

Book of Admiral



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

MAX BET	-	Selects the maximum bet
AUTOPLAY	-	Starts a game automatically
-/+ BET	-	For changing the bet
START	-	Starts the game
EXIT	-	Exits the game
HELP	-	Shows the help menu
SOUND	-	Adjusts the sound of the game
SETTINGS	-	Shows the setting menu

After pressing the settings button:



LANGUAGE

-

Changes the language



The following values are displayed onscreen

- CREDIT** - Display the credit
- LINES** - Shows the lines
- BET** - Displays the bet

Toolbar



- 1** - Displays the current time
- 2** - Shows the ID of the played 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.

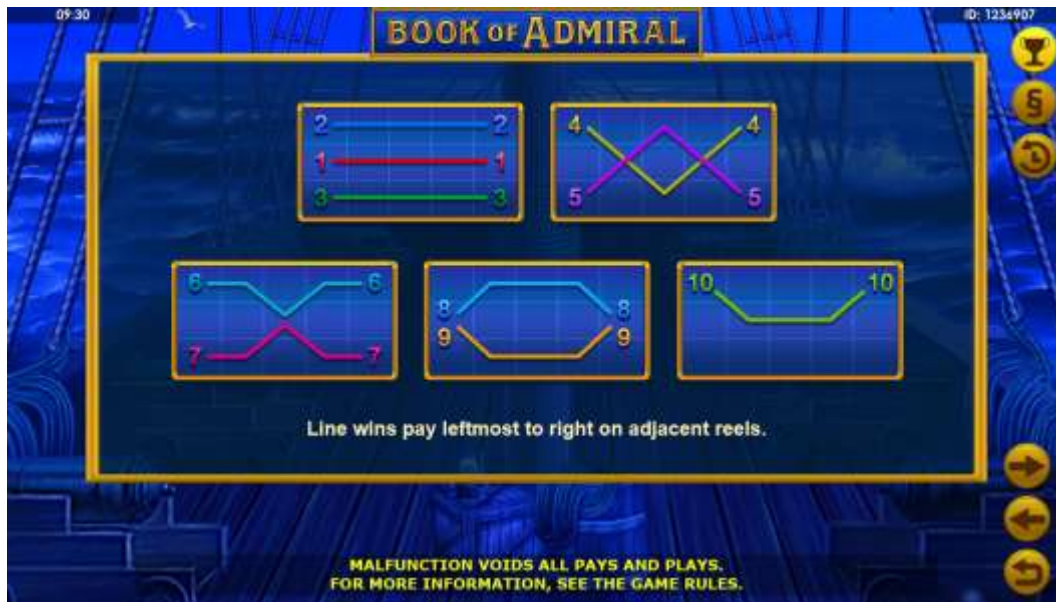
Help - Menu

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

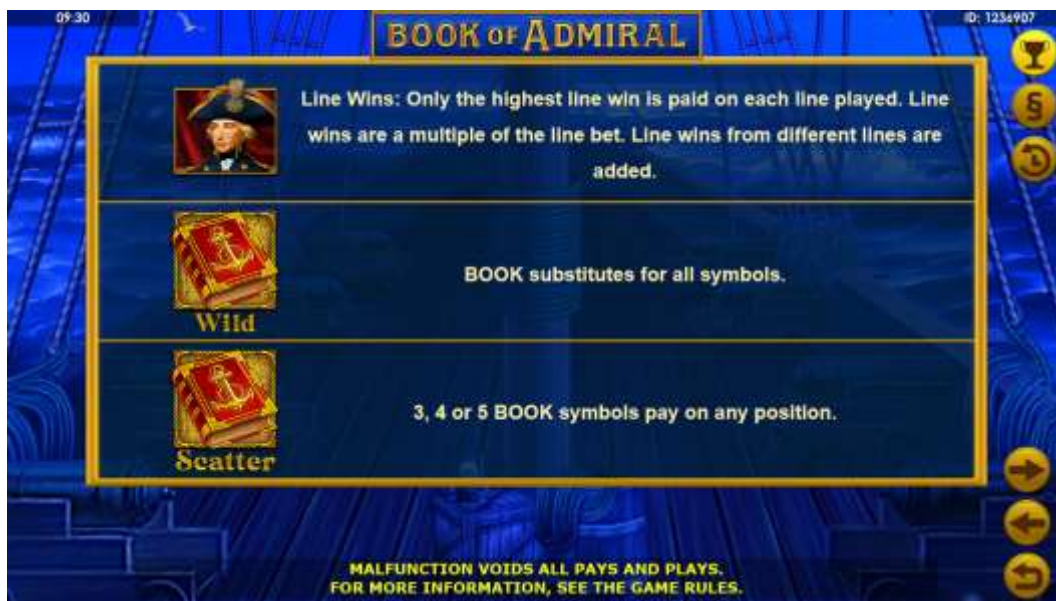
- PREVIOUS PAGE** - To switch to the previous page
- NEXT PAGE** - To switch to the next page
- RETURN TO GAME** - To continue the game



Help Screen 1



Help Screen 2



Help Screen 3

09:30 ID: 1234907

BOOK OF ADMIRAL

3, 4 or 5 BOOK symbols on any position win 10 BONUSPINS accordingly. Everytime a retrigger happens an additional expanding symbol will be randomly selected.

At the beginning of the BONUSPINS the expanding symbol is randomly selected; it could be any except BOOK. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.

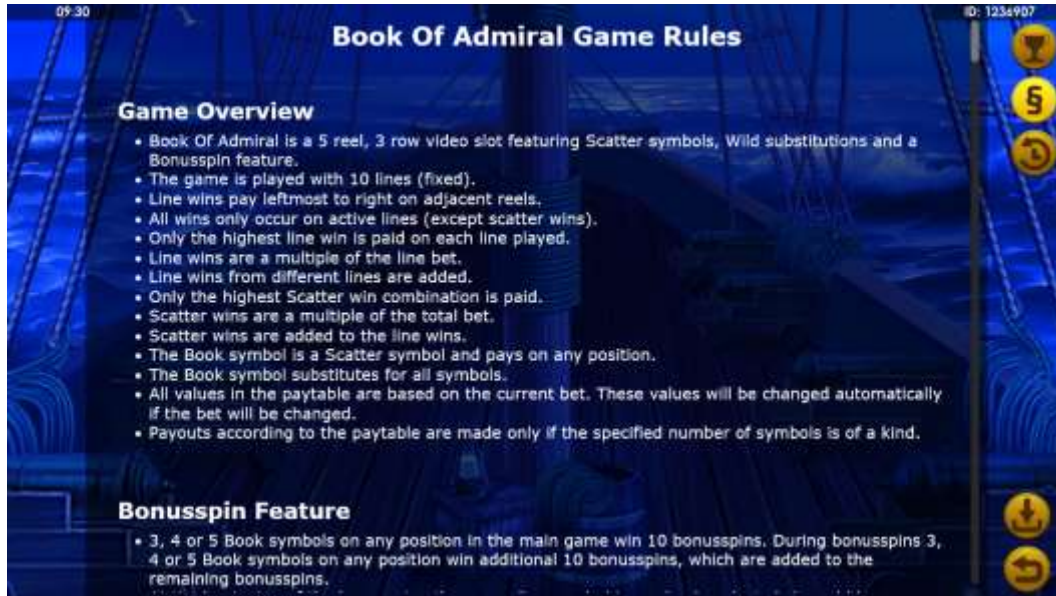
Play the BONUS round until you have no BONUSPINS left. Additional BONUSPINS can be won during the BONUS round and everytime a retrigger happens an additional expanding symbol will be randomly selected. If all expanding symbols are used only the BONUSPINS are counted up.

**MALFUNCTION VOIDS ALL PAYS AND PLAYS.
FOR MORE INFORMATION, SEE THE GAME RULES.**

Help Screen 4

Game Rules

In this section the rules of the game are shown.



Game rules

History

Each played game session is listed here.



History

Bonusspin Feature

3, 4 or 5 Book symbols on any position win 10 Bonusspins accordingly.

At the beginning of the Bonusspins the expanding symbol is randomly selected; it could be any except Book. The selected symbol will pay accordingly to the payable, in all active lines, no matter whether the symbols of the winning combination are consecutive or not.

Play the Bonus until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus round and everytime a retrigger happens an additional expanding symbol will be randomly selected. If all expanding symbols are used only the Bonusspins are counted up.



Bonusspin Feature