






Mr. Magic



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

2

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

14:30

ID: 1432148

Mr Magic

5. 200
4. 50
3. 15

5. 100
4. 25
3. 10

5. 50
4. 20
3. 5

WILD

10, 15, 20 BONUS SPINS

5. 5000
4. 250
3. 100

5. 125
4. 50
3. 15

5. 100
4. 25
3. 10

5. 25
4. 10
3. 5

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

POWERSPINS

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

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

Bonusspins

3, 4 or 5 Bonus symbols on any position win 10, 15 or 20 Bonusspins accordingly.

During Bonus only the Wild, Rabbit, Cards, Dove, Lady, Bonus and Curtain symbols are available.

Play the Bonus round until you have no Bonusspins left. Additional Bonusspins can be won during the Bonus.



Bonusspins

Powerspins

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

During Powerspins only the Lady, Wild, Rabbit, Curtain and 3 Spins symbols are available. During Powerspins the Curtain symbol will only turn into Lady, Wild or Rabbit 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