



Carnival Cow™ Coin Combo™ (A48E)

Screen Translation

Carnival Cow Screen Trans [B], South American Spanish

Carnival Cow™ Coin Combo™ (A48E) Screen Translation

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Introduction

Use this document to identify text on the help screens of the *Carnival Cow™ Coin Combo™ (A48E)* game theme. Text is shown in both English and Spanish.

There is a graphic of each help screen with a table depicting the text and showing the English words and the Spanish translation.

Screen 1A: Pays



Figure	English	Español
	PAYS	PAGOS
	DURING EACH PLAY, ONLY THE FOLLOWING SYMBOLS APPEAR:	DURANTE CADA JUGADA, SÓLO LOS SIGUIENTES SÍMBOLOS APARECEN:



ACTIVE BET LEVEL	ACTIVE SYMBOLS
2 GOLD SYMBOLS	<S04_GOLD><S05_GOLD><S01><S02><S03>
3 GOLD SYMBOLS	<S03_GOLD><S04_GOLD><S05_GOLD><S01><S02>
4 GOLD SYMBOLS	<S02_GOLD><S03_GOLD><S04_GOLD><S05_GOLD><S01>
5 GOLD SYMBOLS	<S01_GOLD><S02_GOLD><S03_GOLD><S04_GOLD><S05_GOLD>

NIVEL DE APUESTA ACTIVA	SÍMBOLOS ACTIVOS
2 SÍMBOLOS DE ORO	<S04_GOLD><S05_GOLD><S01><S02><S03>
3 SÍMBOLOS DE ORO	<S03_GOLD><S04_GOLD><S05_GOLD><S01><S02>
4 SÍMBOLOS DE ORO	<S02_GOLD><S03_GOLD><S04_GOLD><S05_GOLD><S01>
5 SÍMBOLOS DE ORO	<S01_GOLD><S02_GOLD><S03_GOLD><S04_GOLD><S05_GOLD>



ADDITIONAL ACTIVE SYMBOLS
 <GOLD COIN><WILD><R01><R02><R03><R04><R05><R06>

SÍMBOLOS ACTIVOS ADICIONALES

<GOLD COIN><WILD><R01><R02><R03><R04><R05><R06>



ONLY APPEARS ON REELS 2, 3, AND 4. EACH BET LEVEL IS PLAYED USING A DIFFERENT SET OF REELS.
IF A BET LEVEL IS NOT SHOWN ON THE BUTTON PANEL, THEN IT IS NOT AVAILABLE.

<WILD> ONLY APPEARS ON REELS 2, 3, AND 4. EACH BET LEVEL IS PLAYED USING A DIFFERENT SET OF REELS. IF A BET LEVEL IS NOT SHOWN ON THE BUTTON PANEL, THEN IT IS NOT AVAILABLE.

<WILD> SÓLO APARECE EN LOS RODILLOS 2, 3 Y 4. CADA NIVEL DE APUESTA SE JUEGA USANDO UN CONJUNTO DE RODILLOS DISTINTO. SI NO SE MUESTRA UN NIVEL DE APUESTA EN EL PANEL DE BOTONES, ENTONCES NO ESTÁ DISPONIBLE.

CONTINUED ON NEXT PAGE...

CONTINUED ON NEXT PAGE...

CONTINÚA EN LA SIGUIENTE PÁGINA...

Screen 2A: Pays

PAYS

IS WILD FOR ALL ACTIVE SYMBOLS
EXCEPT  ,  ,  , AND .

5	50
4	15
3	10

5	10
4	8
3	5

OF A KIND

5	20	250
4	10	60
3	5	20

5	20	200
4	10	50
3	5	15

5	20	150
4	10	25
3	5	12

5	100
4	20
3	10

BEFORE THE BASE GAME REEL SPIN INITIATES, A NUMBER OF POSITIONS ARE REPLACED WITH AN ACTIVE SYMBOL EXCEPT  AND .

THE CHANCE OF AN ACTIVE SYMBOL BEING SELECTED FOR REPLACEMENT CHANGES WITH BET OPTION.

BEFORE PAYS ARE EVALUATED, IF  LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED INTO  ,  , OR .

 ,  , AND  MAY ONLY APPEAR VIA TRANSFORMATION.

IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE DISTRIBUTION OF TRANSFORMED SYMBOLS CHANGES WITH BET LEVEL.

ONLY HIGHEST WINNER PAID PER WINNING COMBINATION. ALL **REEL WAYS™** PAYS ARE MULTIPLIED BY THE BET MULTIPLIER.

REEL WAYS™ PAYS MUST OCCUR ON ADJACENT REELS, BEGINNING WITH THE LEFTMOST REEL. ALL PAYS IN CREDITS.

Figure	English	Español
	PAYS	PAGOS
 IS WILD FOR ALL ACTIVE SYMBOLS EXCEPT  ,  ,  , AND .		
<WILD> IS WILD FOR ALL ACTIVE SYMBOLS EXCEPT <GOLD COIN>, <BLUE COIN>, <RED COIN>, AND <GREEN COIN>.		
<WILD> ES COMODÍN PARA TODOS LOS SÍMBOLOS ACTIVOS, EXCEPTO <GOLD COIN>, <BLUE COIN>, <RED COIN> Y <GREEN COIN>.		

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ANTES DE QUE INICIE EL GIRO DE RODILLOS DEL JUEGO BASE, UN NÚMERO DE POSICIONES SE REEMPLAZAN CON UN SÍMBOLO ACTIVO, EXCEPTO <WILD> Y <GOLD COIN>. LA PROBABILIDAD DE QUE SE SELECCIONE UN SÍMBOLO ACTIVO PARA SER REEMPLAZADO CAMBIA CON LA OPCIÓN DE APUESTA.																																															

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	BEFORE PAYS ARE EVALUATED, IF <GOLD COIN> LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED INTO <BLUE COIN>, <RED COIN>, OR <GREEN COIN>. <BLUE COIN>, <RED COIN>, AND <GREEN COIN> MAY ONLY APPEAR VIA TRANSFORMATION. IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE DISTRIBUTION OF TRANSFORMED SYMBOLS CHANGES WITH BET LEVEL.	
	ANTES DE QUE SE EVALÚEN LOS PAGOS, SI UNA <GOLD COIN> CAE EN LA PANTALLA, ENTONCES SE TRANSFORMARÁ EN UNA <BLUE COIN>, <RED COIN> O <GREEN COIN>. LAS <BLUE COIN>, <RED COIN> Y <GREEN COIN> SÓLO PUEDEN APARECER POR MEDIO DE UNA TRANSFORMACIÓN. SI HAY MÁS DE 1 NIVEL DE APUESTA DISPONIBLE, ENTONCES LA DISTRIBUCIÓN DE LOS SÍMBOLOS TRANSFORMADOS CAMBIA CON EL NIVEL DE APUESTA.	
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	SÓLO LA GANANCIA MÁS ALTA SE PAGA POR CADA COMBINACIÓN GANADORA. TODOS LOS PAGOS DE FORMAS DE RODILLOS SON MULTIPLICADOS POR EL MULTIPLICADOR DE APUESTA. LOS PAGOS DE FORMAS DE RODILLOS DEBEN OCURRIR EN LOS RODILLOS ADYACENTES, COMENZANDO CON EL RODILLO AL EXTREMO IZQUIERDO. TODO PAGO EN CRÉDITO.	

Screen 2B: Pays

PAYS

IS WILD FOR ALL ACTIVE SYMBOLS
EXCEPT  ,  ,  , AND .

5	25
4	10
3	5

5	5
4	3
3	2

OF A KIND

5	8	125
4	5	30
3	2	15

5	8	100
4	5	25
3	2	12

5	8	75
4	5	20
3	2	10

5	50
4	15
3	8

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BEFORE THE BASE GAME REEL SPIN INITIATES, A NUMBER OF POSITIONS ARE REPLACED WITH AN ACTIVE SYMBOL EXCEPT <WILD> AND <GOLD COIN>. THE CHANCE OF AN ACTIVE SYMBOL BEING SELECTED FOR REPLACEMENT CHANGES WITH BET OPTION.																																															
ANTES DE QUE INICIE EL GIRO DE RODILLOS DEL JUEGO BASE, UN NÚMERO DE POSICIONES SE REEMPLAZAN CON UN SÍMBOLO ACTIVO, EXCEPTO <WILD> Y <GOLD COIN>. LA PROBABILIDAD DE QUE SE SELECCIONE UN SÍMBOLO ACTIVO PARA SER REEMPLAZADO CAMBIA CON LA OPCIÓN DE APUESTA.																																															

Figure	English	Español
	BEFORE PAYS ARE EVALUATED, IF  LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED INTO , , OR . , , AND  MAY ONLY APPEAR VIA TRANSFORMATION. IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE DISTRIBUTION OF TRANSFORMED SYMBOLS CHANGES WITH BET LEVEL.	
	BEFORE PAYS ARE EVALUATED, IF <GOLD COIN> LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED INTO <BLUE COIN>, <RED COIN>, OR <GREEN COIN>. <BLUE COIN>, <RED COIN>, AND <GREEN COIN> MAY ONLY APPEAR VIA TRANSFORMATION. IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE DISTRIBUTION OF TRANSFORMED SYMBOLS CHANGES WITH BET LEVEL.	
	ANTES DE QUE SE EVALÚEN LOS PAGOS, SI UNA <GOLD COIN> CAE EN LA PANTALLA, ENTONCES SE TRANSFORMARÁ EN UNA <BLUE COIN>, <RED COIN> O <GREEN COIN>. LAS <BLUE COIN>, <RED COIN> Y <GREEN COIN> SÓLO PUEDEN APARECER POR MEDIO DE UNA TRANSFORMACIÓN. SI HAY MÁS DE 1 NIVEL DE APUESTA DISPONIBLE, ENTONCES LA DISTRIBUCIÓN DE LOS SÍMBOLOS TRANSFORMADOS CAMBIA CON EL NIVEL DE APUESTA.	
	ONLY HIGHEST WINNER PAID PER WINNING COMBINATION. ALL REEL WAYS™ PAYS ARE MULTIPLIED BY THE BET MULTIPLIER. REEL WAYS™ PAYS MUST OCCUR ON ADJACENT REELS, BEGINNING WITH THE LEFTMOST REEL. ALL PAYS IN CREDITS.	
	ONLY HIGHEST WINNER PAID PER WINNING COMBINATION. ALL REEL WAYS PAYS ARE MULTIPLIED BY THE BET MULTIPLIER. REEL WAYS PAYS MUST OCCUR ON ADJACENT REELS, BEGINNING WITH THE LEFTMOST REEL. ALL PAYS IN CREDITS.	
	SÓLO LA GANANCIA MÁS ALTA SE PAGA POR CADA COMBINACIÓN GANADORA. TODOS LOS PAGOS DE FORMAS DE RODILLOS SON MULTIPLICADOS POR EL MULTIPLICADOR DE APUESTA. LOS PAGOS DE FORMAS DE RODILLOS DEBEN OCURRIR EN LOS RODILLOS ADYACENTES, COMENZANDO CON EL RODILLO AL EXTREMO IZQUIERDO. TODO PAGO EN CRÉDITO.	

Screen 3: Coin Combo Feature



Figure	English	Español
	COIN COMBO FEATURE	FACCIÓN DE COMBINACIÓN DE MONEDAS
DURING THE BASE GAME, IF 1 OR MORE APPEAR ON SCREEN, THEN MAY CLOSE. DURING THE BASE GAME, IF 1 OR MORE APPEAR ON SCREEN, THEN MAY CLOSE. DURING THE BASE GAME, IF 1 OR MORE APPEAR ON SCREEN, THEN MAY CLOSE.		
DURING THE BASE GAME, IF 1 OR MORE <RED COIN> APPEAR ON SCREEN, THEN <RED BOWL> MAY CLOSE. DURING THE BASE GAME, IF 1 OR MORE <GREEN COIN> APPEAR ON SCREEN, THEN <GREEN BOWL> MAY CLOSE. DURING THE BASE GAME, IF 1 OR MORE <BLUE COIN> APPEAR ON SCREEN, THEN <BLUE BOWL> MAY CLOSE.		
DURANTE EL JUEGO BASE, SI 1 O MÁS <RED COIN> APARECE(N) EN LA PANTALLA, ENTONCES EL <RED BOWL> PUEDE CERRARSE. DURANTE EL JUEGO BASE, SI 1 O MÁS <GREEN COIN> APARECE(N) EN LA PANTALLA, ENTONCES EL <GREEN BOWL> PUEDE CERRARSE. DURANTE EL JUEGO BASE, SI 1 O MÁS <BLUE COIN> APARECEN EN LA PANTALLA, ENTONCES EL <BLUE BOWL> PUEDE CERRARSE.		

Figure	English	Español																
CLOSED BOWL(S) FEATURE(S) TRIGGERED ULTIMATE FEATURE + JACKPOT FEATURE SUPREME FEATURE + JACKPOT FEATURE ULTRA FEATURE + JACKPOT FEATURE SUPER FEATURE MEGA FEATURE MIGHTY FEATURE JACKPOT FEATURE <table><tr><th>CLOSED BOWL(S)</th><th>FEATURE(S) TRIGGERED</th></tr><tr><td><BLUE BOWL><RED BOWL><GREEN BOWL></td><td>ULTIMATE FEATURE + JACKPOT FEATURE</td></tr><tr><td><RED BOWL><GREEN BOWL></td><td>SUPREME FEATURE + JACKPOT FEATURE</td></tr><tr><td><BLUE BOWL><RED BOWL></td><td>ULTRA FEATURE + JACKPOT FEATURE</td></tr><tr><td><BLUE BOWL><GREEN BOWL></td><td>SUPER FEATURE</td></tr><tr><td><GREEN BOWL></td><td>MEGA FEATURE</td></tr><tr><td><BLUE BOWL></td><td>MIGHTY FEATURE</td></tr><tr><td><RED BOWL></td><td>JACKPOT FEATURE</td></tr></table>			CLOSED BOWL(S)	FEATURE(S) TRIGGERED	<BLUE BOWL><RED BOWL><GREEN BOWL>	ULTIMATE FEATURE + JACKPOT FEATURE	<RED BOWL><GREEN BOWL>	SUPREME FEATURE + JACKPOT FEATURE	<BLUE BOWL><RED BOWL>	ULTRA FEATURE + JACKPOT FEATURE	<BLUE BOWL><GREEN BOWL>	SUPER FEATURE	<GREEN BOWL>	MEGA FEATURE	<BLUE BOWL>	MIGHTY FEATURE	<RED BOWL>	JACKPOT FEATURE
CLOSED BOWL(S)	FEATURE(S) TRIGGERED																	
<BLUE BOWL><RED BOWL><GREEN BOWL>	ULTIMATE FEATURE + JACKPOT FEATURE																	
<RED BOWL><GREEN BOWL>	SUPREME FEATURE + JACKPOT FEATURE																	
<BLUE BOWL><RED BOWL>	ULTRA FEATURE + JACKPOT FEATURE																	
<BLUE BOWL><GREEN BOWL>	SUPER FEATURE																	
<GREEN BOWL>	MEGA FEATURE																	
<BLUE BOWL>	MIGHTY FEATURE																	
<RED BOWL>	JACKPOT FEATURE																	
<table><tr><th>BOL(ES) CERRADO(S)</th><th>FACCIÓN(ES) ACTIVADAS(S)</th></tr><tr><td><BLUE BOWL><RED BOWL><GREEN BOWL></td><td>FACCIÓN MÁXIMA + FACCIÓN DEL JACKPOT</td></tr><tr><td><RED BOWL><GREEN BOWL></td><td>FACCIÓN SUPREMA + FACCIÓN DEL JACKPOT</td></tr><tr><td><BLUE BOWL><RED BOWL></td><td>FACCIÓN ULTRA + FACCIÓN DEL JACKPOT</td></tr><tr><td><BLUE BOWL><GREEN BOWL></td><td>FACCIÓN SÚPER</td></tr><tr><td><GREEN BOWL></td><td>FACCIÓN MEGA</td></tr><tr><td><BLUE BOWL></td><td>FACCIÓN PODEROSA</td></tr><tr><td><RED BOWL></td><td>FACCIÓN DEL JACKPOT</td></tr></table>			BOL(ES) CERRADO(S)	FACCIÓN(ES) ACTIVADAS(S)	<BLUE BOWL><RED BOWL><GREEN BOWL>	FACCIÓN MÁXIMA + FACCIÓN DEL JACKPOT	<RED BOWL><GREEN BOWL>	FACCIÓN SUPREMA + FACCIÓN DEL JACKPOT	<BLUE BOWL><RED BOWL>	FACCIÓN ULTRA + FACCIÓN DEL JACKPOT	<BLUE BOWL><GREEN BOWL>	FACCIÓN SÚPER	<GREEN BOWL>	FACCIÓN MEGA	<BLUE BOWL>	FACCIÓN PODEROSA	<RED BOWL>	FACCIÓN DEL JACKPOT
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<RED BOWL><GREEN BOWL>	FACCIÓN SUPREMA + FACCIÓN DEL JACKPOT																	
<BLUE BOWL><RED BOWL>	FACCIÓN ULTRA + FACCIÓN DEL JACKPOT																	
<BLUE BOWL><GREEN BOWL>	FACCIÓN SÚPER																	
<GREEN BOWL>	FACCIÓN MEGA																	
<BLUE BOWL>	FACCIÓN PODEROSA																	
<RED BOWL>	FACCIÓN DEL JACKPOT																	

IF MIGHTY FEATURE, MEGA FEATURE, SUPER FEATURE, ULTRA FEATURE, SUPREME FEATURE, OR ULTIMATE FEATURE IS TRIGGERED, THEN THE COW FEATURE IS TRIGGERED. THE PROBABILITY OF A BOWL CLOSING CHANGES WITH BET OPTION.

IF MIGHTY FEATURE, MEGA FEATURE, SUPER FEATURE, ULTRA FEATURE, SUPREME FEATURE, OR ULTIMATE FEATURE IS TRIGGERED, THEN THE COW FEATURE IS TRIGGERED. THE PROBABILITY OF A BOWL CLOSING CHANGES WITH BET OPTION.

SI LA FACCIÓN PODEROSA, FACCIÓN MEGA, FACCIÓN SÚPER, FACCIÓN ULTRA, FACCIÓN SUPREMA O FACCIÓN MÁXIMA ES ACTIVADA, ENTONCES LA FACCIÓN DE LA VACA SE ACTIVA. LA PROBABILIDAD DE QUE SE CIERRE UN BOL CAMBIA CON LA OPCIÓN DE APUESTA.

ONLY HIGHEST WINNER PAID PER WINNING COMBINATION. WINNING COMBINATIONS IN THE TABLE ABOVE ARE ORDERED FROM HIGHEST TO LOWEST. THE ACCUMULATION OF COIN OVER TIME IN BOWLS IS FOR PRESENTATION PURPOSES ONLY.

ONLY HIGHEST WINNER PAID PER WINNING COMBINATION. WINNING COMBINATIONS IN THE TABLE ABOVE ARE ORDERED FROM HIGHEST TO LOWEST. THE ACCUMULATION OF COIN OVER TIME IN BOWLS IS FOR PRESENTATION PURPOSES ONLY.

SÓLO LA GANANCIA MÁS ALTA SE PAGA POR CADA COMBINACIÓN GANADORA. LAS COMBINACIONES GANADORAS EN LA TABLA DE ARRIBA SE ORGANIZAN DE LA MÁS ALTA A LA MÁS BAJA. LA ACUMULACIÓN DE MONEDAS EN EL BOL A TRAVÉS DEL TIEMPO ES ÚNICAMENTE PARA FINES DE PRESENTACIÓN.

Screen 4: Cow Feature



Figure	English	Español
	COW FEATURE	FACCIÓN DE LA VACA
IF THE COW FEATURE WAS TRIGGERED FROM THE MIGHTY FEATURE OR THE ULTRA FEATURE, THE GRID WILL BE 3X5 AND 3 SPINS ARE AWARDED. ADDITIONALLY, 6  WILL BE PLACED ON RANDOM POSITIONS AT THE START OF THE FEATURE.		
IF THE COW FEATURE WAS TRIGGERED FROM THE MIGHTY FEATURE OR THE ULTRA FEATURE, THE GRID WILL BE 3X5 AND 3 SPINS ARE AWARDED. ADDITIONALLY, 6 <NORMALCOIN> WILL BE PLACED ON RANDOM POSITIONS AT THE START OF THE FEATURE.		
SI LA FACCIÓN DE LA VACA SE ACTIVÓ DESDE LA FACCIÓN PODEROSA O LA FACCIÓN ULTRA, LA CUADRÍCULA SE CONVIERTE EN 3X5 Y SE PREMIA 3 GIROS. ADICIONALMENTE, 6 <NORMALCOIN> SE PONDRÁN EN POSICIONES ALEATORIAMENTE AL COMIENZO DE LA FACCIÓN.		
IF THE COW FEATURE WAS TRIGGERED FROM THE MEGA FEATURE OR THE SUPREME FEATURE, THE GRID WILL BE 4X5 AND 3 SPINS ARE AWARDED. ADDITIONALLY, 8  WILL BE PLACED ON RANDOM POSITIONS AT THE START OF THE FEATURE.		
IF THE COW FEATURE WAS TRIGGERED FROM THE MEGA FEATURE OR THE SUPREME FEATURE, THE GRID WILL BE 4X5 AND 3 SPINS ARE AWARDED. ADDITIONALLY, 8 <NORMALCOIN> WILL BE PLACED ON RANDOM POSITIONS AT THE START OF THE FEATURE.		

Figure	English	Español
	SI LA FACCIÓN DE LA VACA SE ACTIVÓ DESDE LA FACCIÓN MEGA O LA FACCIÓN SUPREMA, LA CUADRÍCULA SE CONVIERTE EN 4X5 Y SE PREMIA 3 GIROS. ADICIONALMENTE, 8 <NORMALCOIN> SE PONDRÁN EN POSICIONES ALEATORIAMENTE AL COMIENZO DE LA FACCIÓN.	
		
	IF THE COW FEATURE WAS TRIGGERED FROM THE SUPER FEATURE OR THE ULTIMATE FEATURE, THE GRID WILL BE 5X5 AND 3 SPINS ARE AWARDED. ADDITIONALLY, 10 <NORMALCOIN> WILL BE PLACED ON RANDOM POSITIONS AT THE START OF THE FEATURE.	
	SI LA FACCIÓN DE LA VACA SE ACTIVÓ DESDE LA FACCIÓN SÚPER O LA FACCIÓN MÁXIMA, LA CUADRÍCULA SE CONVIERTE EN 5X5 Y SE PREMIA 3 GIROS. ADICIONALMENTE, 10 <NORMALCOIN> SE PONDRÁN EN POSICIONES ALEATORIAMENTE AL COMIENZO DE LA FACCIÓN.	
		
	ALL <GREENCOIN> AND <NORMALCOIN> APPEARING ON SCREEN ARE HELD FOR THE REMAINDER OF THE FEATURE. POSITIONS CONTAINING A HELD POSITION WILL DISPLAY A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET. IF THE COW FEATURE WAS TRIGGERED FROM THE ULTRA FEATURE, SUPREME FEATURE, OR ULTIMATE FEATURE, THEN MINI OR MINOR MAY BE DISPLAYED INSTEAD OF A CREDIT PRIZE.	
	TODAS LAS <GREENCOIN> Y <NORMALCOIN> QUE APARECEN EN LA PANTALLA SE MANTIENEN POR EL RESTO DE LA FACCIÓN. LAS POSICIONES QUE CONTIENEN UNA POSICIÓN MANTENIDA MOSTRARÁN UN PREMIO DE CRÉDITO DE 8X EL MULTIPLICADOR DE APUESTA - 100X LA APUESTA TOTAL. SI LA FACCIÓN DE LA VACA SE ACTIVÓ DESDE LA FACCIÓN ULTRA, LA FACCIÓN SUPREMA O LA FACCIÓN MÁXIMA, ENTONCES EL MINI O EL MENOR SE PUEDEN MOSTRAR EN CAMBIO DE UN PREMIO DE CRÉDITO.	
		
	DURING EACH COW FEATURE SPIN, ANY <GREENCOIN> THAT LANDS ON SCREEN WILL AWARD THE SUM OF THE AWARDS DISPLAYED ON ALL <NORMALCOIN> AND THE NUMBER OF SPINS REMAINING IS RESET TO 3.	
	DURANTE CADA GIRO DE LA FACCIÓN DE LA VACA, CUALQUIER <GREENCOIN> QUE CAE EN LA PANTALLA PREMIARÁ LA SUMA DE LOS PREMIOS MOSTRADOS EN TODAS LAS <NORMALCOIN> Y EL NÚMERO DE LOS GIROS QUE PERMANECEN SE RESTABLECE A 3.	

 ARE EVALUATED WHEN THEY LAND ON SCREEN. IF MULTIPLE  LAND ON SCREEN, THEY ARE EVALUATED ONE AT A TIME. BEFORE A  IS EVALUATED, ALL PREVIOUSLY EVALUATED  WILL TRANSFORM INTO . IF NO  LAND DURING THE FIRST 3 SPINS, 3 EXTRA SPINS ARE AWARDED. AT THE END OF THE FEATURE, IF NO  LANDED DURING THE FEATURE, THEN THE PRIZES DISPLAYED ON  ARE AWARDED. REMAINING SPINS WILL BE PLAYED ONLY IF THERE ARE POSITIONS THAT DO NOT CONTAIN  NOR . IF ALL POSITIONS ARE HELD, THEN THE VALUE DISPLAYED IN THE GRAND JACKPOT METER IS AWARDED.

<GREENCOIN> ARE EVALUATED WHEN THEY LAND ON SCREEN. IF MULTIPLE <GREENCOIN> LAND ON SCREEN, THEY ARE EVALUATED ONE AT A TIME. BEFORE A <GREENCOIN> IS EVALUATED, ALL PREVIOUSLY EVALUATED <GREENCOIN> WILL TRANSFORM INTO <NORMALCOIN>. IF NO <GREENCOIN> LAND DURING THE FIRST 3 SPINS, 3 EXTRA SPINS ARE AWARDED. AT THE END OF THE FEATURE, IF NO <GREENCOIN> LANDED DURING THE FEATURE, THEN THE PRIZES DISPLAYED ON <NORMALCOIN> ARE AWARDED. REMAINING SPINS WILL BE PLAYED ONLY IF THERE ARE POSITIONS THAT DO NOT CONTAIN <NORMALCOIN> NOR <GREENCOIN>. IF ALL POSITIONS ARE HELD, THEN THE VALUE DISPLAYED IN THE GRAND JACKPOT METER IS AWARDED.

LAS <GREENCOIN> SON EVALUADAS CUANDO CAEN EN LA PANTALLA. SI MÚLTIPLES <GREENCOIN> CAEN EN LA PANTALLA, SE EVALÚAN UNA A LA VEZ. ANTES DE QUE SE EVALÚE UNA <GREENCOIN>, TODAS LAS <GREENCOIN> EVALUADAS PREVIAMENTE SE TRANSFORMARÁN EN <NORMALCOIN>. SI NO CAE UNA <GREENCOIN> DURANTE LOS PRIMEROS 3 GIROS, ENTONCES SE PREMIA 3 GIROS ADICIONALES. AL FINAL DE LA FACCIÓN, SI NINGUNA <GREENCOIN> CAE DURANTE LA FACCIÓN, ENTONCES LOS PREMIOS MOSTRADOS EN LA <NORMALCOIN> SERÁN PREMIADOS. LOS GIROS RESTANTES SE JUGARÁN SOLO SI HAY POSICIONES QUE NO CONTIENEN <NORMALCOIN> O <GREENCOIN>. SI SE MANTIENEN TODAS LAS POSICIONES, ENTONCES SE PREMIA EL VALOR QUE SE MUESTRA EN EL MEDIDOR DEL JACKPOT GRANDIOSO.

AN ALTERNATE SET OF REELS IS USED DURING THE COW FEATURE. ALL SYMBOLS APPEARING ON THE REELS EXCEPT FOR  AND  ARE GRAYED OUT AND NOT EVALUATED. THE DISTRIBUTION OF PRIZES CHANGES WITH BET OPTION. CREDIT VALUES APPEARING ON SCREEN ARE AWARDED AS SHOWN.

AN ALTERNATE SET OF REELS IS USED DURING THE COW FEATURE. ALL SYMBOLS APPEARING ON THE REELS EXCEPT FOR <NORMALCOIN> AND <GREENCOIN> ARE GRAYED OUT AND NOT EVALUATED. THE DISTRIBUTION OF PRIZES CHANGES WITH BET OPTION. CREDIT VALUES APPEARING ON SCREEN ARE AWARDED AS SHOWN.

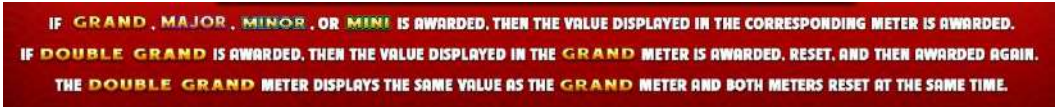
UN CONJUNTO ALTERNATIVO DE RODILLOS SE USA DURANTE LA FACCIÓN DE LA VACA. TODOS LOS SÍMBOLOS QUE APARECEN EN LOS RODILLOS, EXCEPTO LAS <NORMALCOIN> Y <GREENCOIN>, ESTÁN EN COLOR GRIS Y NO SON EVALUADAS. LA DISTRIBUCIÓN DE LOS PREMIOS CAMBIA CON LA OPCIÓN DE APUESTA. LOS VALORES DEL CRÉDITO QUE APARECEN EN LA PANTALLA SE PREMIA COMO SE MUESTRAN.

Screen 5: Jackpot Feature



Figure	English	Español
	JACKPOT FEATURE	FACCIÓN DEL JACKPOT
A PICK FIELD IS DISPLAYED WITH 15 [coin icon]. PICKS REVEAL [Fu Baby icons] OR [Up icon]. THE FOLLOWING SYMBOLS ARE FU BABIES: [Fu Baby icons] AND [Up icon].		
A PICK FIELD IS DISPLAYED WITH 15 <PICK>. PICKS REVEAL <GRAND>, <MAJOR>, <MINOR>, <MINI>, OR <UP>. THE FOLLOWING SYMBOLS ARE FU BABIES: <GRAND>, <MAJOR>, <MINOR>, AND <MINI>.		
UN CAMPO DE SELECCIONES SE MUESTRA CON 15 <PICK>. LAS SELECCIONES REVELAN UN <GRAND>, <MAJOR>, <MINOR>, <MINI> O <UP>. LOS SIGUIENTES SÍMBOLOS SON BEBÉS FU: <GRAND>, <MAJOR>, <MINOR> Y <MINI>.		

Figure	English	Español															
PICKS ARE MADE UNTIL 3 MATCHING FU BABIES ARE REVEALED, AND THE CORRESPONDING UPGRADED OR NON-UPGRADED PRIZE IS AWARDED. IF 3  ARE REVEALED, THEN THE CORRESPONDING PRIZE THAT WILL BE AWARDED FROM 3 MATCHING FU BABIES WILL BE AWARDED FROM THE UPGRADED PRIZE COLUMN. OTHERWISE, THE CORRESPONDING PRIZE THAT WILL BE AWARDED FROM 3 MATCHING FU BABIES WILL BE AWARDED FROM THE NON-UPGRADED PRIZE COLUMN.																	
PICKS ARE MADE UNTIL 3 MATCHING FU BABIES ARE REVEALED, AND THE CORRESPONDING UPGRADED OR NON-UPGRADED PRIZE IS AWARDED. IF 3 <UP> ARE REVEALED, THEN THE CORRESPONDING PRIZE THAT WILL BE AWARDED FROM 3 MATCHING FU BABIES WILL BE AWARDED FROM THE UPGRADED PRIZE COLUMN. OTHERWISE, THE CORRESPONDING PRIZE THAT WILL BE AWARDED FROM 3 MATCHING FU BABIES WILL BE AWARDED FROM THE NON-UPGRADED PRIZE COLUMN.																	
LAS SELECCIONES SE HACEN HASTA QUE SE REVELEN 3 BEBÉS FU IGUALES, Y EL PREMIO CORRESPONDIENTE ACTUALIZADO O NO ACTUALIZADO SE PREMIA. SI 3 <UP> SE REVELAN, ENTONCES EL PREMIO CORRESPONDIENTE QUE SE PREMIARÁ DE LOS 3 BEBÉS FU IGUALES SE PREMIARÁ DE LA COLUMNA DE LOS PREMIOS ACTUALIZADOS. DE LO CONTRARIO, EL PREMIO CORRESPONDIENTE QUE SE PREMIARÁ DE LOS 3 BEBÉS FU IGUALES SE PREMIARÁ DE LA COLUMNA DE LOS PREMIOS NO ACTUALIZADOS.																	
 <table border="1"> <thead> <tr> <th>3 MATCHING FU BABIES</th><th>NON-UPGRADED PRIZE</th><th>UPGRADED PRIZE</th></tr> </thead> <tbody> <tr> <td></td><td>GRAND</td><td>DOUBLE GRAND</td></tr> <tr> <td></td><td>MAJOR</td><td>GRAND</td></tr> <tr> <td></td><td>MINOR</td><td>MAJOR</td></tr> <tr> <td></td><td>MINI</td><td>MINOR</td></tr> </tbody> </table>			3 MATCHING FU BABIES	NON-UPGRADED PRIZE	UPGRADED PRIZE		GRAND	DOUBLE GRAND		MAJOR	GRAND		MINOR	MAJOR		MINI	MINOR
3 MATCHING FU BABIES	NON-UPGRADED PRIZE	UPGRADED PRIZE															
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3 MATCHING FU BABIES	NON-UPGRADED PRIZE	UPGRADED PRIZE															
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<table border="1"> <thead> <tr> <th>3 BEBÉS FU IGUALES</th><th>PREMIO NO ACTUALIZADO</th><th>PREMIO ACTUALIZADO</th></tr> </thead> <tbody> <tr> <td><GRAND></td><td>GRANDIOSO</td><td>GRANDIOSO DOBLE</td></tr> <tr> <td><MAJOR></td><td>MAYOR</td><td>GRANDIOSO</td></tr> <tr> <td><MINOR></td><td>MENOR</td><td>MAYOR</td></tr> <tr> <td><MINI></td><td>MINI</td><td>MENOR</td></tr> </tbody> </table>			3 BEBÉS FU IGUALES	PREMIO NO ACTUALIZADO	PREMIO ACTUALIZADO	<GRAND>	GRANDIOSO	GRANDIOSO DOBLE	<MAJOR>	MAYOR	GRANDIOSO	<MINOR>	MENOR	MAYOR	<MINI>	MINI	MENOR
3 BEBÉS FU IGUALES	PREMIO NO ACTUALIZADO	PREMIO ACTUALIZADO															
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<MAJOR>	MAYOR	GRANDIOSO															
<MINOR>	MENOR	MAYOR															
<MINI>	MINI	MENOR															

Figure	English	Español
		
	IF GRAND, MAJOR, MINOR, OR MINI IS AWARDED, THEN THE VALUE DISPLAYED IN THE CORRESPONDING METER IS AWARDED. IF DOUBLE GRAND IS AWARDED, THEN THE VALUE DISPLAYED IN THE GRAND METER IS AWARDED, RESET, AND THEN AWARDED AGAIN. THE DOUBLE GRAND METER DISPLAYS THE SAME VALUE AS THE GRAND METER AND BOTH METERS RESET AT THE SAME TIME.	
	SI UN PREMIO GRANDIOSO, MAYOR, MENOR O MINI ES PREMIADO, ENTONCES EL VALOR MOSTRADO EN EL MEDIDOR CORRESPONDIENTE SE PREMIA. SI UN PREMIO GRANDIOSO DOBLE ES PREMIADO, ENTONCES EL VALOR MOSTRADO EN EL MEDIDOR DEL GRANDIOSO SE PREMIA, SE RESTABLECE Y SE PREMIA DE NUEVO. EL MEDIDOR DEL GRANDIOSO DOBLE MUESTRA EL MISMO VALOR QUE EL MEDIDOR DEL GRANDIOSO, Y LOS DOS MEDIDORES SE RESTABLECEN A LA MISMA VEZ.	

Screen 6A: Reel Ways™

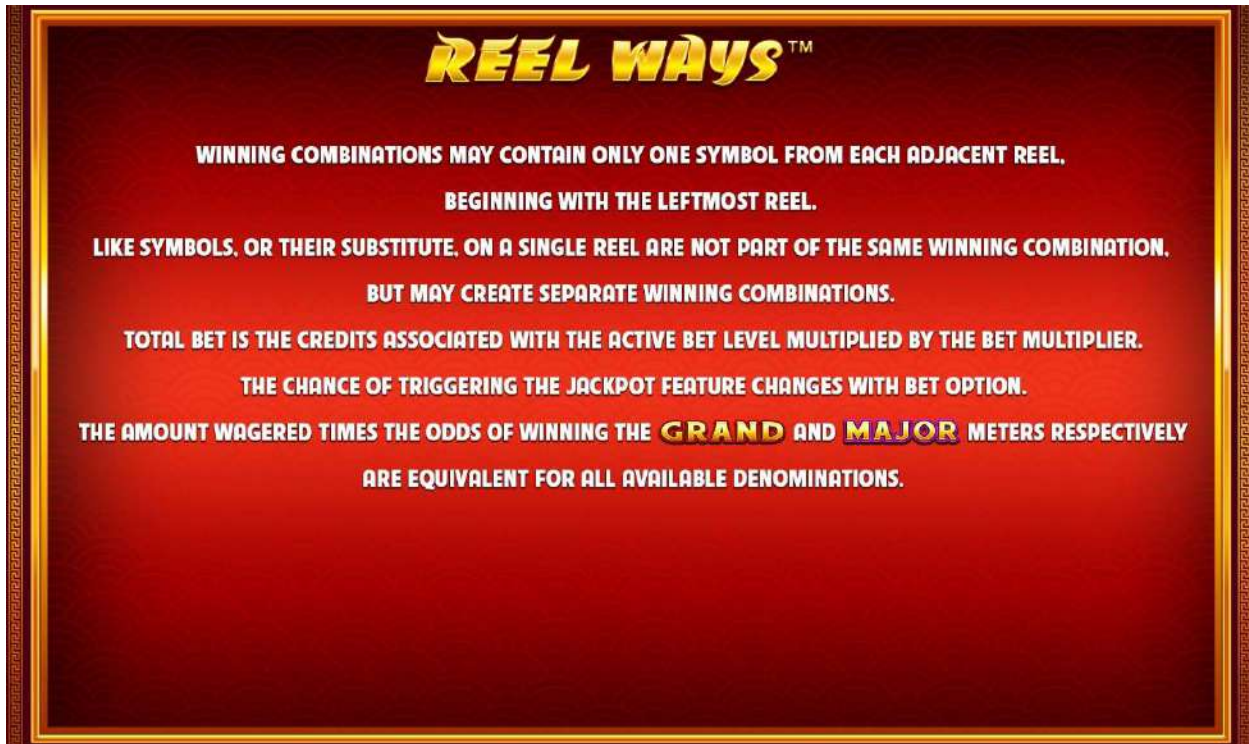


Figure	English	Español
	REEL WAYS™	FORMAS DE RODILLOS
WINNING COMBINATIONS MAY CONTAIN ONLY ONE SYMBOL FROM EACH ADJACENT REEL. BEGINNING WITH THE LEFTMOST REEL.		
WINNING COMBINATIONS MAY CONTAIN ONLY ONE SYMBOL FROM EACH ADJACENT REEL, BEGINNING WITH THE LEFTMOST REEL.		
LAS COMBINACIONES GANADORAS PUEDEN CONTENER SÓLO UN SÍMBOLO DE CADA RODILLO ADYACENTE, COMENZANDO CON EL RODILLO AL EXTREMO IZQUIERDO.		
LIKE SYMBOLS, OR THEIR SUBSTITUTE, ON A SINGLE REEL ARE NOT PART OF THE SAME WINNING COMBINATION. BUT MAY CREATE SEPARATE WINNING COMBINATIONS.		
LIKE SYMBOLS, OR THEIR SUBSTITUTE, ON A SINGLE REEL ARE NOT PART OF THE SAME WINNING COMBINATION, BUT MAY CREATE SEPARATE WINNING COMBINATIONS.		
LOS SÍMBOLOS IGUALES, O SUS SUSTITUTOS, EN UN RODILLO ÚNICO NO FORMAN PARTE DE LA MISMA COMBINACIÓN GANADORA, PERO PUEDEN CREAR COMBINACIONES GANADORAS SEPARADAS.		

Figure	English	Español
	TOTAL BET IS THE CREDITS ASSOCIATED WITH THE ACTIVE BET LEVEL MULTIPLIED BY THE BET MULTIPLIER. THE CHANCE OF TRIGGERING THE JACKPOT FEATURE CHANGES WITH BET OPTION.	
	TOTAL BET IS THE CREDITS ASSOCIATED WITH THE ACTIVE BET LEVEL MULTIPLIED BY THE BET MULTIPLIER. THE CHANCE OF TRIGGERING THE JACKPOT FEATURE CHANGES WITH BET OPTION.	
	LA APUESTA TOTAL ES LOS CRÉDITOS ASOCIADOS CON EL NIVEL DE LA APUESTA ACTIVA MULTIPLICADO POR EL MULTIPLICADOR DE APUESTA. LA PROBABILIDAD DE ACTIVAR LA FACCIÓN DEL JACKPOT CAMBIA CON LA OPCIÓN DE APUESTA.	
	THE AMOUNT WAGERED TIMES THE ODDS OF WINNING THE GRAND AND MAJOR METERS RESPECTIVELY ARE EQUIVALENT FOR ALL AVAILABLE DENOMINATIONS.	
	THE AMOUNT WAGERED TIMES THE ODDS OF WINNING THE GRAND AND MAJOR METERS RESPECTIVELY ARE EQUIVALENT FOR ALL AVAILABLE DENOMINATIONS.	
	LA CANTIDAD APOSTADA MULTIPLICADA POR LA PROBABILIDAD DE GANAR LOS MEDIDORES DEL GRANDIOSO Y EL MAYOR, RESPECTIVAMENTE, SON EQUIVALENTES PARA TODAS LAS DENOMINACIONES DISPONIBLES.	

Screen 6B: Legal Notices



Figure	English	Español
	LEGAL NOTICES	INFORMACIÓN LEGAL
		
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CREATED WITH UNITY. PORTIONS OF THIS PROGRAM © 2005-2021 UNITY TECHNOLOGIES.		

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Screen 7: Gamble Feature



Figure	English	Español
GAMBLE FEATURE	GAMBLE FEATURE	FACCIÓN DE ARRIESGAR
THE GAMBLE FEATURE MAY BE EXERCISED AFTER WINS HAVE BEEN ACCUMULATED.		
THE GAMBLE FEATURE MAY BE EXERCISED AFTER WINS HAVE BEEN ACCUMULATED.		
LA FACCIÓN DE ARRIESGAR PUEDE SER EJERCIDA DESPUÉS QUE LAS GANANCIAS SE HAYAN ACUMULADO.		
SELECT RED OR BLACK. IF THE CHOICE IS CORRECT, THE GAMBLE AMOUNT IS MULTIPLIED BY 2!		
SELECT RED OR BLACK. IF THE CHOICE IS CORRECT, THE GAMBLE AMOUNT IS MULTIPLIED BY 2!		
ELIJA ROJO O NEGRO. SI LA ELECCIÓN ES CORRECTA, ¡LA CANTIDAD ARRIESGADA SE MULTIPLICA POR 2!		

OR. WHEN AVAILABLE. SELECT HEART, DIAMOND, SPADE, OR CLUB. IF THE CHOICE IS CORRECT, THE GAMBLE AMOUNT IS MULTIPLIED BY 4!	OR, WHEN AVAILABLE, SELECT HEART, DIAMOND, SPADE, OR CLUB. IF THE CHOICE IS CORRECT, THE GAMBLE AMOUNT IS MULTIPLIED BY 4!	O, CUANDO ESTÁ DISPONIBLE, ELIJA CORAZÓN, DIAMANTE, ESPADA O BASTO. SI LA ELECCIÓN ES CORRECTA, ¡LA CANTIDAD ARRIESGADA SE MULTIPLICA POR 4!
MAKE SELECTIONS VIA THE BUTTON PANEL OR BY TOUCHING THE ON-SCREEN ICONS. THE GAMBLE FEATURE IS NOT AVAILABLE DURING AUTO PLAY.	MAKE SELECTIONS VIA THE BUTTON PANEL OR BY TOUCHING THE ON-SCREEN ICONS. THE GAMBLE FEATURE IS NOT AVAILABLE DURING AUTO PLAY.	HAGA LAS SELECCIONES MEDIANTE EL PANEL DE BOTONES O TOCANDO LOS ICONOS EN LA PANTALLA. LA FACCIÓN DE ARRIESGAR NO ESTÁ DISPONIBLE DURANTE EL JUEGO AUTOMÁTICO.
THE GAMBLE FEATURE IS NOT AVAILABLE FOR ANY CUMULATIVE WIN THAT INCLUDES A MAJOR JACKPOT OR GRAND JACKPOT.	THE GAMBLE FEATURE IS NOT AVAILABLE FOR ANY CUMULATIVE WIN THAT INCLUDES A MAJOR OR GRAND JACKPOT.	LA FACCIÓN DE ARRIESGAR NO ESTÁ DISPONIBLE PARA NINGUNA GANANCIA ACUMULATIVA QUE INCLUYE UN PREMIO MAYOR O GRANDIOSO.

Screen 8: Wager Saver

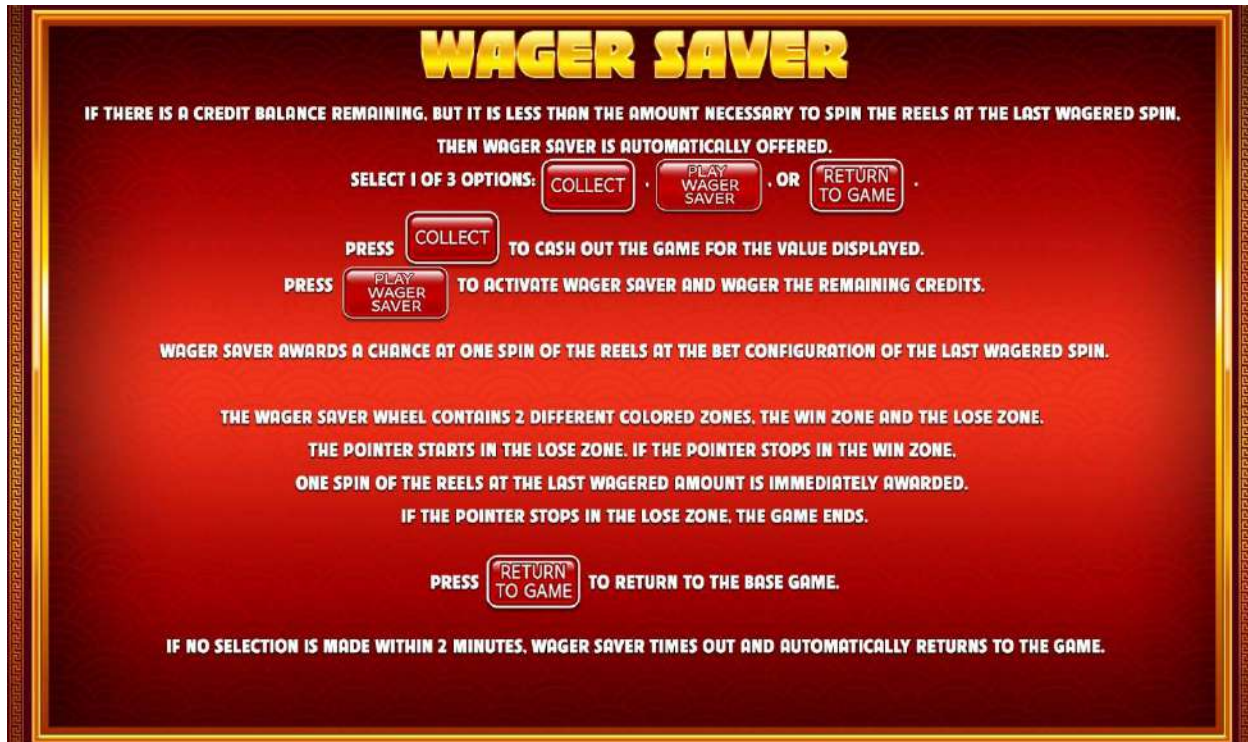


Figure	English	Español
	WAGER SAVER	SALVAR APUESTA
IF THERE IS A CREDIT BALANCE REMAINING, BUT IT IS LESS THAN THE AMOUNT NECESSARY TO SPIN THE REELS AT THE LAST WAGERED SPIN, THEN WAGER SAVER IS AUTOMATICALLY OFFERED.		
IF THERE IS A CREDIT BALANCE REMAINING, BUT IT IS LESS THAN THE AMOUNT NECESSARY TO SPIN THE REELS AT THE LAST WAGERED SPIN, THEN WAGER SAVER IS AUTOMATICALLY OFFERED.		
SI HAY UN BALANCE DE CRÉDITO RESTANTE, PERO ES INFERIOR A LA CANTIDAD NECESARIA PARA GIRAR LOS RODILLOS EN EL ÚLTIMO GIRO APOSTADO, ENTONCES SALVAR APUESTA SE OFRECE AUTOMÁTICAMENTE.		

Figure	English	Español
 SELECT 1 OF 3 OPTIONS: COLLECT · PLAY WAGER SAVER · OR · RETURN TO GAME PRESS COLLECT TO CASH OUT THE GAME FOR THE VALUE DISPLAYED. PRESS PLAY WAGER SAVER TO ACTIVATE WAGER SAVER AND WAGER THE REMAINING CREDITS.	SELECT 1 OF 3 OPTIONS: <COLLECT>, <PLAY WAGER SAVER>, OR <RETURN TO GAME>. PRESS <COLLECT> TO CASH OUT THE GAME FOR THE VALUE DISPLAYED. PRESS <PLAY WAGER SAVER> TO ACTIVATE WAGER SAVER AND WAGER THE REMAINING CREDITS.	SELECCIONE 1 DE LAS 3 OPCIONES: <COBRAR>, <JUGAR SALVAR APUESTA> O <VOLVER AL JUEGO>. PRESIONE <COBRAR> PARA COBRAR EL JUEGO POR EL VALOR MOSTRADO. PRESIONE <JUGAR SALVAR APUESTA> PARA ACTIVAR SALVAR APUESTA Y APOSTAR LOS CRÉDITOS RESTANTES.
WAGER SAVER AWARDS A CHANCE AT ONE SPIN OF THE REELS AT THE BET CONFIGURATION OF THE LAST WAGERED SPIN.		
WAGER SAVER AWARDS A CHANCE AT ONE SPIN OF THE REELS AT THE BET CONFIGURATION OF THE LAST WAGERED SPIN.		
SALVAR APUESTA PREMIA UNA OPORTUNIDAD DE UN GIRO DE LOS RODILLOS EN LA CONFIGURACIÓN DE APUESTA DEL ÚLTIMO GIRO APOSTADO.		
THE WAGER SAVER WHEEL CONTAINS 2 DIFFERENT COLORED ZONES, THE WIN ZONE AND THE LOSE ZONE. THE POINTER STARTS IN THE LOSE ZONE. IF THE POINTER STOPS IN THE WIN ZONE, ONE SPIN OF THE REELS AT THE LAST WAGERED AMOUNT IS IMMEDIATELY AWARDED. IF THE POINTER STOPS IN THE LOSE ZONE, THE GAME ENDS.		
THE WAGER SAVER WHEEL CONTAINS 2 DIFFERENT COLORED ZONES, THE WIN ZONE AND THE LOSE ZONE. THE POINTER STARTS IN THE LOSE ZONE. IF THE POINTER STOPS IN THE WIN ZONE, ONE SPIN OF THE REELS AT THE LAST WAGERED AMOUNT IS IMMEDIATELY AWARDED. IF THE POINTER STOPS IN THE LOSE ZONE, THE GAME ENDS.		
LA RUEDA DE SALVAR APUESTA CONTIENE 2 ZONAS DE COLORES DIFERENTES, LA ZONA DE GANAR Y LA ZONA DE PERDER. EL PUNTERO INICIA EN LA ZONA DE PERDER. SI EL PUNTERO SE DETIENE EN LA ZONA DE GANAR, INMEDIATAMENTE SE PREMIA UN GIRO DE LOS RODILLOS EN LA ÚLTIMA CANTIDAD APOSTADA. SI EL PUNTERO SE DETIENE EN LA ZONA DE PERDER, EL JUEGO FINALIZA.		

Figure	English	Español
	PRESS <RETURN TO GAME> TO RETURN TO THE BASE GAME.	PRESIONE <VOLVER AL JUEGO> PARA VOLVER AL JUEGO BASE.
		
IF NO SELECTION IS MADE WITHIN 2 MINUTES, WAGER SAVER TIMES OUT AND AUTOMATICALLY RETURNS TO THE GAME.		
SI NO SE REALIZA NINGUNA SELECCIÓN DURANTE LOS PRÓXIMOS 2 MINUTOS, SE AGOTARÁ EL TIEMPO DE ESPERA DE SALVAR APUESTA Y SE REGRESA AUTOMÁTICAMENTE AL JUEGO.		

Screen 9: Chile

Figure	English	Español
—	All wins displayed in credits except progressives.	Todo lo ganado se muestra en créditos, excepto los progresivos.

Graphic Character Key

Graphic Character Key			
—			
	WILD	UP	S01_GOLD
			
S02_GOLD	S02	S03_GOLD	S03
			
S04_GOLD	S04	S05_GOLD	S01
			
R01	R02	R03	R04

Graphic Character Key			
			
R05	R06	GOLD COIN	BLUE COIN
			
GREEN COIN	RED COIN	GREEN_BABY	BLUE_BABY
			
PURPLE_BABY	YELLOW_BABY	PICK	BLUE BOWL
			
RED BOWL	GREEN BOWL	NORMAL COIN	GREEN COIN