FRENCH QUARTER 7S HELP SCREENS - CLASS III FINAL V4.0 8/24/16
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):
©2016 AGS, LLC. All rights reserved. Malfunction voids all pays and plays.
PLEASE BET RESPONSIBLY.

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

| SYMBOL COMBINATION | $\begin{aligned} & \text { PAY } \\ & (1 x) \end{aligned}$ | $\begin{aligned} & \text { PAY } \\ & (2 x) \end{aligned}$ | $\begin{aligned} & \text { PAY } \\ & (3 x) \end{aligned}$ | $\begin{aligned} & \text { PAY } \\ & (4 x) \end{aligned}$ | $\begin{aligned} & \text { PAY } \\ & (5 x) \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 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><3 BAR><2 BAR><1 BAR> | 10 | 20 | 30 | 40 | 50 |
| <CHERRY><CHERRY><CHERRY> | 10 | 20 | 30 | 40 | 50 |
| <CHERRY><CHERRY> (on any 2 reels) | 5 | 10 | 15 | 20 | 25 |
| <CHERRY> (on any reel) | 2 | 4 | 6 | 8 | 10 |
| CENTER COLUMN |  |  |  |  |  |
| <RED 7><RED 7><RED 7> | 125 | 250 | 375 | 500 | 625 |
| <GREEN 7><GREEN 7><GREEN 7> | 100 | 200 | 300 | 400 | 500 |
| <BLUE 7><BLUE 7><BLUE 7> | 75 | 150 | 225 | 300 | 375 |
| <ANY><RED 7><GREEN 7><BLUE 7> | 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> | 200 | 400 | 600 | 800 | 1000 |
| <WILD><WILD> (on any 2 reels) | 25 | 50 | 75 | 100 | 125 |
| <WILD> (on any reel) | 5 | 10 | 15 | 20 | 25 |
| <WILD> substitutes for any other symbol landed. |  |  |  |  |  |

## (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 $1 x$ to represent the reel-spin award.

After the wheel's last spin, the game applies the total Win Multiplier, with a value ranging from $2 x$ to $25 x$, 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 $(1 x, 2 x, 3 x, 4 x, 5 x)$.
- 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.

