

Keno Universe

Introduction

In Keno Universe the player picks up to 10 numbers from the board, in the range of 1 to 80. During the games 20 numbers are drawn. The winnings are paid out according to the payable depending on the matches between the player's choice and the drawn numbers.

How to Bet

- A wagering denomination (coin value) is displayed on the denomination button. This value could be changed, as the button is activated, and then any of the four denomination buttons is selected.
- For a valid bet, at least two numbers has to be selected form the board. Game bet is selected as any of the 5 bet buttons (located in the lower middle part of the screen) is being activated. When the player presses an active bet button, simultaneously a bet is selected and the game is started. If the player presses any of the remaining bet buttons, a bet selection is made alone. Only upon second activation of the same button the game is started. Activation of those buttons is also possible by pressing „C“, „V“, „B“, „N“ and „M“ buttons from the keyboard. Pressing „C“ button places the smallest bet, pressing „V“ button places next bet and so on.
- When opening the game at first, the lowest bet button is always selected by default.
- If when activating a bet field there is a sum that was won, the animation of the increasing amount won in the "Win" field stops and the whole amount won is visualized.

Gamble Feature

In case of a winning, the player is given the option to access the Gamble round, by pressing the active button "Gamble".

Gamble feature activates when Gamble screen is open and the card in the middle of the screen is face down and flashes red and black. The label "Gamble Attempts Left" shows the number of trials the player has for this game. The label "Gamble Amount" shows the amount the player would like to double in the game Gamble. The label "Gamble to Win" shows the amount which a player could win if he/she guesses the color of the card. There are two buttons to select: "Red" and "Black". Clicking the "Black" button is also possible by clicking the „►“ from the keyboard. Clicking the "Red" button is also possible by clicking the „◄“ from the keyboard. When selecting "Black" or "Red", the card is moved up in the screen and is kept as history. Last five cards from the player's session are kept in the History section.

If the player has guessed the color of the card, a new card appears in the middle of the screen face down and flashes red and black. This process continues until the player makes a wrong guess. The sum from field "Gamble Amount" is shown in the field "Win". If the player wishes to end the game "Gamble", he/she activates the button "Collect". The screen closes and the amount from the field "Win" is transferred to the field "Balance".

If the player does not guess the color of the card, the game Gamble ends, and the player loses the amount. The screen closes up. The amount from the field "Win" is lost, and does not add up to the Balance.

Game Controls




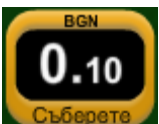




Following fields appear on the screen of the Keno Universe game:






- **"Balance/Credit"** - upon activation of this field, the player switches from credit to currency which he/she has chosen to play with. This is also valid when switching from currency to credit. The activation of this button is possible at all stages of the game;
- **"Win"** – this field displays the total amount won from that particular game. If, while the animation of the increasing amount goes, "Collect" button is activated, the animation

stops and the amount won for this game is shown;

- **"Last Win"** – this field displays the last winning amount from the game.

Following buttons appear on the screen of the Keno Universe game:

Button	Name	Description
	Select	When the button "Select" is activated, a bet selection is made.
	Start	When activating button "Start", the 20 numbers are drawn and this button turns into "Stop" button. If there was an amount previously won, it is automatically added to the player's balance. The drawing can also start by activation of the "Space" button (from the keyboard).
	Stop	When the button "Stop" is activated, the 20 numbers are drawn all at once and the button changes to "Start" (if there is no winning combination), and "Collect" if there is a winning combination. The simultaneous drawing of the numbers starts by activation of the "Space" button (from the keyboard).
	Collect	When activating "Collect" button, the animation of the increased winning stops and in the field "Win" the entire winning sum is shown, and the button gets status "Start" or "Select". The animation of the increased winning can also stop by activation of the "Space" button (from the keyboard).
	Random selection	When activating this button, a random selection of numbers on the board is made. Their number depends on the previous selection of numbers. If there is win amount, when pressing this button the amount is added to the player's balance and he/she cannot gamble this amount furthermore.
	Delete	When activating this button, all numbers are removed from the board. If there is win amount, when pressing this button the amount is added to the player's balance and he/she cannot gamble this amount furthermore.
	Gamble	When activated it opens up the Gamble screen. Pressing the „◀“ or „▶“ buttons from the keyboard can also activate "Gamble".
	Denomination	Displays the value of one credit. Clicking this button is also possible by pressing „X“ button from the keyboard. This button is inactive while numbers are being drawn and when the game is in Gamble mode. When clicking the button there are four different

		buttons with different values, from which the player can select. The selection of the specific value is also possible by pressing following buttons „C“, „V“, „B“ and „N“ from the keyboard. Pressing „C“ button selects the smallest denomination, pressing „V“ button selects next one and so on. If there is win amount, when changing the denomination this amount is added to the player’s balance and he/she cannot gamble this amount furthermore.
	Autoplay	When “Autoplay” button is activated, the game goes into an Autoplay mode and the button appears as “Stop Auto”. This button is active only if the numbers are not being drawn and the screen Gamble is not open. Activation of this button is also possible by pressing „.” symbol from the keyboard.
	Stop Auto	When “Stop Auto” button is activated, the “Autoplay” game mode is stopped and the button appears as „Autoplay”. This button is active only when the game is in Autoplay mode. Activation of this button is also possible by pressing „.” symbol from the keyboard.
	Sound control	Upon activation of the button, the sound of the game is switched on/off, depending on its preceding condition.
	Screen size control	Upon activation of the button, the screen either expands or decreases its size, depending on its current state.
	Exit	When activating this button, the player leaves the game. The button is inactive when the numbers are being drawn and when the game is in Gamble mode. In case a sum is won, during the activation of the button, the won amount is added to the player's balance and the game is closed. The player cannot gamble this last amount won furthermore. Activation of this button is also possible by pressing „.” symbol from the keyboard.

On the top of the game screen, the player can also see the number of the game and the local time according to his/her PC.

Rules

- Payouts are displayed on the Paytable.
- Malfunction voids all pays and plays.

Jackpot Cards Bonus

Jackpot Cards Mystery is a randomly triggered bonus while any **Jackpot Cards** stamped

game is played.

Jackpot Cards is a four-level mystery jackpot. Each mystery jackpot level is illustrated by a card suit:

- CLUBS - 1st level (the lowest jackpot value);
- DIAMONDS – 2nd level;
- HEARTS - 3rd level;
- SPADES - 4th and the highest level.

Each **Jackpot Cards** mystery level value and currency is displayed on the right side of its corresponding card suit symbol.

The jackpot levels contribution is a percentage of the player's bet.

- **TRIGGERING**

The **Jackpot Cards** Mystery bonus can be randomly triggered after a single game is finished and all resulting winnings are collected. When the **Jackpot Cards** Mystery is triggered, the player is automatically guaranteed one of the mystery jackpot levels.

Jackpot Cards Mystery plays on top of the base game and does not close it. Auto Play is automatically stopped when **Jackpot Cards** Mystery round is triggered. After it finishes, the control goes back to the game that has been played prior to the triggering of the **Jackpot Cards** Mystery bonus.

- **RULES AND CONTROLS**

Once triggered, the player is taken to the Jackpot Cards bonus game where a pick field made up of 12 cards face-down is displayed. The player selects cards by left-mouse click until revealing 3 matching card suit symbols. The **Jackpot Cards** Mystery level corresponding to the revealed suit will be awarded. The bonus amount will correspond to the amount accumulated at the moment of revealing the last matching symbol. To be able to end the **Jackpot Cards**, the player will be invited to press on "Collect" button, thus adding the bonus game winnings to his/her total balance.

The amount won in the **Jackpot Cards** Mystery round cannot be taken to the Gamble round.

The player has a reasonable chance to win the highest level of the bonus game with any of the qualifying bets, every time he enters the **Jackpot Cards** bonus. However, the higher the qualifying bet in the base game, the higher the chance to enter the bonus and win any one of the mystery jackpot levels.

Qualifying bets:

- **SLOW INTERNET CONNECTION AND DISCONNECTION**

A slow Internet connection could cause a delay and show outdated jackpot values.

Jackpot Cards bonus supports recovery in case of disconnection.

- **WINNERS**

If any of the jackpot mysteries is awarded, all the players that are playing Jackpot Cards stamped games will be notified that such event occurred on their screens.

Game Interruptions

- **Full Game Recovery**

In the event that the game is interrupted due to a loss of connection, next time when the player accesses the game, the unfinished game will be automatically resumed at the state it was interrupted at the time immediately before the interruption.

- **Cancelation**

In case the game has been canceled independently from the player, the moment of the cancelation is considered to be the end of the game. Any funds accumulated will be automatically returned to the player.

Return to Player

Return to Player of the Keno Universe game is 94,48%.