"Alchemist's Gold" is a 5-reel video slot with 10 fixed paylines. The game has 10 different symbols, including a Mystery symbol.

Game flow

Before starting a game round, the player can change the bet using the "BET" control. The bet value does not change between game rounds, it remains constant, unless the player decides to change it. A game round is started by pressing the "SPIN" button.

The "BALANCE" field displays the available amount of money for the player. The field "WIN" displays the amount of money that the player won during his last game round. The "BET" field displays the amount the player wages in a game round. Prior to starting a new game round, the whole amount from the "WIN" field is transferred to the "BALANCE" field. By pressing the "MAX BET" button the bet is set to its maximal value with regard to player's balance.

Pressing the "AUTOPLAY" button opens the "AUTOPLAY" settings where the player can choose the number of rounds played automatically, without pressing the "SPIN" button to start a game. The "AUTOPLAY" function is interrupted in one of the following cases:

- the player does not have enough money in the "BALANCE" field to play the next game round
- the selected number of spins has been played
- the player pressed the "AUTOPLAY STOP" button

Paytable

They paytable displays values that multiply the total bet wagered based on the winning combination.

Symbol	Name	5x	4x	3x
	Elixir	50x	25x	10x
	Fire element	40x	20x	5x
	Water element	30x	10x	5x
	Earth element	25x	8x	3x
	Air element	25x	8x	3x
	A	15x	5x	2x
	K	15x	5x	2x
	Q	10x	2x	1x

	J	10x	2x	1x
	Mystery	-	-	-

Paylines

Winning combinations pay based on consecutive symbol count anywhere on the payline. Only the highest winning combination on a payline is paid. Simultaneous wins from different paylines add up. Game is always played on all paylines.

Line **1** is defined as: 2. position from the top on 1. reel from the left + 2. position from the top on 2. reel from the left + 2. position from the top on 3. reel from the left + 2. position from the top on 4. reel from the left + 2. position from the top on 5. reel from the left

Line **2** is defined as: 1. position from the top on 1. reel from the left + 1. position from the top on 2. reel from the left + 1. position from the top on 3. reel from the left + 1. position from the top on 4. reel from the left + 1. position from the top on 5. reel from the left

Line **3** is defined as: 3. position from the top on 1. reel from the left + 3. position from the top on 2. reel from the left + 3. position from the top on 3. reel from the left + 3. position from the top on 4. reel from the left + 3. position from the top on 5. reel from the left

Line **4** is defined as: 1. position from the top on 1. reel from the left + 2. position from the top on 2. reel from the left + 3. position from the top on 3. reel from the left + 2. position from the top on 4. reel from the left + 1. position from the top on 5. reel from the left

Line **5** is defined as: 3. position from the top on 1. reel from the left + 2. position from the top on 2. reel from the left + 1. position from the top on 3. reel from the left + 2. position from the top on 4. reel from the left + 3. position from the top on 5. reel from the left

Line **6** is defined as: 2. position from the top on 1. reel from the left + 3. position from the top on 2. reel from the left + 3. position from the top on 3. reel from the left + 2. position from the top on 4. reel from the left + 2. position from the top on 5. reel from the left
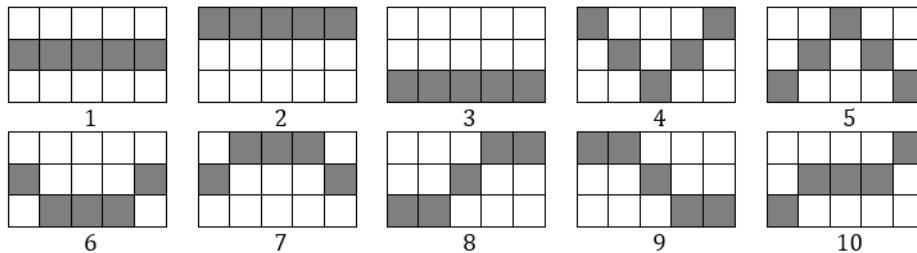
Line **7** is defined as: 2. position from the top on 1. reel from the left + 1. position from the top on 2. reel from the left + 1. position from the top on 3. reel from the left + 2. position from the top on 4. reel from the left + 2. position from the top on 5. reel from the left

Line **8** is defined as: 3. position from the top on 1. reel from the left + 3. position from the top on 2. reel from the left + 2. position from the top on 3. reel from the left + 1. position from the top on 4. reel from the left + 1. position from the top on 5. reel from the left

Line **9** is defined as: 1. position from the top on 1. reel from the left + 1. position from the top on 2. reel from the left + 2. position from the top on 3. reel from the left + 3. position from the top on 4. reel from the left + 3. position from the top on 5. reel from the left

Line **10** is defined as: 3. position from the top on 1. reel from the left + 2. position from the top on 2. reel from the left + 2. position from the top on 3. reel from the left + 1. position from the top on 4. reel from the left + 1. position from the top on 5. reel from the left

Bonus game "GAMBLE"

If a player wins any amount, he can try to double it. The "GAMBLE" bonus game can be started by pressing the "GAMBLE" button, even in case "AUTOPLAY" is active. The player can end the "GAMBLE" bonus game by pressing the "COLLECT" button.

In the "GAMBLE" bonus game the player has to pick the red or black color. In case his pick matches the next revealed card's color, his current win is doubled. He can continue to play the "GAMBLE" bonus game as long as he does not lose, or reach the limit. Collecting the win ends the gamble feature.

The amount gambled can be reduced to half by pressing the "HALVE" button. The other half is credited to the player's balance. In case the amount expressed in cents cannot be split into 2 equal parts, it is split as follows:

Amount gambled: ((amount * 100) - 1) / 200

Amount credited to balance: ((amount * 100) + 1) / 200

The minimal amount that can be gambled after halving is 0.1 €.

The last five revealed cards are displayed in the bottom half of the screen.

Mystery symbol

 All Mystery symbols that land on the reels change to the same randomly chosen symbol.