



**BASE PAYTABLE**

SUBSTITUTE	SUBSTITUTE	SUBSTITUTE	SUBSTITUTE	SCATTER	SCATTER
SCATTER					

**FREE GAMES FEATURE PAYTABLE**

SUBSTITUTE	SCATTER	SCATTER			

**LUCKY DRAGON GAMES PAYTABLE**

SUBSTITUTE	SUBSTITUTE	SUBSTITUTE	SUBSTITUTE		

**LINES**

MAJOR 5,000.00  
MINOR 80.00  
MINI 20.00

MINOR 80.00  
MINI 20.00

**Game Rules**

- only appears on reels 2,3 and 4 during paid games only.
- and are scatters.
- and substitute for all symbols except and .
- appears during paid games only.
- only appears on reels 1,2,3 and 4 during paid games.
- always appears on screen with a random prize of 3,5,8,10,20,25,50,100 or 200 multiplied by total bet or **MINI** or **MINOR** as displayed.
- and only appear on reel 5 during paid games.

MAJOR 5,000.00  
MINOR 80.00  
MINI 20.00

- prizes, as displayed are only awarded when appears on screen with as on reel 5.
- symbol always appears on screen with a random Prize of 1, 2, 3, 5, 8, 10, 20, 25 or 50 multiplied by total bet as displayed during the paid games, **HOLD/STACK FEATURE** and **FREE GAMES FEATURE**.

Scatters pay in any position.  
All wins begin with leftmost reel and pay left to right on adjacent reels, except scatters and Bonuses.  
All wins on lit lines only except scatters and Bonuses.  
Highest win only on each line except scatters and Bonuses.  
Highest win awarded only on each scatter combination, if applicable.  
All Wins are added.  
The game has a return to player of 96.25%.

MAJOR 5,000.00  
MINOR 80.00  
MINI 20.00


**FREE GAMES FEATURE**



- During paid games, 3 or more trigger **FREE GAMES FEATURE** with 10 free games.
- only appears on reels 2,3 and 4 during **FREE GAMES FEATURE**.
- substitutes for all symbols except and .
- is a scatter and only appears on reel 1 and reel 5 during the **FREE GAMES FEATURE**.
- A, K, Q, J, 10 and 9 cannot appear during the **FREE GAMES FEATURE**.

Total bet played during the **FREE GAMES FEATURE** is same as the game that triggered the **FREE GAMES FEATURE**.


MAJOR 5,000.00  
MINOR 80.00  
MINI 20.00


## LUCKY DRAGON GAMES


When  appears on reel 1 and reel 5 during the **FREE GAMES FEATURE**, the **LUCKY DRAGON GAMES** is triggered with 4 free games.




 and  substitutes for all symbols. They appear during the **LUCKY DRAGON GAMES** only and always on reel 3.







During the **LUCKY DRAGON GAMES**,  appears on reels 2, 4 and 5 only.

During the first spin,  appears.

During the second spin,  appears.

During the third spin,  appears and remains till the fourth spin is completed.

When ,  or  substitutes in a winning combination, the prize for that win is multiplied by 2, 3 or 5 respectively.

, , , ,  and  cannot appear during the **LUCKY DRAGON GAMES**.

Total bet played during the **LUCKY DRAGON GAMES** is same as the game that triggered the **LUCKY DRAGON GAMES**.

During paid games or **FREE GAMES FEATURE**, 3 or more  trigger **HOLD/STACK FEATURE** with 5 free games.

 that triggered **HOLD/STACK FEATURE** and collected during **HOLD/STACK FEATURE** are held in position and each awards a random prize of 1,2,3,5,8,10,20,25 or 50 multiplied by total bet as displayed.

Stack prizes appear on top of each reel column as displayed. Stack prizes act as scatters.

Each stack prize is randomly assigned from 5 unique prize pools

Stack prizes increase on every spin until capped. The increasing levels are in the order; x2, x3, x5, x8, x10, x15, x20, x25, x40, x50, x100 followed by **MAJOR** and **GRAND**.


Pool 1 stack prize is capped when it reaches x10 of total bet or when awarded.




Pool 2 stack prize is capped when it reaches x25 of total bet or when awarded.

Pool 3 stack prize is capped when it reaches x50 of total bet or when awarded.

Pool 4 stack prize is capped when it reaches **MAJOR** bonus prize or when awarded.

Pool 5 stack prize is capped when it reaches **GRAND** bonus prize or when awarded.

When  are collected on a single reel column, stack prize on top of that reel column is awarded and does not increase to the next level.

, ,  and  are scatters and award 1, 2, 3 and 5 additional free games respectively.

Paytable prizes are not awarded during the **HOLD/STACK FEATURE**.



When all reel columns are populated with , **HOLD/STACK FEATURE** will be terminated.

Total bet played during the **HOLD/STACK FEATURE** is same as the game that triggered the **HOLD/STACK FEATURE**.

## BONUS PRIZES

**MINOR** and **MINOR** bonus prizes are awarded during paid games only.

**MINOR** bonus prize is awarded when  appears on the screen with  on reel 5.

**MINOR** bonus prize is awarded when  appears on the screen with  on reel 5.

**MAJOR** and **GRAND** bonus prizes are awarded during **HOLD/STACK FEATURE** only.

**MAJOR** bonus prize is awarded when **MAJOR** appears as the top reel stack prize and triggered.

**GRAND** bonus prize is awarded when **GRAND** appears as the top reel stack prize and triggered.

**HOW TO PLAY**

**LINES:** If available, Increase or decrease the number of 'LINES' by clicking on the '+ / ▲' or '- / ▼' button.

The 'TOTAL BET' is the 'BET' multiplied by the number of 'LINES'.

**SPIN / PLAY:** If available, click on '▶ / ⏪' or press spacebar to start the game. After the reels stop spinning, any winning combinations on the selected lines will be paid according to the payable.

**STOP:** Once play is initiated the '▶ / ⏪' button becomes a '■' stop button. Click this button or press space bar to stop reels from spinning, if available. The '■' button has no effect on the game outcome.

**AUTO:** Click on the '▶ / ⏪' / '+ / -' button and use the '+ / ▲' or '- / ▼' button to select the number of games to auto play. Number of auto play games remaining is displayed. During auto play, the '▶ / ⏪' button becomes a '■' button. Select this button to stop auto play once the current spin is complete.

**MAXIMUM BET:** If available Click on the 'MAX' button to set the maximum bet.


**GAME HISTORY:** This can be viewed by clicking on the 'clock / ⌚' button.

**RESULT:** Any wins are indicated by the highlighted lines and symbols animating wherever applicable. Wins are shown in the message box.

The game rules are identical in both real play and demo play modes.

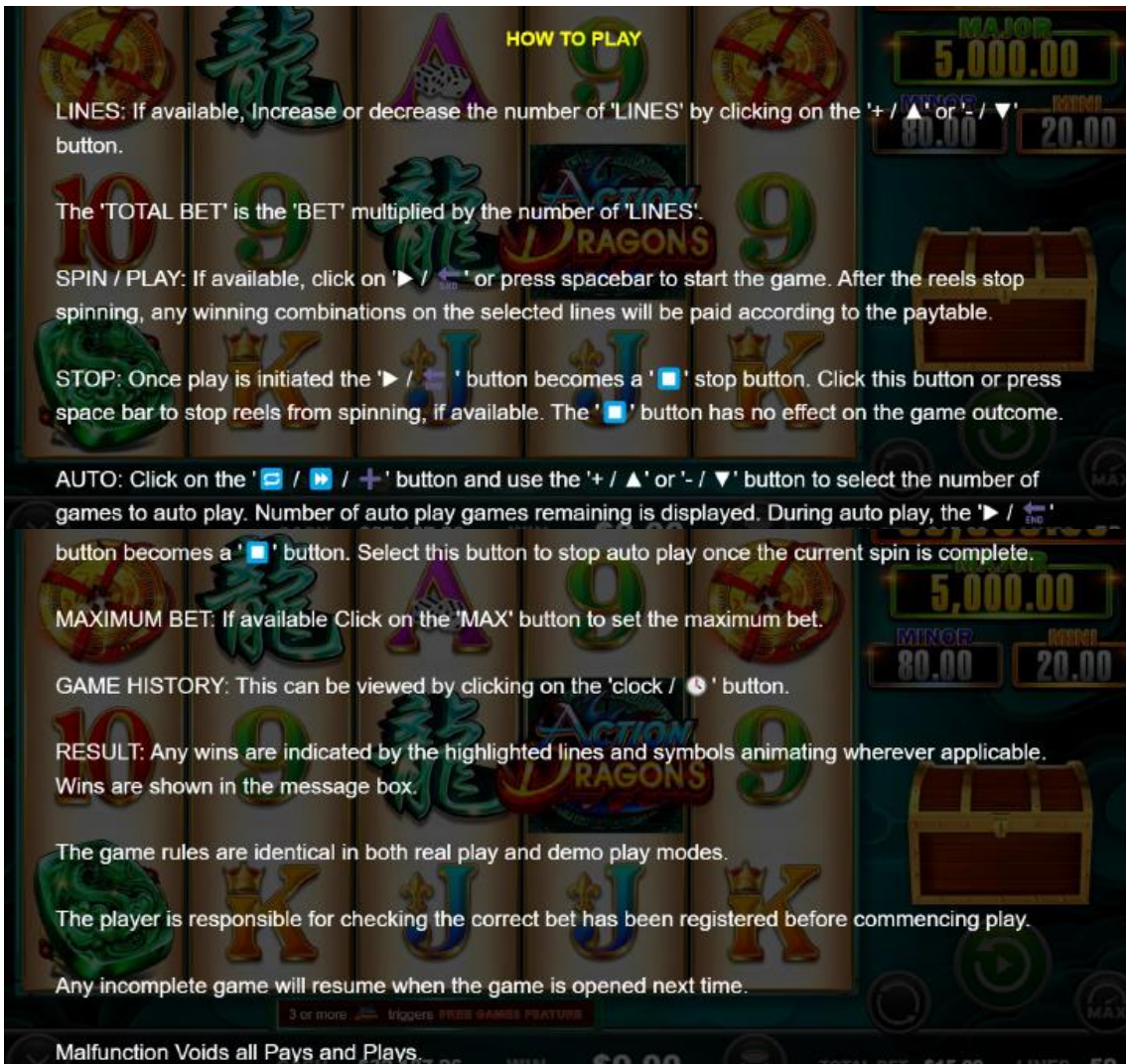
The player is responsible for checking the correct bet has been registered before commencing play.

Any incomplete game will resume when the game is opened next time.

3 or more  triggers FREE GAME FEATURE

Malfunction Voids all Pays and Plays.

WIN \$0.00 TOTAL BET \$15.00 LINES 50



The prizes are paid in accordance with the payout table available on the game interface.