

GAME RULES

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



3 - 20



3 - 15



3 - 10



3 - 8



3 - 5



3 - 3



3 - 2



3 - 25

This symbol is WILD and substitutes for all symbols.

PROGRESSIVE FEATURE

The game has a progressive feature. After every spin, if it does not result in a win a counter goes up, increasing the level.

The game starts from level 1. Level 1 is played until 4 non-winning spins are collected. When level 2 is reached, after the 5th non-winning spin, one more special reel appears. This reel contains only win multiplier items. The win multiplier won on this reel applies to the total win of any spin. As non-winning spins are accumulated and you progress through the levels, multipliers on the special reel increase, as follows:

Level 2 is achieved after 4 non-winning spins.

Possible win multipliers on the special reel are 2x, 3x and 5x.

Level 3 is achieved after 9 non-winning spins.

Possible win multipliers on the special reel increase to 3x, 5x and 8x.

Level 4 is achieved after 14 non-winning spins.

Possible win multipliers on the special reel increase to 5x, 8x and 10x.

Level 5 is achieved after 19 non-winning spins.

Possible win multipliers on the special reel increase to 8x, 10x and 15x.

Level 6 is achieved after 25 or more non-winning spins.

Possible win multipliers on the special reel increase to 10x, 15x and 50x.

The special reel remains active as long as non-winning spins keep accumulating. When the 1st winning spin happens, the special reel is deactivated and the level is reset back to 1.

Win up to 1250x bet

VOLATILITY ⚡⚡⚡⚡

Low volatility games pay out more often in smaller amounts, while still having the chance to win big.

All symbols pay from left to right on selected paylines.

All wins are multiplied by bet per line.

All values are expressed as actual wins in coins.

Only the highest win is paid per line.

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



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



The theoretical RTP of this game is 96.49%

Malfunction voids all pays and plays.

MINIMUM BET: £0.05

MAXIMUM BET: £25.00

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.

AUTOPLAY

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

SKIP SCREENS option auto-skips the feature introduction and end screens after a short period of time

STOP AUTOPLAY

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

IF FEATURE IS WON – whenever a feature like bonus game or free spins is won, Autoplay will stop

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