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GAME RULES

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













5	-	500
4	-	250
3	-	100



5 - 300 4 - 125 3 - 20

5 - 250 4 - 100 3 - 20

5 - 200 4 - 50

3 - 10

5 - 200

4 - 50

3 - 10

5 - 100 4 - 20



5 - 100 4 - 20 3 - 5



5 - 100 4 - 20



5 - 100 4 - 20 3 - 5



WILD symbol appears on reels 2, 3 and 4.
Whenever a WILD symbol hits and could form winning combinations it expands vertically to fill the whole reel.





This is the SCATTER symbol. It appears on all reels. 3 or more SCATTER symbols triggers the FREE SPINS FEATURE.

5x SCATTER pays 50x total bet 4x SCATTER pays 20x total bet 3x SCATTER pays 2x total bet

FREE SPINS

Hit 3 or more SCATTER symbols to trigger the FREE SPINS FEATURE. The feature is progressive with reels strips changing as level increases.

The feature starts with 12 free spins.

The feature starts at level 1.

During the round, when 1 WILD symbol hits it adds more free spins and the level increases by 1. When 2 WILD symbols hit they add 3 more free spins and the level increases by 2. When 3 WILD symbols hit, they add 5 more free spins and the level increases by 3.

Level progression as follows:

Level 2 - All on the reel strips become until the end of the round.

Level 3 - All and on the reel strips become until the end of the round.

Level 4 - All on the reel strips become until the end of the round.

Level 5 - All on the reel strips become until the end of the round.

Level 6 - All aon the reel strips become auntil the end of the round.

The round ends when no more free spins are left.

Hit 3 or more SCATTER symbols during the FREE SPINS round to retrigger the feature and add 12 more free spins.

Special reels are in play during the feature.

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 payline.

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

Free spins and bonus wins are added to the payline win.

All wins are multiplied by base bet.
All values are expressed as actual wins in coins.

Free spins win is awarded to the player after the round completes. Free spins 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 96.71%

MINIMUM BET: £0.10

MAXIMUM BET: £250.00

Malfunction voids all pays and plays.

HOW TO PLAY

Click the

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

MAIN GAME INTERFACE

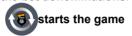
opens the SETTINGS menu that contains settings which affect the way the game is being played.



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.



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

> The maximum win amount is limited to 10000X bet. If the total win of a round reaches 10000X 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 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