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## **Program Summary Report: Bonus Game Module BGM20007**

### **BONUS GAME THEME**

Denver Duck

### **REEL TOUCH SLOT PROGRAM COMPATIBILITY**

LCD System Driver           ATA20010 and its replacements.

*NOTE: This game requires 512 MB of DRAM.*

### **BONUS GAME FEATURES**

|                  |   |
|------------------|---|
| Bonus Game Type  | Game specific, bonus type 45.   |
| Triggering Event | Three GOLDEN EGG bonus symbols landing on a played line and on consecutive reels beginning with the far left. Symbol graphics are defined in the payable and can be viewed on the LCD by pressing the See Pays/Help button. |
| Light Ring Size  | 15 inch.  |
| LCD Size         | 15 inch.  |
| Operator Options | None.   |

### **BONUS GAME DESCRIPTION**

*Quest for the Golden Egg* Bonus is initiated when three GOLDEN EGG symbols land on a played line and on consecutive reels beginning with the far left. The screen displays Denver Duck and the player is prompted to select a path. The selected path reveals a credit value and the bonus multiplier that begins at 1x. The game continues as Denver Duck follows the path and collects artifacts with credit values that are added to the bonus credit meter. Along the path, the player is prompted to select a colored key. If a lock matching the color of the key is encountered on the path, the multiplier value of the key is added to the bonus multiplier. If a trap is encountered along the path, the bonus game ends. If all three paths are completed and Denver Duck is not trapped, the golden egg chamber is entered and the player is prompted to select a tile. The value of the tile is added to the bonus credit meter. If Denver Duck falls through the floor, the bonus game ends. If Denver Duck does not fall after all the tiles are selected, the credit value for the golden egg is added to the bonus credit meter times the bonus multiplier and the bonus game ends.

Bonus game features vary, depending on the payable selected. Refer to the Reel Strip Listing for exact payable information.

**REFERENCES**

Refer to the appropriate IGT publication for detailed information about Vision/S2000 software and error resolutions: ***Game Software: Vision Series/S2000 Release 9*** p/n 821-359-0x, ***Troubleshooting: Game Machines*** p/n 821-283-0x, and ***Quick Reference Cards: Vision/S2000 Release 9*** p/n 821-361-0x.

For additional information or to order manuals, contact IGT Customer Service; telephone 1-888-777-5101 or FAX 1-888-999-0668.

For viewing and downloading technical information, visit the IGT web site ([www.igt.com](http://www.igt.com)).

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