

Hell Mania

“Hell Mania” is a 5-reel video slot with 5 fixed paylines. The game has 12 different symbols, including Expanding Wild 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.








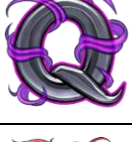


The “BALANCE” field displays the available amount of money for the player. The field “WIN” displays the amount of money that the player won during his last game round. The “BET” field displays the amount the player wagers in a game round. Prior to starting a new game round, the whole amount from the “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

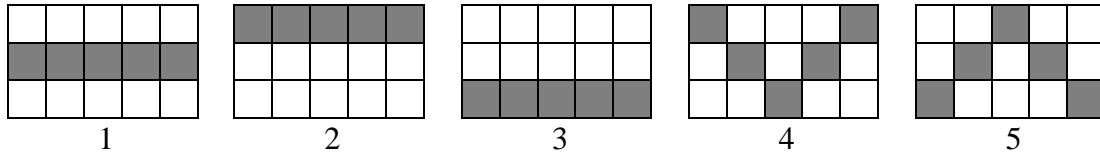
The paytable displays values that multiply the total bet wagered based on the winning combination.

Symbol	Title	5x	4x	3x	2x
	Lucifer	500x	100x	20x	8x
	Pentagram	250x	30x	15x	5x
	Cross	100x	20x	8x	4x
	Heart	50x	12x	6x	3x
	Goblet	30x	8x	4x	-
	Trident	20x	6x	3x	-
	A	8x	4x	2x	-
	Q	8x	4x	2x	-
	K	8x	4x	2x	-
	10	4x	2x	1x	-

	J	4x	2x	1x	
	Wild	-	-	-	-

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"

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

Wild symbol substitutes for all symbols. A Wild symbol expands to fill the whole reel in case the expansion results in a win.

Full reel multiplier

For symbols 10, J, Q, K, A the win is multiplied according to the payable based on the count of consecutive reels filled with the same symbol starting from the leftmost reel.