

Contingencies Functionality and Integration Report for Aardvark Manufacturing (Pty) Ltd

ATF Report Number:	SAB.ADVSA.1003.01D
Date:	12 November 2025
Document Number:	1
Number of Pages:	24

BMM Testlabs South Africa (Pty) Ltd

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Contingencies Functionality and Integration Report

Manufacturer Name & Address:	Aardvark Manufacturing (Pty) Ltd 35 Ferguson Road Illovo, Sandton 2196
Manufacturer Reference Number:	Service request Letter dated: 25 May 2025 Client reference number: ADV20250516_03
Local Supplier Name & Address:	Aardvark Manufacturing (Pty) Ltd 35 Ferguson Road Illovo, Sandton 2196
Testing Start and Completion Dates:	Start Date: 08 October 2025 End Date: 27 October 2025
Product Type:	Betting Contingencies
Jurisdictions Recommended:	<div>Mpumalanga <input checked="" type="checkbox"/></div> <div>Western Cape <input checked="" type="checkbox"/></div> <div>North West <input checked="" type="checkbox"/></div> <div>Eastern Cape <input checked="" type="checkbox"/></div>
Type of testing Performed:	<div>Functionality Testing <input checked="" type="checkbox"/></div> <div>Integration Testing <input checked="" type="checkbox"/></div>
Location where test was performed:	BMM Testlabs South Africa (Pty) Ltd No. 10 Brands Hatch Close, Kyalami Business Park Kyalami, Midrand 1685 South Africa
Location where report was issued:	BMM Testlabs South Africa (Pty) Ltd No. 10 Brands Hatch Close, Kyalami Business Park Kyalami, Midrand 1685 South Africa
Conclusion:	Pass
BMM Ref Number:	ADVSA.1003
Consultant(s):	Bongiwe Mlotywa, Nonkululeko Mchunu, Martha Namu
<u>Wagering Record Keeping Software Information (Integration Testing)</u>	
System Name:	Aardvark Betting Software
Version Number:	2.3
Evaluation Report Number:	SAB.ADVSA.1003.01

1. PURPOSE

Aardvark Manufacturing (Pty) Ltd., requested BMM Testlabs South Africa (Pty) Ltd., hereinafter referred to as BMM, to evaluate the integration and functionality of the betting contingencies included in Aardvark Betting Software version 2.3 under this submission, for satisfactory operation in relevant South African gambling markets/Jurisdictions.

2. BMM EVALUATION PERFORMED (SAMPLE UNDER TEST)

The Aardvark Gaming Technologies contingencies are fixed odds contingencies. BMM has tested and confirmed compliance of the Aardvark Gaming Technologies Contingencies against a Test Plan using the relevant South African Jurisdiction/s criteria, as agreed between BMM Testlabs and the Client.

BMM performed the following Games Verifications to confirm compliance:
BMM Checklist: APAC-AF-SAF-CH-21a

- Game Functionality:
 - Bet Acceptance and Processing
 - Evaluate that the game does not mislead players.
 - Evaluate that the player cannot manipulate the game and results.
 - To evaluate fairness of the game.
 - Ensure that all features incorporated in the game are consistent with the approved bet types.
 - RNG Game Use Verification
- Meter Testing:
 - Odds Verification and Resulting
 - Game accounting and the verification of the game pays, which are correct and in accordance with the pay table.
- Game Information and Artwork Evaluation:
 - Evaluate accurate description of game rules and payouts.
 - Evaluate that game rules are clearly visible and not bias.
 - Verify correct usage of language.
 - Game Name is visibly displayed.
 - RTP % Verification
- Software Information Verification:
 - Game Version
- WRS Integration Testing
 - Bet Acceptance and Processing
 - Betting Information Accuracy
 - Balance, Debit, Credit and Cancel Evaluation
 - Ticket and Voucher Printing and View
 - Wagering Transactions
 - PLA Reports

3. BETTING CONTINGENCIES

The contingencies functionality and integration of the below list of games was confirmed on the Aardvark Betting Software Version 2.3 and found to be working in accordance with the relevant South African Jurisdiction/s criteria for such contingencies.

3.1 CT-Interactive Contingencies:

Game Name	Game Version ¹	Theoretical RTP% ²	Calculated RTP% ³
1. 20 Clovers Hot	1.53	95.40%	95.40%
2. 20 Star Party	1.53	95.40%	95.40%
3. 40 Mega Slot	1.53	95.77%	95.77%
4. 40 Shining jewels	1.53	95.89%	95.89%
5. 40 Treasures	1.53	95.89%	95.89%
6. Big Joker	1.53	95.20%	95.88%
7. Chilli Fruits	1.53	95.56%	95.55%
8. Chilli Madness	1.53	95.65%	95.77%
9. Duck Of Luck	1.53	96.20%	98.19%
10. FC Magic	1.53	95.80%	95.40%
11. HOT 7's X 2	1.53	95.03%	Min:94,58% Max:95,36%
12. Lucky Clover	1.53	95.80%	95.80%
13. Pot o'Luck	1.53	95.76%	Min: 95,72% Max: 96,32%
14. Power Storm	1.53	95.76%	95.79%
15. Purple Fruits	1.53	96.60%	96.60%
16. Ramesses the Great	1.53	96.55%	96.56%
17. Star Girl	1.53	96.52%	96.50%
18. The Big Chili	1.53	95.51%	95.40%
19. Wild Clover	1.53	95.32%	95.32%
20. Win Storm	1.53	95.95%	95.94%

Note¹: The game versions were verified on the games during game testing by BMM Testlabs.

Note²: The Theoretical RTP% has been verified against the international test report during game testing by BMM.

Note³: The Calculated RTP% has been obtained from BMM Testlabs and BIM Gaming Devices Testing Laboratory International Report.

Note⁴: BMM has verified that the above RTP meets the minimum RTP requirement approved by relevant PLA's.

Disclaimer: BMM takes no accountability for the actual Maths, RTP and combination testing of these contingencies. The RTP results are merely extracted from the international report and verified by BMM Testlabs South Africa for ease of reference for the regulator.

BMM only verified the game versions and RTP's for the above contingencies in the international reports to meet the relevant South African Jurisdiction/s criteria. All contingencies are subject for approval by the relevant Provincial Legislative Authority.

3.2 Related International Test Reports

Game Name	Report Number
1. 20 Clovers Hot	MAL.CATE.1024.01.01
2. 20 Star Party	MAL.CATE-OL.1001.01.02
3. 40 Mega Slot	MAL.CATE-OL.1001.01.02
4. 40 Shining jewels	MAL.CATE-OL.1001.01.02
5. 40 Treasures	MAL.CATE-OL.1001.01.02
6. Big Joker	MAL.CATE.1024.01.01
7. Chilli Fruits	MAL.CATE.1024.01.01
8. Chilli Madness	MAL.CATE-OL.1010.01.01
9. Duck Of Luck	MAL.CATE-OL.1001.01.02
10. FC Magic	187353_BIM_C-KC_142_ELEPHANT_RGS_5.4_CTINTERACTIVE_24.04.24_EN.pdf
11. HOT 7's X 2	MAL.CATE.1024.01.01
12. Lucky Clover	MAL.CATE-OL.1001.01.02
13. Pot o'Luck	MAL.CATE-OL.1001.01.02
14. Power Storm	MAL.CATE-OL.1010.01.01
15. Purple Fruits	MAL.CATE-OL.1001.01.02
16. Ramesses the Great	MAL.CATE.1024.01.01
17. Star Girl	MAL.CATE-OL.1010.01.01
18. The Big Chili	MAL.CATE-OL.1010.01.01
19. Wild Clover	MAL.CATE-OL.1001.01.02
20. Win Storm	MAL.CATE.1024.01.01

3.3 Game RNG Use Verification

BMM has verified that the games listed in Section 3.1 operate with the RNG listed in the below table.

RNG Name	RNG Version	Report Number	LOC Reference
CT-Interactive Random Number Generator	6316	SAB.ITH.1119.01	ZT14617

4. ADDITIONAL INFORMATION

BMM has compared the (Return to Player) RTP percentage (%) displayed for each game contingency to the RTP stated in the BMM Testlabs and BIM Gaming Devices Testing Laboratory International issued test report respectively, as submitted by Aardvark Manufacturing (Pty) Ltd. The return to player percentages (RTP %) for each game contingency is subject to approval by the respective gambling authorities. Limitations may exist in the current gambling framework with regards to the approval of such a gambling activity and its configuration.

5. COMPLIANCE CONFORMITY

BMM Testlabs South Africa (Pty) Ltd., has conducted a level of testing which has been adequate for a submission of this type. However, inherent in testing in a laboratory environment is the unavoidable limitation of verifying all possible configurations and environments that occur in actual gaming venues. Accordingly, and from the testing performed, BMM Testlabs South Africa (Pty) Ltd. confirms that the item under test (unless otherwise stated) conforms to the relevant requirements per – Test plan – as agreed between BMM Testlabs and the Client. BMM Testlabs South Africa (Pty) Ltd. Also confirms that the item under test (unless otherwise stated) can be used with Wagering Record Keeping Software (WRS).

The results relate only to the items tested.

This report shall not be reproduced – except in full – without prior approval of the testing laboratory.

Disclaimer 1: *BMM allows its clients to review the draft BMM Evaluation Report for content it has finalized. If BMM receives no queries within 30 days from date of issue as stated on page 1 of the BMM Evaluation Report, BMM Testlabs South Africa (Pty) Ltd., will take the report as correct and accepted.*

Disclaimer 2: *BMM shall not be liable to any other party with respect to the undertaking of this project, BMM will not and cannot warrant or guarantee, expressly or impliedly, any aspect of the product. BMM is not responsible for either the action or inaction of any governmental or regulatory authority.*

Yours sincerely,

Jason Moodley
Senior Manager – Digital Gaming and Security

Game Rules:

CT - Interactive Contingencies:

1. 20 CLOVERS HOT

20 Clovers Hot is a five (5) reels, twenty (20) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “4-leaf Clover” symbol substitutes for all other symbols, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.

Gamble Option

- After a win which is less than 15 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

2. 20 STAR PARTY

“20 Star Party” is a five (5) reels, twenty (20) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “7” symbol substitutes for all other symbols, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- Player can choose to play with one (1), five (5), ten (10), fifteen (15) or twenty (20) lines.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

3. 40 MEGA SLOT

“40 Mega Slot” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “7” symbol substitutes for all other symbols, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- Player can choose to play with one (1), five (5), ten (10), fifteen (15) or twenty (20) lines.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

4. 40 SHINING JEWELS

“40 Shining Jewels” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Crown” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Chest” symbol.
- The top award is achieved with five (5) “Chest” scatter symbols on any position.

- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Chest” symbols appear in any position.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

5. 40 TREASURES

“40 Treasures” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “King” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Chest” symbol.
- The top award is achieved with five (5) “Chest” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Chest” symbols appear in any position.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.

- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down

6. BIG JOKER

“Big Joker” is a five (5) reels, five (5) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Joker” symbol substitutes for all other symbols, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.

Gamble Option

- The win can be doubled-up to the settable limit (from 50x to 100x total bet).
- After a win, less than the settable limit (from 10x to 35x total bet) the player can enter the double-up mode.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.

- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

7. CHILLI FRUITS

“Chilli Fruits” is a five (5) reels, 10 lines video slot game. The characteristics of the game are given below:

- Only highest win is paid on each played line.
- The top award is achieved with five (5) “7” symbols on a paying line.
- The wild “Chilli” symbol appears only on the 2nd, 3rd and 4th reels, and substitutes for all other symbols in all positions on the reel.
- All the wins, except for the combinations of 5 symbols, are paid from left to right and from right to left.
- All winning combinations of 5 symbols are paid from left to right.
- Only symbols on adjacent reels can form a winning combination.

Free Respins

- When one or more “Chilli” symbols appear on the screen, they stick on the reel and the player wins 1 Free Respin for the rest of the reels.
- If, during the Free Respin, one or more “Chilli” symbols appear, they also stick on the reel, and the player gets another Free Respin.
- The player can win up to 3 consecutive Free Respins.
- The reel bands in paid games and Free Respins are different.
- The number of lines and bet per line in Free Respins are the same as in the paid game that triggered the Free Respin mode.

Gamble Option

- The win can be doubled-up to the settable limit (from 50x to 100x total bet).
- After a win, less than the settable limit (from 10x to 35x total bet) the player can enter the double-up mode.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).

- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

8. CHILLI MADNESS

“Chilli Madness” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only.
- Only highest win is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Piñata” substitutes for all other symbols at all positions on the reels.
- During the base game, the wild “Piñata” appears on reel (1) only. During free games, it does not appear.
- The wild “Pepper” symbol substitutes for all the symbols except “Piñata” wild symbol.
- During the base game, the wild “Pepper” symbol appears on reels two (2), three (3), four (4) and five (5) only. During free games, it appears on all reels.
- The top award is achieved with five (5) “Man” symbols on a payline.

BONUS SCATTER WINS

- If a “Piñata” wild symbol appears on 1st reel with four (4) “Pepper” wild symbols in full view on the next reels, the player wins 5000x total bet.
- If a “Piñata” wild symbol appears on 1st reel with three (3) “Pepper” wild symbols in full view on the next three (3) reels, the player wins 2000x total bet.
- If a “Piñata” wild symbol appears on 1st reel with one “Pepper” wild symbol in full view on reel two (2) and at least one more “Pepper” wild symbol in full on some of the next reels, the player wins 500x total bet.
- If a “Piñata” wild symbol appears on 1st reel with one “Pepper” wild symbol in full view on reel two (2), the player wins 10x total bet.

FREE GAMES Feature

- If a “Piñata” wild symbol appears on any position of 1st reel with at least one (1) “Pepper” wild symbol in full view on one or more of the next reels, the player is awarded with 15 free games.
- During the free games, the wild “Pepper” symbol is available also on reel (1).
- Each “Pepper” wild symbol in full view that participated in the win that triggered the free games remains stuck on the reels until the end of the feature.
- The free games cannot be retriggered.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

9. DUCK OF LUCK

“Duck of Luck” is a five (5) reels, twenty-five (25) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The “Duck” is a wild and scatter symbol that substitutes for all other symbols.
- The top award is achieved with five (5) “Woman” symbols on a payline.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Duck” symbols appear in any position.
- Player can choose to play with one (1), five (5), ten (10), fifteen (15), or twenty-five (25) lines.

Free Games Feature

- Three (3), four (4) or five (5) scattered “Ducks” symbols on any position of the reels trigger the free games feature and award twelve (12) free games.
- Obtaining three (3), four (4) or five (5) scattered “Ducks” symbols during free games feature only pays the wins but does not give any additional free game.
- Each scattered “Duck” that appears during the feature lays “Egg” symbols.
- The player collects the “Egg” symbols during the feature and receives the following wins:

Number of “Egg” symbols	Award
13 to 20	3x Total Bet
21 to 25	12 Free Games and collection of Eggs reset to zero (0)
26 or more	600x Total Bet

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.

- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

10. FC MAGIC

Fc Magic is a video slot with five reels, three visible positions of each reel; up to five betting lines; formation of winning combinations from adjacent identical symbols from left to right on the active lines, starting from the leftmost reel.

Wild symbol – “Cup” - appearing only on the 2nd, 3rd and 4th reels, substituting for all symbols except for the two Scatter symbols “Star” and “Banana”, turning all symbols of the reel it has appeared on into Wild symbols. Scatter symbols – “Whistle” - on the 1st, 3rd and 5th reels, “Cup” - on all reels - winnings up to 100 times the total bet depending on the number of identical symbols visible on the screen, regardless from their arrangement along the lines. Max winning per line in the main game – 3000 times the bet per line.

11. HOT 7'S X 2

“Hot 7's X2” is a five (5) reels, 5 pay lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “7” symbol substitutes for all other symbols except for the scatter symbol “Star”.
- Appears only on reels 2, 3 and 4.
- Each wild symbol on the screen multiplies all the wins, in which it participates, by 2.
- The top award is achieved with five (5) “Clover” symbols on an active payline.

Gamble Option

- The win can be doubled-up to the settable limit (from 50x to 100x total bet).
- After a win, less than the settable limit (from 10x to 35x total bet) the player can enter the double-up mode.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down

12. LUCKY CLOVER

“Lucky Clover” is a five (5) reels, five (5) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Clover” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols in all positions on the reel, except for “Star” and “Banana” scatter symbols.
- The top award is achieved with five (5) “7” symbols on a payline.
- The “Star” scatter symbol wins are awarded when three (3), four (4) or five (5) scatter symbols appear in any position.
- The “Banana” scatter symbol win is awarded when three (3) scatter symbols appear in any position.
- The “Banana” scatter symbol appears on reels one (1), three (3) and five (5) only.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.

- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

13. POT O'LUCK

game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Pot of Luck” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols in all positions of the reel, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- Player can choose to play with one (1), twenty-five (25), fifty (50), seventy-five (75), or one hundred (100) lines.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

14. POWER STORM

“Power Storm” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Power Storm” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Vortex” symbol.
- The top award is achieved with five (5) “Vortex” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Vortex” symbols appear in any position.
- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

CASCADING Feature

CASCADE BONUS

- If the player wins nine (9) consecutive cascades, he is awarded a win of 1000x total bet.
- If the player wins eight (8) consecutive cascades, he is awarded a win of 100x total bet.
- When the player wins nine (9) consecutive cascades, the prize of 100x from eight (8) consecutive cascades is not paid.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

15. PURPLE FRUITS

“Purple Fruits” is a five (5) reels, five (5) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The top award is achieved with five (5) “7” symbols on a payline.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Bananas” symbols appear in any position.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

16. RAMESSES THE GREAT

“Ramesses the Great” is a five (5) reels, 25 pay lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Scarab” symbol substitutes for all other symbols except for the scatter symbol.
- Appears only on reels 2, 3, and 4..

- The top award is achieved with five (5) "Ramesses" symbols on a payline.

Free Games mode

- 3, 4 or 5 "Pyramid" scatter symbols trigger 15 Free games.
- If, during the free games, the combination of 3 "Eye" bonus symbols appear on reels 2, 3 and 4, the player wins the "Scarab" bonus.
- **Scarab Bonus**
- 3 "Eye" bonus symbols during the free games trigger the "Scarab" bonus screen.
- The player chooses one of 5 Scarabs on the screen and wins one of 5 possible prizes: additional free games, super games or win multiplier x2.
- If the win multiplier is chosen in the "Scarab" bonus, the total win multiplier during the free games becomes x3.
- If during the same set of free games Scarab Bonus is hit and the win multiplier is chosen once again, the total win multiplier becomes x5.
- It is the highest possible win multiplier and will stay the same up to the end of the current set of free games.
- In each further hit of Scarab Bonus, the multiplier is substituted by 7 additional super games.
- This way all the wins in free games, except 5 x 'Ramesses' can be multiplied by 1, 3 or 5.

Super Games

- Super games are free games, in which the reel bands consist only of high symbols.
- Super games are played immediately after the end of the bonus, and their number can be 7 or 10.
- The win multiplier is the same as in the current free games.

Gamble Option

- The win can be doubled-up to the settable limit (from 50x to 100x total bet).
- After a win, less than the settable limit (from 10x to 35x total bet) the player can enter the double-up mode.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: "Minor", "Major" or "Mega".
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the "Hot Luck" thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus "Minor", "Major" or "Mega" is hit.
- When the scatter mode is active, a sign "Active" is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the "Hot Luck" win animation.

- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

17. STAR GIRL

“Star Girl” is five (5) reels, 10 fixed lines technical game. The characteristics of the game are given below: All wins are paid from left to right and from right to left on adjacent reels only.

Only highest win from left to right and the highest win from right to left is paid on each played line.

- All wins on different paylines in one round are added together to the total round win.
- The wild “Girl” symbol appears only on reels two (2), three (3) and four (4) and substitutes for all other symbols in all positions on the reels.
- The top award is achieved with five (5) “Star Girl” symbols on a payline.

FREE RE-SPINS Feature

- When one (1) or more wild “Girl” symbols appear on the screen, they stick on the reel and the player is awarded one (1) free re-spin for the rest of the reels.
- If, during the free re-spin, one (1) or more wild “Girl” symbols appear, they also stick on the reel and the player is awarded another free re-spin.
- The player can win up to three (3) consecutive free re-spins.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

18. THE BIG CHILI

“The Big Chilli” is five (5) reels, five (5) fixed lines technical game. The characteristics of the game are given below:

- All wins are paid from left to right and from right to left on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Chilli” symbol substitutes for all other symbols, except for scattered “Star” and “Treasure Chest” symbols.
- The top award is achieved with five (5) “7” symbols on a payline.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- “Star” scatter symbol does not appear during free games.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Star” scatter symbols trigger five (5), 12 or 20 free games, respectively.
- During the free games, each new “Treasure Chest” symbol that appears on the screen, leaves a small symbol “Treasure Chest” in that position, that will remain stuck until the end of free games.
- After the end of the free games, the “TREASURE CHEST BONUS” is activated. It will count the number of small “Treasure Chest” symbols available on the screen:
 - If the player has collected less than five (5) symbols, he wins 2x total bet.
 - If the player has collected from five (5) to nine (9) symbols, he wins 15x total bet.
 - If the player has collected from 10 to 15 symbols, he wins 500x total bet.
- Free games use a different reel band respect to the ones used in the base game.
- Free games use the same number of lines and the same bet per line as the ones in the last paid game that trigger the Free Games mode.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

19. WILD CLOVER

“Wild Clover” is a five (5) reels, twenty (20) lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Clover” appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for scattered “Star” symbol.
- The top award is achieved with five (5) scattered “Star” symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- Player can choose to play with one (1), five (5), ten (10), fifteen (15) or twenty (20) lines.

Gamble Option

- After a win which is less than 10 x total bet, the player can enter the double-up mode by pressing double button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.

- The win can be doubled up to 50 x total bet.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Progressive Feature – Mystery Bonus

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Progressive Feature – Scatter Bonus

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down.

20. WIN STORM

“Win Storm” is a five (5) reels, 30 pay lines video slot game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- The wild “Diamond” symbol substitutes for all other symbols except for the scatter symbol, “Storm”.
- Appears only on reels 2, 3 and 4.
- The top award is achieved with five (5) “Storm” scatter symbols.
- When the wins from the current game are paid, all the symbols featured in the winning combination disappear, the symbols above them cascade down in their places and the free space left on the reels is taken by the new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- This continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

Gamble Option

- The win can be doubled-up to the settable limit (from 50x to 100x total bet).
- After a win, less than the settable limit (from 10x to 35x total bet) the player can enter the double-up mode.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card color, the gamble amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has selected an incorrect card color or suit, the gambled amount is lost.
- At any time, the player can exit the double-up mode and return to the game by collecting the win with the start button.
- The player can choose to gamble half of his current win by pressing half gamble button.
- When this limit is reached, the player collects the win automatically and returns to the main game.

Mystery Jackpot

- If the feature is activated, at the end of each game, the player can enter a mystery bonus feature and play to win one of the three mystery bonus levels: “Minor”, “Major” or “Mega”.
- The bonus screen has thirty (30) gold tiles that the player must choose one at a time.
- Each tile may have a symbol in it, which corresponds to one of the bonus levels.
- When picked, the symbol moves to the bonus level, displayed at the top of the screen.
- If the player collects four (4) tiles with the same symbols, he is awarded the corresponding bonus level and the bonus game ends.

Scatter Jackpot

- If this feature is activated, each bet rises the scale of the “Hot Luck” thermometer on the screen, indicating an accumulation of the Bonus until it reaches the top or if one of the three bonus “Minor”, “Major” or “Mega” is hit.
- When the scatter mode is active, a sign “Active” is displayed on the thermometer and scatter winnings are distributed between all active players within allowed bet limits.
- At the end of each game the player can be shown the “Hot Luck” win animation.
- The duration of the scatter mode depends on the scatter setting and number of active players.
- It ends when all the winnings are paid off. The sign “Active” on the screen disappears and the scale goes back down

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