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# Introduction

Double Dynamite is a new video slot machine game by Ultimate Software, the makers of the very popular Cherry Delight Video Slot game. You will really love the dynamite symbols in the Double Dynamite game; The dynamite symbols are wild and also increase the payout of a winning line. Any line with one dynamite symbol doubles the payout of the that line. Two dynamite symbols quadruple the payout of a winning line.

Also includes the Big Blast Board, a pyramid with 15 boxes to choose from. You can risk your winnings from any winning spin and go for the 5X multiplier (or hear your money flush down the drain).

Double Dynamite is not your grandmother's slot machine! Double Dynamite is a realistic simulation of the new breed of video slot machines sweeping the U.S. Unlike traditional slot machines, Double Dynamite has nine separate spinning wheels. This results in eight separate pay lines. There are also a variety of bonuses that actually bring strategy to slot machine play. The graphics are beautiful, and the wheels really look like they are spinning.

A pay line (sometimes called a win line) consists of the symbols showing on three wheels in a row. There are eight separate pay lines in Double Dynamite. Starting on the left side, the first pay line is the top-left, top-middle, and top-right wheels (in that order). The next row is the second pay line. The bottom row is the third pay line. The fourth pay line starts at the top-left wheel and includes the middle-left and bottom-left wheels. The fifth pay line is the middle column, and the sixth payline is the right-most column. The seventh payline runs from the top-left wheel down and diagonal to the right and includes the center wheel and bottom-right wheel. The eighth payline runs diagonally from the bottom-left wheel, through the center wheel to the top-right wheel.

After you place your bet (See Placing Bets), you click on the SPIN button (or press Enter) to spin the wheel. If your spin produces one or more winning lines, a new window will appear to tell you how and what you won. To see the payoffs, choose PAYOFFS from the HELP menu.

# Registration

If you have purchased the registered version of Double Dynamite Video Slots, then let us thank you for your support! You will notice that the registered version has many enhancements and additional features not available in the shareware version. We hope that Double Dynamite brings you many hours of enjoyment.

If you are using the shareware version of Double Dynamite, then we would like to thank you, too, for trying it out. We also need to remind you that this is copyrighted software released as shareware. Shareware allows you to try out a program before buying it. Millions have purchased software through this marketing method. Isn't nice to be sure you like a program before buying it?

You are granted a limited licence to evaluate this product for up to 30 days. If you will be using this program after 30 days, you must register it with Ultimate Software. Using this software beyond 30 days without registering it is a serious copyright violation. Besides the moral and legal reasons to register this program, you will find that registration is quite a bargain. You not only gain the right to continue using the software, but you get several product enhancements. Included in the registered version are game save and load options, unlimited credits, an autoplay option, a game statistics window, and the removal of the sometimes annoying shareware reminders.

## **Pricing**

Double Dynamite registration is only \$20.

## **Order Info**

Payment: Check or Money Order (US funds drawn on US bank)  
VISA, MasterCard

Send your order to:  
Ultimate Software  
PO Box 5015  
Central Point, OR 97502  
USA

Or order by phone:  
USA/Canada 1-800-925-3147  
International 1-541-857-9229  
FAX 1-541-734-3267

On-Line:  
America On-Line: ultisoft  
CompuServe: 71203,1301  
Internet: ultisoft@mind.net  
WWW: <http://www.softsite.com>

## Placing Bets

To place a bet, click on either the BET 1 or BET 8 button. Bets are made from line one to line eight. You can bet one more credit on line one than line two, but you cannot bet a third credit on line one until all lines have at least two credits. If you click on Bet 8, all lines receive one more credit. The maximum bet is eight credits per line (a total of 64 credits).

For payoffs each line is played separately. The amount shown on the payoff chart for a particular line shows the amount won per credit bet on that line. Remember that if Dynamite symbols are present on a winning line, your normal payout is doubled (with one Dynamite) or quadrupled (with two Dynamites).

If you only bet four credits, that would be a bet of only one credit for lines one through four (with nothing on lines five through eight). If line seven was a winner, but you bet fewer than seven credits, you wouldn't win anything on that line. You can only win on lines you bet on. Also, you are eligible to add to or win the pool or bonus spins if you bet at least eight credits.

## **Borrowing Credits**

You can add to your credits by borrowing. You can borrow as many credits as you need by selecting BANK from the OPTIONS menu.

Please note that the statistics window does take into account the number of credits borrowed. In other words there is a difference between "won" and borrowed credits. Also, the credits you start with are considered borrowed.

# Payoffs

There are two kinds of payoffs, winning pay lines and the bonuse pool.

## ***Paylines***

As explained in the introduction, paylines are made up of the symbols showing on a line of three wheels. For a pay line to be a winner, all the symbols showing on that line must be the same (please note that the Dynamite symbols are wild and will "become" the symbol which results in the best possible win line). To see the payoff amounts for each "kind" of match, select PAYOFFS from the HELP menu (within the program).

Besides being wild, the Dynamite symbols can increase the payout of a winning line. If there is one Dynamite symbol in a winning line, the normal payout is doubled (quadrupled if two Dynamite symbols are in the line).

Stop Signs are worthless. Three Stop Signs pays nothing.

The wheels in the normal game are different than those in the bonus game (bonus spins). Also, the wheels themselves are different (have a different mix of symbols on them).

## ***Bonus Pool***

Three credits are added to the Pool for each dynamite symbol on the screen (whether in winning lines or not). The Bonus Pool is won by getting three paylines with all Globe symbols. This does not have to be on the same spin. There are small Globe symbols on the left side of the screen. One is removed when you get a payline with three Globes. When all three are removed, you win whatever amount is in the Pool. The Pool is then reset to zero.

## [Bonuses](#)

## **Bonuses**

In addition to winning on any of the eight paylines, you can also win credits by achieving one of the two bonuses mentioned below.

### ***Pool***

There is a pool that can be won by three times getting a win line with all globe symbols. Each time you get a line with all globes, one globe graphic is removed from the left side of the screen. The pool is increased during regular play by getting dynamite on any of the slot wheels. Each dynamite on the screen adds three credits to the pool. When you win the pool, the amount of the pool is added to your total credits, and the pool total is reset to zero.

### ***Bonus Spins***

You get three free bonus spins when you remove the smile symbols from the upper-left corner. A new game begins with six smile graphics. When you get a win line with all three wheels being smiles, smile is removed. If the win line of smiles has one dynamite symbol, two smiles are removed. Two dynamites in the smile win line removes four smiles. When all the smiles are removed, the screen changes color, and you will receive three free bonus spins. The game will spin automatically for you. Not every bonus spin will win, but the spins that do win may be quite large. The amount won will be based on the amount bet on the last normal spin. This is where strategy plays a role--you may want to increase your bet when you are close to earning bonus spins. After the three bonus spins occur, the screen will return to its normal color and the smile graphics will be reset. Since it is possible to remove more than one smile per spin, you get extra bonus spins when more than the required amount are removed. For example, if you need only one more smile line to win the bonus spins, and you get a line with a smile and two dynamites, you will get six bonus spins instead of three. The number of smiles removed beyond those required, count as extra bonus spins earned.

There are special wheels (different than the normal wheels) for the bonus spins. See Payoffs for more about pay lines and payoffs.

### **[Payoffs](#)**

## Big Blast Board

After a winning spin, you are given the option of either taking your winnings, or going to the Big Blast Board. If you choose the Big Blast Board, you risk your winnings (those won on the last spin) by selecting from the 15 boxes on the board.

- The 15 boxes on the Big Blast Board are made up of:
- o One 5X symbol which multiplies your winnings by 5.
  - o One 3X symbol which multiplies your winnings by 3.
  - o One 2X symbol which multiplies your winnings by 2.
  - o Seven toilets any of which makes you lose your money.
  - o Three "Try Again" boxes.
  - o Two Hints which help you find the 5X symbol.

You can select boxes until you lose or quit at any time.



# Program Settings

You can select the following options from the SETTINGS menu.

[Autoplay](#)

[Banner](#)

[Banner Text](#)

[Bet Amount](#)

[Sound](#)

[Speed](#)

# Autoplay

To go into autoplay mode, select AUTOPLAY from the OPTIONS menu.

When you are in autoplay mode, the game plays automatically. Before each spin, the game automatically bets the same amount that you last bet before going into autoplay mode. You can leave autoplay mode (and return to normal play) by again choosing AUTOPLAY from the OPTIONS menu.

Why would you like go into autoplay anyway? You may not. However, you may find it interesting to let the game play on its own for several hours and then check the statistics window to get a feel for the overall payout. The game will continue to play if you minimize the Double Dynamite screen. It will also play faster (and without sound) when minimized.

Autoplay mode will discontinue after 200 autoplay mode spins. You would then have to again select AUTOPLAY to resume autoplay mode.

## **Banner**

You can turn the moving banner on or off by selecting BANNER from under the OPTIONS menu.

## **Banner Text**

You can change the text that is displayed in the moving banner by selecting BANNER TEXT from under the OPTIONS menu. You can change this message to anything you wish.

## **Bet Amount**

You can change the bet amount (also called coin value) by selecting BET AMOUNT from under the OPTIONS menu.

This setting allows you to change the value of each coin used when placing bets. The bet amount can be 5¢, 10¢, 25¢, 50¢ or \$1. The most coins you can bet on any one spin is 64 (eight coins on all eight paylines). If the bet amount was set to \$1, then your total wager would be \$64. If the bet amount was set to 5¢, then your total wager would be \$3.20.

## Sound

To turn the sound off (or back on), select SOUND from the OPTIONS menu. When sound is on, a check mark will appear next to SOUND on the OPTIONS menu.

## Speed

The default speed setting is fast, but you can adjust it to suit your tastes (or computer speed). To change the speed setting, select SPEED from the OPTIONS menu. Then select the speed setting you desire. The current speed setting will be noted by a check mark.

# Loading/Saving Games

## ***Saving Games***

To save a game, select SAVE from the FILE menu. In the window that appears, select a game slot to save your game to. You can change the name of your game by editing the name in the text box at the upper-right corner of the window. Then click on the SAVE button to save your game. Saving your game saves both your balances (credits, amount borrowed, won/lost, bonuses paid, etc.) as well as your settings (last bet, and speed).

## ***Loading Games***

To load a previously saved game, select LOAD from the FILE menu. This will bring up a LOAD GAME window. Select the game you wish to load and click on LOAD.

To begin a new game, select NEW GAME from the FILE menu. This will begin a new game according to the default settings. When you first run the program, it automatically begins a new game, or you can load a previously saved game.



## Statistics

To view the statistics for the current game, select STATISTICS from the FILE menu.

The statistics window displays the number of spins (not counting the bonus spins), credits, amount borrowed, amount wagered (the total amount of the bets placed on all your spins), amount won/lost, bonuses won (Bonus Spins and Pools won), the normal payout percentage (without bonuses won), and the overall payout percentage.

## Strategy

Slots machines are a lot of fun because they are so unpredictable. Winning on a traditional slot machine is mostly based on luck--not skill.

Double Dynamite does offer some opportunity for strategy/skill because you are allowed to vary your bet to such a large degree. Since the bonus spins are so lucrative, their payout is based on your last bet, and because you know that you are more likely to get one when you only need one more of the fruits removed for the bonus spins, why not increase your bet SUBSTANTIALLY when you are close to earning a bonus spins!

You should always bet at least eight credits to be eligible for the bonuses. Betting fewer than eight would lower your odds significantly. Then when you only need to remove one more fruit for the bonus, start betting 64 credits. This way you get three spins--all based on your 64 credit bet.

You can also change the bet amount (coin value) at certain time to increase your overall winnings. You may want to bet at a small coin value until you are close to earning a bonus spin, and then increase the coin value and coins bet until you earn the bonus spins. That way the bonus spin payoffs are based on a higher wager amount.

# **Programming Credits**

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