

# 2X Cherries

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## About 2X Cherries

2X Cherries is the sequel to the very popular Cherry Delight Video Slots game published by Ultisoft, Inc.

This is a nine-wheel, eight-payline slot machine game. Up to eight coins can be bet on each payline. Each payline which has a bet placed on it can win. Winnings are based on the symbols on the payline and the number of coins being bet on that line. There are also several bonus features which make 2X Cherries very fun and also adds an element of skill to the game.

The game will detect the number of colors available and will use either True Color (24-bit) graphics or 256 color (8-bit) graphics depending on your graphics card's capabilities. The game will also adjust to your current resolution and will take up the full screen.

Please send comments, suggestions and bug reports to [support@ultisoft.com](mailto:support@ultisoft.com)

# Keyboard Controls

Besides using your mouse to control the game, you can use your keyboard for betting and for spinning or stopping the reels

To Add to the Number of Lines Played: Press L

To Subtract from the Lines Played: Press K

To Add to Coins per Line: Press C

To Subtract Coins per Line: Press X

To Spin: Press the Enter Key

To Stop: Press the Space Bar

## Skill Stop

You can stop the wheel while it is spinning by pressing the space bar or click on the Stop button. Besides stopping the reels from spinning, you will also be testing your skill at the Skill Stop feature. This is a bonus feature.

While the reels are spinning, at the bottom of the screen letters which spell "Cherry" highlight and darken. If when the reels stop, all six letters (CHERRY) are highlighted, you get your bet back plus any winnings for the spin are doubled.

It is hard to get the Skill Stop consistently, but if you can get it more than one-out-of-twelve times, then you can increase your overall winnings through actual skill.

You don't have to actively use the Skill Stop feature. It will still be active for each spin, and your winning is random.

## Lemon and Pirate Symbols

The game contains Lemon and Pirate Flag symbols. These symbols have no value to a payline. It is not possible to get three of these symbols on one payline. The Lemon symbol is considered a "Fruit" symbol, so it can help you win the "All Fruit" bonus.

These symbols were added to lower the payoff percentage which was way too high in pre-release versions. The current payoff percentage is approx. 110%. This means that over time the game will return around 110 credits for every 100 bet.

## Auto Spin

You can toggle Auto Spin mode on or off by clicking the button labeled "Auto Spin" on the right-hand side of the game screen.

When Auto Spin is on, the game will spin the wheels automatically with a very short pause between spins. Your bet will remain the same as the last bet before autospin was activated.

To stop Auto Spin mode, just click the Auto Spin button to toggle Auto Spin mode to off.

## Placing Bets

You can play 1-to-8 Paylines and from 1-to-8 Coins per Line. That means you can bet from 1-to-64 total coins per spin.

Click the Plus Signs and Minus Signs to add to the Lines Played or Coins per Line. You can also use the keyboard to control Lines Played (L or K) and Coins per Line (C or X).

## **Borrowing Credits**

Click on the Borrow button to borrow (or repay) credits. A new game starts with 1000 credits which are considered borrowed.

## Payoffs Chart

Click the PAYOFFS button within the program to view the payoff chart. The payoff chart lists the amounts won for various winning paylines and the available screen bonuses. Payoffs for Cherry Rolls and Bar Rolls are also listed.

Remember that payline winnings are based on the coins bet on one line (not the total coins bet). Screen bonuses are based on the total coins bet (Paylines Played times Coins per Line).

# Payoff Mode

Toggle the Payoff Mode by clicking the Pay Mode button.

Your choices are "Count off Credits" or "Instant Payoff." Instant Payoff just plays one short sound and therefore takes less time.

# Bonuses

There are several bonuses available in 2X Cherries. Some can be won on any given spin (Screen Bonuses) and others are collected over several spins (Earned Bonuses).

See the Payoff Chart within the game for actual payoffs.

## Screen Bonuses

### **Sevens**

When you get three or more sevens on the screen during any spin, you will receive a screen bonus based on the number of sevens on the screen and your total credits bet. Winnings are based on a multiplier (based on the number of sevens) times Coins Per Line times Lines Played.

Example: Four sevens would pay 320 credits if you had bet eight coins per line.

$$50 \times 8 \times 8 = 320$$

### **All Fruit**

All Fruit pays 20 times total credits bet. If you had bet eight coins per line on all eight paylines, All Fruit would pay 1,280 credits!

All Fruit is earned when all nine reels have a kind of fruit on them (Cherries, Plums, Watermelons or Grapes).

## Earned Bonuses

### **Cherry Rolls**

Cherry Rolls pay off a lot of credits. You must earn a Cherry Roll by removing the six Cherries from the left-hand side of the screen. One cherry is removed for each payline in which the first two symbols are cherries. When all three symbols of a payline are cherries, then three cherries are removed from the left-hand side of the screen. When all six cherries are removed, the Cherry Roll starts automatically. You are not charged for a Cherry Roll (you don't have credit removed), but your winning for the Cherry Roll are based on the bet placed on the last spin when the Cherry Roll was earned.

It is possible to get more than one Cherry Roll. If your spin could have removed more cherries than actually remained, then the difference is added to the number of Cherry Rolls that you earned.

Example: If only one cherry remained and you got a payline with three cherries, then you would get three Cherry Rolls.

### **Bar Rolls**

Whenever you get a payline with all three symbols being single-bars, you get seven free Bar Rolls. The payoffs for a bar roll are based on the amount bet during your last normal spin (the one which earned the seven bar rolls). The Bar Rolls are free--no credit are subtracted for these spins.

### **Bell Pool**

The Bell Pool is a sort of progressive bonus. This pool starts out at 100 credits. When you get exactly two sevens on the screen, 10 credits are added to the Bell Pool. When you get only one seven, but it is in the center reel, seven credits are added to the Bell Pool. The Bell Pool continues to grow until it is won.

The Bell Pool is won by removing three bell symbols from the left-hand side of the screen. Each time you get a payline with three bells, one of the bells on the left-hand side of the screen is removed.

## Double or Nothing

After each winning spin, you have the option of risking your winnings for a larger reward. If you have Double-or-Nothing mode turned on, a card screen will appear after a winning spin. You can select a card by clicking on the card back. You can play until you wish to stop or until you lose your winnings. You can skip the game by clicking OK before selecting a card.

A standard deck of 52 cards are shuffled. The first 24 cards are placed on the screen. One of the cards is replaced by a Joker.

Joker pays 10X

An Ace pays 3X

Any Face Card pays 2X

An 8,9,10 is a push (you neither win nor lose your winnings)

A 7 makes you lose half your winnings

A 2,3,4,5,6 makes you lose all your winnings

## **Loading and Saving Games**

You can save a game at any time by clicking the **SAVE GAME** button. You will be able to name your game anything you like up to 30 characters.

You can then load any of your saved games by clicking the **LOAD GAME** button.

Your current game is saved automatically when you exit the game. When you run the game later, your last game will be loaded automatically.

## Summary of Last Spin

You can click the SUMMARY button after a winning spin to view a summary of your winnings for the last spin. It will show which paylines won (if any) and your screen bonuses won (if any).

## Company Information

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# Design Credits

- n Programming: Mike Comish
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- n Additional Sounds: Matt Comish



