



Wicky Witch

The game is a program with five reels and twenty winning lines, in which the computer simulation of the traditional engine powered reels realised. The purpose of the game is to sort out as many as possible similar symbols on the winning lines.



Playing the game

At the beginning of the game we can set the number of winning lines and the value of the bet with the BET and HOLD5 buttons. The value of the bet is deducted from the CREDIT after pressing the START button, the five reels starts to rotate and within a short time they will stop one by one. By pressing the HOLD buttons any reel can be stopped. If there was a winning combination, then its value appears in the WIN field, with the START button it goes to the CREDIT field or with the BET button to the doubling game. The WILD (Witch) symbol replaces any, except the SCATTER (magic ball), but alone it has a prize. On the given line always the bigger prize is valid.

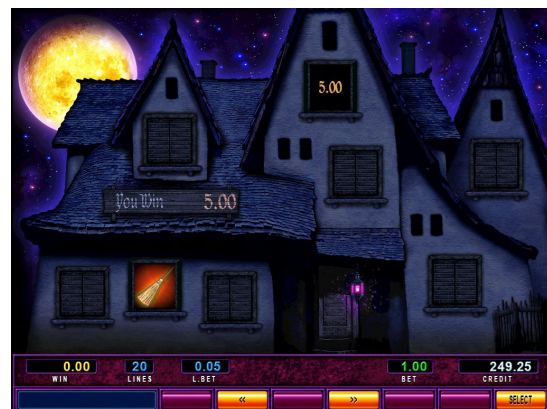
Free spin

The SCATTER symbol counts on the whole game field, not just only on the active lines. If three or more SCATTER symbols occur, above the prize, 10 more spin is the reward. During the free spins, more free spin reward is possible. At the beginning of the free spins a spell book falls into the screen. The program chooses one from the symbols on the tablet; this will be the *bonus symbol* during the free spins. The selected *bonus symbol* acts as a SCATTER – for winning it does not have to be on the winning lines – furthermore in the case of winning, the prize is multiplied by the number of the winning lines, as if turned in on all winning lines, this is indicated with the symbol copied in the full height of the reel. If a free spin comes during the free spin cycle, there is no new bonus symbol selection, just the number of the free spins increases.



Witch bonus

If on the reels the WITCH word reads from the left, the witch bonus game begins. On the bonus screen from the eight windows 1 to 8 can be selected. The selection ends if there are no more window or in the selected window a skull appears instead of a reward.



Bets and reward multipliers

The lowest and highest limit of the selectable bet is adjustable by the operator. To see the Paytable press the HOLD4 button or on dual screens it is displayed on the second monitor. The base of the rewards is the line bet, except the SCATTER rewards, it is based on the sum of all bets.



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Symbol	5	4	3
WILD (Witch)	50.00	10.00	1.00
SCATTER (Purple Crystal Ball)	2.00	0.20	0.02
WITCH (Witch)	10.00	2.00	0.40
Pumpkin	4.00	1.00	0.30
Moon	1.60	0.40	0.10

THE SCATTER REWARD IS MULTIPLIED WITH TOTAL BET
3 OR MORE SCATTERS GIVE 10 FREE SPIN.



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ONLY HIGHEST WIN PAYS PER LINE. WIN COMBINATIONS PAY LEFT TO RIGHT ONLY EXCEPT WITCH PAYS ANY PAYLINE WINS ARE MULTIPLIED BY THE LINE BET.

FREE SPIN

WE WIN 10 FREE SPINS THE ROTATION OF 3, 4 OR 5 SCATTER SYMBOLS. A BONUS SYMBOL IS APPEARED AUTOMATICALLY AT THE BEGINNING OF FREE SPIN GAME. THE BONUS SYMBOL CAN BE FOUND IN ANY POSITION AND ENOUGH NUMBER ACCUMULATED ON THE WINNING TABLE WE WIN THAT VALUE MULTIPLYING WITH THE NUMBER OF BET LINES. WE CAN WIN 10 MORE FREE SPINS WITH RE-ASSEMBLING OF SCATTER SYMBOLS WITHOUT CHANGING THE BONUS SYMBOL. DURING THE FREE SPIN GAME THERE IS NO BET DEDUCTION, THE PAYOUT IS CALCULATED WITH THE ACTUAL BET.

WITCH BONUS

BONUS GAME STARTS WITH WITCH SYMBOLS ON THE BELLS STARTING FROM LEFT. WE CAN CHOOSE FROM 4 WIN ONS IN THE BONUS GAME. CHOICES FINISH AFTER OPENING ALL THE WINNERS OR INSTEAD IF WINNING THEM IS A SKILL IN THE WINDOW.

	3x	4x	5x
H	Line bet × 5	Line bet × 25	Line bet × 100
C	Line bet × 5	Line bet × 25	Line bet × 100
T	Line bet × 5	Line bet × 25	Line bet × 100
I	Line bet × 10	Line bet × 40	Line bet × 160
W	Line bet × 10	Line bet × 40	Line bet × 160
Pumpkin	Line bet × 30	Line bet × 100	Line bet × 400
Moon	Line bet × 30	Line bet × 100	Line bet × 400
Cat	Line bet × 40	Line bet × 200	Line bet × 1000
Wild	Line bet × 100	Line bet × 1000	Line bet × 5000
Scatter	Bet × 2	Bet × 20	Bet × 200