Class III Help NAV Buttons: <EXIT>, <BACK>, <NEXT>

KEY

<SAMPLE> = graphic to be inserted BOLD BLUE= screen title RED = note to reader (or to self...) – NOT to include on screens

### DISCLAIMER ON ALL TOP SCREENS (w/AGS LOGO):

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PLEASE BET RESPONSIBLY.

### **TOP SCREEN** <FRENCH QUARTER 7S> PAY TABLE

SYMBOL COMBINATION	PAY	PAY	PAY	PAY	PAY
	(1x)	(2x)	(3x)	(4x)	(5x)
LEFT COLUMN					
<3 BAR><3 BAR><3 BAR>	30	60	90	120	150
<2 BAR><2 BAR><2 BAR>	20	40	60	80	100
<1 BAR><1 BAR><1 BAR>	15	30	45	60	75
<any>&lt;3 BAR&gt;&lt;2 BAR&gt;&lt;1 BAR&gt;</any>	10	20	30	40	50
<cherry><cherry><cherry></cherry></cherry></cherry>	10	20	30	40	50
<cherry><cherry> (on any 2 reels)</cherry></cherry>	5	10	15	20	25
<cherry> (on any reel)</cherry>	2	4	6	8	10
CENTER COLUMN					
<red 7=""><red 7=""><red 7=""></red></red></red>	125	250	375	500	625
<pre><green 7=""><green 7=""><green 7=""></green></green></green></pre>	100	200	300	400	500
<blue 7=""><blue 7=""><blue 7=""></blue></blue></blue>	75	150	225	300	375
<any><red 7=""><green 7=""><blue 7=""></blue></green></red></any>	40	80	120	160	200
RIGHT COLUMN					
WIN UP TO 25,000 CREDITS WITH THE MULTIPLIER WHEEL MYSTERY BONUS (at max bet) (THIS CAN BE IN CENTER COLUMN IF IT WORKS BETTER)					
<wild><wild></wild></wild>	200	400	600	800	1000
<wild><wild> (on any 2 reels)</wild></wild>	25	50	75	100	125
<wild> (on any reel)</wild>	5	10	15	20	25
<wild> substitutes for any other symbol I</wild>	anded.				

# (SCREEN #1) MULTIPLIER WHEEL MYSTERY BONUS

The bonus may be triggered by any three-symbol win on the reels and guarantees an award which improves upon that base-game win.

#### <MULTIPLIER WHEEL>

The wheel on the top screen spins 1 to 5 times. The value of the multiplier landed on each spin is added to the existing Win Multiplier, which starts at a value of 1x to represent the reel-spin award.

After the wheel's last spin, the game applies the total Win Multiplier, with a value ranging from 2x to 25x, to the credits won on the reel spin and pays the resulting total in place of the original reel-spin award.

# **DISCLAIMER SCREEN (SCREEN #2)**

## GAME PLAY

- Add credits to the machine.
- Press a BET button to select the number of credits to wager and begin play. Each button represents a bet multiplier of the minimum bet of 3 credits (1x, 2x, 3x, 4x, 5x).
- Press the MAX BET button, if included, to bet the highest bet level (15 credits) and begin play.
- Press the PLAY button to play the game at the currently selected bet level.
- Touch the on-screen CASH or CREDITS value to alternate the display type.

## GAME RULES

- Game pays only for symbols aligned with the pay line and only for the highest winner.
- All bets and pays display in credits.
- Player has non-cashable credits when the amount in the CREDITS meter displays in red.
- The denomination in play determines the value of a credit. The denomination and number of credits played determine the total amount wagered.
- The dynamic pay table automatically displays the total award for the wager level selected.
- Payouts different from the published pay table constitute a game malfunction.