



Marvellous Mouse™ Coin Combo™ (A4CD) Screen Translation

Marvellous Mouse Screen Trans [A], South American Spanish

Marvellous Mouse™ Coin Combo™ (A4CD) Screen Translation

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Introduction

Use this document to identify text on the help screens of the *Marvellous Mouse™ Coin Combo™ (A4CD)* 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.

Figure	English	Español
	<THEME LOGO>	<LOGO DEL TEMA>

Screen 1A: Pays

- Mass Floor Set 1 (Config A), High Limit Set 1 (Config C)



Figure	English	Español
	PAYS	PAGOS
		
During each play, only the following symbols appear:		
Durante cada jugada, sólo los siguientes símbolos aparecen:		

Figure	English	Español												
														
<table><tr><th>Active Bet Level</th><th>Active Symbols</th></tr><tr><td>1 Gold Symbol</td><td><S05_GOLD><S04><S03><S02><S01></td></tr><tr><td>2 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03><S02><S01></td></tr><tr><td>3 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02><S01></td></tr><tr><td>4 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01></td></tr><tr><td>5 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD></td></tr></table>			Active Bet Level	Active Symbols	1 Gold Symbol	<S05_GOLD><S04><S03><S02><S01>	2 Gold Symbols	<S05_GOLD><S04_GOLD><S03><S02><S01>	3 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02><S01>	4 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01>	5 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD>
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<table><tr><th>Nivel de apuesta activa</th><th>Símbolos activos</th></tr><tr><td>1 símbolo de oro</td><td><S05_GOLD><S04><S03><S02><S01></td></tr><tr><td>2 símbolos de oro</td><td><S05_GOLD><S04_GOLD><S03><S02><S01></td></tr><tr><td>3 símbolos de oro</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02><S01></td></tr><tr><td>4 símbolos de oro</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01></td></tr><tr><td>5 símbolos de oro</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD></td></tr></table>			Nivel de apuesta activa	Símbolos activos	1 símbolo de oro	<S05_GOLD><S04><S03><S02><S01>	2 símbolos de oro	<S05_GOLD><S04_GOLD><S03><S02><S01>	3 símbolos de oro	<S05_GOLD><S04_GOLD><S03_GOLD><S02><S01>	4 símbolos de oro	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01>	5 símbolos de oro	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD>
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Figure	English	Español
		
ADDITIONAL ACTIVE SYMBOLS <Gold Coin><Wild><R01><R02><R03><R04><R05><R06>		
SÍMBOLOS ACTIVOS ADICIONALES <Gold Coin><Wild><R01><R02><R03><R04><R05><R06>		
		
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.		
Cada nivel de apuesta se juega con un conjunto distinto de rodillos. Si no se muestra un nivel de apuesta en el panel de botones, entonces no está disponible.		
		
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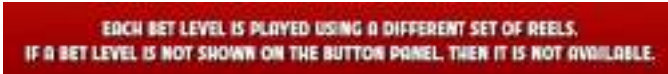
Screen 1B: Pays

- Mass Floor Set 2 (Config B), High Limit Set 2 (Config D)



Figure	English	Español
	PAYS	PAGOS
	During each play, only the following symbols appear:	Durante cada jugada, sólo los siguientes símbolos aparecen:

Figure	English	Español										
ACTIVE BET LEVEL ACTIVE SYMBOLS 2 GOLD SYMBOLS 3 GOLD SYMBOLS 4 GOLD SYMBOLS 5 GOLD SYMBOLS												
<table><tr><th>Active Bet Level</th><th>Active Symbols</th></tr><tr><td>2 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03><S02><S01></td></tr><tr><td>3 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02><S01></td></tr><tr><td>4 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01></td></tr><tr><td>5 Gold Symbols</td><td><S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD></td></tr></table>			Active Bet Level	Active Symbols	2 Gold Symbols	<S05_GOLD><S04_GOLD><S03><S02><S01>	3 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02><S01>	4 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01>	5 Gold Symbols	<S05_GOLD><S04_GOLD><S03_GOLD><S02_GOLD><S01_GOLD>
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	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.	
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	Continued on next page...	
	Continúa en la siguiente página...	

Screen 2A: Pays

- Mass Floor Set 1 (Config A), High Limit Set 1 (Config C)



Figure	English	Español
	PAYS	PAGOS
<WILD> appears on reels 2, 3, and 4 and is WILD for all active symbols appearing in the base game except <Gold Coin>, <Blue Coin>, <Red Coin>, and <Green Coin>.		
<WILD> aparece en los rodillos 2, 3 y 4 y es COMODÍN para todos símbolos activos que aparecen en el juego base, excepto <Gold Coin>, <Blue Coin>, <Red Coin> y <Green Coin>.		

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BEFORE THE BASE GAME REEL SPIN INITIATES, A NUMBER OF POSITIONS ARE REPLACED WITH AN ACTIVE SYMBOL EXCEPT  AND . IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE CHANCE OF AN ACTIVE SYMBOL BEING SELECTED FOR REPLACEMENT CHANGES WITH BET LEVEL.																																																			
Before the base game reel spin initiates, a number of positions are replaced with an active symbol except <WILD> and <Gold Coin>. If there is more than 1 Bet Level available, then the chance of an active symbol being selected for replacement changes with Bet Level.																																																			
Antes de que se inicie el giro de rodillos del juego base, un número de posiciones se reemplazan con un símbolo activo, excepto <WILD> y <Gold Coin>. Si hay más de 1 nivel de apuesta disponible, entonces la probabilidad de que se seleccione un símbolo activo para ser reemplazado cambia con el nivel de apuesta.																																																			

Figure	English	Español
		
	Before pays are evaluated, if <Gold Coin> lands on the screen, then it will be transformed to <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 un <Gold Coin> cae en la pantalla, entonces se transformará en un <Blue Coin>, <Red Coin> o <Green Coin>. Los <Blue Coin>, <Red Coin> y <Green Coin> sólo pueden aparecer por 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.	
	Sólo la ganancia más alta se paga por combinación ganadora. Todos los pagos de Formas de Rodillos se multiplican 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 créditos.	

Screen 2B: Pays

- Mass Floor Set 2 (Config B)_1c_2c_5c_10c, High Limit Set 2 (Config D)_10c_25c_50c



Figure	English	Español
	PAYS	PAGOS
APPEARS ON REELS 2, 3, AND 4 AND IS WILD FOR ALL ACTIVE SYMBOLS APPEARING IN THE BASE GAME EXCEPT , , , AND .		
<WILD> appears on reels 2, 3, and 4 and is WILD for all active symbols appearing in the base game except <Gold Coin>, <Blue Coin>, <Red Coin>, and <Green Coin>.		
<WILD> aparece en los rodillos 2, 3 y 4 y es COMODÍN para todos símbolos activos que aparecen en el juego base, excepto <Gold Coin>, <Blue Coin>, <Red Coin> y <Green Coin>.		

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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>. If there is more than 1 Bet Level available, then the chance of an active symbol being selected for replacement changes with Bet Level.																																															
Antes de que se inicie el giro de rodillos del juego base, un número de posiciones se reemplazan con un símbolo activo, excepto <WILD> y <Gold Coin>. Si hay más de 1 nivel de apuesta disponible, entonces la probabilidad de que se seleccione un símbolo activo para ser reemplazado cambia con el nivel de apuesta.																																															

Figure	English	Español
	 BEFORE PAYS ARE EVALUATED, IF <Gold Coin> LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED TO <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.	
	Before pays are evaluated, if <Gold Coin> lands on the screen, then it will be transformed to <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 un <Gold Coin> cae en la pantalla, entonces se transformará en un <Blue Coin>, <Red Coin> o <Green Coin>. Los <Blue Coin>, <Red Coin> y <Green Coin> sólo pueden aparecer por 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 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 créditos.	

Screen 2C: Pays

- High limit set 2 (Config D)_\$1_\$2, Mass Floor Set 2 (Config B)_\$1_2\$

PAYS		
	APPEARS ON REELS 2, 3, AND 4 AND IS WILD FOR ALL ACTIVE SYMBOLS APPEARING IN THE BASE GAME EXCEPT    AND  .	
		
5 8 125	5 8 100	5 8 75
4 5 30	4 5 25	4 5 20
3 2 15	3 2 12	3 2 10
		
5 50	5 15	5 8
4 15	4 8	4 5
3 8	3 5	3 2
BEFORE THE BASE GAME REEL SPIN INITIATES, A NUMBER OF POSITIONS ARE REPLACED WITH AN ACTIVE SYMBOL EXCEPT  AND . IF THERE IS MORE THAN 1 BET LEVEL AVAILABLE, THEN THE CHANCE OF AN ACTIVE SYMBOL BEING SELECTED FOR REPLACEMENT CHANGES WITH BET LEVEL. BEFORE PAYS ARE EVALUATED, IF  LANDS ON THE SCREEN, THEN IT WILL BE TRANSFORMED TO , , 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 FREE SPINS™ PAYS ARE MULTIPLIED BY THE BET MULTIPLIER. FREE SPINS™ PAYS MUST OCCUR ON ADJACENT REELS, BEGINNING WITH THE LEFTMOST REEL. ALL PAYS IN CREDITS.		

Figure	English	Español
	PAYS	PAGOS
	APPEARS ON REELS 2, 3, AND 4 AND IS WILD FOR ALL ACTIVE SYMBOLS APPEARING IN THE BASE GAME EXCEPT    AND  .	
<WILD> appears on reels 2, 3, and 4 and is WILD for all active symbols appearing in the base game except <Gold Coin>, <Blue Coin>, <Red Coin>, and <Green Coin>.		
<WILD> aparece en los rodillos 2, 3 y 4 y es COMODÍN para todos símbolos activos que aparecen en el juego base, excepto <Gold Coin>, <Blue Coin>, <Red Coin> y <Green Coin>.		

Figure	English	Español

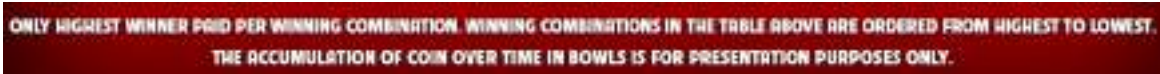
Figure	English	Español
		
	Before pays are evaluated, if <Gold Coin> lands on the screen, then it will be transformed to <Blue Coin>, <Red Coin>, or <Green Coin>. <Blue Coin>, <Red Coin>, and <Green Coin> may only appear via transformation. If there is more than 1 Bet Level available, then the distribution of transformed symbols changes with Bet Level.	
	Antes de que se evalúen los pagos, si un <Gold Coin> cae en la pantalla, entonces se transformará en un <Blue Coin>, <Red Coin> o <Green Coin>. Los <Blue Coin>, <Red Coin> y <Green Coin> sólo pueden aparecer por 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.	
	Sólo la ganancia más alta se paga por 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 créditos.	

Screen 3: Coin Combo Feature



Figure	English	Español
	COIN COMBO FEATURE	FACCIÓN DE COMBINACIÓN DE MONEDAS
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 <Blue Coin> appear on screen, then <Blue Bowl> may close. During the base game, if 1 or more <Green Coin> appear on screen, then <Green Bowl> may close.		
Durante el juego base, si 1 <Red Coin> o más aparecen en la pantalla, entonces el <Red Bowl> puede cerrar. Durante el juego base, si 1 <Blue Coin> o más aparecen en la pantalla, entonces el <Blue Bowl> puede cerrar. Durante el juego base, si 1 <Green Coin> o más aparecen en la pantalla, entonces el <Green Bowl> puede cerrar.		

Figure	English	Español																
																		
<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
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<table><tr><th>Bol(es) cerrado(s)</th><th>Facción(es) iniciada(s)</th></tr><tr><td><Blue Bowl><Red Bowl><Green Bowl></td><td>Facción Última + 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) iniciada(s)	<Blue Bowl><Red Bowl><Green Bowl>	Facción Última + 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
Bol(es) cerrado(s)	Facción(es) iniciada(s)																	
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<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 6 FREE GAMES ARE AWARDED. 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 6 free games are awarded. The probability of a bowl closing changes with bet option.																		
Si la Facción Poderosa, Facción Mega, Facción Súper, Facción Ultra, Facción Suprema o Facción Última se inicia, entonces se otorgan 6 juegos gratis. La probabilidad del cierre del bol cambia con la opción de apuesta.																		

Figure	English	Español
		
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 combinación ganadora. Las combinaciones ganadoras en la tabla arriba se organizan desde lo más alto a lo más bajo. La acumulación de monedas en el bol a través del tiempo es sólo para fines de presentación.		

Screen 4A: Free Games

- Mass Floor Set 1 (Config A), High Limit Set 1 (Config C)



Figure	English	Español
	FREE GAMES	JUEGOS GRATIS
IF FREE GAMES WERE AWARDED VIA MIGHTY FEATURE, MEGA FEATURE, OR SUPER FEATURE, THEN ALL FREE GAMES ARE PLAYED ON 4X5 GRID, 5X5 GRID, OR 6X5 GRID RESPECTIVELY. IF LANDS ON THE SCREEN, THEN IT WILL AWARD 1-2 FREE GAMES OR A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET.		
If free games were awarded via Mighty Feature, Mega Feature, or Super Feature, then all free games are played on 4x5 grid, 5x5 grid, or 6x5 grid respectively. If <Red Coin> lands on the screen, then it will award 1-2 free games or a credit prize of 8x bet multiplier - 100x total bet.		
Si los juegos gratis fueron otorgados por la Facción Poderosa, Facción Mega o Facción Súper, entonces todos los juegos gratis son ejecutados en la cuadrícula 4x5, cuadrícula 5x5 o cuadrícula 6x5, respectivamente. Si un <Red Coin> cae en la pantalla, entonces otorgará 1 - 2 juegos gratis o un premio de crédito de 8x el multiplicador de apuesta - 100x la apuesta total.		

Figure	English	Español															
IF FREE GAMES WERE AWARDED VIA ULTRA FEATURE, SUPREME FEATURE, OR ULTIMATE FEATURE, THEN ALL FREE GAMES ARE PLAYED ON 4X5 GRID, 5X5 GRID, OR 6X5 GRID RESPECTIVELY. IF  LANDS ON THE SCREEN, THEN IT WILL AWARD 1-2 FREE GAMES, MINI, MINOR, OR A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET.																	
If free games were awarded via Ultra Feature, Supreme Feature, or Ultimate Feature, then all free games are played on 4x5 grid, 5x5 grid, or 6x5 grid respectively. If <Red Coin> lands on the screen, then it will award 1-2 free games, MINI, MINOR, or a credit prize of 8x bet multiplier - 100x total bet.																	
Si los juegos gratis fueron otorgados por la Facción Ultra, Facción Suprema o Facción Última, entonces todos los juegos gratis son ejecutados en la cuadrícula 4x5, cuadrícula 5x5 o cuadrícula 6x5, respectivamente. Si un <Red Coin> cae en la pantalla, entonces otorgará 1 - 2 juegos gratis, un premio MINI, un premio MENOR o un premio de crédito de 8x el multiplicador de apuesta - 100x la apuesta total.																	
ADDITIONALLY, IF 1 OR MORE  LANDS ON THE SCREEN, THEN THE JACKPOT FEATURE MAY ALSO BE AWARDED. THE DISTRIBUTION OF PRIZES IN THE FREE GAMES CHANGES WITH BET OPTION. CREDIT PRIZES ARE AWARDED AS SHOWN.																	
Additionally, if 1 or more <Red Coin> lands on the screen, then the Jackpot Feature may also be awarded. The distribution of prizes in the Free Games changes with bet option. Credit prizes are awarded as shown.																	
Además, si 1 <Red Coin> o más caen en la pantalla, entonces la Facción del Jackpot también puede ser otorgada. La distribución de premios en los Juegos gratis cambia con la opción de apuesta. Los premios de crédito se otorgan como se muestran.																	
PAYS	PAYS	PAGOS															
 APPEARS ON REEL 2, 3, AND 4 AND IS WILD FOR ALL ACTIVE SYMBOLS APPEARING IN THE FREE GAMES EXCEPT 	<WILD> appears on reels 2, 3, and 4 and is WILD for all active symbols appearing in the Free Games except <Red Coin>.	<WILD> aparece en los rodillos 2, 3 y 4 y es COMODÍN para todos símbolos activos que aparecen en los Juegos gratis, excepto <Red Coin>.															
																	
<table><tr><td><S05_GOLD></td><td>4</td><td>6</td></tr><tr><td></td><td>3</td><td>4</td></tr></table>	<S05_GOLD>	4	6		3	4	<table><tr><td><R01 R02 R03 R04 R05 R06></td><td>5</td><td>5</td></tr><tr><td>Of a Kind</td><td>4</td><td>3</td></tr><tr><td></td><td>3</td><td>2</td></tr></table>	<R01 R02 R03 R04 R05 R06>	5	5	Of a Kind	4	3		3	2	
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Figure	English	Español
		
	<Gold Coin>, <Blue Coin>, and <Green Coin> do not appear. An alternate set of reels is used during the Free Games.	
	Los <Gold Coin>, <Blue Coin> y <Green Coin> no aparecen. Se usa un conjunto alternativo de rodillos durante los Juegos gratis.	

Screen 4B: Free Games

- Mass Floor Set 2 (Config B)_1c_2c_5c_10c, High Limit Set 2 (Config D)_10c_25c_50c



Figure	English	Español
FREE GAMES	FREE GAMES	JUEGOS GRATIS
IF FREE GAMES WERE AWARDED VIA MIGHTY FEATURE, MEGA FEATURE, OR SUPER FEATURE, THEN ALL FREE GAMES ARE PLAYED ON 4X5 GRID, 5X5 GRID, OR 6X5 GRID RESPECTIVELY. IF 1 RED COIN LANDS ON THE SCREEN, THEN IT WILL AWARD 1-2 FREE GAMES OR A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET.		
If free games were awarded via Mighty Feature, Mega Feature, or Super Feature, then all free games are played on 4x5 grid, 5x5 grid, or 6x5 grid respectively. If <Red Coin> lands on the screen, then it will award 1-2 free games or a credit prize of 8x bet multiplier - 100x total bet.		
Si los juegos gratis fueron otorgados por la Facción Poderosa, Facción Mega o Facción Súper, entonces todos los juegos gratis son ejecutados en la cuadrícula 4x5, cuadrícula 5x5 o cuadrícula 6x5, respectivamente. Si un <Red Coin> cae en la pantalla, entonces otorgará 1 - 2 juegos gratis o un premio de crédito de 8x el multiplicador de apuesta - 100x la apuesta total.		

Figure	English	Español															
																	
If free games were awarded via Ultra Feature, Supreme Feature, or Ultimate Feature, then all free games are played on 4x5 grid, 5x5 grid, or 6x5 grid respectively. If <Red Coin> lands on the screen, then it will award 1-2 free games, MINI, MINOR, or a credit prize of 8x bet multiplier - 100x total bet.																	
Si los juegos gratis fueron otorgados por la Facción Ultra, Facción Suprema o Facción Última, entonces todos los juegos gratis son ejecutados en la cuadrícula 4x5, cuadrícula 5x5 o cuadrícula 6x5, respectivamente. Si un <Red Coin> cae en la pantalla, entonces otorgará 1 - 2 juegos gratis, un premio MINI, un premio MENOR o un premio de crédito 8x el multiplicador de apuesta - 100x la apuesta total.																	
																	
Additionally, if 1 or more <Red Coin> lands on the screen, then the Jackpot Feature may also be awarded. The distribution of prizes in the Free Games changes with bet option. Credit prizes are awarded as shown.																	
Además, si 1 <Red Coin> o más caen en la pantalla, entonces la Facción del Jackpot también puede ser otorgada. La distribución de premios en los Juegos gratis cambia con la opción de apuesta. Los premios de crédito se otorgan como se muestran.																	
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	<WILD> appears on reels 2, 3, and 4 and is WILD for all active symbols appearing in the Free Games except <Red Coin>.	<WILD> aparece en los rodillos 2, 3 y 4 y es COMODÍN para todos símbolos activos que aparecen en los Juegos gratis, excepto <Red Coin>.															
																	
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Screen 4C: Free Games

- High limit set 2 (Config D)_\$1_\$2, Mass Floor Set 2 (Config B)_\$1_2\$



Figure	English	Español
	FREE GAMES	JUEGOS GRATIS
IF FREE GAMES WERE AWARDED VIA MIGHTY FEATURE, MEGA FEATURE, OR SUPER FEATURE, THEN ALL FREE GAMES ARE PLAYED ON 4X5 GRID, 5X5 GRID, OR 6X5 GRID RESPECTIVELY. IF <Red Coin> LANDS ON THE SCREEN, THEN IT WILL AWARD 1-2 FREE GAMES OR A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET.		
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Si los juegos gratis fueron otorgados por la Facción Poderosa, Facción Mega o Facción Súper, entonces todos los juegos gratis son ejecutados en la cuadrícula 4x5, cuadrícula 5x5 o cuadrícula 6x5, respectivamente. Si un <Red Coin> cae en la pantalla, entonces otorgará 1 - 2 juegos gratis o un premio de crédito de 8x el multiplicador de apuesta - 100x la apuesta total.		

Figure	English	Español															
IF FREE GAMES WERE AWARDED VIA ULTRA FEATURE, SUPREME FEATURE, OR ULTIMATE FEATURE, THEN ALL FREE GAMES ARE PLAYED ON 4X5 GRID, 5X5 GRID, OR 6X5 GRID RESPECTIVELY. IF  LANDS ON THE SCREEN, THEN IT WILL AWARD 1-2 FREE GAMES, MINI, MINOR, OR A CREDIT PRIZE OF 8X BET MULTIPLIER - 100X TOTAL BET.																	
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ADDITIONALLY, IF 1 OR MORE  LANDS ON THE SCREEN, THEN THE JACKPOT FEATURE MAY ALSO BE AWARDED. THE DISTRIBUTION OF PRIZES IN THE FREE GAMES CHANGES WITH BET OPTION. CREDIT PRIZES ARE AWARDED AS SHOWN.																	
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Before the free game reel spin initiates, a number of positions are replaced with an active symbol except <WILD> and <Red Coin>. If there is more than 1 Bet Level available, then the chance of an active symbol being selected for replacement changes with Bet Level.																																															
Antes de que se inicie el giro de rodillos de los juegos gratis, un número de posiciones se reemplazan con un símbolo activo, excepto <WILD> y <Red Coin>. Si hay más de 1 nivel de apuesta disponible, entonces la probabilidad de que se seleccione un símbolo activo para ser reemplazado cambia con el nivel de apuesta.																																															
																																															
<Gold Coin>, <Blue Coin>, and <Green Coin> do not appear. An alternate set of reels is used during the Free Games.																																															
Los <Gold Coin>, <Blue Coin> y <Green Coin> no aparecen. Se usa un conjunto alternativo de rodillos durante los Juegos gratis.																																															

Screen 5: Jackpot Feature



Figure	English	Español
	JACKPOT FEATURE	FACCIÓN DEL JACKPOT
A PICK FIELD IS DISPLAYED WITH 15 PICKS REVEAL THE FOLLOWING SYMBOLS ARE FU BABIES: [Yellow Baby], [Purple Baby], [Blue Baby], AND [Green Baby] OR [UP]		
A pick field is displayed with 15 <PICK>. Picks reveal <YELLOW_BABY>, <PURPLE_BABY>, <BLUE_BABY>, <GREEN_BABY>, or <UP>. The following symbols are Fu Babies:<YELLOW_BABY>, <PURPLE_BABY>, <BLUE_BABY>, and <GREEN_BABY>.		
Se muestra un campo de selección con 15 <PICK>. Las selecciones revelan un <YELLOW_BABY>, <PURPLE_BABY>, <BLUE_BABY>, <GREEN_BABY> o <UP>. Los siguientes símbolos son Bébes Fu: <YELLOW_BABY>, <PURPLE_BABY>, <BLUE_BABY> y <GREEN_BABY>.		

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 <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 otorga. Si 3 <UP> se revelan, entonces el premio correspondiente que se otorgará por 3 Bebés Fu iguales se otorgarán desde la columna de Premio actualizado. De lo contrario, el premio correspondiente que se otorgará por 3 Bebés Fu iguales se otorgarán desde la columna de Premio no actualizado.																
																	
	<table> <tr> <th>3 Matching Fu Babies</th><th>Non-Upgraded Prize</th><th>Upgraded Prize</th></tr> <tr> <td><YELLOW_BABY></td><td>GRAND</td><td>DOUBLE GRAND</td></tr> <tr> <td><PURPLE_BABY></td><td>MAJOR</td><td>GRAND</td></tr> <tr> <td><BLUE_BABY></td><td>MINOR</td><td>MAJOR</td></tr> <tr> <td><GREEN_BABY></td><td>MINI</td><td>MINOR</td></tr> </table>		3 Matching Fu Babies	Non-Upgraded Prize	Upgraded Prize	<YELLOW_BABY>	GRAND	DOUBLE GRAND	<PURPLE_BABY>	MAJOR	GRAND	<BLUE_BABY>	MINOR	MAJOR	<GREEN_BABY>	MINI	MINOR
3 Matching Fu Babies	Non-Upgraded Prize	Upgraded Prize															
<YELLOW_BABY>	GRAND	DOUBLE GRAND															
<PURPLE_BABY>	MAJOR	GRAND															
<BLUE_BABY>	MINOR	MAJOR															
<GREEN_BABY>	MINI	MINOR															
	<table> <tr> <th>3 Bebés Fu iguales</th><th>Premio no actualizado</th><th>Premio actualizado</th></tr> <tr> <td><YELLOW_BABY></td><td>GRANDIOSO</td><td>GRANDIOSO DOBLE</td></tr> <tr> <td><PURPLE_BABY></td><td>MAYOR</td><td>GRANDIOSO</td></tr> <tr> <td><BLUE_BABY></td><td>MENOR</td><td>MAYOR</td></tr> <tr> <td><GREEN_BABY></td><td>MINI</td><td>MENOR</td></tr> </table>		3 Bebés Fu iguales	Premio no actualizado	Premio actualizado	<YELLOW_BABY>	GRANDIOSO	GRANDIOSO DOBLE	<PURPLE_BABY>	MAYOR	GRANDIOSO	<BLUE_BABY>	MENOR	MAYOR	<GREEN_BABY>	MINI	MENOR
3 Bebés Fu iguales	Premio no actualizado	Premio actualizado															
<YELLOW_BABY>	GRANDIOSO	GRANDIOSO DOBLE															
<PURPLE_BABY>	MAYOR	GRANDIOSO															
<BLUE_BABY>	MENOR	MAYOR															
<GREEN_BABY>	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 se otorga, entonces el valor mostrado en el medidor correspondiente se otorga. Si un premio GRANDIOSO DOBLE se otorga, entonces el valor mostrado en el medidor de GRANDIOSO se otorga, se restablece y se otorga de nuevo. El medidor de GRANDIOSO DOBLE muestra el mismo valor como el medidor GRANDIOSO y los dos medidores se restablecen a la vez.		
		
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 de GRANDIOSO y MAYOR, respectivamente, son equivalentes para todas denominaciones disponibles.		

Screen 6: Reel Ways™



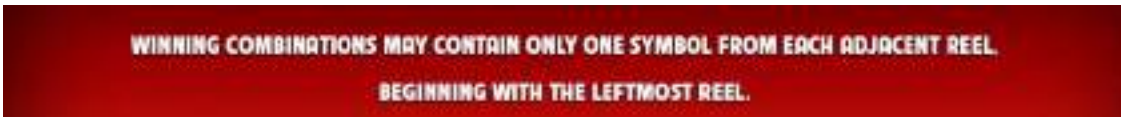
Figure	English	Español
	REEL WAYS™	FORMAS DE RODILLOS
		
Winning combinations may contain only one symbol from each adjacent reel, beginning with the leftmost reel.		
Las combinaciones ganadoras pueden contener sólo un símbolo de cada rodillo adyacente, comenzando con el rodillo al extremo izquierdo.		
		
Like symbols, or their substitute, on a single reel are not part of the same winning combination, but may create separate winning combinations.		
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.	
	La apuesta total es los créditos asociados con el nivel de apuesta activa que se multiplican por el multiplicador de apuesta. La probabilidad de iniciar la Facción del Jackpot cambia con la opción de apuesta.	

Screen 7: Legal Notices



Figure	English	Español
	LEGAL NOTICES	INFORMACIÓN LEGAL
Uses Bink Video. Copyright © 1997-2020 by RAD Game Tools, Inc.		
Uses Bink Video. Copyright © 1997-2020 by RAD Game Tools, Inc.		
Created with Unity. Portions of this program © 2005-2020 Unity Technologies.		
Created with Unity. Portions of this program © 2005-2020 Unity Technologies.		

Figure	English	Español
		
	The look and feel of the game and its individual components and displays are trade dress of Scientific Games Corp. and its Subsidiaries. TM and © 2020 Scientific Games Corp. and its Subsidiaries. All rights reserved.	
	El aspecto y sensación del juego y de sus componentes y visualizaciones individuales son Imagen comercial de Scientific Games Corp. y sus Subsidiarias. TM y © 2020 Scientific Games Corp. y sus filiales. Todos los derechos reservados. TM and © 2020 Scientific Games Corp. and its Subsidiaries. All rights reserved.	

Screen 8: Gamble Feature



Figure	English	Español
	GAMBLE FEATURE	FACCIÓN DE ARRIESGAR
		
The Gamble Feature may be exercised after wins have been accumulated.		
La Facción de Arriesgar puede ser ejercida después que las ganancias han sido acumuladas.		
		
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!		
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.		
Haga las selecciones mediante el panel de botones o tocando los iconos en la pantalla.		
	The Gamble Feature is not available during Auto Play.	La Facción de Arriesgar no está disponible durante el Juego Automático.

Figure	English	Español
	The Gamble Feature is not available for any cumulative win that includes a MAJOR Jackpot or GRAND Jackpot.	La Facción de Arriesgar no está disponible para ninguna ganancia acumulativa que incluye un Jackpot MAYOR o Jackpot GRANDIOSO.

Screen 9: Wager Saver



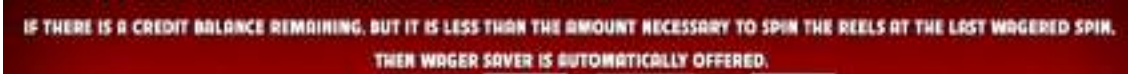
Figure	English	Español
	WAGER SAVER	SALVAR APUESTA
		
If there is a credit balance remaining, but it is less than the amount necessary to spin the reels at the last wagered spin, then Wager Saver is automatically offered.		
Si hay un balance de crédito restante, pero es inferior que la cantidad necesaria para girar los rodillos en el último giro apostado, entonces Salvar Apuesta se ofrece automáticamente.		
	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.		
Salvar Apuesta premia una oportunidad de un giro de los rodillos en la configuración de apuesta del último giro apostado.		

Figure	English	Español
 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 coloreadas 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, se premia inmediatamente un giro de los rodillos en la última cantidad apostada. Si el puntero se detiene en la Zona de PERDER, el juego finaliza.		
	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.		
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 volverá automáticamente al juego.		

Screen 10: 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			
 PICK	 WILD	 UP	 S01_GOLD
 S01	 S02_GOLD	 S02	 S03_GOLD
 S03	 S04	 S04_GOLD	 S05_GOLD

Graphic Character Key			
			
R01	R02	R03	R04
			
R05	R06	Gold Coin	Blue Coin
			
Green Coin	Red Coin	GREEN_BABY	BLUE_BABY
			
PURPLE_BABY	YELLOW_BABY	Blue Bowl	Red Bowl
			
Green Bowl			