

Gaku's Play Guide

First of all: whenever you come across unfamiliar terms, go to <www.gaktradinginc.com> and click on "Glossary."

LCD Screen Background

You see (1) Training room, (2) Street, or (3) The Great Wall. While you see the Great Wall, you have the highest winning rate!! A short cut to the bonus round!!



Actions

When you see actions on the LCD, it is a sign for oncoming prizes. For example, if a panda goes across the screen, you may win a replay. Sometimes you have actions more than two consecutive games. That may be a sign for a bonus round!!

Vs a white fighter

Vs a red fighter!

Eating competition



Big Bonus: Hyper and challenge modes



When you hit <777>, you enter either the hyper bonus mode, or the challenge bonus mode.



The hyper mode brings you 711 credits as long as you follow the guide on the LCD. "1" is to stop first, "2" is second, and "3" last. The photo shows that you should stop the right reel first, the left second, and the middle last.



In the challenge mode, the machine tells you to stop the reel other than "X" marked. The photo shows that you should stop the right or middle reel. This way you can keep winning.



When you see "Hyper BB," you may shift to the hyper mode!