



**GAME
RULES**

TOUCH THIS BUTTON TO SEE THE GAME RULES, PAYTABLES, AND HELP SCREENS.

VOLUME



**TOUCH THIS BUTTON TO ADJUST THE GAME VOLUME.
THIS BUTTON MAY NOT BE AVAILABLE.**



TOUCH THIS BUTTON TO ADJUST THE GAME BRIGHTNESS.

CREDIT

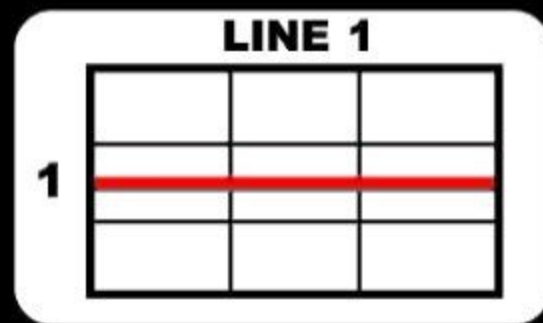
**TOUCH THIS METER TO CHANGE THE DISPLAY FROM CREDITS TO CASH
OR FROM CASH TO CREDITS. IF LESS THAN ONE CREDIT IS AVAILABLE,
THE DISPLAY SHOWS ONLY CASH.**



**TOUCH THIS BUTTON TO VIEW THE LANGUAGE SELECTION MENU.
THIS BUTTON MAY NOT BE AVAILABLE.**

**IF MORE THAN ONE DENOMINATION IS AVAILABLE, TOUCH
A DENOMINATION TO CHANGE THE VALUE OF ONE CREDIT.**

TOUCH FOR MORE PAYS AND GAME RULES



LINE WIN SYMBOLS MUST BE BIASECTED BY THE PAYLINE.

ONLY THE HIGHEST WIN IS PAID ON THE PAYLINE.

WINS ARE SHOWN IN CREDITS UNLESS MARKED AS CURRENCY.

WINS SUBJECT TO VERIFICATION.

MALFUNCTION VOIDS ALL PAYS AND PLAYS.

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TOUCH FOR MORE PAYS AND GAME RULES

1ST CREDIT PAYS

BAR BAR BAR

60

BAR BAR BAR

40

BAR BAR BAR

20

ANY BAR ANY BAR ANY BAR

10

BLANK BLANK BLANK

2

2ND CREDIT PAYS

  
SIZZLING SIZZLING SIZZLING

500

7 7 7

150

Any Three 7, 
100

3RD CREDIT PAYS

  
SIZZLING SIZZLING SIZZLING

1000

7 7 7

300

Any Three 7, 
200