

GAME RULES

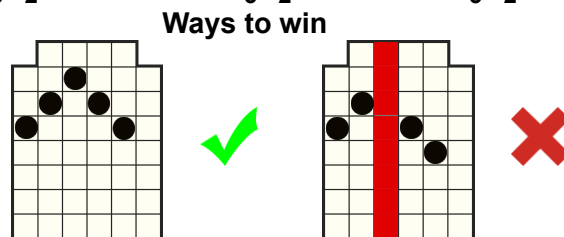
All symbols pay from left to right on adjacent reels starting from the leftmost reel

	6 - 200 5 - 100 4 - 40 3 - 20 2 - 10		6 - 125 5 - 50 4 - 25 3 - 15		6 - 75 5 - 25 4 - 15 3 - 10		6 - 30 5 - 15 4 - 10 3 - 6		6 - 30 5 - 15 4 - 10 3 - 6
	6 - 20 5 - 10 4 - 6 3 - 4		6 - 20 5 - 10 4 - 6 3 - 4		6 - 15 5 - 8 4 - 4 3 - 2		6 - 12 5 - 8 4 - 4 3 - 2		6 - 12 5 - 8 4 - 4 3 - 2



This symbol is WILD and substitutes for all symbols except for .

WILD symbol appears only on reels 2, 3, 4 and 5.



Wins awarded for left to right adjacent symbol combinations of any size.

Reels 1 and 6 can have up to 7 symbols. Reels 2, 3, 4 and 5 can have up to 8 symbols. The top row of reels 2 to 5 spins independently from left to right. In total the maximum number of possible ways to win is 200704.

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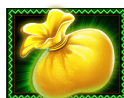
TUMBLE FEATURE

The TUMBLE FEATURE means that after every spin, winning combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty positions are replaced with new symbols coming from above. New symbols are of the same size as the initial spin result, before tumbles.

Tumbling will continue until no more winning combinations appear as a result of a tumble.

All wins are added to the player's balance after all the tumbles resulted from a base spin have been played.

RESPIN RULES



This is the MONEY symbol. It appears on all reels, except for the row on top of reels 2 to 5.

At each spin, the MONEY symbol takes a random value from a pre-defined set.








When 6 or more MONEY symbols hit, the RESPIN FEATURE is triggered.

The RESPIN FEATURE starts after all winning combinations are paid. The normal symbols fade away and only the MONEY SYMBOLS that triggered the feature remain. The normal reels are replaced with special reels containing only MONEY SYMBOLS and empty spaces on the main grid and special symbols on the row on top of 2 to 5.

When the round starts reels 1 and 6 are locked and can be unlocked with special symbols. The number of symbols on each reel is equal to the grid that started the round.

You start with 3 respins. All MONEY SYMBOLS that hit after each respin remain on the screen until the end of the round. Every time at least one MONEY SYMBOL symbol hits, the number of respins is reset to 3. The round continues until all respins are finished or all positions on the screen are filled with MONEY SYMBOLS.

During the round, the following special symbols can hit on the top row:

-  Unlocks reel 1. The number of possible symbols on reel 1 is equal to the starting grid.
-  Unlocks reel 6. The number of possible symbols on reel 6 is equal to the starting grid.
-  Extends the number of possible symbols on the reel below it to 7 until the end of the round
-  Collects the amounts on all MONEY symbols from the reel below it and adds it to the total win.
-  Collects the amounts on all MONEY symbols currently on the screen and adds it to the total win.
-  Multiplies the amount of all MONEY symbols on the reel below it by 2x, 3x, 5x or 10x randomly.
-  Multiplies the amount of all MONEY symbols currently on the screen by 2x, 3x, 5x or 10x randomly.

When the feature is complete the values of all MONEY symbols on the screen plus everything collected so far is added together and awarded

ANTE BET

The player has the option to select the bet multiplier. Depending on the selected bet, the game behaves differently. The possible values are:

Bet multiplier 20x - Normal Play

Bet multiplier 25x - The chance to win RESPIN feature naturally is doubled, more MONEY symbols are present on the reels but symbol payable is not affected and they pay as for 20x bet multiplier.

The maximum win amount is limited to 5,000x bet. If the total win of a round reaches 5,000x the round immediately ends, win is awarded and all remaining free spins are forfeited

VOLATILITY 

High volatility games pay out less often on average but the chance to hit big wins in a short time span is higher.

Only the highest win is paid per winning combination on the same pay way.

When winning on multiple pay ways, all wins are added to the total win.

All wins are multiplied by base bet.

All values are expressed as actual wins in coins.

Respin round win is awarded to the player after the round completes.

Respin round total win in the history contains the whole win of the cycle.

SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.

The theoretical RTP of this game is 96.50%



The RTP of the game when using the "ANTE BET" is 96.50%

MINIMUM BET: £0.20

MAXIMUM BET: £125.00

Malfunction voids all pays and plays.

HOW TO PLAY

Click the  or  buttons to change the bet value and open the bet menu.
Select the bet you want to use in the game.


MAIN GAME INTERFACE


 opens the **SETTINGS** menu that contains settings which affect the way the game is being played.

 opens the Information page

CREDIT and **BET** labels show the current balance and current total bet.

Click on the labels to switch between coins view and cash view.

and  change up or down the current bet and open the bet menu, where you can change the bet denominations.

 starts the game

 opens the automatic play menu

SETTINGS MENU


INTRO SCREEN – toggles the introductory screen on and off

AMBIENT – toggles the ambient sound and music in the game on and off

SOUND FX – toggles the game's sound effects on and off

GAME HISTORY – opens the game history page

INFORMATION SCREEN

 and  scroll between information pages

 closes the information screen

BET MENU

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.

Use the  and  buttons in the COINS PER LINE and COIN VALUE fields to change the values.

The maximum win amount is limited to 5000X bet. If the total win of a round reaches 5000X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.

AUTOPLAY

Click on the buttons showing the number of possible auto-spins to start Autoplay

STOP AUTOPLAY

ON ANY WIN – whenever you win something, the Autoplay function stops

IF SINGLE WIN EXCEEDS – whenever a single win is above the sum written in this field, the Autoplay function stops

IF CASH INCREASES BY – whenever your current balance is above the sum written in this field, the Autoplay function stops

IF CASH DECREASES BY – whenever your current balance is below the sum written in this field, the Autoplay function stops

START AUTOPLAY – starts the Autoplay function