

## The Bout

This game function takes two consecutive games in that Sapp fights one of three opponents. When he defeats the other, you win a Regular or Big Bonus!



There are three factors that are related to your winning chance.

### (1) Sapp's Opponents

The bigger the opponent is, the better chance to win you have.



Arashi Kisaragi



Will Nicholson



Robert Haccus

Expectation



### (2) Camera Angles

The closer it gets, the better chance you have.



### (3) Sapp's Face Expressions

The more excited he is, the better chance you have.



## Sapp Game



You may enter this game sequence, called "Sapp Game" anytime. It starts with a song, "That's the Way" and brings on quite a showtime. During about 30 games of the Sapp Game, you have the following advantages:

- (1) 10 times better chance to win a Reg/Big Bonus than that in normal games.
- (2) If you win a Reg/Big Bonus, you may win another Reg/Big Bonus at the rate of 75%. Even when you don't win a second bonus, you still have a 50% of chance to re-enter the Sapp Game.



### **Punching**

**Sapp tries to break the glass. When he shatters it you win a Reg/Big Bonus!**



### **Tackling**

**Sapp tackles ice columns and grabs symbols inside them. According to the symbols, you win a different prize.**



### **Special Lighting**

**When stage lights illuminate, you will win a small prizes. The color of the light corresponds with the prize: yellow-bell, green-watermelon, blue-replay, and red-cherry.**



### **Pigging Out**

**When Sapp eats up everything on the table, you win a Reg/Big Bonus. If he leaves a symbol, you may win a corresponding prize. If he leaves meat, you may enter the Sapp Game. If he bites off the doll, you may have the Bout in next game.**



### **4th Reel**

**Sapp rides an aerobike that is geared to with a reel. According to the symbol you get on the reel, you win a different prize.**



### **The Models**

**When Sapp invites models on the ring, you win a small prize. The color of their dresses corresponds with the prize (See "Special Lighting" above). If no model comes up while Sapp is inviting, it is a sign that you will have the Bout.**

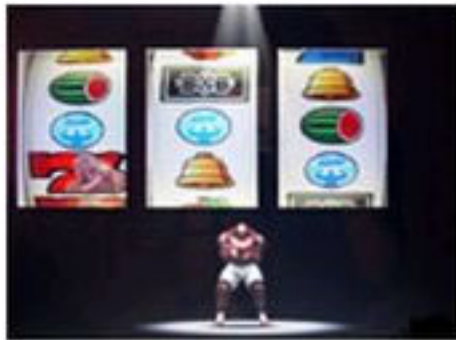


### **Reel Lights**

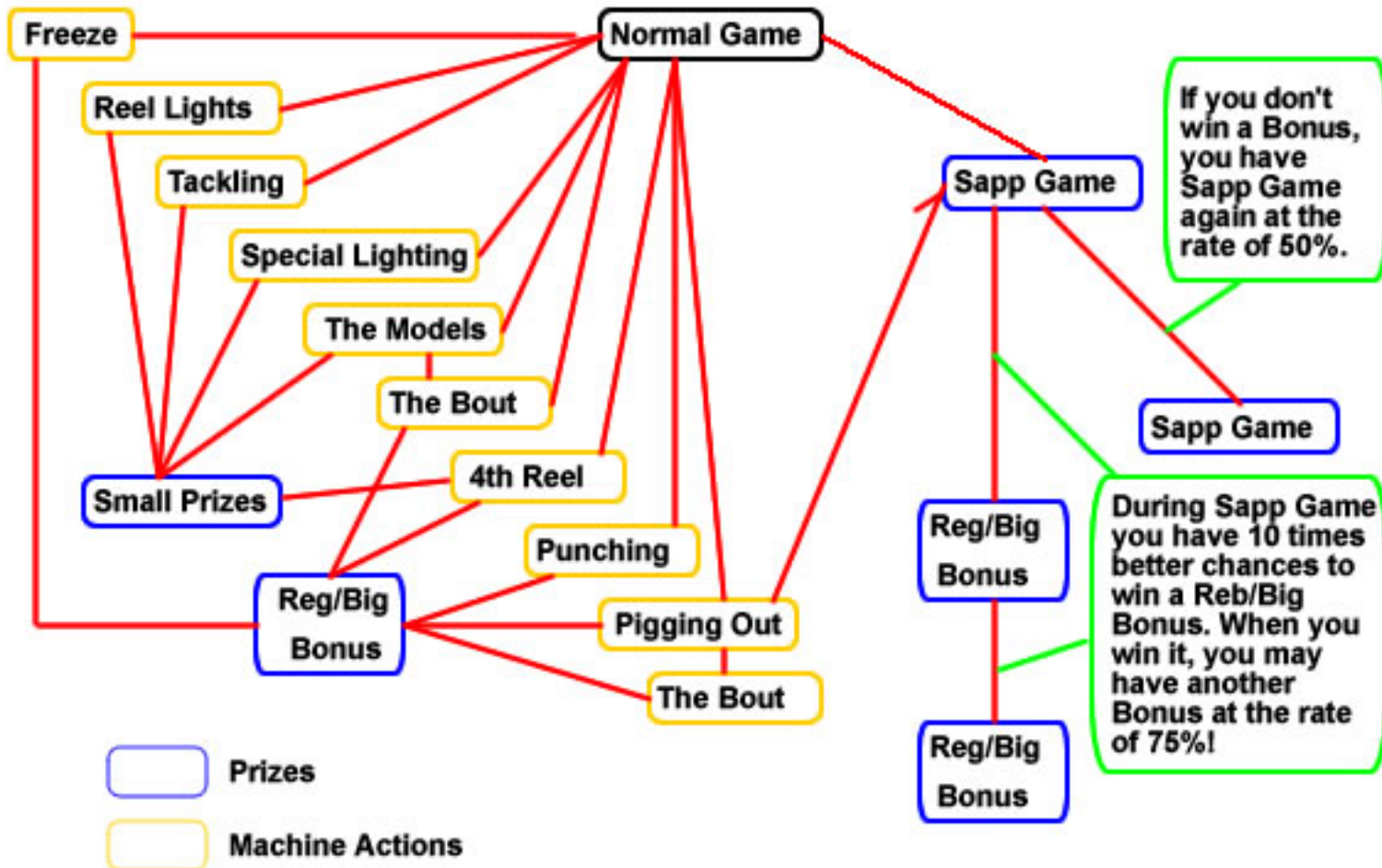
**The machine tells you which reel to stop by turning off the reel light. When you follow this lead, you win a small prize.**

## Freeze

When the machine stops working, showing Sapp in the dark ring (see the photo right), it is a sign for a Bonus round oncoming. After about 20 seconds of freezing, Sapp makes a great entrance with his theme song! At this point, you've also entered a Bonus round!



## Game Flow



## Bonus Round Tip



During a Bonus round, stop the reels from left to right to get a three-bell (15 tokens).



When Sapp grabs a Jac, it is a sign for a Jac-in. You can avoid it by stopping the reel from right to left.



When you avoid a Jac-in, aim at the 777 on the left reel. It pays out 15 tokens!

