

Take 5 Red Hot Firepot

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Take 5 offers one of the most attractive and famous features in the German market: The WIN REPEATER FEATURE pays out a full screen of the same symbol up to five times in a row. Now also available with the great adventure of an additional jackpot side game.

Game

Reels: 3 Paylines: 5

A screen full of the same symbols starts win repeater feature during which the current screen win can be retriggered up to 4 times.

During Win Repeater feature a fortune wheel with five segments is shown. At the beginning 4 of those are coloured green and one is red.

If a spin of the fortune wheel hits a green segment, then the full screen win is evaluated again and the segment on the wheel turns red. On the other hand, if a spin of the fortune wheel hits a red segment the feature ends. The feature can only evaluate the win up to four times.

Side Game

RED HOT FIREPOT

With an additional bet the Red Hot Firepot Jackpot Feature is activated, which can trigger a jackpot side game with every spin.

When the Red Hot Firepot is triggered, three ovens appear that open successively from left to right. If all three ovens are lit, continue to the Firepot draw. The collected points on the reels fill the thermometer and thus determine the Jackpot win.

Questionmark symbols can be worth between 7 and 15 points.

The player can choose between different additional bets.

With increasing additional bet per spin a higher win is possible, the chance to trigger the Firepot is increased and a prefillment is awarded to the thermometer.





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.

Return to Player (RTP)

This game has a return to player 96.11%.

This side game has a return to player of at least 96.05%.

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

FIREPOT activates and deactivates firepot 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 win in ladder gamble

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

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

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



