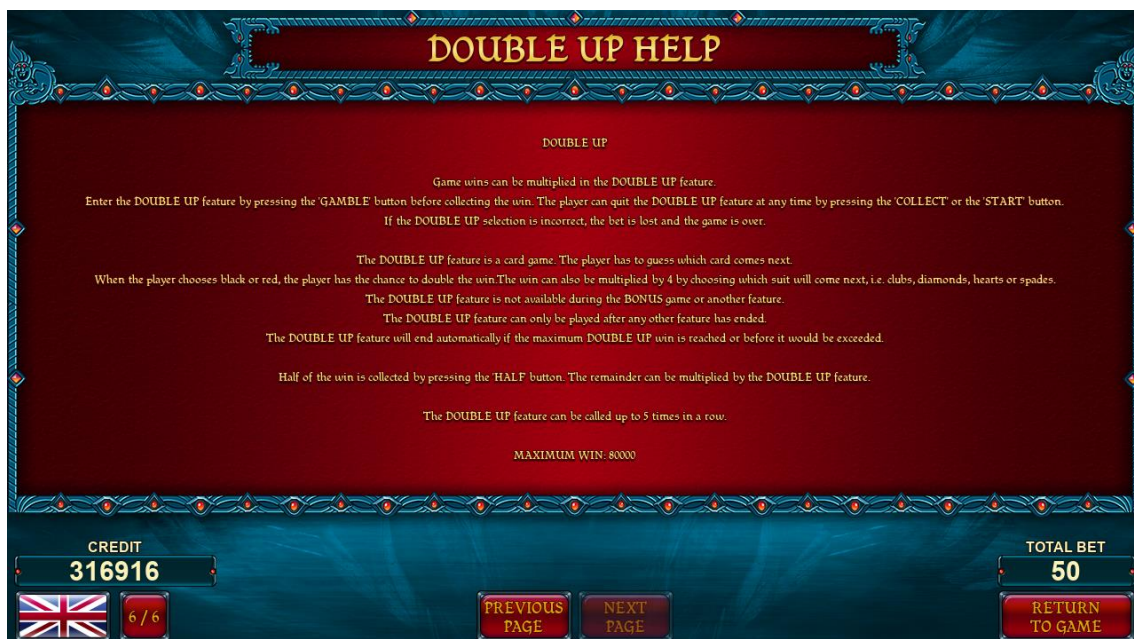
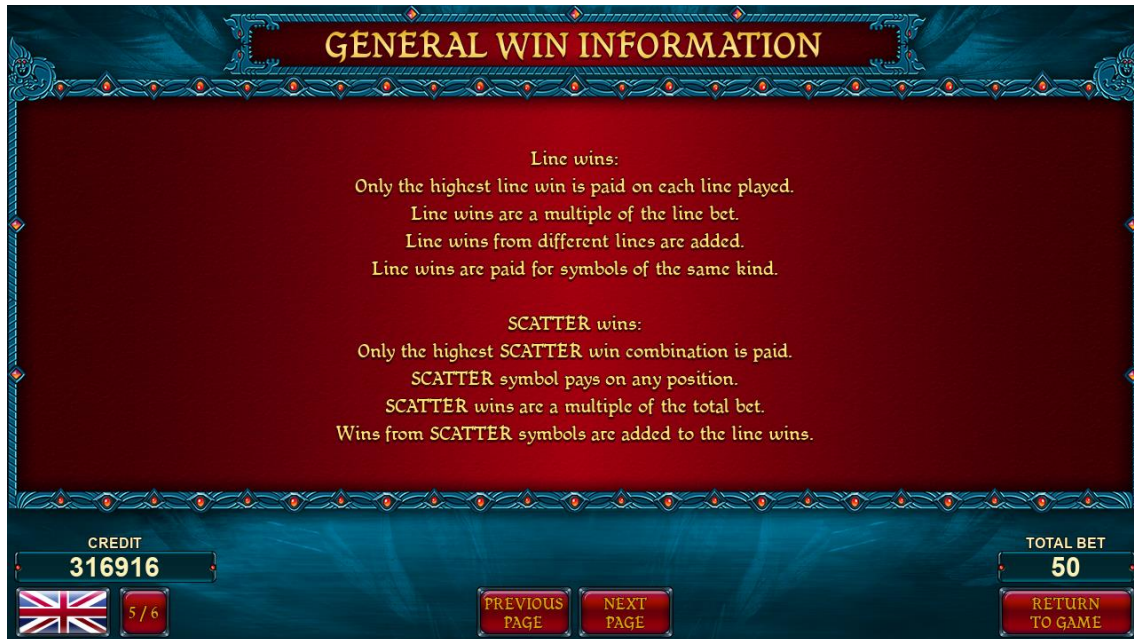
TOTAL BET **50**

4 / 6

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME





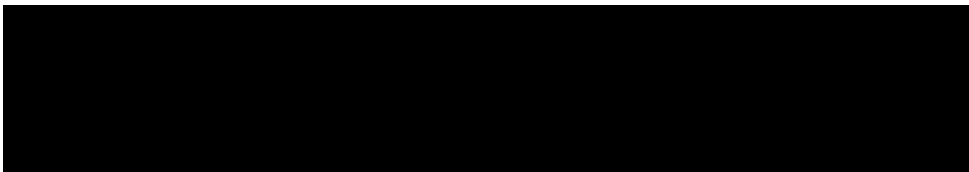


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Mr. Rich





## Short Facts

Name:	Mr. Rich
Game type:	5 reels / 3 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol except Scatter symbol

## Graphics & Game

The flamboyant Mr. Rich is waiting for you to take your chance in this colorful game full of lucky symbols. Let's see if you can entice his money to leave his pockets to yours! Mr. Rich is played over 50 winlines on 5 reels. 3, 4 or 5 Bonus symbols are rewarded with 7, 15 or 25 Bonusspins correspondingly.

The Wild symbol replaces all others except the Scatter. Another way of winning is thanks to the Extra Wild symbol that can by chance appear during the Bonusspins.

Mr. Rich is rounded off by an exquisite sound experience.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

# MR. RICH

5  
4  
3

1000  
400  
50

5  
4  
3

12500  
1000  
100

3, 4 or 5 SCATTER symbols on any position win  
7, 15 or 25 BONUSPINS accordingly.

5  
4  
3

300  
200  
40

5  
4  
3

200  
100  
20

WILD substitutes all  
symbols except  
SCATTER.

5  
4  
3

150  
40  
5

5  
4  
3

100  
25  
5

5  
4  
3

100  
25  
5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Wild substitutes all symbols except Scatter. Wild symbol appears only on reels 2-4.

3, 4 or 5 Scatter symbols on any position win 7, 15 or 25 Bonusspins accordingly.

At the beginning of the Bonusspins a symbol is randomly selected; it could be any except Scatter and turn into the Extra Wild symbol. The Extra Wild symbol substitutes all symbols except Scatter symbol during Bonus.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected symbol:





Bonus help:



Bonusspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

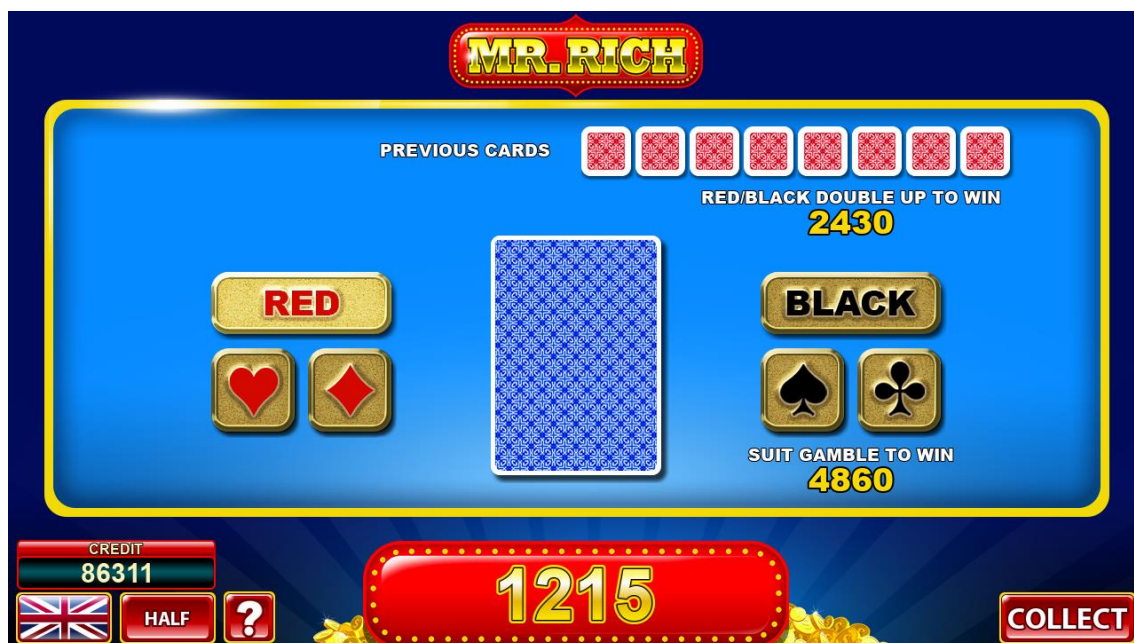
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game









### SYMBOL HELP




**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

**WILD substitutes all symbols except SCATTER.**

CREDIT  
**86361**

 2 / 5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

### BONUS HELP



3, 4 or 5 SCATTER symbols on any position win 7, 15 or 25 BONUSSPINS accordingly. BONUSSPINS are played at the same bet and number of lines as the initiating game.



At the beginning of the BONUSSPINS a symbol is randomly selected, it could be any except SCATTER and turns into the EXTRA WILD symbol. The EXTRA WILD symbol substitutes all symbols except SCATTER symbol during BONUS.



Play the BONUS round until you have no BONUSSPINS left. Additional BONUSSPINS can be won during the BONUS round.

CREDIT  
**86361**

 3 / 5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME




**GENERAL WIN INFORMATION**

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**BONUSSPINS:**  
During BONUS an alternate set of reels is used.

CREDIT  
**86361**

 4 / 5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET  
**50**

RETURN  
TO GAME

**DOUBLE UP HELP**

**DOUBLEUP**

Game wins can be multiplied in the DOUBLEUP feature.  
Enter the DOUBLEUP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLEUP feature at any time by pressing the 'COLLECT' button.  
If the DOUBLEUP selection is incorrect, the bet is lost and the game is over.


The DOUBLEUP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLEUP feature is not available during the BONUS game or another feature.  
The DOUBLEUP feature can only be played after any other feature has ended.  
The DOUBLEUP feature will end automatically if the maximum DOUBLEUP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLEUP feature.

The DOUBLEUP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT  
**86361**

 5 / 5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET  
**50**

RETURN  
TO GAME

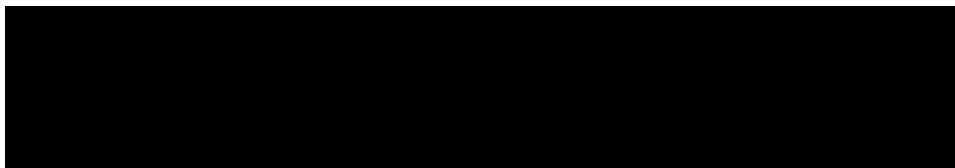


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

I N D U S T R I E S



## Game Description

### Oktoberfest





## Short Facts

Name:	Oktoberfest
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Beer mug substitutes all symbols except Scatter and doubles prices

## Graphics & Game

The Oktoberfest phenomenon takes place once a year: the world's largest beer festival is held in Munich in Germany.

Come in – to your Bavarian tavern and enjoy various local folklore, partying, beers, pretzels, gingerbread cake in heart shapes and great non-stop winning opportunities!

Oktoberfest lets you play in a classic 5x3 slot format game with 10 winlines in total. Look out especially for the beer-mug symbol which acts as Wild and doubles your win. The beer barrel is the Scatter symbol and wins on every reel position on the screen. To get the full authentic “Wiesn” feeling listen to the traditional sound, which comes with Oktoberfest.

“Prost” – which means Cheers – and Good Luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature with multiplier
- Scatter Feature
- Gamble Feature



## Pay Table

# Oktoberfest

5 • 200  
4 • 50  
3 • 20

WILD

5 • 1000  
4 • 250  
3 • 50

SCATTER

5 • 500  
4 • 100  
3 • 20

5 • 100  
4 • 20  
3 • 5

5 • 150  
4 • 40  
3 • 10

5 • 50  
4 • 10  
3 • 5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild Feature with multiplier / Scatter Feature

The beer mug is Wild and substitutes all symbols except Scatter and doubles the win when substituting.



Only the highest SCATTER win combination is paid. SCATTER symbol pays on any position. SCATTER wins are a multiple of the total bet. Wins from SCATTER symbols are added to the line wins.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### SYMBOL HELP

	<p><b>BEER</b> substitutes all symbols except <b>SCATTER</b> and <b>DOUBLES</b> the win when substituting.</p> <p>Line wins: Only the highest line win is paid on each line played. Line wins are a multiple of the line bet. Line wins from different lines are added. Line wins are paid for symbols of the same kind.</p>
	<p><b>SCATTER</b> symbol pays on any position. <b>SCATTER</b> wins are a multiple of the total bet. Wins from <b>SCATTER</b> symbols are added to the line wins.</p>

CREDIT: 93531

TOTAL BET: 10

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT: 93531

TOTAL BET: 10

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

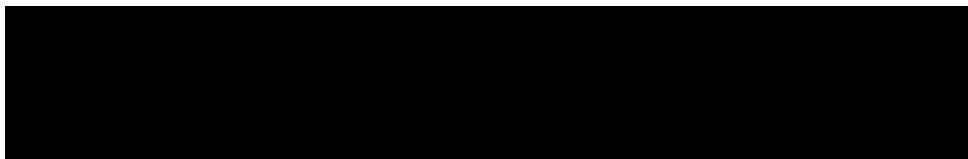


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Plenty Dragons





## Short Facts

Name:	Plenty Dragons
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels except Scatter

## Graphics & Game

Chinese mysteries await those who play Plenty Dragons. The dragons are waiting to see if they can bring you luck in this game with authentic Asian look and feel.

Plenty Dragons offers 50 winlines in a 5x4 reel format.

The dragon substitutes all symbols except the Scatter and doubles the prize when substituting. Especially look out for the Stacked Wild Feature as it offers the chance for high winnings!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Stacked Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# PLENTY DRAGONS

5 • 200

4 • 50

3 • 20

5 • 100

4 • 20

3 • 5

W  
I  
L  
D

5 • 1000

4 • 250

3 • 50

SCATTER

5 • 1250

4 • 250

3 • 50

5 • 150

4 • 40

3 • 10

5 • 40

4 • 10

3 • 2

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Scatter / Stacked Wild Feature

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:



The Dragon is a stacked Wild symbol and covers parts or the full reel. The Dragon substitutes all symbols except Scatter and doubles the win when substituting.

Stacked Wild Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**48412**

TOTAL BET  
**50**

 3 / 4

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.  
If the DOUBLE UP selection is incorrect the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT  
**48412**

TOTAL BET  
**50**

 4 / 4

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

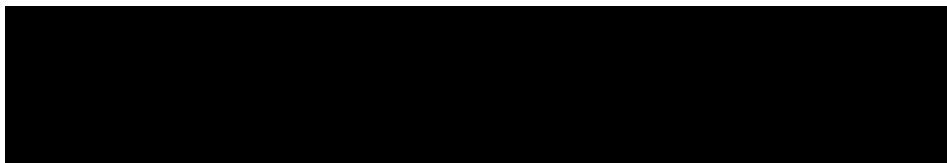


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Roulette Royal





## Short Facts

Name: Roulette Royal

Game type: Roulette

## Graphics & Game

“Rien ne va plus” – the fantastic graphic of Roulette Royal takes the players into the modern casino world.

Roulette Royal is the perfect combination of the good old casino game Roulette and modern technology that bring entertainment and variety in every casino.

This game features closeness to reality, easy handling and clarity due to the multifunctional possibilities of settings (in the system management) on one hand and options on the other hand.

With the credit manager the player can manage the credits for up to 4 players. The selections of different series ease the staking.





## Main Game



To start the game, the chips must be placed on individual numbers or combinations of numbers according to the rules of roulette.

In addition, it is possible at any time to move chips that have already been bet by pulling them to another field or to remove them from the table by pulling them.

To make the selection easier, the fields are illuminated as soon as the chips are pulled over them.

Pressing the start button starts the game. The TURBO button can be used to speed up the determination of the winning numbers.



## Pay Table

<i>ROULETTE ROYAL</i>			
	Pays	Minimum bet	Maximum bet
Full Number	35:1	1	20
Split	17:1	1	30
Street	11:1	1	60
Corner	8:1	1	90
Six Line	5:1	1	120
Column / Dozen	2:1	1	180
Even chances	1:1	1	360
TABLE LIMIT	-	1	500

6/7

The payable can be displayed at any time by pressing the HELP button.



## Type of Bets

### Transparent Chips

Shows the chips as transparent



### Statistic

Indicates the 5 numbers which have occurred the least and the 5 numbers which have occurred the most.





### Show possible wins

This option will display your potential win amount for each number



### Race Bet View





### Series

By pressing “Series” chips are placed for chosen series automatically:



Series are: Serie 5/8, Big Serie, Orphelins Plein, Orphelins Cheval and Zero Game.

### Quick 5

By pressing “Quick 5” chips are placed on 5 numbers for chosen quick 5 automatically:



Rare numbers, frequent numbers, overdue numbers, random neighbours or random singles



### Drop Mode

The player can choose from different drop modes to place the chips on the table:



Drop Mode (regular mode), Paint Mode, Rose Bet, Bet Finals or Bet (1) Neighbours.



## SINGLE CHANCE



26

**Even**

Odd

Low

High

1st 12

2nd 12

3rd 12

8 31 7 8 19 13 24 2 20 36 33 12 7 7 15 20 31 23 33 11 21 25 16 23 36 14

## COLUMN

12 numbers - there are 3 columns. column: 1-34, 2-35, 3-36



### SIX LINE

One even wins five-fold (bet x 6)



Six numbers following on each other from two across rows following on each other of the table layout.

### CORNER

One even wins eight fold (bet x 9)



### CORNER

Four numbers in a square block



### FIRST FOUR

The first four numbers  
0, 1, 2, 3



### STREET

One even wins eleven-fold (bet x 12)



Three numbers following on each other on a single horizontale line of the layout

### SPLIT

One even wins seventeen-fold (bet x 18)



Two adjoining numbers, either on the vertical or horizontal.



### FULL NUMBER (Straight-up)

One even wins thirty-five-fold (bet x 36)



One of the thirty seven numbers 0-36.

### SERIE (5/8)



Serie 5/8

With 6 chips the following 12 numbers 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33 will be bet, which lie next to each other on the roulette wheel.



## BIG SERIE (0/2/3)



With 7 chips the following 17 numbers 22, 18, 29, 7, 28, 12, 35, 3, 26, 0, 32, 15, 19, 4, 21, 2, 25 will be put, which lie next to each other on the roulette wheel. On the numbers 2, 3 (one chip) and 25, 26, 28, 29 (one chip), normally two chips with the same value will be placed. (here one chip with the double value)



## ORPHELINS PLEIN



With 8 chips the following 8 numbers 1, 20, 14, 31, 9 and 17, 34, 6 will be put, which lie in two different segments on the wheel.



## ORPHELINS CHEVAL



With 5 chips the following 8 numbers 1, 20, 14, 31, 9 and 17, 34, 6 will be put, which lie in two different segments on the wheel.



## ZERO GAME



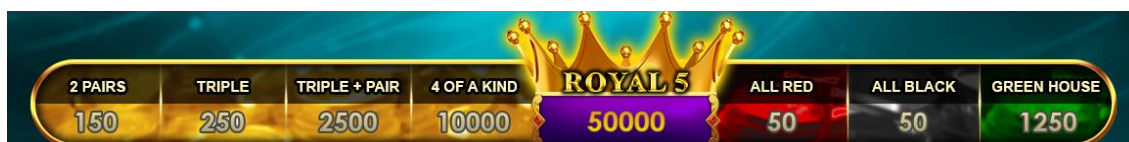
With 4 chips the following 7 numbers 12, 35, 3, 26, 0, 32, 15 will be put, which lie next to each other on the roulette wheel.



## Side Bets – Royal Bet

Royal Bet only available with the Multi Wheel mode. The bet on Royal Bet is multiplied according to the payable according to the multiplier.

By placing a token on this field, there is a chance of a "Royal Bet" win.



The image shows a horizontal paytable for the 'Roulette Royal' side bet. It features a golden crown icon above the 'ROYAL 5' bet. The table lists eight different bet types with their corresponding multipliers.

2 PAIRS	TRIPLE	TRIPLE + PAIR	4 OF A KIND	ROYAL 5	ALL RED	ALL BLACK	GREEN HOUSE
150	250	2500	10000	50000	50	50	1250

**2 PAIRS:** 2 wheels each must have the same drawn number

**TRIPLE:** 3 wheels must have the same drawn number

**TRIPLE + PAIR:** 3 wheels must have the same drawn number and the remaining two wheels must also have the same drawn number independently of each other

**4 OF A KIND:** 4 wheels must have the same drawn numbers

**ROYAL 5:** 5 wheels must have the same drawn numbers

**ALL RED:** all 5 wheels must have a red winning number

**ALL BLACK:** all 5 wheels must have a black winning number

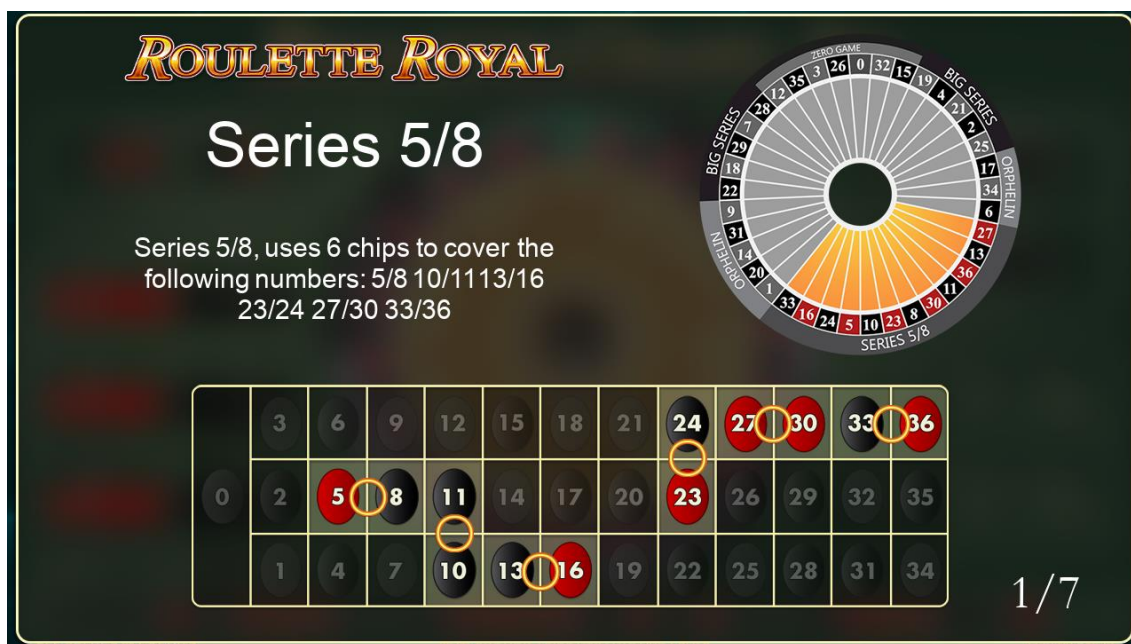
**GREEN HOUSE:** 2 wheels must show Zero (green) as the winning number, the remaining wheels must all show either a red or all a black winning number



## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- enables the player to change language
<b>PAGE INDEX</b>	- indicates the page
<b>PREVIOUS PAGE</b>	- to switch to the previous page
<b>NEXT PAGE</b>	- to switch to the next page
<b>EXIT HELP</b>	- to continue the game





## ROULETTE ROYAL

### Big Series

The Big Series uses 9 chips to cover the following numbers: 0/2/3 4/7 12/15 18/21 19/22 25/26/28/29 32/35



	3	6	9	12	15	18	21	24	27	30	33	36
0	2	5	8	11	14	17	20	23	26	29	32	35
	1	4	7	10	13	16	19	22	25	28	31	34

2/7

## ROULETTE ROYAL

### Orphelin Plein

Orphelin Plein uses 8 chips to cover the following numbers: 1 6 9 14 17 20 31 34



	3	6	9	12	15	18	21	24	27	30	33	36
0	2	5	8	11	14	17	20	23	26	29	32	35
	1	4	7	10	13	16	19	22	25	28	31	34

3/7



## ROULETTE ROYAL

### Orphelin Cheval

The series Orphelin Cheval uses 5 chips to cover the following numbers:  
 16/9 14/17 17/20 31/34



	3	6	9	12	15	18	21	24	27	30	33	36
0	2	5	8	11	14	17	20	23	26	29	32	35
1	4	7	10	13	16	19	22	25	28	31	34	

4/7

## ROULETTE ROYAL

### Zero Game

The Zero Game uses 4 chips to cover the following numbers:  
 0/3 12/15 26 32/35



	3	6	9	12	15	18	21	24	27	30	33	36
0	2	5	8	11	14	17	20	23	26	29	32	35
1	4	7	10	13	16	19	22	25	28	31	34	

5/7



## ROULETTE ROYAL

	Pays	Minimum bet	Maximum bet
Full Number	35:1	1	20
Split	17:1	1	30
Street	11:1	1	60
Corner	8:1	1	90
Six Line	5:1	1	120
Column / Dozen	2:1	1	180
Even chances	1:1	1	360
TABLE LIMIT	-	1	500

6/7

## ROULETTE ROYAL

ROYAL BET only available with the Multi Wheel mode. The bet on ROYAL BET is multiplied according to the payable according to the multiplier.



2 PAIRS	2 wheels each must have the same drawn number	ROYAL 5	5 wheels must have the same drawn number
TRIPLE	3 wheels must have the same drawn number	ALL RED	All 5 wheels must have a red winning number
TRIPLE+PAIR	3 wheels must have the same drawn number and the remaining two wheels must also have the same drawn number independently of each other	ALL BLACK	All 5 wheels must have a black winning number
4 OF A KIND	4 wheels must have the same drawn number	GREEN HOUSE	2 wheels must show Zero (green) as the winning number, the remaining wheels must all show either a red or all a black winning number

7/7



## Buttons

<b>FLAG</b>	- changes language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the pay table and help
<b>SOUND</b>	- enables the sound
<b>DENOMINATION</b>	- changes the denomination for a credit
<b>REPEAT BETS</b>	- the same bets can be placed a second time
<b>DOUBLE UP</b>	- enables the player to double the bets on the table
<b>CLEAR TABLE</b>	- clears all the chips on the table
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>BET</b>	- displays the bet

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# AMATIC

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I N D U S T R I E S



## Game Description

### Royal Book





## Short Facts

Name:	Royal Book
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The Book symbol acts as Wild and substitutes all other symbols

## Graphics & Game

This is indeed a very special Book that may just bring you the right portion of luck!

Royal Book is played over 5 reels in a 5x3 format with a total of 10 winlines. The Royal Book acts as Wild and replaces all other symbols.

3, 4 or 5 Books in any position bring 10, 15 or 20 Bonusspins. Bonusspins can be retrigged in free spins!

Enjoy this classic game with great graphics, sound and plenty of winning chances. Go on a journey to mystic and thrilling dark age!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

ROYAL BOOK		
	5•	5000
	4•	1000
	3•	100
	2•	10
	5•	750
	4•	100
	3•	30
	2•	5
	5•	150
	4•	40
	3•	5
 <b>WILD</b> 5• 2000 4• 200 3• 20 3, 4 or 5 BOOK symbols on any position win 10, 15 or 20 BONUSPINS accordingly.		
	5•	2000
	4•	400
	3•	40
	2•	5
	5•	750
	4•	100
	3•	30
	2•	5
	5•	100
	4•	25
	3•	5

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

The Book symbol acts as Wild and Scatter and substitutes for all symbols.

3, 4 or 5 Book symbols on any position win 10, 15 or 20 Bonusspins accordingly.

At the beginning of the Bonusspins the expanding symbol is randomly selected, it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not. Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum. During Bonus, line winnings are paid out first; then the expansion takes place and player win is added to the total win.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Expanding symbol selection:





Bonus help:

**BONUSSPINS LEFT**

**10**

**TOTAL BONUSSPINS**

**10**

5	100
4	25
3	5

The expanding symbol will pay accordingly to the paytable, in all active lines, no matter whether the symbols of the winning combination are consecutives or not.

3, 4 or 5 BOOK symbols on any position win 10, 15 or 20 BONUSSPINS accordingly.

ALL VALUES IN CREDITS MALFUNCTION VOIDS ALL PAYS AND PLAYS 1 CREDIT = 1

Bonusspins:

**10 LINES**

**10** **10** **10** **10** **10**

**10** **10** **10** **10** **10**

**10** **10** **10** **10** **10**

**BONUSSPINS PLAYED: 0 OF 10**

**CREDIT**  
**13340**

**TOTAL BET**  
**10**

**170**

**START**



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

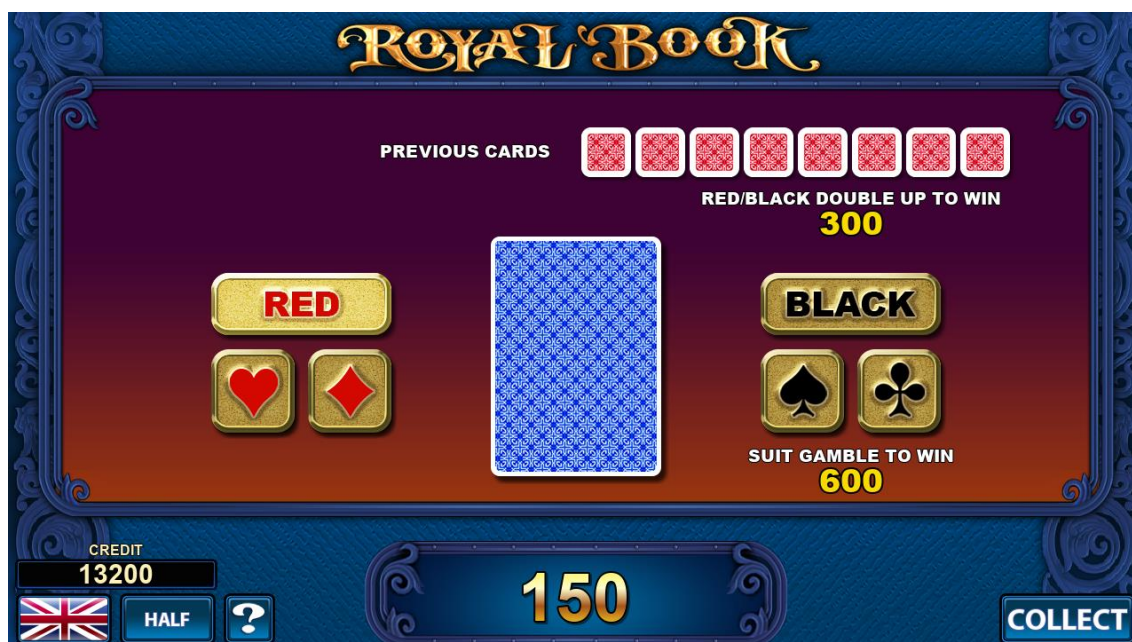
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

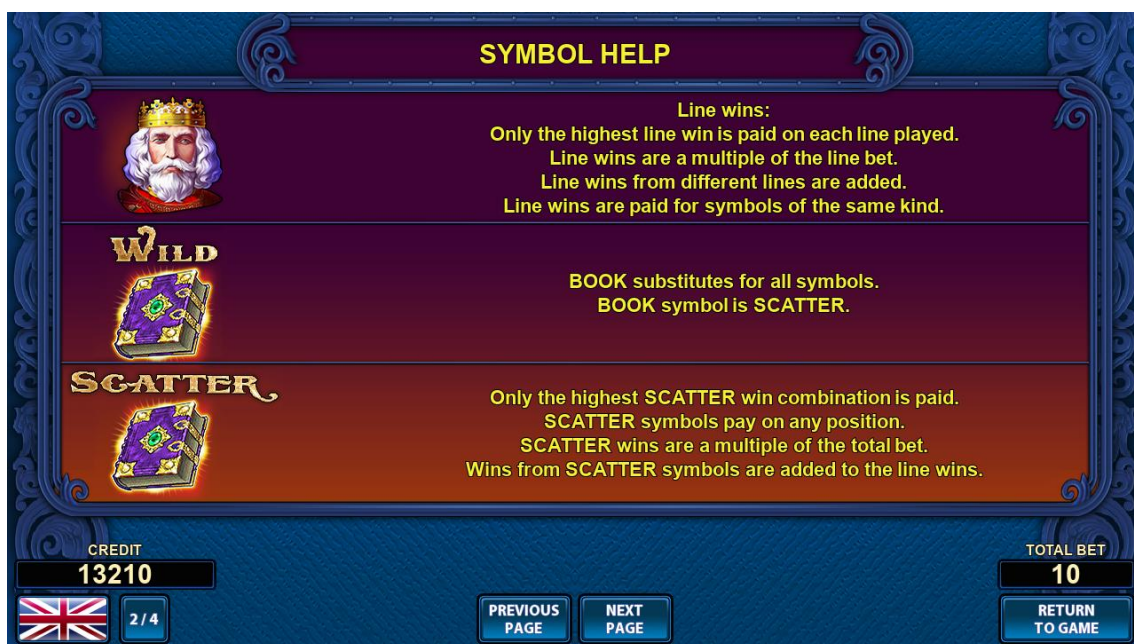




## Help - Menu

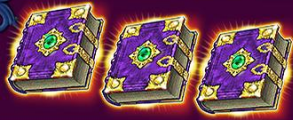
The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







## BONUS HELP



3, 4 or 5 BOOK symbols on any position win 10, 15 or 20 **BONUSSPINS** accordingly.  
**BONUSSPINS** are played at the same bet and number of lines as the initiating game.




At the beginning of the **BONUSSPINS** the expanding symbol is randomly selected, it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.  
 Only 2 or more expanding symbols trigger expansion and revaluation of the winning lines which are then added to the win sum.  
 During **BONUS**, line winnings are paid out first; then the expansion takes place and player win is added to the total win.



Play the **BONUS** round until you have no **BONUSSPINS** left.  
 Additional **BONUSSPINS** can be won during the **BONUS** round.  
 During **BONUS** an alternate set of reels is used.

CREDIT  
**13210**



3 / 4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the **DOUBLE UP** feature.

Enter the **DOUBLE UP** feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the **DOUBLE UP** feature at any time by pressing the 'COLLECT' or the 'START' button.

If the **DOUBLE UP** selection is incorrect, the bet is lost and the game is over.

The **DOUBLE UP** feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The **DOUBLE UP** feature is not available during the **BONUS** game or another feature.

The **DOUBLE UP** feature can only be played after any other feature has ended.


The **DOUBLE UP** feature will end automatically if the maximum **DOUBLE UP** win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the **DOUBLE UP** feature.

The **DOUBLE UP** feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**13210**



4 / 4

PREVIOUS PAGE

NEXT PAGE

TOTAL BET  
**10**

RETURN TO GAME

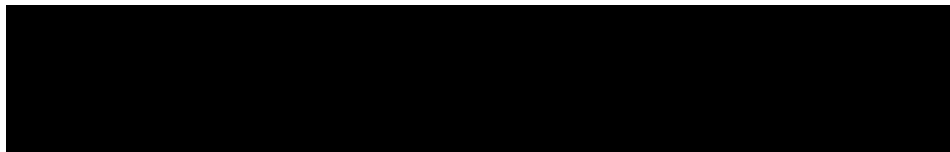


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Royal Unicorn





## Short Facts

Name:	Royal Unicorn
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	Wild substitutes all symbols except Bonus symbol

## Graphics & Game

Welcome to the gaming experience called Royal Unicorn.

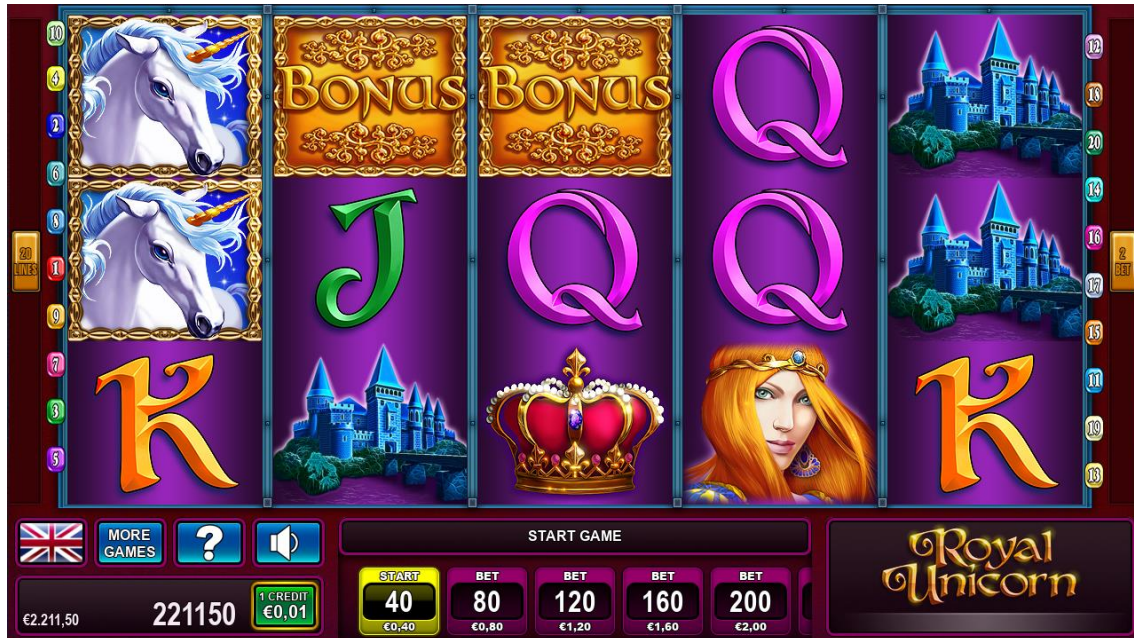
This game is a thrilling adventure on 20 lines and 5 reels. A magic unicorn guard, a young beautiful princess in the royal castle, where every royal symbol like castle, crown, princess and flower are multi-stacked and can appear in full reels of royal wins!

With the help of three special Bonus symbols, the player can enter into the royal castle where the unicorn will randomly award the player one of the royal symbols, which became multi-stacked in the 7 Bonusspins. The selected symbol will replace the princess, castle, crown and flower symbols during the Bonus feature.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

Royal Unicorn			
	5	100	
	4	40	
	3	20	
	2	8	
	5	60	
	4	32	
	3	10	
	5	30	
	4	20	
	3	10	
 Wild			
	5	4000	
	4	500	
	3	100	
	2	20	
 Bonusspins			
			
	5	80	
	4	34	
	3	16	
	2	6	
	5	40	
	4	30	
	3	10	
	5	20	
	4	10	
	3	4	
<small>ALL VALUES IN CREDITS</small>			
<small>MALFUNCTION VOIDS ALL PAYS AND PLAYS</small>			
<small>1 CREDIT = €0.01</small>			

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Unicorn symbol substitutes all symbols except Bonus symbol.

3 Bonus symbols on any position win 7 Bonusspins. Bonus symbol only appears on reels 2, 3 and 4.

At the beginning of the Bonusspins the multi-stacked symbol is randomly selected. The multi-stacked symbol can be Princess, Castle, Crown or Flower and will replace the other 3 symbols during the Bonus. The multi-stacked symbol will pay accordingly to the payable.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Randomly selected symbol:





Bonus help:

The bonus help screen features a blue background with gold borders. At the top, two gold-bordered boxes with blue backgrounds display 'BONUSSPINS LEFT' and 'TOTAL BONUSSPINS', both showing the number '7' in a large yellow font. Below these, a horizontal line separates the header from the main content. On the left, a small image of a crown symbol is shown next to a list of values: 5 • 60, 4 • 32, and 3 • 10. To the right of this, a text box explains the bonus rules: 'At the beginning of the BONUSSPINS the MULTI-STACKED symbol is randomly selected. The MULTI-STACKED symbol can be Princess, Castle, Crown or Flower and will replace the other 3 symbols during the BONUS. The MULTI-STACKED symbol will pay accordingly to the payable.' At the bottom, there are three small text labels: 'ALL VALUES IN CREDITS', 'MALFUNCTION VOIDS ALL PAYS AND PLAYS', and '1 CREDIT = €0.01'.

**BONUSSPINS LEFT**

**TOTAL BONUSSPINS**

**7**

**7**

5 • 60  
4 • 32  
3 • 10

At the beginning of the BONUSSPINS the MULTI-STACKED symbol is randomly selected.  
The MULTI-STACKED symbol can be Princess, Castle, Crown or Flower and will replace the other 3 symbols during the BONUS.  
The MULTI-STACKED symbol will pay accordingly to the payable.

ALL VALUES IN CREDITS MALFUNCTION VOIDS ALL PAYS AND PLAYS 1 CREDIT = €0.01

Bonusspins:

The bonusspins screen shows a 5x3 grid of symbols. The symbols are: Row 1: Q, Crown, Crown, 10, Crown; Row 2: 10, Crown, Crown, Q, Crown; Row 3: K, Crown, Crown, Crown, K. The grid is flanked by two vertical columns of numbers from 1 to 20. Below the grid, there is a control panel with a 'BET' button set to 40, four 'START' buttons, and a 'BONUSSPINS PLAYED: 0 OF 7' indicator. The bottom left shows the credit balance as 221390 and the last win as 320. The Royal Unicorn logo is in the bottom right.

**BONUSSPINS PLAYED: 0 OF 7**

**BET 40**

**START START START START**

**CREDIT 221390**

**1 CREDIT €0.01**

**€2.213,90**

**ROYAL Unicorn**

**LAST WIN 320**

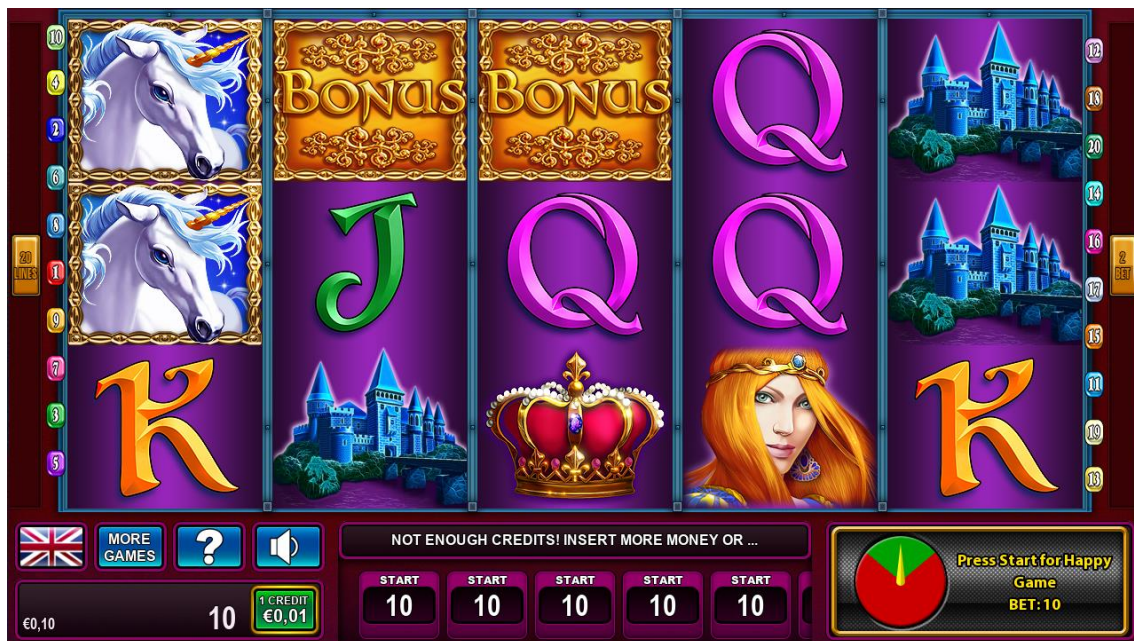


## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu



The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet






### SYMBOL HELP




 

UNICORN symbol substitutes all symbols except BONUS symbol.

Line wins:  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.




3 BONUS symbols on any position win 7 BONUSSPINS.  
BONUS symbol only appears on reels 2, 3 and 4.



RETURN TO GAME2 / 5PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

€2.211,502211501 CREDIT €0,01BET 40 €0,40

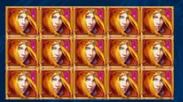
### BONUS HELP






3 BONUS symbols on any position win 7 BONUSSPINS.  
BONUSSPINS are played at the same bet and number of lines as the initiating game.

At the beginning of the BONUSSPINS the MULTI-STACKED symbol is randomly selected.  
The MULTI-STACKED symbol can be Princess, Castle, Crown or Flower and will replace the other 3 symbols during the BONUS.  
The MULTI-STACKED symbol will pay accordingly to the payable.

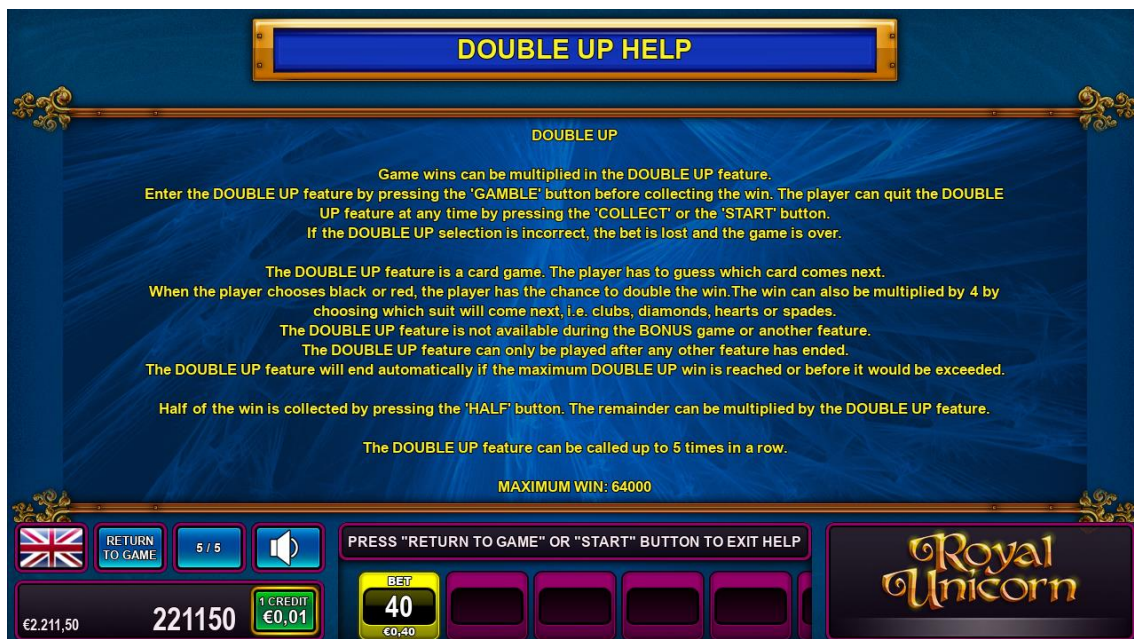
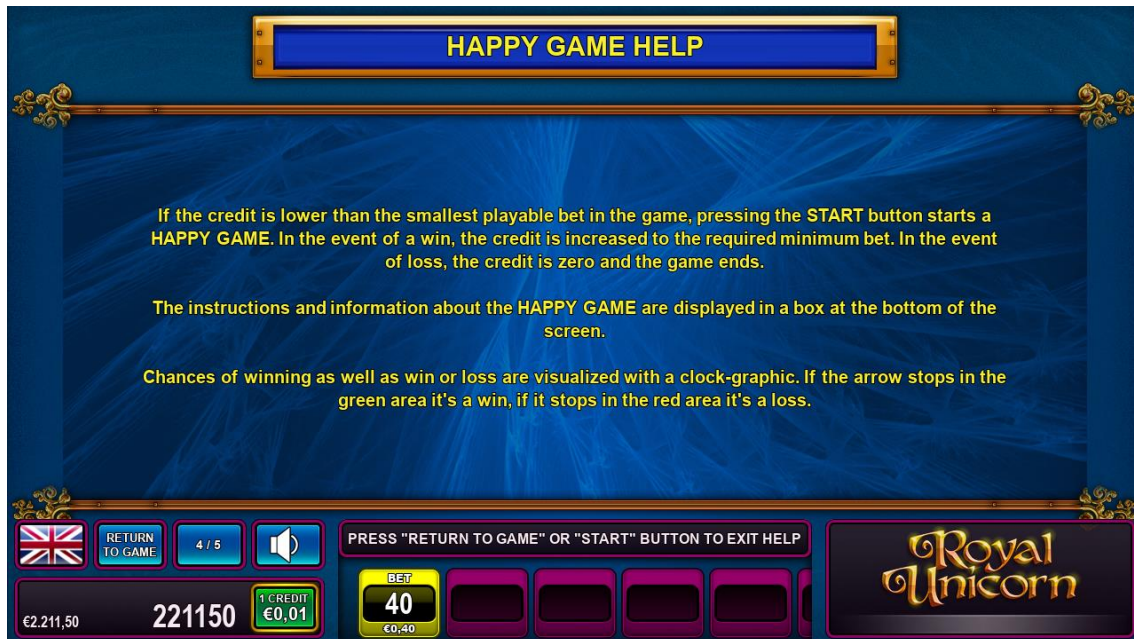


The MULTI-STACKED symbol creates an increased chance if high wins during BONUS.  
Play the BONUS round until you have no BONUSSPINS left.  
Additional BONUSSPINS can be won during the BONUS round.  
During BONUS an alternate set of reels is used.

RETURN TO GAME3 / 5PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

€2.211,502211501 CREDIT €0,01BET 40 €0,40







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

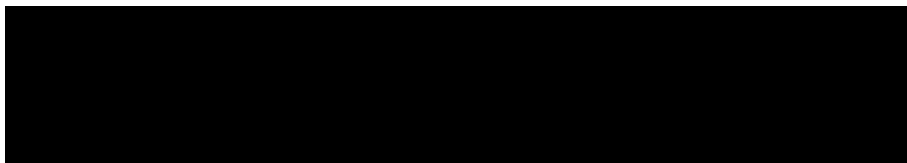
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by “sliding” the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Super Cats





## Short Facts

Name:	Super Cats
Game type:	5 reels / 3 symbols on each reel
Winlines:	20 winlines; wins pay from left to right
Wild symbol:	The Wild symbol replaces every symbol on the reels

## Graphics & Game

These big cats are on the prowl, looking to bring you luck. Super Cats is an elaborately designed video slot that is played in a 5x3 reel format and offers 20 winlines.

Indeed, up to 25 Bonusspins are available – with the Bonusspin Feature: 3, 4 or 5 Bonus symbols enable 10, 15 or 25 Bonusspins correspondingly.

The Powerspin Feature can hit during the main game and it triggers 5 Bonusspins. For each incoming Wild symbol on the reel a second Wild symbol is added on a randomly chosen reel position. Look out for this new thrilling feature!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Powerspin Feature
- Gamble Feature



## Pay Table

SUPER CATS					
	5 • 1000 4 • 500 3 • 50		5 • 2000 4 • 200 3 • 40		5 • 500 4 • 200 3 • 40
10, 15 OR 25 BONUS SPINS					
	5 • 400 4 • 50 3 • 30			5 • 300 4 • 40 3 • 20	
		<b>POWERSPINS</b>			
	5 • 200 4 • 25 3 • 15		POWERSPINS can be won anytime randomly.		5 • 100 4 • 20 3 • 10
5 BONUS SPINS					
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS		1 CREDIT = 1

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Bonusspin Feature

Bonus symbol is Scatter. 3, 4 or 5 Bonus symbols on any position win 10, 15 or 25 Bonusspins accordingly. During the Bonus all Wild symbols are held and change their color until the end of Bonus. Wild symbols only appear on reels 2-4 during the Bonus. Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Powerspin Feature

5 Powerspins can be won anytime randomly in the main game. During the Powerspins all Wild symbols are held and change their color until the end of Powerspins. Wild symbols only appear on reel 2-4 during the Powerspins. For each Wild symbol on the reel a second Wild symbol is added on a randomly chosen reel position where no Wild symbol is yet placed. Play the Powerspins until you have no more left.

Powerspin help:



Powerspins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.


<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game







### SYMBOL HELP

 Line wins:  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.


 WILD symbol substitutes all symbols except BONUS symbol.



 BONUS symbol is SCATTER.  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.


CREDIT **83221** TOTAL BET **20**

 2 / 5 [PREVIOUS PAGE](#) [NEXT PAGE](#) [RETURN TO GAME](#)


### BONUS HELP

 3, 4 or 5 BONUS symbols on any position win 10, 15 or 25 BONUSSPINS accordingly.

  During the BONUS all WILD symbols are held and change their color until the end of BONUS.  
WILD symbols only appear on reels 2-4 during the BONUS.

 Play the BONUS round until you have no BONUSSPINS left.  
Additional BONUSSPINS can be won during the BONUS round.  
BONUSSPINS are played at the same bet and number of lines as the initiating game.  
During BONUS an alternate set of reels is used.

CREDIT **83221** TOTAL BET **20**

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### POWERSPINS

5 POWERSPINS can be won anytime randomly in the main game.

During the POWERSPINS all WILD symbols are held and change their color until the end of POWERSPINS.

WILD symbols only appear on reels 2-4 during the POWERSPINS.

For each WILD symbol on the reel a second WILD symbol is added on a randomly chosen reel position where no WILD symbol is yet placed.

Play the POWERSPINS until you have no more left.

POWERSPINS are played at the same bet and number of lines as the initiating game.

During POWERSPINS an alternate set of reels is used.

CREDIT  
**83221**

TOTAL BET  
**20**

4 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### DOUBLE UP HELP

#### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.

Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' button.

If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.

When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.

The DOUBLE UP feature is not available during the BONUS game or another feature.

The DOUBLE UP feature can only be played after any other feature has ended.

The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 32000

CREDIT  
**83221**

TOTAL BET  
**20**

5 / 5

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

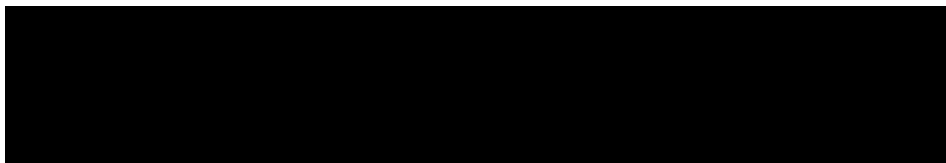


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Vampires





## Short Facts

Name:	Vampires
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild symbol substitutes all symbols except Bonus symbol

## Graphics & Game

The Vampire and his blonde beautiful lover are waiting in their haunted house, ready to challenge you in this spooky game.

It is played over 5 reels with 50 winlines in total. Any 3, 4 or 5 Bonus symbols arise to 7 Bonusspins.

Before the Bonus round starts you are greeted by the Lucky Wheel that choses one of the symbols to act as Wild during the Bonusspins. Especially look out for the supersized reels!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

VAMPIRES					
	5♦ 300 4♦ 200 3♦ 40		5♦ 1000 4♦ 400 3♦ 50		5♦ 200 4♦ 100 3♦ 20
	5♦ 200 4♦ 100 3♦ 20		5♦ 12500 4♦ 1000 3♦ 100 7 BONUS SPINS		5♦ 150 4♦ 40 3♦ 5
					
substitutes for					
ALL VALUES IN CREDITS		MALFUNCTION VOIDS ALL PAYS AND PLAYS		1 CREDIT = 1	

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.



## Wild / Bonusspin Feature

Wild substitutes all symbols except Bonus.

Bonus symbol is Scatter. 3, 4 or 5 Bonus symbols on any position win 7 Bonusspins.

At the beginning of the Bonusspins the Extra Wild symbol is randomly selected; it could be any except Bonus. During Bonus the Extra Wild symbol will substitute all symbols except the Bonus symbol.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Extra Wild selection:





BONUSSPINS LEFT	TOTAL BONUSSPINS
	
 <p>EXTRA WILD symbol substitutes all symbols except BONUS symbol.</p>	

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = 1



## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





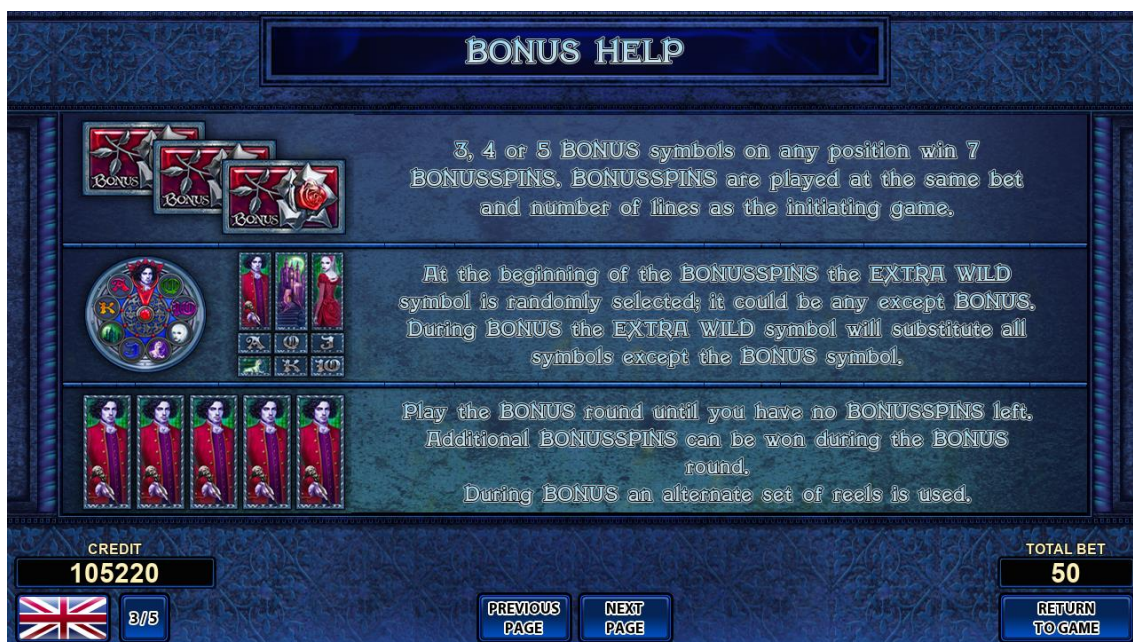
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game










### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**105220**

 4/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLE UP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'CORRECT' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next (i.e. clubs, diamonds, hearts or spades).


The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 80000

CREDIT  
**105220**

 5/5

PREVIOUS PAGE NEXT PAGE

TOTAL BET  
**50**

RETURN TO GAME

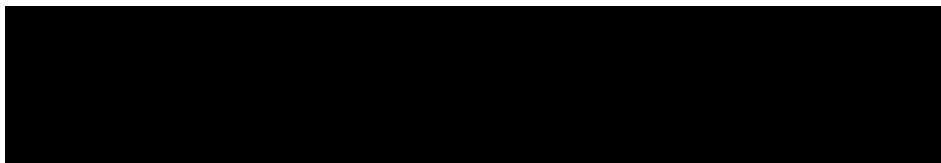


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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AMATIC  
INDUSTRIES



## Game Description

### Wild 7





## Short Facts

Name:	Wild 7
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The Wild symbol substitutes all symbols except Scatter

## Graphics & Game

7 is the magic number!

This applies as well for Wild 7, a 5 reel game with 10 winlines.

In this game, 7 substitutes for all symbols except Scatter and even doubles the wins when substituting. The Star symbol is Scatter and pays on any position.

Take your chance and catch the Wild 7!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

		
 5. 1000 4. 250 3. 100	 <b>WILD x2</b> 5. 5000 4. 1250 3. 250	 5. 500 4. 100 3. 25
 5. 750 4. 200 3. 50	 <b>SCATTER</b> 5. 2500 4. 500 3. 100	 5. 250 4. 50 3. 25
 <b>SEVEN</b> substitutes all symbols except SCATTER and doubles win when substituting.		
 ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01		

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature

7 is Wild, substitutes all symbols except Scatter and doubles the win when substituting.

Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

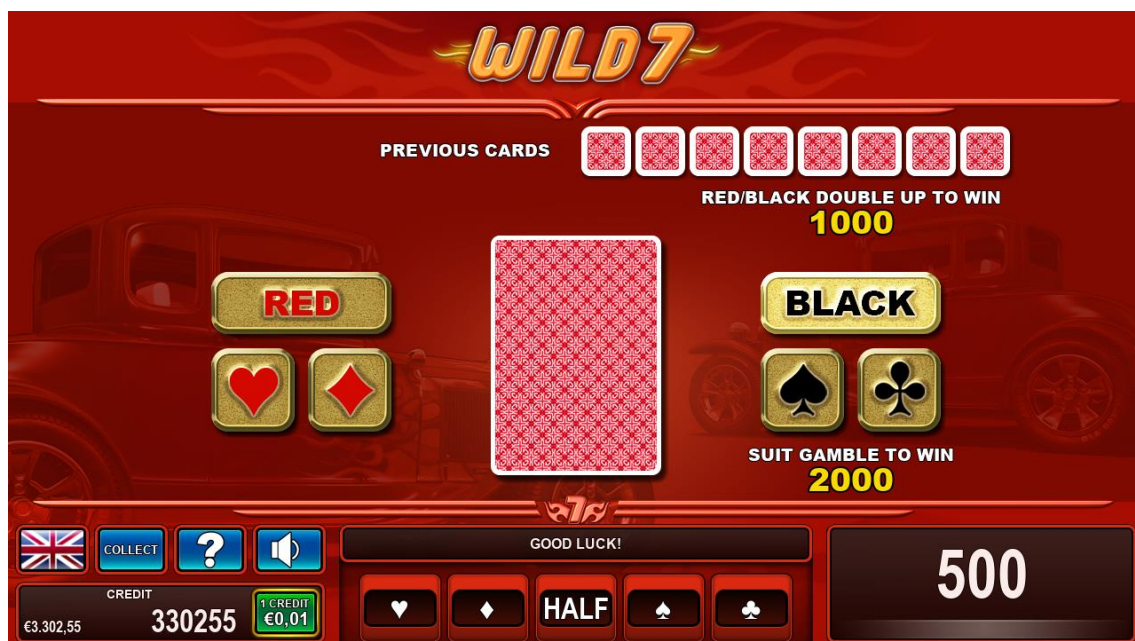
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





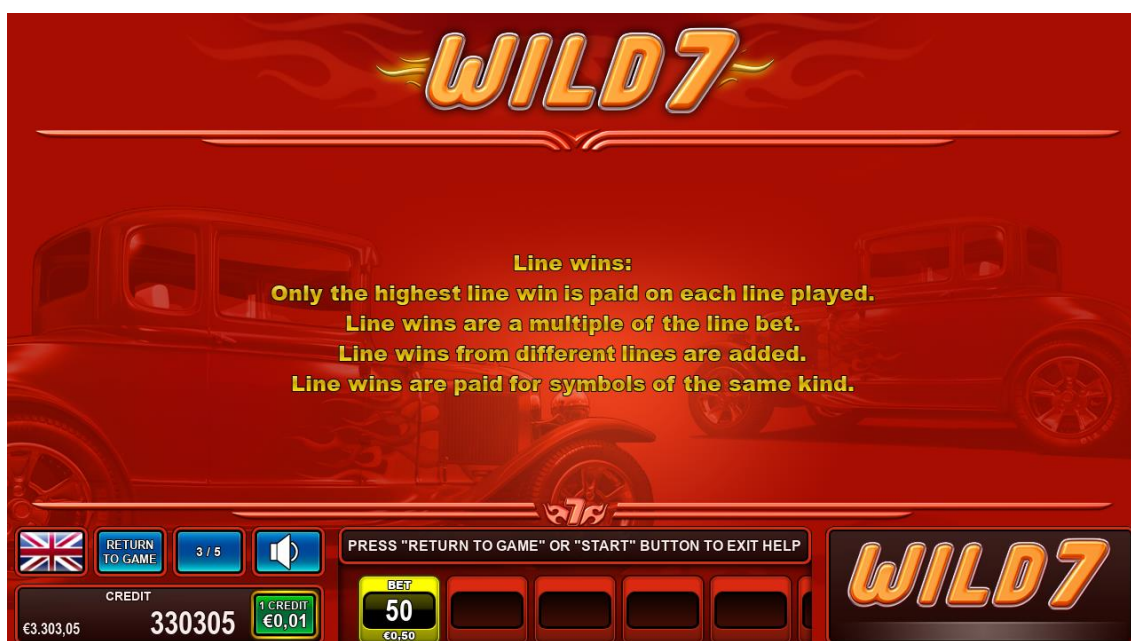
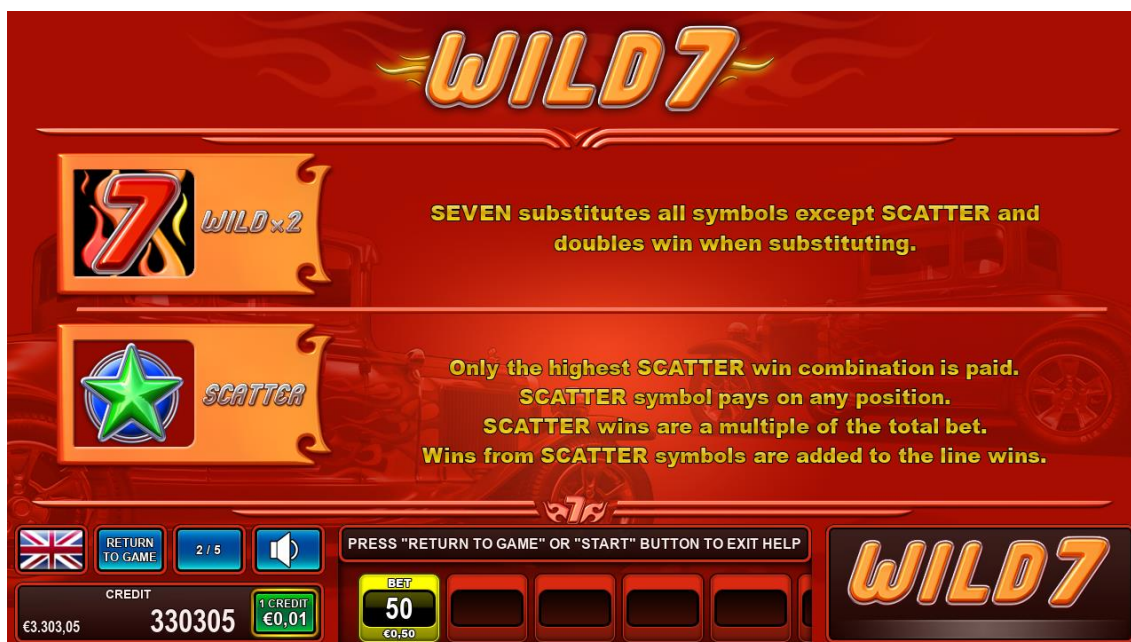
## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

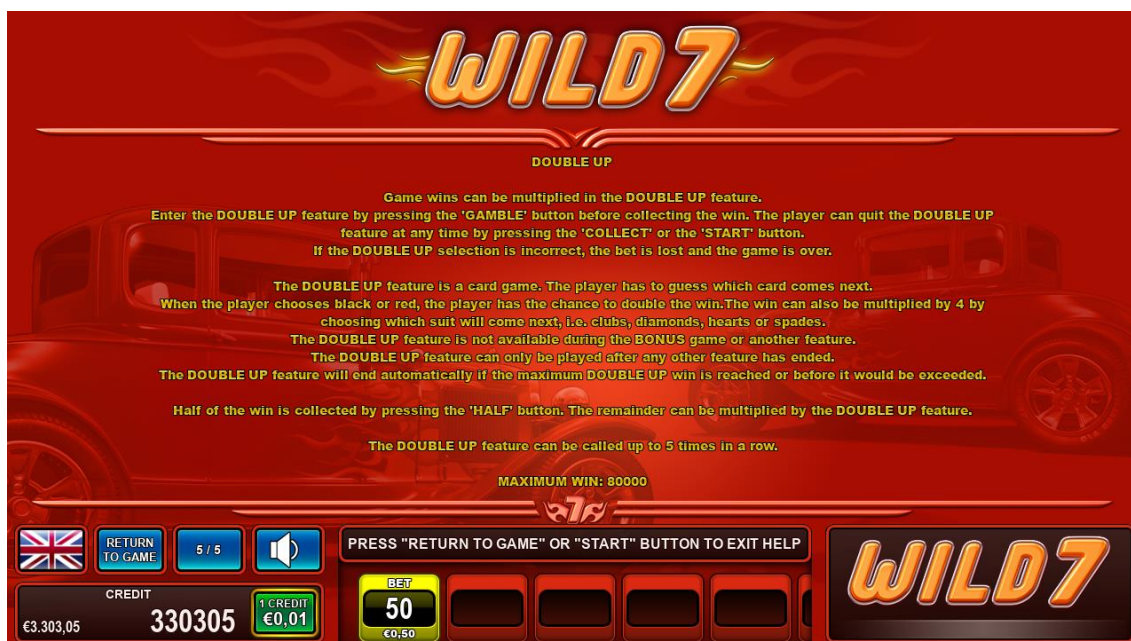
<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet













## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

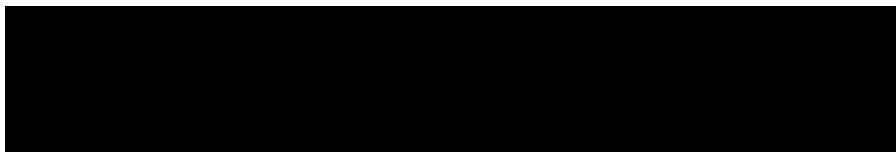
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Wild Dragon





## Short Facts

Name:	Wild Dragon
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	The Dragon substitutes all symbols, except the Scatter symbol

## Graphics & Game

Welcome to the Wild Dragon!

There is a wild dragon on the loose! See if you can capture him – the more he shows himself, the greater chances you have to win.

He can appear on any of the 5 reels; indeed, he can capture the line for himself. This is a 10 line game of medium volatility. The Dragon symbol is stacked and wild and doubles winnings. Scatter symbols win on every position on the reels!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Stacked Wild Feature
- Scatter Feature
- Gamble Feature



## Pay Table

# WILD DRAGON

5.	200
4.	50
3.	20

5.	100
4.	20
3.	5

W  
I  
L  
D

5.	1000
4.	250
3.	50

SCATTER

5.	500
4.	100
3.	20

5.	150
4.	40
3.	10

5.	50
4.	10
3.	5

ALL VALUES IN CREDITS

MALFUNCTION VOIDS ALL PAYS AND PLAYS

1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Stacked Wild / Scatter Feature

Dragon is the Wild symbol, substitutes all symbols except Scatter and doubles the prize when substituting.

Stacked Wild:



Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter wins:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

**SCATTER wins:**  
Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT  
**24675**

TOTAL BET  
**10**

3 / 4

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

### DOUBLE UP HELP

**DOUBLEUP**

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLEUP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 16000

CREDIT  
**24675**

TOTAL BET  
**10**

4 / 4

PREVIOUS PAGE NEXT PAGE

RETURN TO GAME

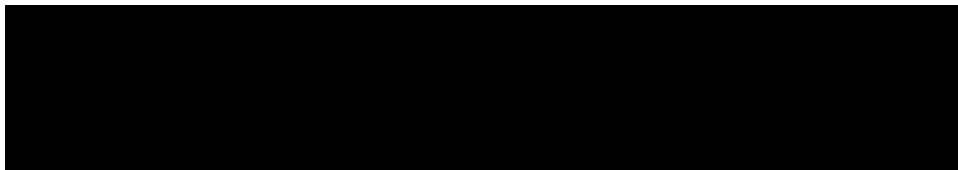


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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AMATIC  
INDUSTRIES



## Game Description

### Wild Respin





## Short Facts

Name:	Wild Respin
Game type:	5 reels / 4 symbols on each reel
Winlines:	40 winlines; wins pay from left to right
Wild symbol:	The Wild symbol substitutes all symbols except Scatter

## Graphics & Game

This truly Wild game is set to get the heart of all avid gaming fans racing. The Respin Feature makes up the core of this entertaining game.

Wild Respin is played over 5 reels with 40 winlines. Wins are paid out from left to right. Reel 1 is the focus for the Respin – four equal symbols on reel 1 with the Wild symbol on any other reel will then activate the Respin Feature.

You can be in seventh heaven playing this game as the number 7 carries the most chances to win. The highest win is when all figures contain the seven. The Bar symbol and Fruit symbols contribute to the Wild feeling.





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Scatter Feature
- Full Screen Win
- Respin Feature
- Gamble Feature



## Pay Table

WILD RESPIN					
	5•	1000		5•	500
	4•	200		4•	100
	3•	60		3•	40
			40000		
	5•	200		5•	100
	4•	80		4•	40
	3•	20		3•	10
 SCATTER	5•	10000	 4 identical symbols on reel 1 and a WILD symbol on any position will start the RESPIN feature, except a fullscreen win	5•	50
	4•	1000		4•	20
	3•	200		3•	5
					
			5• 50		
			4• 20		
			3• 5		
ALL VALUES IN CREDITS			MALFUNCTION VOIDS ALL PAYS AND PLAYS		1 CREDIT = 1

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Scatter Feature / Full Screen Win

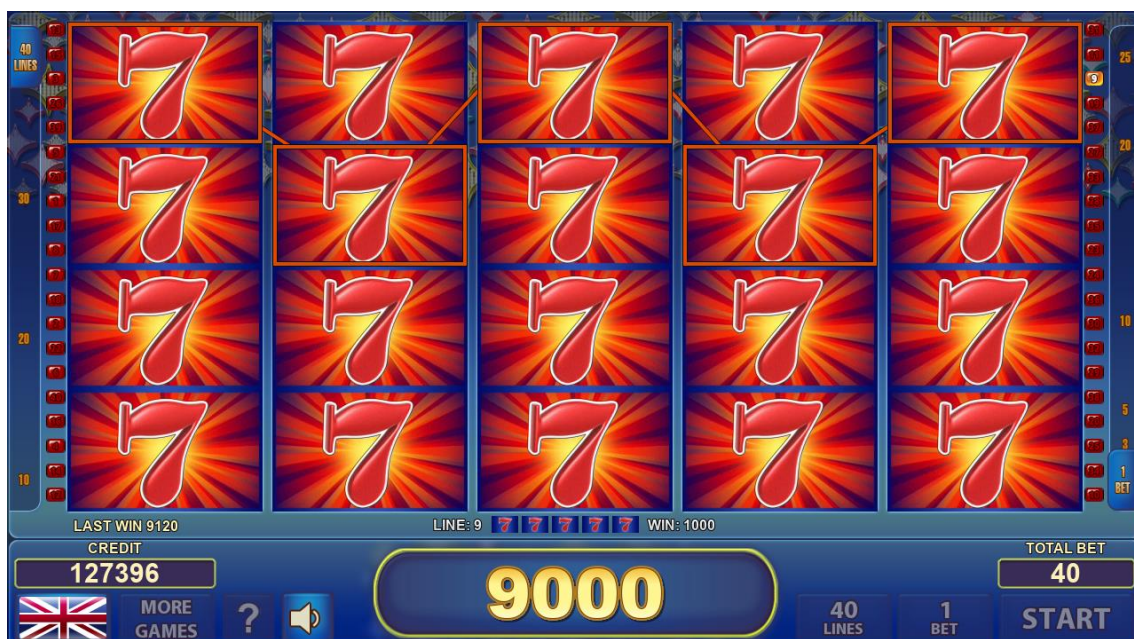
The Wild symbol substitutes all symbols except Scatter symbol.

Symbol Star is Scatter. Only the highest Scatter win combination is paid. Scatter symbol pays on any position. Scatter wins are a multiple of the total bet. Wins from Scatter symbols are added to the line wins.

Scatter Feature:



Full Screen Win:





## Respin Feature

4 identical symbols on reel 1 and a Wild symbol on any position will start the Respin Feature, except a full screen win. The starting symbols turn into Trigger symbols and will stay until the end of the Feature. Every new Trigger symbol will be held and win another Respin. The Respin Feature ends if no additional Trigger symbols appear or at full screen. Wins are counted at the end of the Respin Feature.

Respin Feature:





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the "GAMBLE" button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on "Red" or "Black". If he doesn't want to set the full win he just has to click on "HALF" and with each click the stake will be halved. That's an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the "COLLECT" or the "START" button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn't want to play the gamble feature, he only needs to click on "COLLECT" or "START" to continue the reel game.





## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- Enables the player to change language
<b>PAGE INDEX</b>	- Indicates the page
<b>PREVIOUS PAGE</b>	- To switch to the previous page
<b>NEXT PAGE</b>	- To switch to the next page
<b>RETURN TO GAME</b>	- To continue the game





**SYMBOL HELP**




The **WILD** symbol substitutes all symbols except **SCATTER** symbol.



**SCATTER** symbol pays on any position.

CREDIT  
**107516**

 2/5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET  
**40**

RETURN  
TO GAME

**RESPIN HELP**

**RESPIN FEATURE**



4 identical symbols on reel 1 and a WILD symbol on any position will start the RESPIN feature, except a fullscreen win. The starting symbols turn into TRIGGER symbols and will stay until the end of the feature. Every new TRIGGER symbol will be held and win another RESPIN. The RESPIN feature ends if no additional TRIGGER symbols appear or at fullscreen. Wins are counted at the end of the RESPIN feature.

CREDIT  
**107516**

 3/5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET  
**40**

RETURN  
TO GAME



## GENERAL WIN INFORMATION

### Line wins:

Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.

### SCATTER wins:

Only the highest SCATTER win combination is paid.  
SCATTER symbol pays on any position.  
SCATTER wins are a multiple of the total bet.  
Wins from SCATTER symbols are added to the line wins.

CREDIT

107516



4/5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

40

RETURN  
TO GAME

## DOUBLE UP HELP

### DOUBLE UP

Game wins can be multiplied in the DOUBLE UP feature.  
Enter the DOUBLE UP feature by pressing the 'GAMBLE' button before collecting the win. The player can quit the DOUBLE UP feature at any time by pressing the 'COLLECT' or the 'START' button.  
If the DOUBLE UP selection is incorrect, the bet is lost and the game is over.

The DOUBLE UP feature is a card game. The player has to guess which card comes next.  
When the player chooses black or red, the player has the chance to double the win. The win can also be multiplied by 4 by choosing which suit will come next, i.e. clubs, diamonds, hearts or spades.  
The DOUBLE UP feature is not available during the BONUS game or another feature.  
The DOUBLE UP feature can only be played after any other feature has ended.  
The DOUBLE UP feature will end automatically if the maximum DOUBLE UP win is reached or before it would be exceeded.

Half of the win is collected by pressing the 'HALF' button. The remainder can be multiplied by the DOUBLE UP feature.

The DOUBLE UP feature can be called up to 5 times in a row.

MAXIMUM WIN: 64000

CREDIT

107516



5/5

PREVIOUS  
PAGE

NEXT  
PAGE

TOTAL BET

40

RETURN  
TO GAME

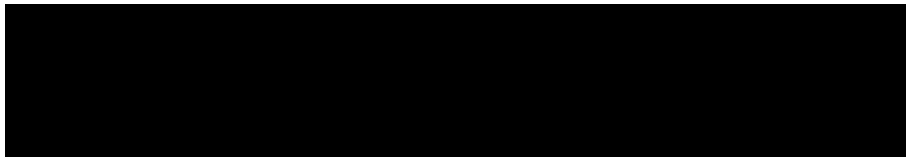


## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to the game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume
<b>GAMBLE</b>	- enables the player to double the win
<b>LINES</b>	- changes the number of lines
<b>BET</b>	- changes the bet
<b>START</b>	- starts the game

The following values are displayed onscreen:

<b>LAST WIN</b>	- displays the last win
<b>CREDIT</b>	- displays the credit
<b>TOTAL BET</b>	- displays the total bet



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# AMATIC

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I N D U S T R I E S



## Game Description

### Wild Shark





## Short Facts

Name:	Wild Shark
Game type:	5 reels / 4 symbols on each reel
Winlines:	50 winlines; wins pay from left to right
Wild symbol:	Wild Shark replaces every symbol on the reels except the Bonus symbol

## Graphics & Game

Be part of the fascinating underwater world with its turtles, sea stars, shells and fishes!

In this 5x4 format game with 50 winlines, three bonus symbols trigger 5 bonusspins.

Wild shark makes the player dive into the colourful underwater world and guarantees lots of fun and exciting winnings due the 50 winlines!

Hunt for the crown and you will be the big winner!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Bonusspin Feature
- Gamble Feature



## Pay Table

WILD SHARK			
	5	750	
	4	100	
	3	50	
	5	250	
	4	50	
	3	20	
	5	100	
	4	20	
	3	10	
	5	500	
	4	75	
	3	25	
	5	150	
	4	25	
	3	10	
	5	50	
	4	20	
	3	10	

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01

The payable is displayed at all times on the second monitor except in the feature where it can be called up at any time by pressing the HELP button. The payable displays the winnings of each combination with the selected bet.

## Wild Feature

Shark is Wild and substitutes all symbols except Bonus symbol. In the main game Shark appears only on reels 2-5 and during Bonus shark appears only on reels 2-4.





## Bonusspin Feature

3 Bonus symbols on reels 2, 3 and 4 in each position win 5 Bonusspins. One Bonus symbol extends the Bonus by one additional Bonusspin and only appears on the middle reel during Bonus. Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round.

Bonus help:



Bonusspins:





## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost.

The player can multiply the win with further gambles as long as he chooses the correct color. The player can quit the gamble at any time by pressing the “COLLECT” or the “START” button; the win will be credited onto his account. If the player loses, the game continues.

If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.

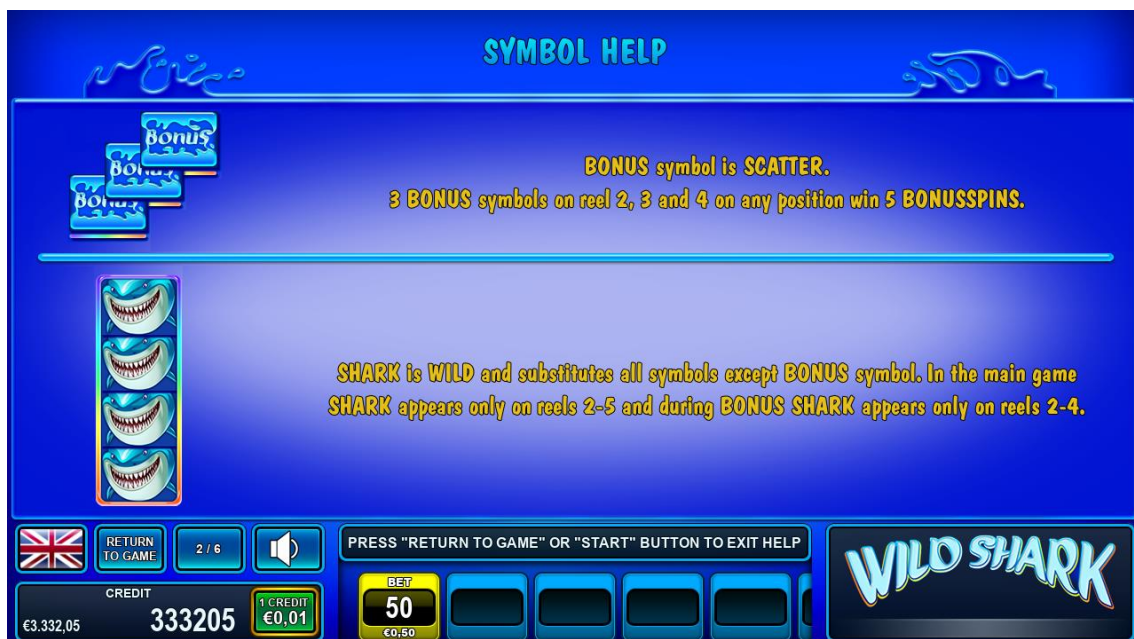




## Help - Menu


The help menu opens when pressing the HELP button. This has its own button panel.

<b>FLAG</b>	- changes the language
<b>RETURN TO GAME</b>	- returns to the game
<b>PAGE INDEX</b>	- to switch to the next page
<b>SOUND</b>	- changes the volume
<b>CREDIT</b>	- displays the current credit
<b>BET IN BET BUTTON SLIDER</b>	- displays only the currently selected gold bordered bet






### BONUS HELP



One **BONUS** symbol extends the **BONUS** by one additional **BONUSPIN** and only appears on the middle reel during **BONUS**.

---




Play the **BONUS** round until you have no **BONUSPIN**s left.  
Additional **BONUSPIN**s can be won during the **BONUS** round.  
**BONUS** is played at the same line bet and same number of lines as the triggering spin.  
During **BONUS** an alternate set of reels is used.

RETURN TO GAME 3 / 6

CREDIT €3.332,05 333205 1 CREDIT €0,01

BET 50 €0,50

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP



### GENERAL WIN INFORMATION

**Line wins:**  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Wins are paid for symbols of the same kind.


**SCATTER wins:**  
Only the highest **SCATTER** win combination is paid.  
**SCATTER** symbol pays on any position.  
**SCATTER** wins are a multiple of the total bet.  
Wins from **SCATTER** symbols are added to the line wins.

RETURN TO GAME 4 / 6

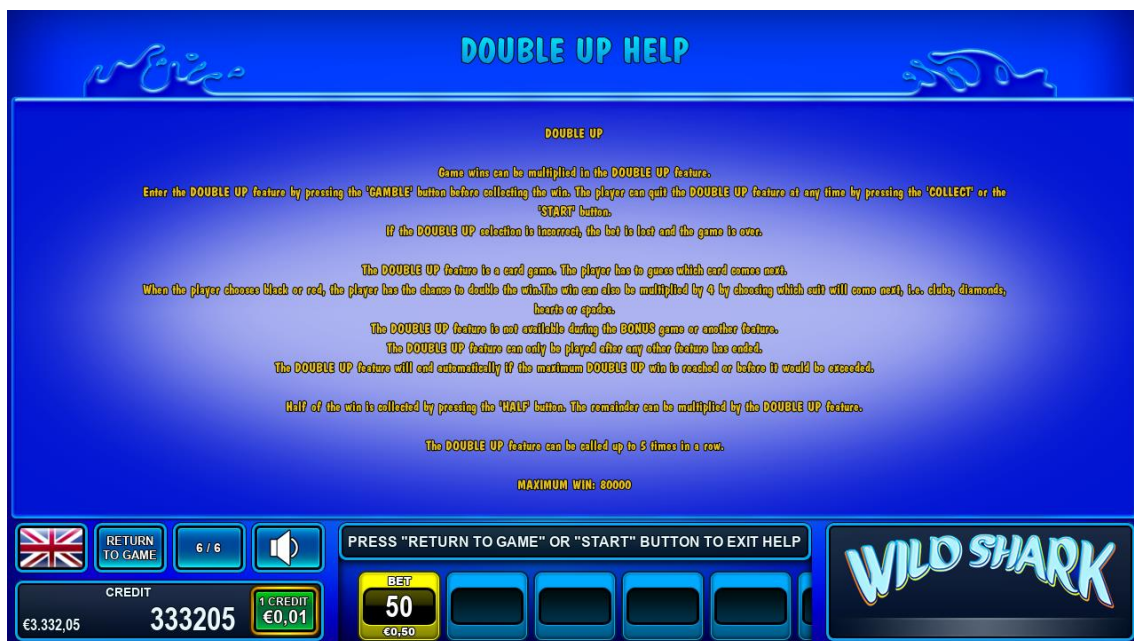
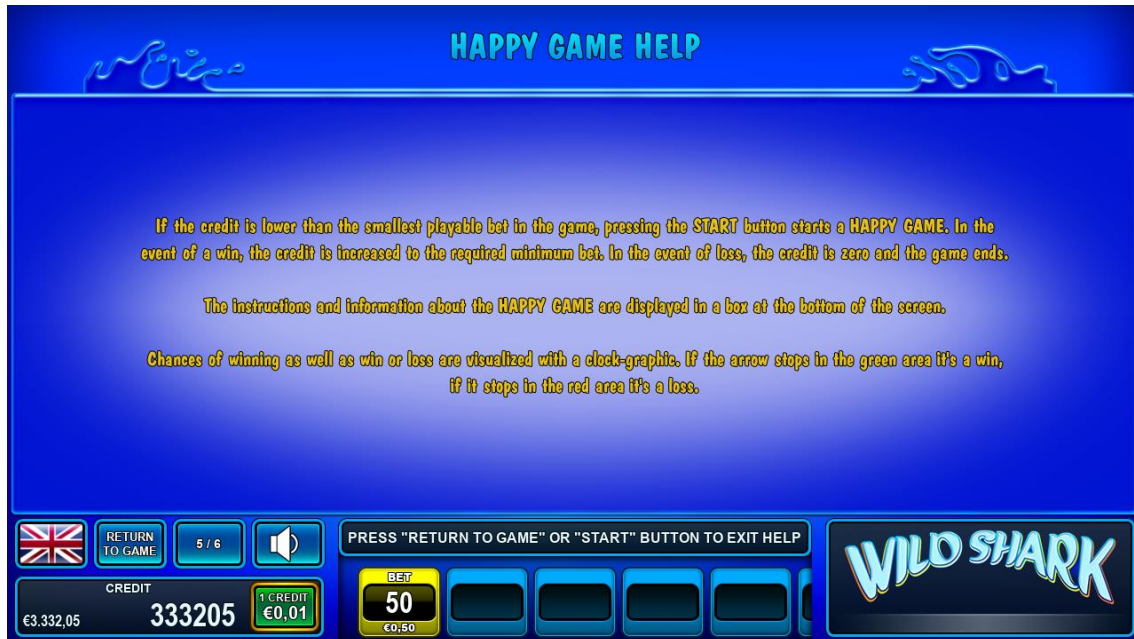
CREDIT €3.332,05 333205 1 CREDIT €0,01

BET 50 €0,50

PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP









## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

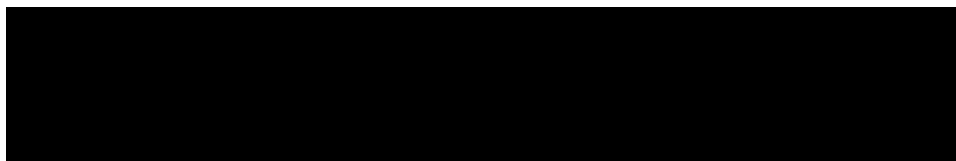
### **BET BUTTON SLIDER:**

With the Bet Button Slider the bet of the game can be changes in a clear and simplified way by pressing the Bet Slider buttons on the monitor or the Betkey buttons on the button panel or by "sliding" the Bet Buttons Slider back and forth.

The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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# AMATIC

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I N D U S T R I E S



## Game Description

### Wild Stars





## Short Facts

Name:	Wild Stars
Game type:	5 reels / 3 symbols on each reel
Winlines:	10 winlines; wins pay from left to right
Wild symbol:	Star is Wild and substitutes all symbols

## Graphics & Game

Experience a game like no other with Wild Stars.

This shinning game is played over 5 reels and with 10 winlines.

The Star substitutes for all symbols on all positions on the reel. Each time 3 star symbols appear on a reel, the reel holds for one free spin of the other reels. 3 stars on any reel during the free spins will not initiate another Respin.

Good luck!





## Main Game



The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Set your stakes and start the game! After the reels run, the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit. Afterwards new bets can be placed again for the next game. Good luck!

By a click on the symbols on the reels, the player can get information regarding possible wins of the respective symbols.

## Extras

- Wild Feature
- Respin Feature
- Gamble Feature



## Pay Table



The image shows the Wild Stars slot machine pay table. At the top, the title 'WILD STARS' is displayed in a stylized font with stars. Below the title, a large red '7' is shown. The pay table consists of five columns, each representing a different symbol: a green and white wheel, a red '7', an orange and yellow fruit, a bunch of purple grapes, and two red cherries. Each column has a table of payouts for 5, 4, and 3 symbols. A 'RESPIN' section in the center shows a sequence of three 'WILD' symbols followed by a 'RESPIN' symbol, with an arrow pointing to the right. At the bottom, there are three lines of text: 'ALL VALUES IN CREDITS', 'MALFUNCTION VOIDS ALL PAYS AND PLAYS', and '1 CREDIT = €0.01'.

Symbol	5	4	3
Wheel	1250	375	125
7	12500	1250	250
Fruit	500	125	50
Grapes	1000	250	100
Cherries	375	100	50

**RESPIN**

ALL VALUES IN CREDITS      MALFUNCTION VOIDS ALL PAYS AND PLAYS      1 CREDIT = €0.01

The payable is displayed at all times on the second monitor and shows the winnings of each combination with the selected bet.



## Wild / Respin Feature

Star is Wild and substitutes all symbols.

A full reel of 3 Star symbols on any reel will be held and starts the Respin Feature, except a full screen of Star symbols.

Possible line wins will be accounted first then the Respin Feature starts.

During the Respin Feature if an additional full reel of 3 Star symbols occurs, it will not initiate another Respin. Respin Feature is played at the same bet and number of lines as the initiating game.

Respin Feature:



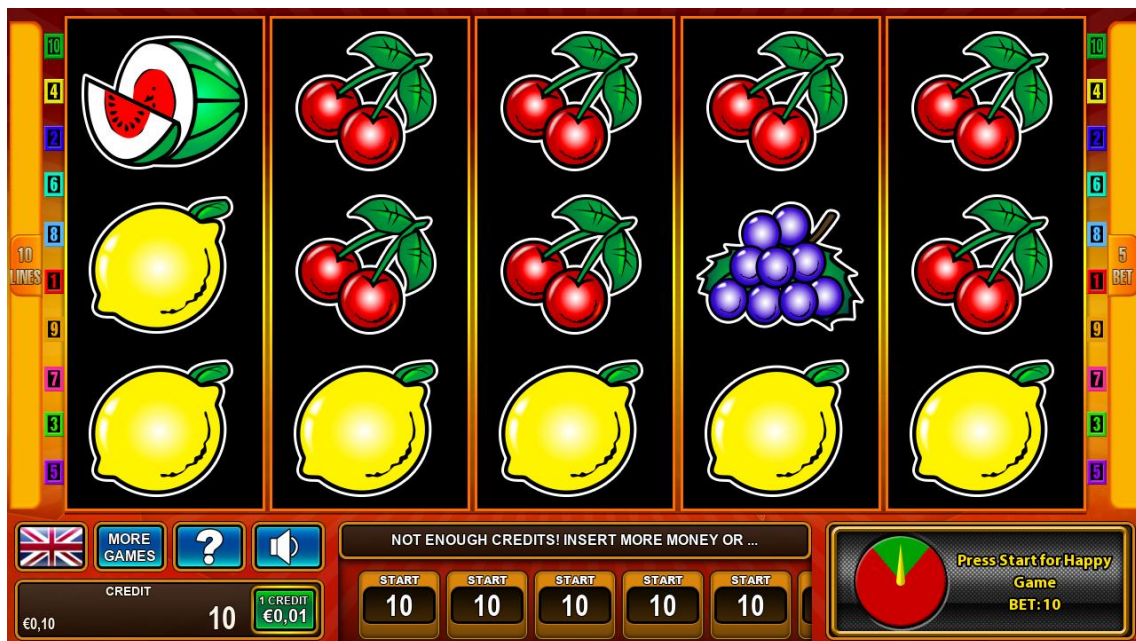


## Happy Game

If the credit is lower than the smallest payable bet in the game, pressing the START button starts a HAPPY GAME. In the event of a win, the credit is increased to the required minimum bet. In the event of loss, the credit is zero and the game ends.

The instructions and information about the HAPPY GAME are displayed in a box at the bottom of the screen.

Chances of winnings as well as win or loss are visualized with a clock-graphic. If the arrow stops in the green area it's a win, if it stops in the red area it's a loss.





## Gamble

Guessing the next card can multiply the win! The AMATIC Gamble Feature offers multiple chances for an even higher win. After each win the player can choose to click on the “GAMBLE” button.

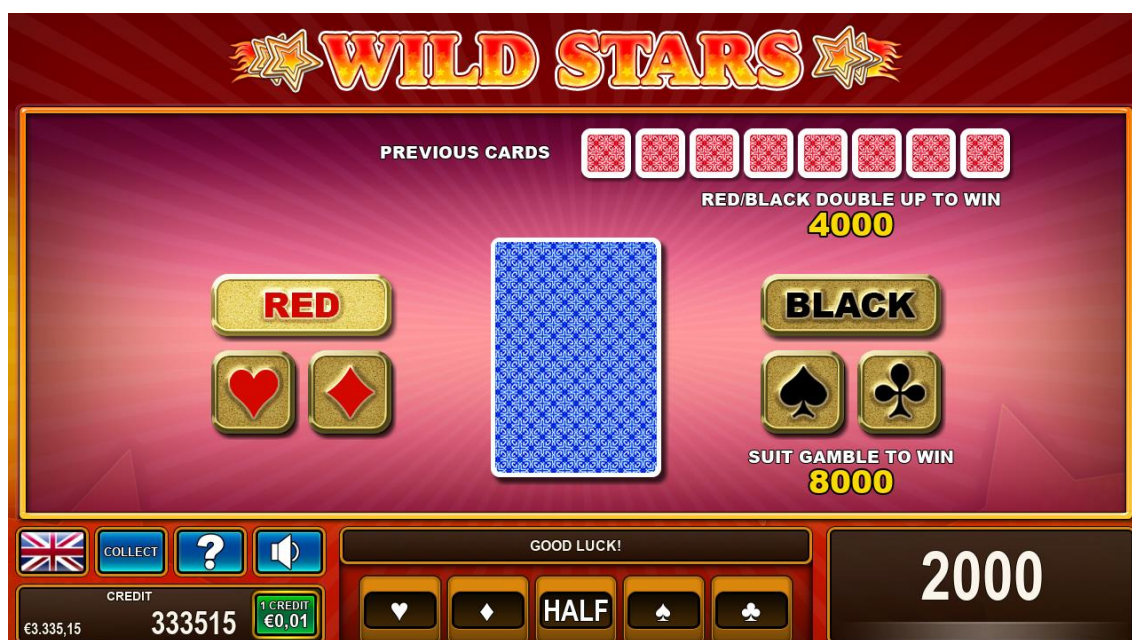
When the gambling screen appears the player is invited to guess the next color of the card. All he has to do is to click on “Red” or “Black”. If he doesn’t want to set the full win he just has to click on “HALF” and with each click the stake will be halved. That’s an easy way to reduce the risk.

The player can also see the displayed card colors of the previous gambles. When the player chooses black or red, he has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

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If the player doesn’t want to play the gamble feature, he only needs to click on “COLLECT” or “START” to continue the reel game.





## Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

### FLAG

- changes the language

### RETURN TO GAME

- returns to the game

### PAGE INDEX

- to switch to the next page

### SOUND

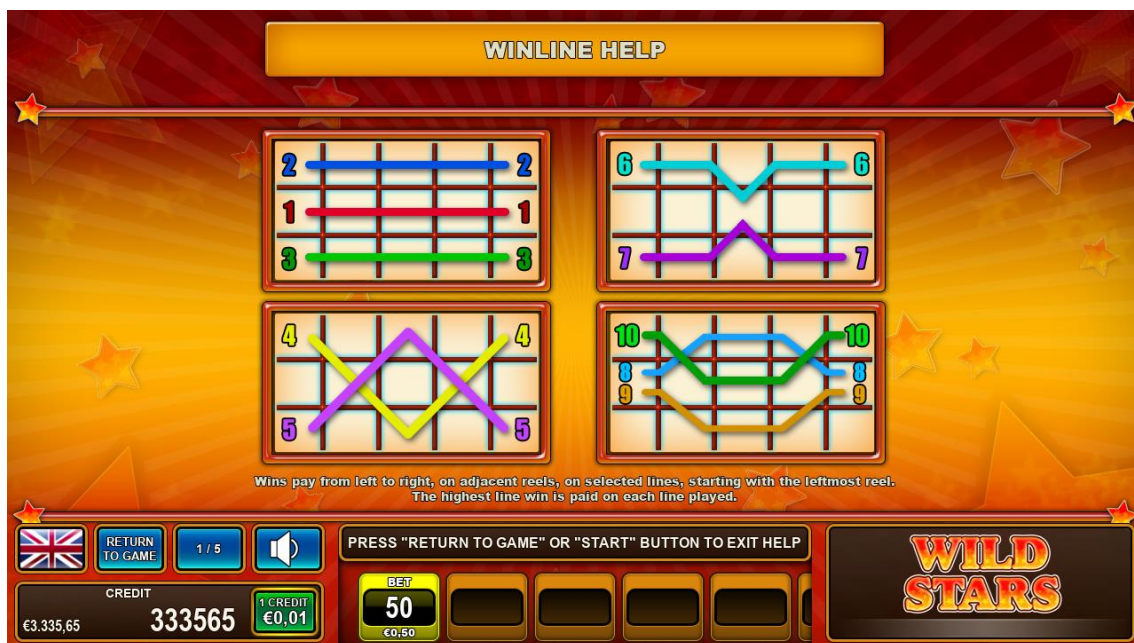
- changes the volume

### CREDIT

- displays the current credit


### BET IN BET BUTTON SLIDER

- displays only the currently selected gold bordered bet








### RESPIN HELP



STAR substitutes all symbols.  
A full reel of 3 STAR symbols on any reel will be held and starts the RESPIN feature, except a full screen of STAR symbols.



Possible line wins will be accounted first then the RESPIN feature starts.  
During the RESPIN feature if an additional full reel of 3 STAR symbols occurs, it will not initiate another RESPIN.  
RESPIN feature is played at the same bet and number of lines as the initiating game.

RETURN TO GAME2 / 5PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT  
€3.335,65

333565



1 CREDIT  
€0,01

BET  
50  
€0,50

**WILD STARS**

### GENERAL WIN INFORMATION

Line wins:  
Only the highest line win is paid on each line played.  
Line wins are a multiple of the line bet.  
Line wins from different lines are added.  
Line wins are paid for symbols of the same kind.

RETURN TO GAME3 / 5PRESS "RETURN TO GAME" OR "START" BUTTON TO EXIT HELP

CREDIT  
€3.335,65

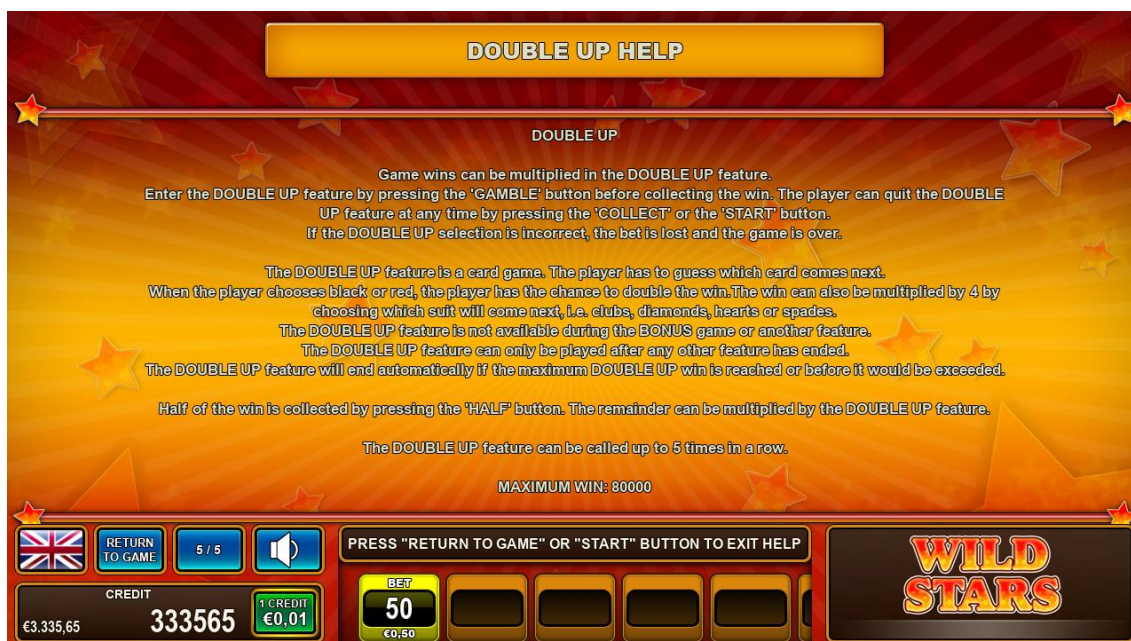
333565

1 CREDIT  
€0,01

BET  
50  
€0,50

**WILD STARS**







## Buttons

<b>FLAG</b>	- changes the language
<b>MORE GAMES</b>	- returns to game selection menu
<b>HELP</b>	- displays the payable and help
<b>SOUND</b>	- changes the volume

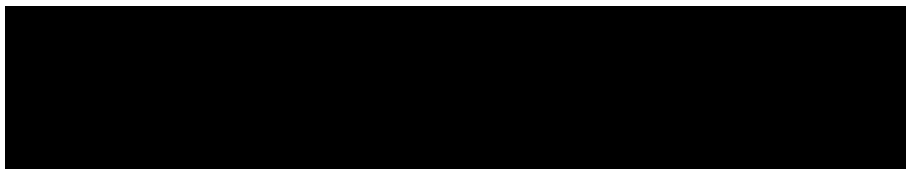
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The following values are displayed onscreen:

<b>CREDIT</b>	- displays the current credit
<b>LAST WIN</b>	- displays the last win
<b>BETS IN BET BUTTON SLIDER</b>	- displays the available and the currently selected gold bordered bet

To the left of the reels the invariable number of lines (fixed lines) is displayed and to the right of the reels the bet per line (total bet / lines) is displayed.



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