

Multi Win Triple



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 a 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

With the BET – button the stake is being chosen and with START the game is started.

5 cards are being dealt and the stake is withdrawn from the credit. The best card combination possible is being held automatically by the program, the respective cards are arranged in a lower position and marked through HOLD. With HOLD CANCEL the cards on hold can be released again. Pressing this button once more, the best combination possible will be held again automatically. Any desired card can be held with the appropriate button (Hold 1 to Hold 5).

If cards are on hold, the cards that were not held will be exchanged during the second run, which is started by pressing the START – button once more. This second dealing doesn't charge any credits. After that there is the possibility to hold the cards again. The stake is withdrawn from the credit after pressing the START – button and the cards that were not held will be exchanged.

Help - Menu

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

RETURN TO GAME

- To continue the game



Help Screen 1

Gamble

After achieving a win the risk gamble can be started by pressing START. The backside of a card appears and the player has to guess, depending on the gamble type, whether this card is high or low, red or black. High cards are considered: 8,9,10,J,Q,K. Low cards are considered: A,2,3,4,5,6. If the player guesses the correct card, the win will be doubled.

In addition there is the 7 gamble feature. When achieving a card 7, the first seven on the gamble display is being illuminated. After achieving another card 7 the next higher seven is being illuminated and so on. In case of finishing the gamble through a wrong guess or after pressing COLLECT the win indicated below the according seven will be added to the credit.

The cards 7 and Joker always win. The risk game is terminated, if a card has been guessed wrong or the winning amount has been added to the credit by pressing the COLLECT button. Additionally the option is given to collect half of the win and continue gambling with the rest.



Gamble

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