Kajot Casino Ltd.

Game Description “Speed Club”

Speed Club

Description and Rules

Speed Club is a game with five reels. A game result consists of 5x3 symbols, each reel showing a section of three symbols.

Screenshots

The following image shows a screenshot of the game:

Figure 1: Screenshot of Speed Club

Features

5 reels
5 paylines (Paylines are evaluated from the left and from the right. However 5 of the same symbols in one payline will only be evaluated once.)
Scatter Win: With three or more scatter symbols you get a Scatter Win. The Scatter Symbols don't have to be ordered in one payline in order to win.
Bonus Game: With each Scatter Win there is a bonus game – one for each Scatter Symbol. The Scatter Symbols remain in their positions as Jokers during the entirety of the bonus games.
Gambling: Winnings can be achieved by multiple doubling of winnings after the game. After each game won, gambling starts. Winnings can be doubled in various rounds. There is also the security stage which acts as an extra part of the game: if the blue symbol appears, the actual amount of winnings cannot be lost in the rounds which follow.

Paytable

The following table shows the winning factor for all winning combinations. The winning factor represents the multiple of the bet value that is returned to the player when the winning combination occurs.

Symbol	Factor			
	2 Symbols	3 Symbols	4 Symbols	5 Symbols
Cherry	1	4	10	40
Lemon		4	10	40
Orange		4	10	40
Plum		4	10	40
Melon		10	40	100
Grapes		10	40	100
Seven		20	200	1000
Scatter		5	20	200

Table 1: Winning Factors of Speed Club

User Interface

The following picture shows an example screen of a game with all GUI elements. The GUI elements are either contained in the panel at the bottom of the screen or in the top right corner and they are the same in all games.

Figure 2: Example Screen of a Game with GUI elements.

The following list describes the function of all GUI elements shown in figure 2:

1. The start button to start a game
2. The autostart button to start games automatically:
   If a game is finished the next game is started without user interaction
3. The paytable button: The player can view a paytable listing the winning amounts of all winning combinations by pressing this button.
4. The bet control: The value shows the current bet value.
   It can be changed with the "+" and "-" buttons.
5. The win display: If the player wins, the amount won is shown in this field.
6. The credit display: Shows the current account balance of the player
7. The denomination display: Shows the denomination factor.
8. The game over display: The text "GAME OVER" is shown when the game is in idle mode and waiting for user interaction
9. The sound on/off button: The player can turn the sound on/off by pressing this button
10. The real time clock: Shows the current time.
11. The close button: The player can close the game by pressing this button.
12. The full screen toggle button: The player can turn the full screen mode on/off by pressing this button.

Bet Values and Denomination

All games use a denomination of 1 point of credit equals 0.01 Euro (=1 Eurocent). The following possible bet values are allowed: 10, 20, 50, 100, 200, 500 and 1000.

Gambling

During this secondary game the player can bet the previously won amount with the possibility to double it but also with the risk to lose it. The player can play a theoretically indefinite number of gambling rounds after he or she has received a win in the main game. In each round he or she can double the current win.

Symbols

The following symbols are possible outcomes of the game:

Heart (red) *Diamond (red)* *Spade (black)* *Club (black)* *Star (blue)*

Figure 3: Symbols of Gambling

Screenshots

The following image shows a screenshot of gambling:

Figure 4: Screenshot of Gambling

The following list explains the GUI elements of the gambling shown in the screenshot in figure 4:

1. The collect button: When the player clicks this button, he quits gambling and collects the current amount shown in the field for the current win (number 5).
2. The red button: The player can click on this button to choose the red symbols (heart and diamond). A click on this button leads to the evaluation of the gambling round: The die stops spinning and shows a symbol. If it is a red symbol (heart or diamond) then the player wins.
3. The black button: The player can click on this button to choose the black symbols (spade and club). A click on this button leads to the evaluation of the gambling round: The die stops spinning and shows a symbol. If it is a black symbol (spade or club) then the player wins.
4. The die: This field shows the spinning die (while still waiting for user interaction) resp. the stopped die with the final game outcome.
5. The potential win: Shows what the win will be raised to if the player wins the next gambling round.
6. The saved win: Shows what the win will drop to if the player loses the next gambling round.