






## Double Joker 20



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

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

- |          |                                   |             |
|----------|-----------------------------------|-------------|
| 07:16    | <b>DOUBLE JOKER 20</b>            | ID: 1032239 |
| <b>1</b> |                                   | <b>2</b>    |
| <b>1</b> | - Displays the current time       |             |
| <b>2</b> | - 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

Symbol	5	4	3
Horseshoe	500	100	40
7	3000	200	50
7	10	-	-
Watermelon	500	100	40
Grapes	200	50	20
Bell	2000	400	60
Star	400	-	-
Wild	-	-	-
Multiplier Wild	-	-	-

**PAYTABLE 1/4**

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

Help Screen 1

07:16 **DOUBLE JOKER 20** ID: 1032239

Liniengewinne zahlen von ganz links nach rechts auf benachbarten Walzen.

**WINLINE HELP** 2/4

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

Help Screen 2

07:16 **DOUBLE JOKER 20** ID: 1032239

**SCATTER**

BELL symbol pays on any position.

**SCATTER**

STAR symbol pays on any position and appears only on reel 1, 3, 5.

**SYMBOL HELP** 3/4

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

Help Screen 3

07:16 **DOUBLE JOKER 20** ID: 1032239

  **WILD**

JOKER is WILD and substitutes all symbols except SCATTER. If it occurs on one reel, all symbols on this reel turn WILD. JOKER symbol appears only on reels 2, 3 and 4.

   **WILD MULTIPLIER**

GOLDEN JOKER is WILD, substitutes all symbols except SCATTER and appears only on reel 3. If it occurs on the reel, all symbols on this reel turn WILD first and then a MULTIPLIER is randomly selected. The MULTIPLIER can be x2, x3 or x5. All winning combinations are multiplied by the chosen MULTIPLIER.

**SYMBOL HELP** 4/4

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.

**Double Joker 20 Game Rules**

**Game Overview**

- Double Joker 20 is a 5 reel, 3 row fruit slot featuring Stacked symbols, SCATTER symbols, WILD substitutions and EXPANDING WILD symbols.
- The game is played with 20 lines (fixed).
- Line wins pay leftmost to right on adjacent reels.
- All wins only occur on active lines (except SCATTER wins).
- Only the highest line win is paid on each line played.
- Line wins are a multiple of the line bet.
- Line wins from different lines are added.
- Only the highest SCATTER win combination is paid.
- SCATTER wins are a multiple of the total bet.
- SCATTER wins are added to the line wins.
- The BELL symbol is a SCATTER symbol and pays on any position.
- The STAR symbol is a SCATTER symbol and pays on any position.
- The STAR symbol appears only on reel 1, 3 and 5.
- All values in the paytable are based on the current bet level. These values will be changed automatically if the bet level will be changed.
- Payouts according to the paytable are made only if the specified number of symbols is of a kind.

**Expanding Wild Feature**

- JOKER is WILD and substitutes all symbols except SCATTER. If it occurs on one reel, all symbols on this reel turn WILD. JOKER symbol appears only on reels 2, 3 and 4.

Game rules

## History

Each played game session is listed here.

**HISTORY**  
(LAST 20 GAMES)

GAME ID	STATE	CREDIT	LINES	BET	WIN
1032239	MAIN GAME	1910965	20	20	0

**DOUBLE JOKER 20**

CREDIT: 1910965

LINES: 20

BET: 20

MAX BET

AUTO PLAY

- BET +

History

**Golden Joker**

Golden Joker is Wild, substitutes all symbols except Scatter and appears only on reel 3. If it occurs on the reel, all symbols on this reel turn Wild first and then a Multiplier is randomly selected. The Multiplier can be x2, x3 or x5.

All winning combinations are multiplied by the chosen Multiplier.



Golden Joker