

JOLLY TREASURES

Welcome to the Jolly Treasures rules!

Jolly Treasures is a 3-reel, 3-row video slot. The game is played with 5 fixed paylines.

The game has 7 regular symbols, Wild symbol, Treasure Map, Free Spin with multipliers and Dead Mans Chest feature.

The objective is to spin the reels so that the symbols form a winning combination on the existing paylines.

The more expensive symbols in the winning combination, the greater the win. The required number of symbols to create a winning combination, win coefficient and paylines are all displayed in the Paytable.

WILD

Wild symbol substitutes for all symbols in the winning combinations.

TREASURE MAP

There is the Treasure map in the game, it has two functions:

- Activation of Free Spins
- Forming a set of bonuses that will use in Free Spins

The goal of the main game is go around the map, collect 3 types of bonuses and come exactly to the point marked with a red cross.

Moving around the map is indicated by a cocked hat.

The number of moves is determined by the dice roll.

A dice roll occurs in every winning round.

The number of moves is equal to the number of dots on the dice, dropped out as a result of the roll.

The Treasure map is divided into three parts and each part consist of 5 positions:

- Free Spins
Here is defined the number of Free Spins. There can be 10, 15 or 20 Free Spins.
- Multiplier
Here is defined a multiplier by which will be increased all winnings in Free Spins. Multiplier can be x2, x3 or x5.
- Wild Reel
Here is defined the reel on which every Free Spin will land the Wild symbol, taking a random position.

The collected bonuses are marked with coins.

There are two additional points on the map:

- Back to 20 - the cocked hat is sending back to the point with 20 Free Spins.
- Back to x5 - the cocked hat is sending back to the point with multiplier x5.

The main point on the map is the Cave of Skull, marked with a red cross.

For Free Spins activation, the cocked hat must complete a full circle and come exactly to the Cave of Skull point.

If the cocked hat moves further, all bonuses will be reset and they will have to be collected again. Progress on the Treasure Map is saved for your game at the bet level you are playing at. You can have different progress levels at different bets on the same game, and move between them by changing the bet.

FREE SPINS

You can win 10, 15 or 20 Free Spins.

During Free Spins act bonuses obtained from the Treasure Map in the main game.

Free Spins are played with the same Bet as the spin that activated them.

After the completion of Free Spins, the game starts from the starting point without active bonuses.

DEAD MAN'S CHEST

During Free Spins, you can open the Dead Man's Chest and win a reward that is equal to the total bet multiplied by x200.

The Dead Man's Chest is locked with 3 combination locks.

The code on the lock is the number of dots on the side of the dice, that is a number from 1 to 6.

The number of dots on the lock is generated randomly each time you enter Free Spins.

To open the chest, you need to remove all 3 locks.

To remove the lock, you must roll the same number of dots on the dice as on the lock.

A dice roll occurs only in the winning rounds.

The locks must be removed sequentially one after another, starting with the leftmost lock.

The removed locks are not restored.

Example: If the chest is locked with 3 locks with the numbers 3, 5, 1. And the number 5 will be rolled earlier than 3, then the second lock will not be removed earlier than the first.

In a case of win, the prize from the Dead Man's Chest will be added to the total winnings for Free Spins.

PAYOUT RULES

Winning bet lines are paid in case the winning symbols are arranged succession from the leftmost reel to the right one.

Winning combinations are formed by 3 matching symbols.

The win for a combination is equal to the coefficient multiplied by the bet.

Malfunction voids all pays and plays.