Billy´s Game

Reels - 5
Wins are counted from left to right

Main Screen

The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Buttons

AUTOSTART	-	Starts a game automatically
EXIT	-	Exits the game
GAMBLE	-	Enables the player to double the win
BET	-	For changing the bet
START	-	Start the game

The following values are displayed onscreen

CREDIT	-	Display the credit
BET	-	Total bet

Toolbar

1 2 3 4

1	-	Shows the activated options
2	-	Opens the extended toolbar
3	-	Displays the current time
4	-	Shows the ID of the played game

A B C D

A	-	Change the language
B	-	Turn the audio off/on
C	-	Shows the help
D	-	opens the history of the played games

On the right side of the game is bar, which allows you to switch to full screen or to exit the current game

Due to the varying configurations and versions, deviations between the displays or button assignments and this manual can occur.

The Game

After the desired stakes have been chosen the game is started with *START*. After the reel run the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit.
After the achieved wins have been added to the credit, bets can be placed anew.
The win plan respectively the onscreen help can be displayed at anytime by pressing the HELP button (or in this case win plan).
By a click on the symbols on the reels the player can get information regarding possible wins with a sufficiently great amount of the respective symbols.

Help - Menu

The help menu opens when pressing the HELP button. This has its own button panel.

PAGE INDEX	-	Indicates the page
PREVIOUS PAGE	-	To switch to the previous page
NEXT PAGE	-	To switch to the next page
RETURN TO GAME	-	To continue the game

Help Screen 1

Help Screen 2

Help Screen 3

Gamble

The player has the option to activate the gamble mode before each game. With active gamble mode the player has the chance to multiply his/her win.

If the gamble mode is active, a screen opens when achieving a win, here the player has to guess whether the next card is black or red. At the beginning the total win is placed for bet, but the player has the option to bet only half the stake, resulting in having half of the win added onto the credit account. The bet is here called risk.

The player can also see the displayed card colors of the seven previous gambles.

When the player chooses black or red, he/she has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost. The player can multiply the win with further gambles as long as he/she chooses the correct color. The player can quit the gamble at any time by pressing the COLLECT button, the win will then be credited onto his account. If the player loses, the game continues.

Gamble

Due to permanent attempts for improvement of our programs deviations in this manual and the supplied software can occur at anytime.