DEVELOPER

BLOCK BONANZA™ FEATURE

THE AREA ABOVE THE REEL WINDOW CONTAINS 15 BLOCK PRIZES. BLOCK PRIZES MAY MOVE DOWN RANDOMLY AT THE END OF EACH BOUGHT GAME.

BLOCK PRIZES ARE STORED SEPARATELY FOR EACH BET MULTIPLIER. BLOCK PRIZES WILL UPDATE FOR EACH NEW BET MULTIPLIER WHEN THE BET MULTIPLIER IS CHANGED.

POSSIBLE BLOCK PRIZES ARE 5000, 2500, 2000, 1500, 1000, 750, 500, 400, 300, 250, 200, 150, 125 OR 100, MULTIPLIED BY THE BET MULTIPLIER AS SHOWN ON SCREEN.

SUBSTITUTES FOR

.

THE BLOCK BONANZA FEATURE IS TRIGGERED WITH

ON 3 OR MORE ADJACENT REELS BEGINNING WITH THE LEFTMOST REEL AND OCCURRING LEFT TO RIGHT.

EACH

AND

INVOLVED IN THE TRIGGER WILL AWARD A BLOCK PRIZE. THE BLOCK PRIZE AWARDED IS THE PRIZE WITH THE SAME NUMBER REFERENCE AS

THE REEL POSITION CONTAINING

OR

AS SHOWN IN THE FIGURE BELOW.

BLOCK PRIZES

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

REEL POSITIONS

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Memory Reset

Press ANY other button to return to game

DEVELOPER

BLOCK BONANZA™ FEATURE

BLOCK BONANZA™ BOOST

EACH INVOLVED IN THE TRIGGER WILL AWARD A PRIZE IN ADDITION TO THE BLOCK PRIZE.

POSSIBLE ADDITIONAL PRIZES ARE 4000, 2500, 2000, 1500, 1000, 900, 750, 500, 400, 300, 250, 200, 150 OR 100, MULTIPLIED BY THE BET MULTIPLIER AS SHOWN ON SCREEN.

BLOCK BONANZA FEATURE CANNOT BE TRIGGERED AGAIN DURING THE BLOCK BONANZA FEATURE.

BLOCK BONANZA FEATURE CAN BE TRIGGERED DURING THE FREE GAMES FEATURE.

BET MULTIPLIER IS THE SAME AS THE GAME THAT TRIGGERED THE BLOCK BONANZA FEATURE.

Door Closed - Main

Press GAME RULES button for more information

ESP

GAME RULES

40 CREDIT

WIN

60 BET

1¢

DEVELOPER

FREE GAMES FEATURE

10 FREE GAMES ARE WON WITH A WIN.

DURING FREE GAMES, SUBSTITUTES FOR ALL SYMBOLS EXCEPT AND .

FREE GAMES FEATURE CAN BE TRIGGERED AGAIN DURING THE FREE GAMES FEATURE.

BET MULTIPLIER IS THE SAME AS THE GAME THAT TRIGGERED THE FREE GAMES FEATURE.

Memory Reset

Press ANY other button to return to game

DEVELOPER

ON EACH SPIN ONE REEL IS RANDOMLY CHOSEN. ON THIS REEL BOOST REPLACES $ IN SET POSITIONS. BOOST CAN ONLY APPEAR ON ONE REEL. ALL WINS BEGIN WITH LEFTMOST REEL AND PAY LEFT TO RIGHT ON ADJACENT REELS, EXCEPT SCATTERS.

DURING BOUGHT GAMES, SUBSTITUTES FOR ALL SYMBOLS EXCEPT , $ AND BOOST.

SCATTER

5	3000
4	300
3	60

PAYS IN ANY POSITION.

5	500
4	100
3	20

5	300
4	50
3	15

5	300
4	50
3	15

5	250
4	30
3	15

5	250
4	30
3	15

5	1000
4	100
3	20

5	50
4	10
3	5

5	50
4	10
3	5

5	50
4	10
3	5

5	50
4	10
3	5

5	50
4	10
3	5

ALL WINS SHOWN WITH THE BET MULTIPLIER AT 1.

Door Closed - Main

Press ANY other button to return to game

40 CREDIT

WIN

60 BET

1¢

DEVELOPER

GAME RULES

(EXCLUDING PROGRESSIVES, IF AVAILABLE)

ALL WINS SHOWN IN CREDITS.

CHOOSE YOUR BET MULTIPLIER. 30 LINES ARE PLAYED.

WHILE THE REELS ARE SPINNING YOU MAY PRESS THE BIG BUTTON TO STOP THEM.

ALL WINS ON LIT LINES ONLY EXCEPT SCATTERS AND BLOCK PRIZES.

WINS ON DIFFERENT LINES ARE ADDED. HIGHEST WIN ONLY ON EACH LINE.

SCATTER WINS AND BLOCK BONANZA™ WINS ARE ADDED TO LINE WINS.

LINE WINS MULTIPLIED BY THE BET MULTIPLIER. SCATTER WINS ARE MULTIPLIED BY THE BET MULTIPLIER.

HIGHEST WIN ONLY FOR SCATTERS.

TOUCH CREDIT, BET OR WIN METER TO SHOW IN CURRENCY OR CREDITS.

MALFUNCTION VOIDS ALL PAYS AND PLAYS. PLAYER IS RESPONSIBLE TO CONFIRM CREDITS REGISTERED BEFORE GAME START.

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Memory Reset

Press ANY other button to return to game

ESP

GAME RULES

40 CREDIT

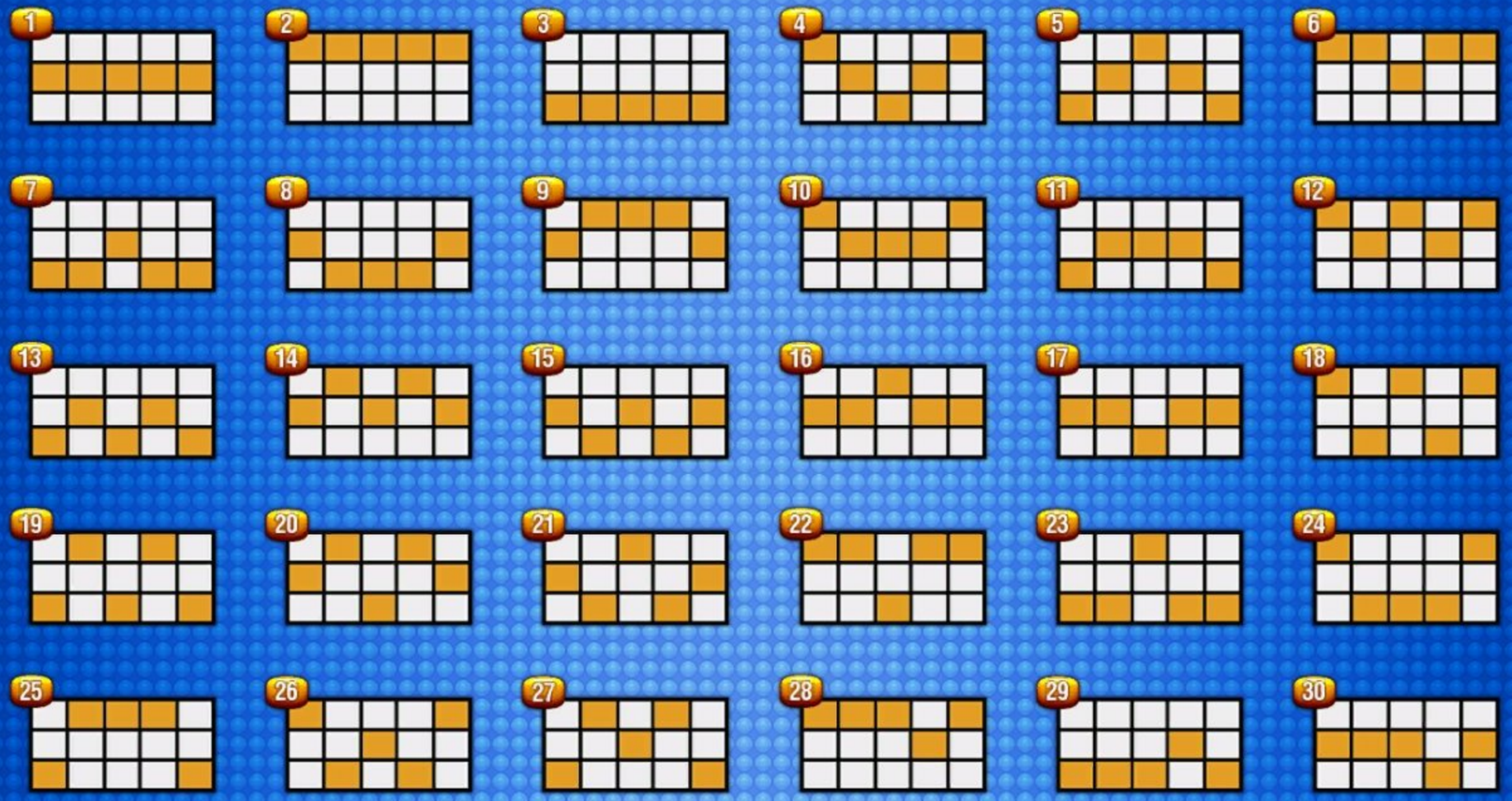
WIN

60 BET

1¢

DEVELOPER

WIN LINES



Door Closed - Main

Press ANY other button to return to game

ESP

GAME RULES

40 CREDIT

WIN

60 BET

1¢