## LUCKY CONFLUENCE <br> (SUBSINO CASINO GAME - XVGA SERIES)

This new multi-games bring a new dimension of fun to your gaming floor! Break Into Fashion! 5-In-1 Money-proven Games and built in SUBSINO reliable XVGA platform.

Easy to understand, fun to play, interactive and extremely entertaining which describe why our games attract your players.

## HOW TO PLAY

- Insert coin(s) or bill(s).
- Select the game from Screen of Game Selection.


GAME SELECTION
a. GREAT PHARAOH, NIGHT FEVER AND MARINE LIFE GAME


- Press [10 lines] or [20 lines] to choice the lines you would like to play.
- Press [Bet] to bet one credit for each select line. Or, press [Max Bet] for max bet and begin.
- Then press [Start] button to spin the reels. Press [Stop1], [Stop2], [Stop3], [Stop4] or [Stop5] to stop the reel or [Start] button again to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.


DOUBLE-UP (For All Games) information.

## b. FORTUNE FRUIT GAME

- Press [Bet] to bet one credit for 8 lines. Or, press [Max Bet] for max bet and begin.
- Then press [Start] button to begin. Press [Stop1], [Stop2] or [Stop3] to stop the reel or [All Stop] to stop all reels.
- When you have any win combination, you win. Press [Take Score]


FORTUNE FRUIT to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.

- If lost, press [Start] button for next game. Or, press [Hold1] or [Hold2] or [Hold3] (Column Hold mode)/ [Hold] (Symbol Hold mode) to keep good combination and press [Start] again.
- Press [Help] to check the result of last game and relative game information.


## c. REAL DRAW GAME

- Press [Bet] to bet the value or [Max Bet] for max bet.
- Watch "Yellow square move on the cards", and find the site your like to deal, then press [Start] button to deal the cards.
- Press [Hold1], [Hold2], [Hold3], [Hold4] or [Hold5] to keep a good combination.
- Watch again "Yellow square move on the cards", and find the site your like to deal, then press [Start] again to change and deal the rest closed cards.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.

- Press [Help] to check the result of last game and relative game information.


## GAME FEATURES

## a. GREAT PHARAOH

- Wild Symbol: Wild Symbol is wild as joker to replace any symbols.
- Hot Corners: Interactive fever game that starts when four Corners of 15 reels lands same symbol. The reels with this symbol will lock, and start to spin. If same symbol find in active reels, lock it and spin again. End when active reels without same symbol and collect for final winning combination.
- Fortune Wheel: Initiated bonus game when three SPIN FEVER symbols scatter anywhere on reels, start and spin Fortune Wheel.


HOT CORNER


FORTUNE WHEEL

## b. NIGHT FEVER

- Wild Symbol: Wild Symbol is wild as joker to replace any symbols.
- Free Play: When three or more FREE SPIN symbols scattered on any position, it's time for some serious free-spin fun. Each free spin uses same number of lines - and bet per line - as the initiating game.

3 FREE SPIN - Free 7 times, 4 FREE SPIN - Free 12 times, 5 FREE SPIN - Free 20 times


FREE PLAY

## c. MARINE LIFE

- Oyster Symbol: Oyster Symbol is wild as joker to replace any symbols.
- Fortune Wheel: Stare 3 SPIN FEVER symbols land in any position of Reel \#3, \#4 and \#5, and initiate bonus game. Press Start button to trigger the wheel for great reward - Max. 500 times or Free play 10/20 times.



## d. FORTUNE FRUIT

- Clown Symbol: Clown Symbol is wild as joker to replace any symbols.
- Corner Bonus: A winning combination of 4 same symbols on 4 corners of 9 reels triggers the Bonus. The reels with this symbol will lock, and start to spin.
There are two symbols for "this symbol" and "Blank" only in active Reels. If same symbol find in active reels, lock it and spin again. End when active reels without same symbol and collect for final winning combination.
- Joker Fever: The excitement builds when Clown (Joker) symbol lands on central reel. Pop Up the special award (x2, x3 or x5), and your winning pays the amount is "Win value" multiplied by the times.


CORNER BONUS


JOKER FEVER

## e. REAL DRAW

- Joker Symbol: Joker Symbol is wild to replace any symbols.
- Lucky 7: Watch any of " 7 " card deal in five cards and your winning pays amount is double.

