"Dice Rush" is a 3-reel video slot with 5 paylines (27 during Free Spins). The game has 10 different symbols, including Scatter symbol.

## Game flow

Before starting a game round, the player can set the bet using the "BET" control to set the bet per line value and the active payline count. 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 maximal values for the line bet and active payline count are set 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 Free Spins feature starts
- the Free Spins feature ends
- the selected number of spins has been played
- the player presses the "AUTOPLAY STOP" button

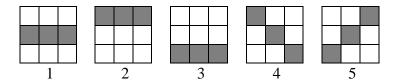
### **Paytable**

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

Symbol	Názov	3x
	Seven	100x
BAR	3 Bar	32x
BAR	2 Bar	16x
BAR	1 Bar	8x
	Watermelon	6x
	Grapes	4x
	Plum	4x
	Lemon	2x
	Cherries	2x
FREE SPAS	Dices (Scatter)	3 – 18 free spins

## **Paylines**

Winning combinations pay leftmost to right based on consecutive symbol count and only on paylines with the most winning symbol occurrences for the given symbol. Only the highest winning combination on a payline is paid. Simultaneous wins from different paylines add up. The game is always played on all paylines.



# Bonus game "GAMBLE"

The 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  $0.1~\mbox{\ensuremath{\varepsilon}}.$ 

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



## Bonus game "Free Spins"

In case 3 Scatter symbols land anywhere on reels, the player is entitled to play the "Free Spins" bonus game. The number of free spins is determined by the sum of dice values (total ranging from 3 to 18). During Free Spins, the payline count changes from 5 to 27 paylines. Free Spins cannot be retriggered as the Scatter symbol is not present during Free Spins.

During the "Free Spins" bonus game, no money is subtracted from the player's "BALANCE" on a spin. The Free Spins are played with the same bet as the game round which awarded the "Free Spins" bonus game. Wins are accumulated in the "WIN" field during the "Free Spins" bonus game.