

Gaku's Play Guide **CLUB RODEO**

First of all: whenever you come across unfamiliar terms, look up the [Glossary](#).

Game

You insert three tokens, hit the spin knob, and push the reel stop buttons. This sequence is called a "Game." Let's say, "You may need 20 games to get a Big Bonus" -- This means you need to repeat this sequence 20 times until you win a Big Bonus






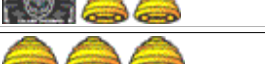
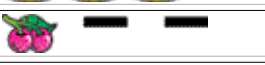



3 Bet and 5 Wining Lines








You must put in three tokens or credits (Max Bet) to spin the reels. A max bet gives you five lines to get a winning combination. Five winning lines are:









Winning Combinations and Prizes

Club Rodeo offers two principal prizes -- a bonus round and small prizes. A bonus round divides into a Big Bonus and a Regular Bonus, and small prizes consists of the Watermelon, the Bell, the Cherry, and a Replay. For the details of a Big Bonus and a Regular Bonus, see ["Big and Regular Bonuses."](#)

	15 + Big Bonus
	
	1 + Regular Bonus
Small Prizes	
	8
	6
	2
	6: Bell
	6: Cherry
	Replay: Jac
During the Big Bonus	
	10

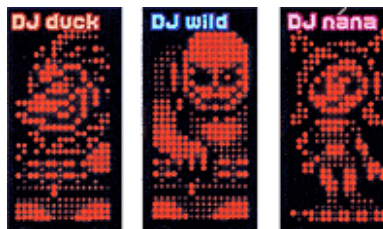
	6
	2
	15
	15
	15
	15: Watermelon
	Jac-in: 1

Let's say, you've got  on one of five lines. At this point you win 15 credits and enter a Big Bonus. Likewise, when you have , you get 1 credits and enter a Regular Bonus.  is the Bell, paying out 6 credits.  is called "Cherry" -- when you have a cherry on the left reel, you win 6 credits no matter what symbols you have on the right and middle reels.  is a symbol "Jac."  is a prize "Replay" in normal game mode and a "Jac-in" during a bonus round.

How to Win?

Understand you never win a Regular or a Big Bonus out of blue -- you must go through a winning process. That is, you play "Normal Games" first, get a "Winning Sign," and move on to "Stand-by Games" that offer you chances to win a Regular or a Big Bonus. For details, see "[How to Win?](#)" in the section "Pachislo World." Also see "[Winning Signs and Small Prizes](#)" to win small prizes.

LED Display and Sings for Oncoming Prizes



Club Rodeo has three house DJs: Duck, Wild, and Nana. When they come up on the LED display, they draw a lottery for you, and if it's <7>, you will win a Big Bonus. <3> for a Regular Bonus and <A> for the Assist Time (AT).

Assist Function

A key to enjoy Club Rodeo is to understand its assist function. That is, the LED display illuminates and tells you the order of stopping the reels so that you get winning combinations without fail. The photo below shows you should stop the right reel first, the left, and the middle. You also see the reel back lights illuminate and tell you to stop the reel.



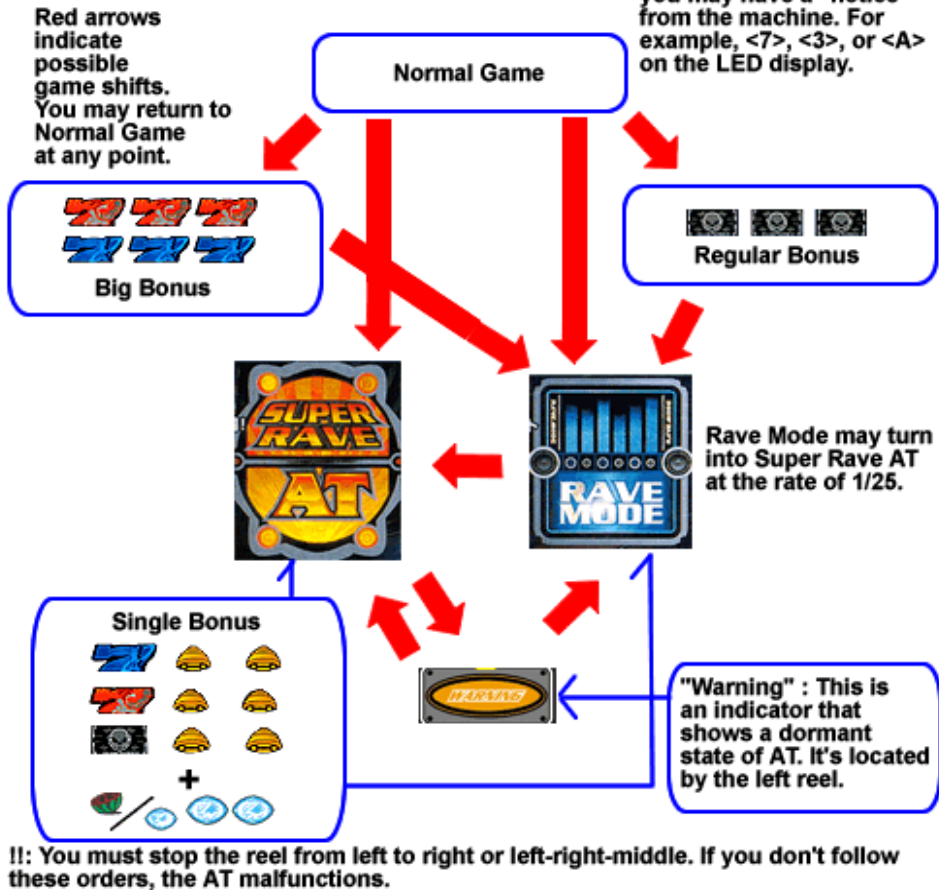
Rave Mode and Super Rave AT

In the Rave Mode, you have the assist function for 5, 10, or 25 games in a row. The number of the game you get depends on your luck. Super Rave AT may give unlimited number of assist functions!



Let's see the game flow.

Game Flow Chart



To get more credits from the Big Bonus...

Avoidong a Jac-in

During a bonus round, if you avoid entering the third Jac-in, you can earn more credits than when you don't. Stop the reels from right to left and nail <blue 7> on the left reel. By doing this, you may get 390 credit from the Big Bonus! Don't forget to enter the third Jac-in at the 29th or 30th of the bonus round..

