

GAME RULES

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



5 - 5000
4 - 1000
3 - 100



This is the WILD symbol and substitutes for all symbols except MONEY symbol and SCATTER symbol. During at any spin WILD symbols can appear at random positions on the screen.

5 - 2000
4 - 400
3 - 20



This is the SCATTER symbol. SCATTER pays on any position.



These are the MONEY SYMBOLS. They can appear on all reels. Each spin, MONEY SYMBOLS take a random value from a predefined set. When 5 or more MONEY SYMBOLS hit, they trigger the HOLD AND SPIN feature.

HOLD AND SPIN FEATURE

The HOLD AND SPIN FEATURE starts after all win combinations for the lines 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.

You start with 4 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 hits, the number of respins is reset to 4. The round continues until respins are finished or all positions on the screen are filled with money symbols.

When the MONEY RESPIN feature is complete, the values of all money symbols are added and the game pays the total amount. If during the HOLD AND SPIN FEATURE the screen is filled with money symbols, the BIG MONEY WHEEL BONUS is triggered.

The wheel spins awarding a random prize or a blank. Possible prizes are:

10x, 20x, 30x, 40x, 50x, 60x, 70x, 80x, 90x, 100x, 200x, 300x, 400x, 500x, 600x, 700x, 800x, 900x, 1000x, 2000x or 5000x.

Whenever a value is awarded, the wheel spins again. Whenever a blank is awarded the round ends. After all wheel spins finish, all prizes awarded by the HOLD AND SPIN FEATURE and the MONEY WHEEL BONUS are added together and pay.

VOLATILITY ⚡⚡⚡⚡

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

All symbols pay from left to right on selected paylines.

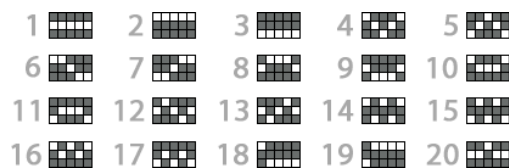
All wins are multiplied by bet per line.

Bonus wins are multiplied by total bet.

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 94.65%

Malfunction voids all pays and plays.


MINIMUM BET: £0.20

MAXIMUM BET: £240.00

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

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

The maximum win amount is limited to 20000X bet. If the total win of a round reaches 20000X 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