

# Admiral Nelson

Reels - 5  
Wins are counted from left to right



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

- AUTOSTART** - Starts a game automatically
- EXIT** - Exits the game
- GAMBLE** - Enables the player to double the win
- BET** - For changing the bet
- START** - Start the game

## The following values are displayed onscreen

- CREDIT** - Display the credit
- BET** - Total bet

## Toolbar



- 1 - Shows the activated options
- 2 - Opens the extended toolbar
- 3 - Displays the current time
- 4 - Shows the ID of the played game



- A - Change the language
- B - Turn the audio off/on
- C - Shows the help
- D - opens the history of the played games



On the right side of the game is bar, which allows you to switch to full screen or to exit the current 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.

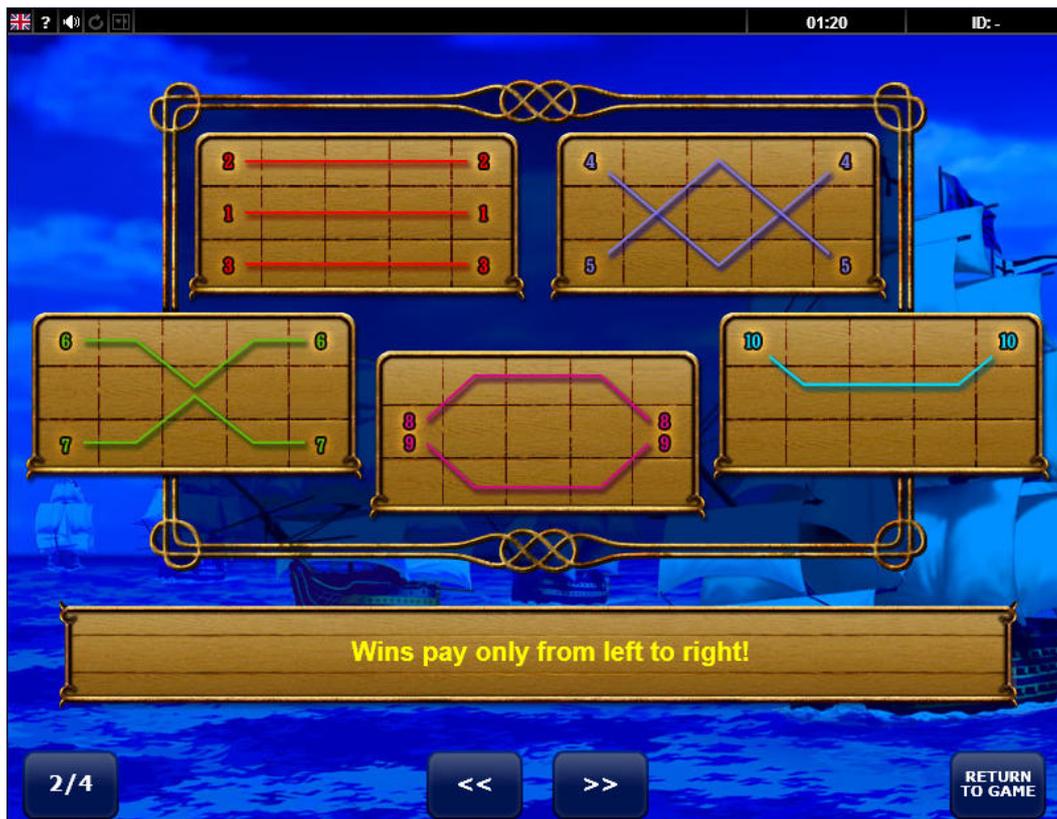
## Help - Menu

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

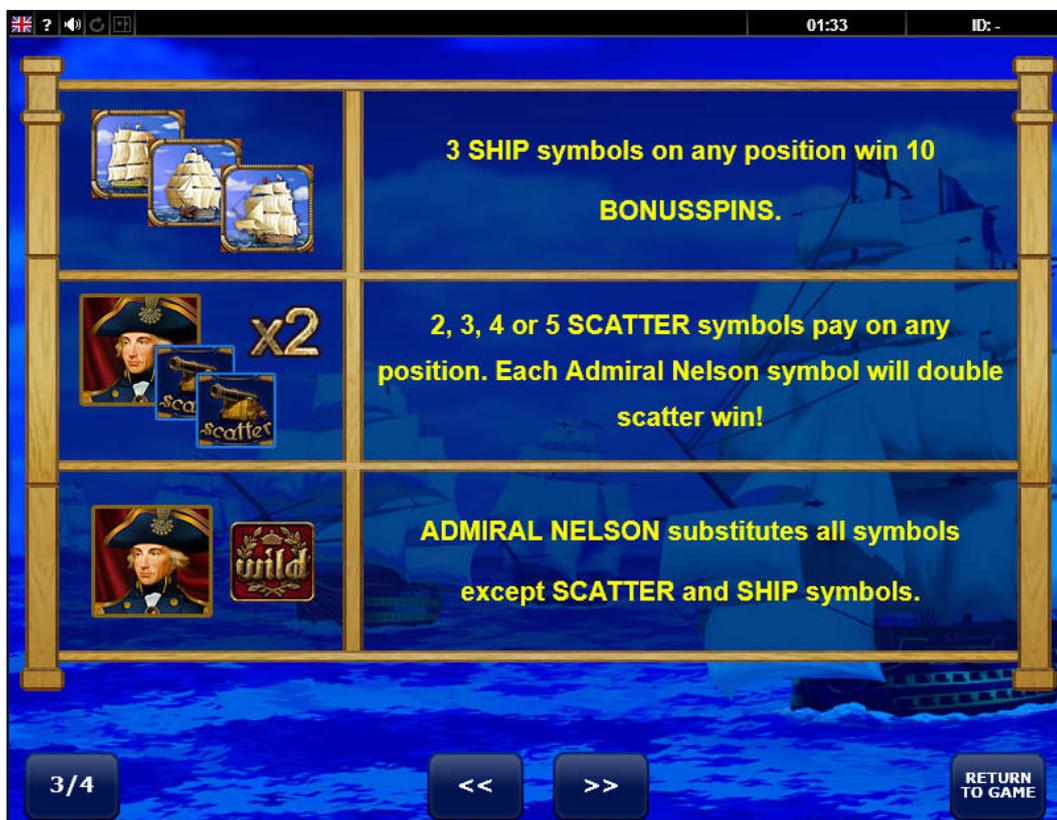
- PAGE INDEX** - Indicates the page
- PREVIOUS PAGE** - To switch to the previous page
- NEXT PAGE** - To switch to the next page
- RETURN TO GAME** - To continue the game



Help Screen 1



Help Screen 2



Help Screen 3

02:02 ID: -

Play the Bonus until you have no **BONUSPINS** left. **BONUSPINS** can be re-triggered during the Bonus.

**SHIP** symbol substitutes all symbols except **SCATTER** and **ADMIRAL** symbols during Bonus.

**ADMIRAL NELSON** substitutes all symbols except **SCATTER** and **SHIP** symbols.

4/4 << >> RETURN TO GAME

Help Screen 4

## Bonusspin Bonus

3 Ship symbols on any position win 10 Bonusspins. 2, 3, 4 or 5 Scatter symbols pay on any position. Each Admiral Nelson symbol will double the scatter win! Admiral Nelson substitutes all symbols except Scatter and Ship symbols



## Gamble

The player has the option to activate the gamble mode before each game. With active gamble mode the player has the chance to multiply his/her win.

If the gamble mode is active, a screen opens when achieving a win, here the player has to guess whether the next card is black or red. At the beginning the total win is placed for bet, but the player has the option to bet only half the stake, resulting in having half of the win added onto the credit account. The bet is here called risk.

The player can also see the displayed card colors of the seven previous gambles.

When the player chooses black or red, he/she has the chance to double the win. The win can also be multiplied by choosing the suit, meaning hearts, diamonds, spades or clubs.

When the player has made a decision, the card is uncovered. If the guess is correct, the player wins. If it was wrong, the stake is lost. The player can multiply the win with further gambles as long as he/she chooses the correct color. The player can quit the gamble at any time by pressing the COLLECT button, the win will then be credited onto his account. If the player loses, the game continues.



Gamble

Due to permanent attempts for improvement of our programs deviations in this manual and the supplied software can occur at anytime.