

Mistress of Monsters



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 |



Symbol	5	4	3
Emerald	200	50	15
Scimitar	100	25	10
King (K)	50	20	5
Wild	1000	250	50
Bonus	25000	250	100
Queen (Q)	125	50	15
Jack (J)	100	25	10
King (K)	25	10	5

BONUS
10, 15, 20
BONUS SPINS

POWERSPINS
5 POWERSPINS can be won anytime randomly in the main game.

The EMERALD symbol turns randomly into one of the shown symbols.

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

Paytable



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

Powerspins

5 Powerspins can be won anytime randomly in the main game.

During Powerspins only the Wild, Heart, Goblet, Emerald and 3 Spins symbols are available. During Powerspins the Emerald symbol will only turn into Wild, Heart or Goblet symbols.

Play the Powerspin until you have no Powerspins left. 3 additional Powerspins can be won during the Powerspin when on the 3rd reel the 3 Spins symbol lands full stacked.



Powerspins