Welcome to the Ace Round rules!

GAME DESCRIPTION

Ace Round is a 5-reel, 3-row video slot.
The game is played with 20 fixed paylines.
The game has 10 regular symbols, Walking Wild symbols, Wild substitutions, Respins, 2 types of Free Spins, and 3 types of Random Events.
The objective is to spin the reels so that the symbols form the winning combinations on the existing paylines. A winning combination of identical symbols is formed in sequence from the most left to right reel. The more identical symbols are formed successively, the greater the win. The required number of symbols to create a winning combination, win coefficient and paylines are displayed in the Paytable.

FEATURES

Wild Symbols
There are four kinds of Wild symbols in the game that substitute all symbols on the reels, except for the other Wild symbols.
In the main game, S.W.A.T. Wild appears on the 1st reel and activates Respins. S.W.A.T. Wild moves to the right to the next reel at the beginning of each Respin.
Terrorist Wild appears on the 5th reel and activates Respins. Terrorist Wild moves to the left to the next reel at the beginning of each Respin.
Respins continue as long as at least one symbol remains on the reels.
In the case S.W.A.T. Wild and Terrorist Wild appear on the same row, they collide during the Respin and trigger Free Spins.
If S.W.A.T. Wild covers up Terrorist Wild then 3 S.W.A.T. Free Spins are launched.
If Terrorist Wild covers up S.W.A.T. Wild then 10 Terrorist Free Spins are launched.

Free Spins
Free Spins are played with the same Bet as the spin that activates Free Spins.
During S.W.A.T. Free Spins, five random symbols are replaced by Hostage Wild. In S.W.A.T. Free Spins, the other Wild symbols do not appear.
During Terrorist Free Spins, the Bomb Wild appears randomly on the reel. The participation Bomb Wild in the winning lines multiplies the win by five.
During Terrorist Spins other Wild symbols do not appear.

Random Events
There are three kinds of random events in the main game that can be activated after any lose spin. These events increase the chance to form the winning combinations.
Fire Grenade: The lowest row is burned and all symbols are shifted downward. If there is no winning line then the lower row can be burned out again (up to five times).
Smoke Grenade: all symbols are replaced by random symbols.
HE Grenade: 6 - 9 symbols are destroyed and replaced by random symbols.

GAMEPLAY

Balance - Displays your account balance. Click Balance to Make a deposit.
Bet - Displays the bet value for a spin. Click Plus and Minus buttons or the bet value to set your bet.
Spin - When you are ready to submit your bet click Spin to start the game. The bet amount is deducted from your balance and game round is started.
Autoplay - Hold the Spin button to choose the number of autospins.The selected number of spins starts automatically with the same bet value as the spin whereby the autospins mode is activated. Anytime you may click Spin button again to stop autospins. You can choose additional conditions to stop autoplay in the Game Settings.
Win - Displays the win for the current spin or the last win payout step.
Paytable - Displays all coefficients for each symbol combination, description of the game features and all information about the paylines. Click Info button to open Paytable.
By clicking the Settings (gear) button you can open the game settings interface, and change the sound, input, visual and autospin settings.
Swipe mode - Swipe down to spin the reels. Long press anywhere on the reels to open autospin panel.
Anytime you may turn on/off the sound, turn on/off the turbo mode and enter/exit fullscreen in the bottom right corner.

HOW TO CALCULATE THE PAYLINE WINS

• Count the number of identical symbols formed in sequence on the payline from the most left to right reel.
• Check the coefficient for the corresponding number of symbols shown in the Paytable.
• Payline win is equal to the coefficient multiplied by the bet.
• Only the highest win per payline is paid.

RETURN TO PLAYER

The overall theoretical return to player is $[RTP_VALUE]%.

RANDOMIZATION

The reels are spun with a fair and equal chance for each stop position by a random number generator.
For more information, visit http://evoplay.games/RNG.

ADDITIONAL INFORMATION

Malfunction voids all pays and plays.
Game rules dated 06.08.2018.