

# **Pro Xenon Mediathek Ltd.**

**Game Description “Super Lines II”**

## Super Lines II

### Description and Rules

Super Lines II is a game with four reels. A game result consists of 4x3 symbols, each reel showing a section of three symbols.

### Screenshots

The following image shows a screenshot of the game:



Figure 1: Screenshot of Super Lines II

### Features

4 reels

11 paylines

**Joker:** The Joker is a replacement for other symbols.

**Bonus Game:** With every win, a bubble is activated in the bubble ring. If you manage to get one of the three bonus multipliers then you receive a multiplication of winnings on the next win of up to four times.

**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	Factors		
	2 Symbols	3 Symbols	4 Symbols
Cherry	1	2	4
Lemon	1	2	4
Orange	1	2	4
Plum	1	2	4
Bell	8	16	32
Melon	8	16	32
Star	10	20	40
Bar	25	50	100
Joker	30	60	120

*Table 1: Winning Factors of Super Lines II*

## 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 payable button: The player can view a payable 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, 1000, 2000, 4000, 6000 and 8000.

## 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:



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.