



**SUBSTITUTES FOR ALL SYMBOLS EXCEPT SCATTERS. APPEARS ON REELS 2, 3 AND 4 ONLY.**

**SCATTER**



5	50
4	20
3	5

**PAYS IN ANY POSITION.**



5	1000
4	100
3	50
2	2



5	300
4	75
3	40
2	2



5	200
4	75
3	40
2	2



5	150
4	50
3	25
2	2



5	150
4	50
3	25
2	2



5	100
4	25
3	5



5	100
4	25
3	5



5	100
4	10
3	5



5	100
4	10
3	5

**ALL WINS BEGIN WITH LEFTMOST REEL AND PAY LEFT TO RIGHT ON ADJACENT REELS, EXCEPT SCATTERS. ALL WINS SHOWN WITH THE BET MULTIPLIER AT 1.**

Press ANY other button to return to game



Memory Reset

**CREDIT**

**0**

**BET**

**0**

**WIN**

**0**

**25c**  
CHANGE DENOM

## RESPINS FEATURE

WHENEVER 3  OCCUR ON THE SAME REEL, THOSE REEL(S)  
ARE HELD AND THE OTHER REEL(S) ARE RESPUN ONCE.

RESPINS FEATURE CAN BE TRIGGERED AGAIN DURING THE RESPINS FEATURE.  
BET MULTIPLIER IS THE SAME AS THE GAME THAT TRIGGERED THE RESPINS FEATURE.

## FREE GAMES FEATURE

10, 15 OR 20 FREE GAMES ARE WON WITH A 3, 4 OR 5  WIN RESPECTIVELY.

WHENEVER 1 OR 2  OCCUR ON A REEL, THAT REEL WILL  
NUDGE UNTIL ALL POSITIONS ON THE REEL ARE .

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

BET MULTIPLIER AND LINES PLAYED ARE THE SAME  
AS THE GAME THAT TRIGGERED THE FEATURE.

Press ANY other button to return to game

Memory Reset

**CREDIT**

0

**BET**

0

**WIN**

0

**25c**  
CHANGE DENOM



# JACKPOT

THE GRAND AND MAJOR JACKPOTS CAN BOTH BE WON  
AT THE END OF ANY BOUGHT GAME.

AN INCREASE IN WAGER INCREASES THE RATE AT WHICH EACH JACKPOT  
WILL APPROACH ITS WINNING VALUE.

Press ANY other button to return to game



Memory Reset

**CREDIT**

0

**BET**

0

**WIN**

0



ARISTOCRAT

GAME RULES



# GAME RULES

(EXCLUDING PROGRESSIVES, IF AVAILABLE)

**ALL WINS SHOWN IN CREDITS.**

**THE BOTTOM ROW OF BUTTONS AND THE BIG BUTTON WILL IMMEDIATELY COMMENCE PLAY.  
CHOOSE YOUR NUMBER OF LINES AND YOUR BET MULTIPLIER.  
WHILE THE REELS ARE SPINNING YOU MAY PRESS THE BIG BUTTON TO STOP THEM.**

**ALL WINS ON LIT LINES ONLY EXCEPT SCATTERS. WINS ON DIFFERENT LINES ARE ADDED.  
HIGHEST WIN ONLY ON EACH LINE. SCATTER WINS ARE ADDED TO LINE WINS.  
LINE WINS MULTIPLIED BY THE BET MULTIPLIER.  
SCATTER WINS ARE MULTIPLIED BY THE TOTAL CREDITS BET.**

**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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Press GAME RULES button for more information



Memory Reset

**CREDIT**

**0**

**BET**

**0**

**WIN**

**0**

**25c**  
CHANGE DENOM

ARISTOCRAT

GAME RULES

# WIN LINES



Press GAME RULES button for more information

Memory Reset

**CREDIT**

0

**BET**

0

**WIN**

0

**25c**  
CHANGE DENOM

