

Lucky Little Devil



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



MUSIC

- Turns music on/off (optional)



FULL SCREEN

- Turns full screen on/off

The following values are displayed onscreen

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

Toolbar

	-	Displays the current time
	-	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.

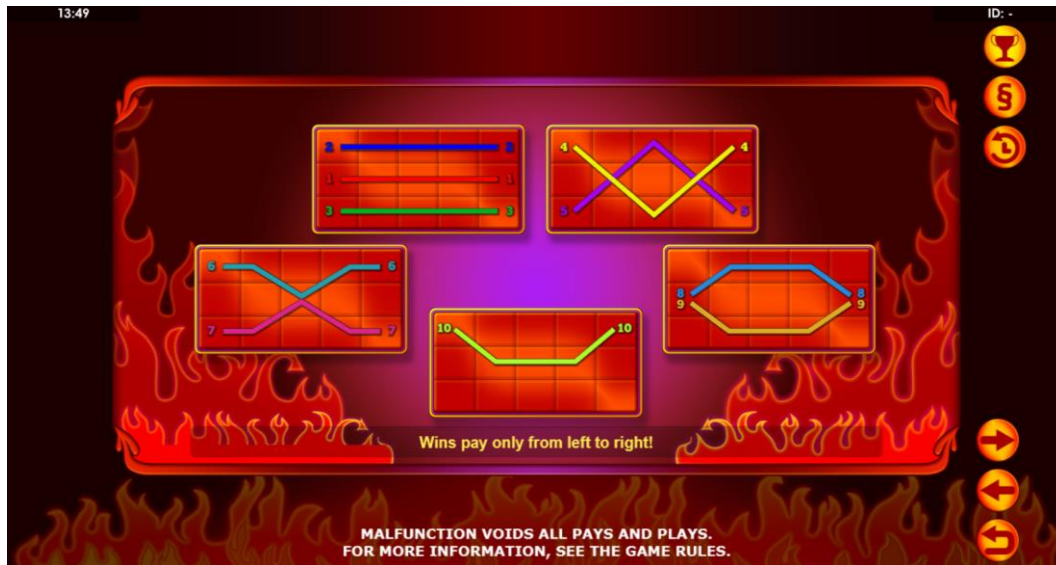
Help - Menu

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

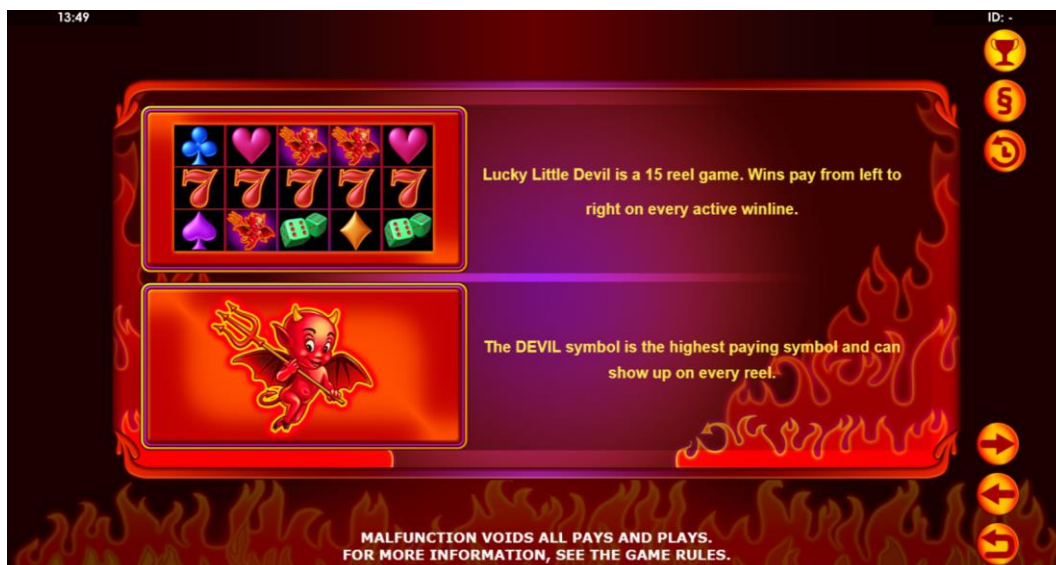
- | | | |
|-----------------------|---|--------------------------------|
| PREVIOUS PAGE | - | To switch to the previous page |
| NEXT PAGE | - | To switch to the next page |
| RETURN TO GAME | - | To continue the game |



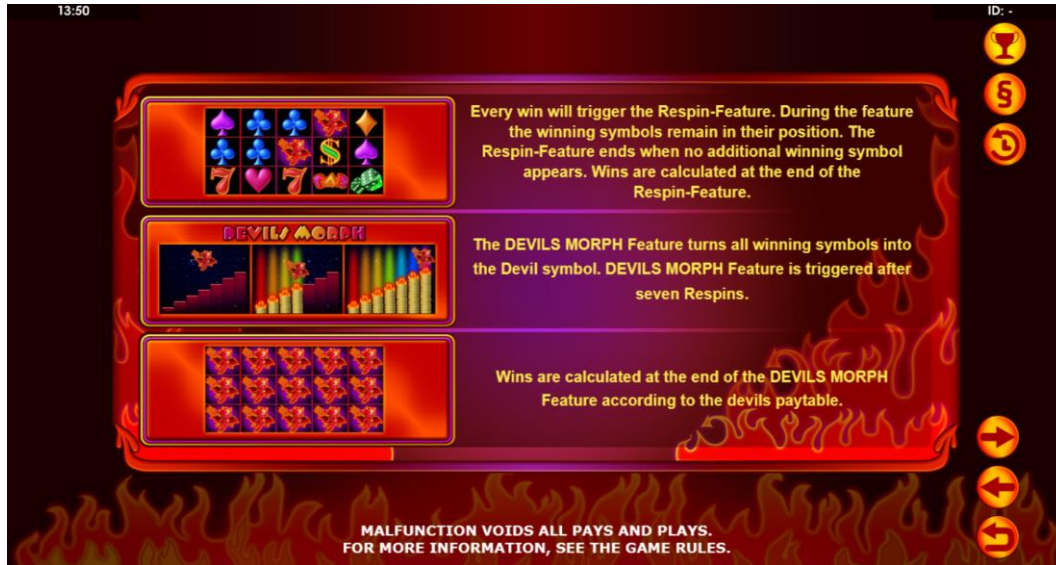
Help Screen 1



Help Screen 2



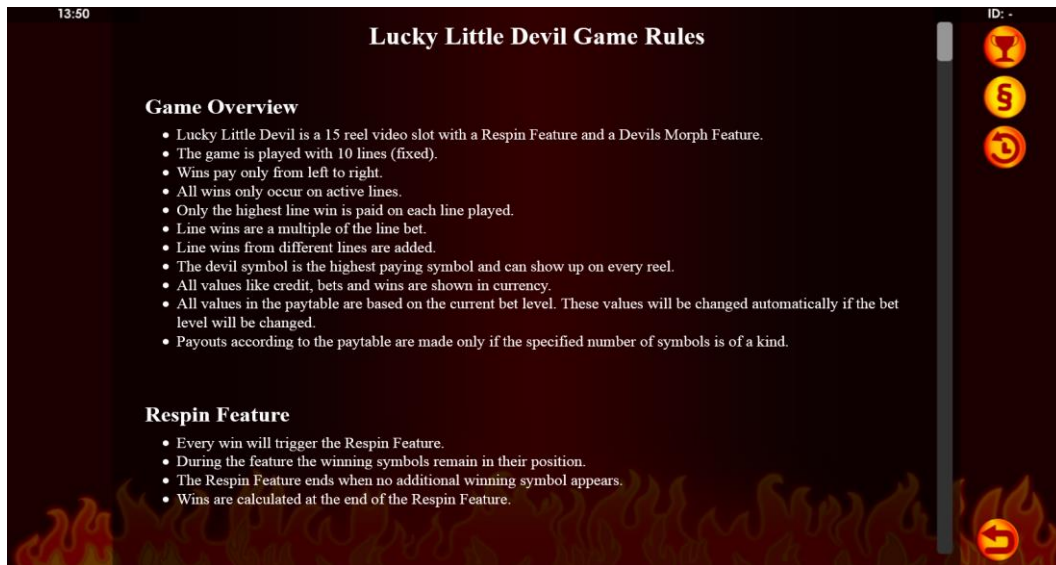
Help Screen 3



Help Screen 4

Game Rules

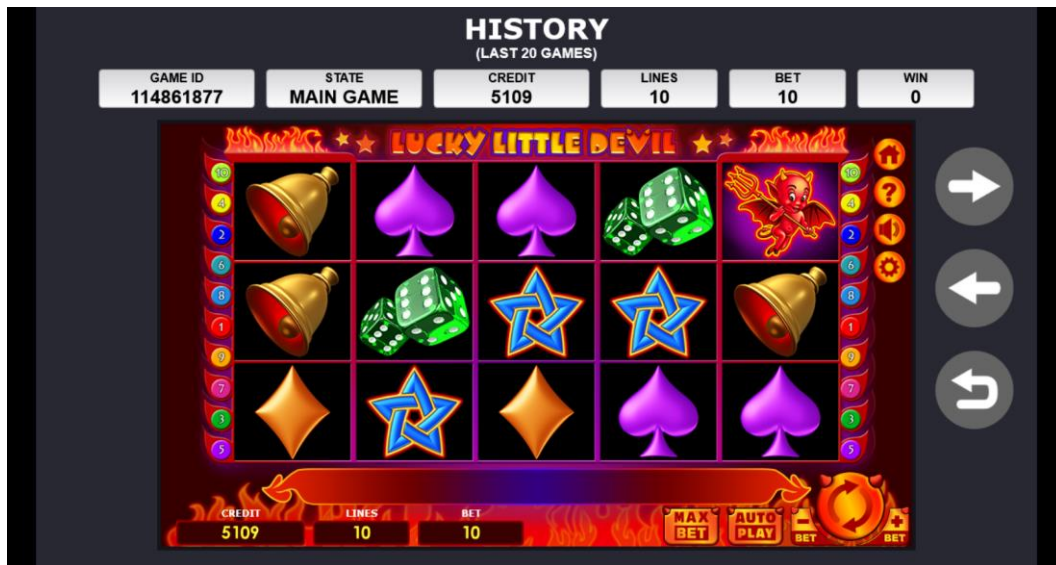
In this section the rules of the game are shown.



Game rules

History

Each played game session is listed here.



History

Morph Feature

The Devils Morph Feature turns all winning symbols into the Devil symbol. Devils Morph Feature is triggered after seven Respins. Wins are calculated at the end of the Devils Morph Feature according to the devils payable.



RESPIN FEATURE

