

Duck Shooter Crazy Chicken Shooter

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Come along for the hunt and experience the adventure of fat ducks flying into your sights. Up to 25 free games can be won and the more hunters shoot at the ducks the higher your winnings are. Now also available with the great adventure of an additional jackpot side game.

Game

Reels: 5

Paylines: 10/20/30 selectable

"Hunter" is Wild and substitutes for all symbols except Scatters.

Multiple symbols Wild on one line count as top combination "Dog" if this is the highest win on this line.

For line wins, different duck symbols are evaluated together as the same symbol.

"Sight" is Scatter.

Scatter symbols occur in base game only.

Symbol "Hunter" occurs in free games only.

Free games

10/15/25 free games are triggered by 3/4/5 Scatters.

During free games feature it is not possible to trigger additional free games.

All duck symbols are BONUS-symbols.

Any visible "Hunter" triggers additional wins for BONUS-symbols.

Side Game

Crazy Chicken Shooter

With an additional bet, the Crazy Chicken Shooter side game is activated, which can trigger an additional side game with every spin.

When the Crazy Chicken Shooter side game is triggered, a locked chicken coop appears. If all three locks are released from the chicken coop, the Crazy Chickens escape and the payout begins. The collected rounds on the reels determine the win level and the number of rounds during the following Crazy Chicken Shooter. Win values for the Crazy Chickens increase along with the level.



The X symbol yields no rounds.

When playing on the second additional bet level, all X symbols on the second reel become MYSTERY X symbols which can yield up to 4 additional rounds.

When playing on the maximum additional bet level, all X symbols on the second and third reel become MYSTERY X symbols which in total can yield up to 9 additional rounds.

When hitting the Bonus-Chest, either additional rounds or an upgrade to the next level is awarded.

Gamble

Card gamble

The card gamble can be entered by clicking the gamble button with the cards symbol. The win can be gambled by betting on the color of the next card. If the color of the drawn card matches the choice, the win is doubled. In case the colors don't match, the risked win is lost.

Ladder gamble

The ladder gamble can be entered by clicking the gamble button with the ladder symbol. In case of win, you will land on the highlighted step above your current one, in case of loss on the highlighted lower one.

Gambling is not possible for high wins or in autoplay mode.

Rules

All wins begin with the leftmost reel and pay left to right for identical symbols on adjacent reels. All wins count on payed lines only. Wins on different lines are added. Only the highest win counts on each line.

Scatters pay in any position. Scatter wins are added to line wins. Only the highest Scatter win counts.

Free games are free-to-play. Bet per line and lines played are the same as in the spin that triggered the free games feature. Reel strips during free games are different to the reel strips during paid games.

Return to Player (RTP)

This game has a return to player 96.09%.

This side game has a return to player of 96.10% .

This RTP represents the long term theoretical game payout.

Wins and winning combinations are shown in the paytable.










Malfunction voids all pays and plays.

Operation


In general

TOTAL BET increase/decrease bet






	LINES	increase/decrease number of lines
	MAX BET	maximum bet and number of lines
	CRAZY CHICKEN	activates and deactivates jackpot bets
	SPIN	total bet is deducted from balance, reels start to spin during a spin: reels stop immediately
	STOP	reels stop immediately
	AUTO	reels spin automatically
	AUTO OFF	stops automatic reel spin
	CARD GAMBLE	gamble win in card gamble
	LADDER GAMBLE	gamble win in ladder gamble
	TAKE WIN	take the win, win is booked to balance
	MENU	setting options and information
	HOME	back to the main screen

Free games

	STOP	stops countdown for automatic free games entry (if game has free games), free games have to be started manually
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Card gamble

	RED	gambles on red
	BLACK	gambles on black
	SPLIT	collect half of the win, the second half can still be gambled

Ladder gamble

	GAMBLE STEP	gambles on the next step
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Menu

	+/-	increase/decrease bet and if applicable number of lines
	PAYTABLE	display of winning combinations
	INFO "i"	rules
	SETTINGS	more setting options
	SOUND	turn sound on/off



Settings

- TURBO SPIN reels spin faster
- AUTOMATIC FREE GAMES ENTRY free games start after countdown (if game has free games)
- LEFT HAND MODE user interface for left-handers (only mobile)

Paylines

