

Game Rules:

EGT Contingencies:

1. Emperor's Dream

Emperor's Dream is a 10-payline video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild & Scatter Symbol - Wild Symbol (Emperor) substitutes for all symbols on its position. A win from a line, Wild Symbol (Emperor) formed by symbols only is paid as a win from symbols. 3 or more Wild symbols at any position on the screen trigger 12 free spins with special Expanding symbol. During the Free Spins the Wild symbol is not substituting the selected special Expanding symbol.

Free Spins - 3 or more symbols Wild Symbol (Emperor) at any position on the screen trigger 12 Free Spins with special Expanding symbol. In the beginning of the Free Spins one of symbols is randomly selected to act as a special Expanding symbol. During the Free Spins this special symbol expands to cover the three positions on its reel and pay wins in any position on lines played. In case of retriggering of the free spins, the player wins 12 new Free Spins with the selected Expanding symbol, which are added to the current number of Free Spins. The Free Spins are played at trigger bet and lines. During the Free Spins an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.
Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button. The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

2. Emperor's Palace

Emperor's Palace is a 30-line video game. It is always played on 30 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Stacked Wild Symbols - Substitutes for all symbols on its position except for the Scatter.

Stacked Scatter Symbols - Appears on 2nd, 3rd and 4th reels only. 7, 8 or 9 Scatter symbols pay wins according to the paytable and trigger the Free Spins.

Free Spins - 7, 8 or 9 Scatter symbols on 2nd, 3rd or 4th reels trigger the Free Spins as follows: 7 Scatter symbols – 7 Free Spins; 8 Scatter symbols – 15 Free Spins; 9 Scatter symbols – 30 Free Spins. The Free Spins cannot be retriggered. The Free Spins are played at the trigger bet and lines. During the Free Spins an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

3. Flaming Hot

Flaming Hot is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its position, except for the Scatter.

Scatter Symbol (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

4. Flaming Hot Extreme

Flaming Hot Extreme is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its position, except for the Scatter.

Scatter Symbol (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Free Spins - 3 or more Scatter symbols on the screen start Free Spins as follows: 5 Scatter symbols – 30 Free Spins; 4 Scatter symbols – 20 Free Spins; 3 Scatter symbols – 10 Free Spins. The Free Spins could be retriggered. The new Free Spins are added to the remaining number of Free Spins. Free Spins are played with the same bet multiplier and lines on which they started. During the Free Spins an alternate set of reels is used.

Free Respin Feature

2, 3 or 4 Scatter symbols at any position on the screen start the Free Respin Feature. During the Free Respin Feature, reels with Scatter symbols are held and the player wins one free respin of the reels that do not contain Scatter symbols.

If a new Scatter symbol appears on the screen during the free respin and the total number of Scatter symbols is less than 5, then the player wins a new free respin of the reels that do not contain Scatter symbols.

The Free Respin Feature ends when no new Scatter symbols appear after a free respin or when the total number of Scatter symbols becomes 5.

Winnings from lines are paid before the Free Respin Feature. Scatter winnings are paid after the Free Respin Feature. No line winnings are paid after the last free respin.

The Free Respin Feature can also be started during Free Spins. The Free Respin Feature is played with the same bet multiplier at which it started. During the Free Respin Feature an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

5. Leprechaun Hot

Leprechaun Hot is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel. Highest payline wins only paid. Line wins are multiplied by the number of the bet multiplier. Winnings are paid after the expanding of the Wild symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd, 4th and 5th reels only. Substitutes for all symbols on the same reel.

Multiplier Feature

- 15 of a kind from Plum or Orange, Lemon ,or Cherry on all reels multiply the line winnings from the game by x5.
- 12 of a kind from Plum or Orange, Lemon ,or Cherry on the 1st, 2nd, 3rd and 4th reels multiply the line winnings from the game by x4.
- 9 of a kind from Plum or Orange, Lemon ,or Cherry on the 1st, 2nd and 3rd reels multiply the line winnings from the game by x3. Highest multiplier win only paid.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

6. Mystic Desert

Mystic Desert is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols on the same reel except for the Scatter Symbol.

Scatter Symbol - 3 or more Scatter symbols trigger 10, 20 or 50 FREE SPINS.

Free Spins - 3 or more Scatter symbols trigger FREE SPINS.

- 5x Scatter symbols – 50 FREE SPINS
- 4x Scatter symbols – 20 FREE SPINS
- 3x Scatter symbols – 10 FREE SPINS

If 2, 3, 4 or 5 Scatter symbols appear on the reels during the FREE SPINS, the player wins 5, 10, 20 or 50 new FREE SPINS respectively, which are added to the current number of FREE SPINS. The FREE SPINS are played at trigger bet and lines. During the FREE SPINS an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

7. Rise of Ra

Rise of Ra is a 15-line video game. It is always played on 15 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for scatters. Scatter wins are added to the payline wins. Highest payline and/or scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Free Spins - 3 or more SCATTER symbols trigger 15 FREE SPINS at x3 Multiplier. In case of retriggering the FREE SPINS, the player wins 15 new FREE SPINS, which are added to the current number of FREE SPINS. FREE SPINS are played at trigger bet and lines. During the FREE SPINS an alternate set of reels is used. Wins from FREE SPINS are added to the total win from the game.

Wild Symbol - Substitutes for all symbols except for Scatter Symbol . Doubles line winnings when substituting. A win from a line, formed with more than one WILD symbol, is doubled only once. A win from line, formed by WILD symbols only is not doubled.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

8. Royal Secrets

Royal Secrets is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels. Substitutes for all symbols on its reel, except for Scatter symbols.

Scatter Symbol 1 (Crown) - Appears anywhere on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 2 (Key) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

9. Shining Crown

Shining Crown is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 2 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected

- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

10. Sugartime

Sugartime is a video game with no fixed lines.

Paylines and Rules

The game bet multiplied by the bet multiplier is equal to the total bet. All pays are for combinations of a kind. Win combinations may contain symbols on any position on the screen. Highest win combinations only paid. The pays of win combinations are multiplied by the number of the bet multiplier. The maximum top award will be achieved when 6 scatters are landed. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Scatter Symbol - 4, 5 or 6 scatter symbols pay wins according to the payable and trigger 10 Free Spins with multiplier symbols from x2 to x100.

Multiplier Symbol - Appears during the FREE SPINS and multiplies wins from x2 to x100.

Toppling Reels Feature - During each base game or free spin, after winning combinations appear on the screen all prizes are paid and all winning symbols disappear, except for Scatter Symbol and multiplier symbols. The empty reel positions are filled consequently with the symbols above them. All new winning combinations are paid. Wins from the Scatter symbol are paid at the end of the Toppling Reels . Toppling Reels continues until no more winning combinations are formed on the screen.

Free Spins - 10 FREE SPINS with multiplier symbols from x2 to x100 can be triggered if:

- During the base game 4, 5 or 6 Scatter symbols appear on the screen.
- The player buys FREE SPINS.

During the FREE SPINS up to 10 multiplier symbols at value from x2 to x100 can appear randomly on the screen. If more than 1 multiplier symbol appears on the screen during a free spin, their values are summed up and then the total game win is multiplied.

During the FREE SPINS 3, 4, 5 or 6 Scatter Symbol trigger 5 new free spins, which are added to the current number of free spins. The player can buy FREE SPINS or double the chance to trigger the FREE SPINS by choosing one of the options on the main screen. The option for buying FREE SPINS is = bet value x100. If this option is chosen, 10 FREE SPINS are triggered by the appearance of a symbol combination featuring 4, 5 or 6 Scatter symbols on the screen.

The option for doubling the chance to trigger the FREE SPINS is = bet value x1.25. If this option is chosen, the reels on the next spins contain more Scatter symbols, which double the chance of triggering 10 FREE SPINS with multiplier symbols at value from x2 to x100.

Max bet (bet value x100) for buying FREE SPINS is less or equal to <<dynamic value>>. The option for buying FREE SPINS is not available if the option for doubling the chance to win FREE SPINS is activated.

The FREE SPINS are played at trigger bet and bet multiplier. Alternate sets of reels are used during the FREE SPINS, the option for buying FREE SPINS, and the option for doubling the chance to trigger FREE SPINS.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button. The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

11. The Wild Griffin

The Wild Griffin is a 25-line video game. It is always played on 25 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols except for the Scatter Symbol. When appears anywhere in the BOOST

WIN ZONE, it expands on all neighbouring positions on the reels, including positions outside the BOOST WIN ZONE, only if there is a payable win, and substitutes for all symbols except for the Scatter Symbol .

Scatter Symbol - Appears on 2nd, 3rd and 4th reels only. 3 Scatter symbols trigger 10 or 30 FREE SPINS.

Boost Win Zone - The middle positions of 2nd, 3rd and 4th reels form the BOOST WIN ZONE. When Wild Symbol appears anywhere in the BOOST WIN ZONE, it expands on all neighbouring positions on the reels, including positions outside the BOOST WIN ZONE, and substitutes for all symbols except for Scatter Symbol . The winnings are paid after expanding of the Wild symbols. The number of Scatter symbols appeared in the BOOST WIN ZONE affects the number of the FREE SPINS triggered.

Free Spins - 3 Scatter symbols anywhere on 2nd, 3rd and 4th reels trigger FREE SPINS. The number of FREE SPINS depends on the number of Scatter symbols appeared in the BOOST WIN ZONE as follows: If all three Scatter symbols are in the BOOST WIN ZONE, the player wins 30 FREE SPINS. If at least one of the three Scatter symbols is outside the BOOST WIN ZONE, the player wins 10 FREE SPINS. In case of retriggering of the FREE SPINS the player wins another 10 or 30 FREE SPINS respectively, which are added to the current number of FREE SPINS. The FREE SPINS are played at trigger bet and lines. During the FREE SPINS an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

12. Tropical Beauties

Tropical Beauties is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning

with the leftmost reel. Highest payline wins only paid. Line wins are multiplied by the total bet on the winning line. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols except for Scatter and Double Scatter Symbols . In a winning combination formed by Wild symbols only, it counts as a single symbol. If it substitutes in a winning combination any of the symbols: Woman Symbol , it counts as a double symbol.

Scatter Symbol - The (Double Scatter) symbol counts as 2x Scatter symbols. 5 to 10 Scatter symbols on the screen trigger 12 to 100 FREE SPINS.

Double Symbols - The following symbols: Woman Symbols and Scatter also appear as double symbols in the game (1 double symbol counts as 2 single ones). The double symbols are shown as: Woman Double and Scatter Double .

Free Spins - 5 or more Scatter symbols anywhere on the screen trigger FREE SPINS. The number of FREE SPINS depends on the number of Scatter symbols as follows:

- 5 symbols trigger 12 FREE SPINS
- 6 symbols trigger 20 FREE SPINS
- 7 symbols trigger 40 FREE SPINS
- 8 symbols trigger 60 FREE SPINS
- 9 symbols trigger 80 FREE SPINS
- 10 symbols trigger 100 FREE SPINS

In case of retriggering of the FREE SPINS, the player wins the corresponding new number of FREE SPINS according to the list above, which are added to the current FREE SPINS. The FREE SPINS are played at trigger bet and lines. During the FREE SPINS an alternate set of reels is used.

Respin Feature - The RESPIN FEATURE is triggered during the FREE SPINS when the 1st reel is wholly filled with Woman Symbols or Woman Double symbols.

During the RESPIN FEATURE the symbols on the 1st reel and all the matching single, double, and Wild symbols, are held and the player wins a FREE RESPIN for the rest of symbol positions on the screen. In case of hitting of new matching single, double, or Wild symbols, they are also held and the player wins a FREE RESPIN for the rest of symbol positions on the screen. The RESPIN FEATURE ends if:

- after a FREE RESPIN no new matching single, double, or Wild symbols, appear on the screen;
- after a FREE RESPIN the screen is wholly filled with the corresponding single, double, or Wild symbols.

The winnings from the RESPIN FEATURE are paid after the last FREE RESPIN. The RESPIN FEATURE is played at trigger bet and lines. During the RESPIN FEATURE an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

13. Vampire Night

Vampire Night is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel. Highest payline wins only paid. Line wins are multiplied by the number of the bet multiplier. Winnings are paid after the expanding of the Wild symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd, 4th and 5th reels. It substitutes for all symbols on its reel.

Multiplier feature

- 15 of a kind from Jack or King , or Queen , or Ace on all reels multiply the line winnings from the game by x5.
- 12 of a kind from Jack or King , or Queen , or Ace on the 1st, 2nd, 3rd and 4th reels multiply the line winnings from the game by x4.
- 9 of a kind from Jack or King , or Queen , or Ace on the 1st, 2nd and 3rd reels multiply the line winnings from the game by x3.

Highest multiplier win only paid.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

14. Versailles Gold

Versailles Gold is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for scatters. Scatter wins are added to the payline wins. Highest payline and/or scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols. 3 or more Wild Symbols trigger 12 Free Spins + Special Expanding symbol. A win from a line, formed by Wild Symbols only is paid as a win from Man symbols. During the Free Spins the Wild symbol is not substituting the selected Special Expanding symbol.

Free Spins - 3 or more symbols at any position on the screen trigger 12 Free Spins with Special Expanding symbol. In the beginning of the Free Spins one of the paying Symbols is randomly selected to act as special Expanding symbol. During the Free Spins this special symbol expands to cover 3 positions on its reel and pays in any position on lines played. In case of retriggering of the Free Spins, the player wins 12 new Free Spins with the selected Expanding symbol, which are added to the current number of Free Spins. The Free Spins are played at trigger bet and lines. During the Free Spins an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

15. Zodiac Wheel

Zodiac Wheel is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel except for Scatter Symbol 1 (Map) and Scatter Symbol 2 (Book).

Scatter Symbol 1 (Map) - Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols are winning.

Scatter Symbol 1 (Book) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

1. 10 Burning Heart

10 Burning Heart is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel except for scatter symbol.

Scatter Symbol 1 (Star) - Appears anywhere on all reels.

Scatter Symbol 2 (Dollar) - Appears anywhere on 1st, 3rd and 5th reels only.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

2. 10 Crown Hot

10 Crown Hot is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

3. 10 Crystal Wish

10 Crystal Wish is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind, based on lines. All pays are left to right and right to left on adjacent reels, beginning with the leftmost or rightmost reel, with five-of-a-kind combinations only paid out once. Highest payline wins only paid. Line wins are multiplied by the number of the bet multiplier. Winnings are paid after the expanding of the Wild symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol (Star) - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel. When appears it expands and turns the whole reel into WILD. It holds the reel on which appears and triggers a free RESPIN for the rest of the reels.

Respin Feature - When appearing on a reel the Wild symbol triggers a free RESPIN. All reels containing Wild symbol are held and a free RESPIN is awarded for the rest of the reels. If a new Wild symbol appears during the free RESPIN another RESPIN is awarded. The maximum number of respins in a normal game is 3. The RESPIN is played at the trigger bet multiplier.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

4. 10 Shining Diamond

10 Shining Diamond is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only . Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

5. 100 Burning Clover

100 Burning Clover is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position

on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

6. 100 Burning Hot

100 Burning Hot is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

7. 100 Lucky Hat

100 Lucky Hat is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel except for the Scatter Symbol.

Scatter Symbol - Appears anywhere on all reels and pays wins according to the paytable.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

8. 100 Super Fruits

100 Super Fruits is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on all reels. Substitutes for all symbols on its own position except for the Scatter symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

9. 100 Super Hot

100 Super Hot is a 100-line video game. It is always played on 100 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols except for Scatter Symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 symbols are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

10. 20 Burning Clover

20 Burning Clover is a 20-payline video game. It is always played on 20 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter symbols.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position

on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

11. 20 Burning Hot

20 Burning Hot is a 20-payline video game. It is always played on 20 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter symbols.

Scatter Symbol 1 (Star) - Appears on 1st, 3rd and 5th reels. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until: •

the gamble attempts left are 0

- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

12. 20 Dazzling Hot

20 Dazzling Hot is a 20-line video game. It is always played on 20 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Scatter Symbol - Appears on all reels and pays wins according to the paytable.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until: •
the gamble attempts left are 0

- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

13. 20 Super Fruits

20 Super Fruits is a 20-line video game. It is always played on 20 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the number of the bet multiplier. Scatter wins are multiplied by the Total Bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on all reels. Substitutes for all symbols on its own position except for the Scatter symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until: •
the gamble attempts left are 0

- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

14. 20 Super Hot

20 Super Hot is a 20-line video game. It is always played on 20 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for scatters. Scatter wins are added to the payline wins. Highest payline and/or scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 scatter symbol at any position on the screen are winning.

Wild Symbol - Substitutes for all symbols except for Scatter Symbol.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until: •

the gamble attempts left are 0

- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

15. 30 Spicy Fruits

30 Spicy Fruits is a 30-line video game. It is always played on 30 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols on its position except for the Scatter.

Scatter Symbol - Appears on 2nd, 3rd and 4th reels only. 7, 8 or 9 Scatter symbols pay wins according to the payable and trigger the Free Spins.

Free Spins - 7, 8 or 9 Scatter symbols anywhere on 2nd, 3rd or 4th reel trigger the Free Spins as follows: 7 Scatters – 7 Free Spins; 8 Scatter symbols – 15 Free Spins; 9 Scatter symbols – 30 Free Spins. The Free Spins cannot be retriggered. The Free Spins are played at the trigger bet and lines. During the Free Spins an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

16. 40 Burning Clover

40 Burning Clover is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter symbols.

Scatter Symbol 1 (Star) – Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

17. 40 Burning Hot

40 Burning Hot is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter symbols.

Scatter Symbol 1 (Star) – Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

18. 40 Charming Joker

40 Charming Joker is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels. Substitutes for all symbols, except for the Scatter symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

19. 40 Crown Hot

40 Crown Hot is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or

Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on its reel, except for the Scatter symbols.

Scatter Symbol 1 (Star) – Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

20. 40 Lucky king

40 Lucky King is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter

wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols except for Scatter Symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

21. 40 Mega Clover

40 Mega Clover is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on all reels. Substitutes for all symbols on its position, except for the Scatter.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

22. 40 Shining Crown

40 Shining Crown is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) – Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

23. 40 Super Fruits

40 Super Fruits is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the number of the bet multiplier. Scatter wins are multiplied by the Total Bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on all reels. Substitutes for all symbols on its own position except for the

Scatter symbol.

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •

the win is collected

- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

24. 40 Super Hot

40 Super Hot is a 40-line video game. It is always played on 40 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for scatters. Scatter wins are added to the payline wins. Highest payline and/or scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter Symbols at any position on the screen are winning.

Wild Symbol - Substitutes for all symbols except for Scatter Symbol.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

25. 5 Burning Clover

5 Burning Clover is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the number of the bet multiplier. Scatter wins are multiplied by the Total Bet. Winnings are paid after the expanding of the Wild symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Appears on 2nd, 3rd and 4th reels. Substitutes for all symbols on its reel, except for the Scatter.

Scatter Symbol 1 (Star) – Appears anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter symbols at any position on the screen are winning.

Scatter Symbol 1 (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on

the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

26. 5 Burning Heart

5 Burning Heart is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. Winnings are paid after the expanding of the Wild symbol. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol -Appears on 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel except Scatter Symbol.

Scatter Symbol (Dollar) - Appears anywhere on all reels.

Scatter Symbol (Star) - Appears anywhere on 1st, 3rd and 5th reels only.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

27. 5 Dazzling Hot

5 Dazzling Hot is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Scatter Symbol - Appears on all reels. Only combinations of 3, 4 or 5 Scatter symbols at any position on the screen are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

28. Amazons' Battle

Amazons' Battle is a 30-line video game. It is always played on 30 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the Total Bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - Substitutes for all symbols on its position except for the Scatter.

Scatter Symbol - Appears on 2nd, 3rd and 4th reels only. 7, 8 or 9 Scatter symbols pay wins according to the paytable and trigger the Free Spins.

Free Spins - 7, 8 or 9 Scatter symbols on 2nd, 3rd or 4th reels trigger the Free Spins as follows: 7 Scatter symbols – 7 Free Spins; 8 Scatter symbols – 15 Free Spins; 9 Scatter symbols – 30 Free Spins. The Free Spins cannot be retrIGGERED. The Free Spins are played at the trigger bet and lines. During the Free Spins an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

29. Book of Realm

Book of Realm is a 10-line video game. It is always played on 10 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatters. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the total bet on the winning line. Scatter wins are multiplied by the total bet. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild & Scatter Symbol - Substitutes for all symbols on its position. A win from a line, formed by (Book) symbols only is paid as a win from (Man) symbols. 3 or more (Book) symbols at any position on the screen trigger 10 FREE SPINS with SPECIAL EXPANDING SYMBOL. During the FREE SPINS Wild (Book) is not substituting the selected SPECIAL EXPANDING SYMBOL.

Free Spins - 3 or (Book) more symbols at any position on the screen trigger 10 FREE SPINS with SPECIAL EXPANDING SYMBOL.

In the beginning of the FREE SPINS one of the paying symbols is randomly selected to act as a SPECIAL EXPANDING SYMBOL.

During the FREE SPINS this special symbol expands to cover the 3 positions on its reel and pays wins in any position on lines played. In case of retriggering of the FREE SPINS, the player wins 10 new FREE SPINS with the selected Expanding Symbol, which are added to the current number of FREE SPINS.

The FREE SPINS are played at trigger bet and lines. During the FREE SPINS an alternate set of reels is used.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.

30. Burning Hot

Burning Hot is a 5-line video game. It is always played on 5 fixed lines.

Paylines and Rules

All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for Scatter symbols. Scatter wins are added to the payline wins. Highest payline and/or Scatter wins only paid. Line wins are multiplied by the number of the bet multiplier. Scatter wins are multiplied by the Total Bet. Winnings are paid after the expanding of the Wild symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.

Symbols and Bonus Features

Wild Symbol - On 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel, except for Scatter symbols.

Scatter Symbol (Star) - Anywhere on 1st, 3rd and 5th reels only. Only combinations of 3 Scatter are winning.

Scatter Symbol (Dollar) - Appears on all reels. Only combinations of 3, 4 or 5 are winning.

Gamble

A win can be doubled up when there is an active button X2 on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects a red card or a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen

and flashes red and black. The player selects Red or Black until:

- the gamble attempts left are 0 •
- the win is collected
- the player's choice is incorrect

If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.

Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking Collect button . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.