

## Gem-O-Rama

“Gem-O-Rama” is a 5-reel video slot with 10 fixed paylines. The game has 9 different symbols, including the Wild symbol and Double (multiplier) 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 wagers 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

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

Symbol	Name	5x	4x	3x
	Seven	25x	15x	5x
	Violet Gem	10x	5x	2x
	Yellow Gem	5x	2x	1x
	Blue Gem	5x	2x	1x
	Orange Gem	5x	2x	1x
	Green Gem	3x	1x	0,6x
	Red Gem	3x	1x	0,6x
	Expanding Wild	-	-	-
	Double (multiplier)	-	-	-

### Paylines

Winning combinations pay leftmost to right and rightmost to left. 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: middle position on 1. reel + middle position on 2. reel + middle position on 3. reel + middle position on 4. reel + middle position on 5. reel

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

Line 3 is defined as: bottom position on 1. reel + bottom position on 2. reel + bottom position on 3. reel + bottom position on 4. reel + bottom position on 5. reel

Line 4 is defined as: top position on 1. reel + middle position on 2. reel + bottom position on 3. reel + middle position on 4. reel + top position on 5. reel

Line 5 is defined as: bottom position on 1. reel + middle position on 2. reel + top position on 3. reel + middle position on 4. reel + bottom position on 5. reel

Line 6 is defined as: middle position on 1. reel + bottom position on 2. reel + bottom position on 3. reel + bottom position on 4. reel + middle position on 5. reel

Line 7 is defined as: middle position on 1. reel + top position on 2. reel + top position on 3. reel + top position on 4. reel + middle position on 5. reel

Line 8 is defined as: bottom position on 1. reel + bottom position on 2. reel + middle position on 3. reel + top position on 4. reel + top position on 5. reel

Line 9 is defined as: top position on 1. reel + top position on 2. reel + middle position on 3. reel + bottom position on 4. reel + bottom position on 5. reel

Line 10 is defined as: bottom position on 1. reel + middle position on 2. reel + middle position on 3. reel + middle position on 4. reel + top position on 5. reel

### 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:  $((\text{amount} * 100) - 1) / 200$

Amount credited to balance:  $((\text{amount} * 100) + 1) / 200$

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.

**“Expanding Wild” symbol**



Expanding Wild symbols can only appear on reels 2, 3 and 4 and they substitute for all symbols, except the Double symbol. When one or more Expanding Wild symbols appear anywhere on the reels a respin is awarded. Expanding Wild symbols expand to cover the entire reel and remain in place while the other reels are respun. If new Expanding Wild symbols appears during a respin, they expand and remain in place along with the other Expanding Wild symbols for another respin. Respins end when no new Expanding Wild symbols appear during a respin. Respins can be triggered a maximum of 3 times. Wins are paid after each spin (before the first respin as well as after each respin).

**“Double” (multiplier) symbol**



The Double symbol can appear only on reels 1 and 5. For each occurrence of the Double symbol in a spin, the win for the current spin is multiplied by 2. A maximum of 2 Double symbols can appear in a single spin.