

GAME RULES

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



5 - 200
4 - 50
3 - 20



5 - 100
4 - 40
3 - 10



5 - 75
4 - 30
3 - 10



5 - 75
4 - 30
3 - 10



5 - 50
4 - 20
3 - 4



5 - 50
4 - 20
3 - 4



5 - 40
4 - 10
3 - 4



5 - 40
4 - 10
3 - 4



5 - 20
4 - 5
3 - 2



5 - 20
4 - 5
3 - 2



5 - 250
4 - 100
3 - 25

This symbol is WILD and substitutes for all symbols except for . WILD symbol appears on all reels.



This is the BONUS symbol. It appears only on reels 2, 3 and 4. Hit 3 BONUS symbols on reels 2, 3 and 4 to trigger the FREE SPINS ROUND.



This is the MYSTERY symbol. It appears on all reels, as part of features. All MYSTERY symbols present on the screen transform into the same random symbol except for BONUS symbol.

FREE SPINS RULES

Hit 3 BONUS symbols to trigger the FREE SPINS feature.

Before the round starts select one out of 3 cards to win one of the FREE SPINS versions at random as follows:

MEGA VOODOO FREE SPINS

5 free spins are awarded. MYSTERY symbols are added to the reel strips. During the round all MYSTERY symbols on the screen transform randomly into: , , , .

Minimum win guaranteed for the whole round is 50x total bet. If no more free spins are left and the minimum win is not reached the round retriggers for 5 more free spin, until the minimum win is reached or exceeded.

SUPER VOODOO FREE SPINS

5 free spins are awarded. MYSTERY symbols are added to the reel strips. During the round all MYSTERY symbols on the screen transform randomly into: , , , , , , , , , .

Minimum win guaranteed for the whole round is 25x total bet. If no more free spins are left and the minimum win is not reached the round retriggers for 5 more free spin, until the minimum win is reached or exceeded.

VOODOO FREE SPINS

5 free spins are awarded. MYSTERY symbols are added to the reel strips. During the round all MYSTERY symbols on the screen transform randomly into: , , , , , , , , , .

Minimum win guaranteed for the whole round is 10x total bet. If no more free spins are left and the minimum win is not reached the round retriggers for 5 more free spin, until the minimum win is reached or exceeded.

BONUS symbols are not present on the reels during the FREE SPINS round. The feature can be retriggered only via the minimum guaranteed prize.

Special reels are in play during the FREE SPINS round.

RANDOM SPIN FEATURES

Whenever two BONUS symbols hit on reels 2 and 3, without one on reel 4, a choice between two potions appears. Select one of the potions to trigger a random feature, as follows:

MYSTERY CURSES

When MYSTERY CURSES triggers after the spin ends, a random number of WILD symbols is added to the screen in random positions. After transformations, all winning combinations are paid.

FORTUNE HEX

When FORTUNE HEX triggers, after the spin ends, all low value symbols and BONUS symbols on the screen disappear and new symbols fall into the screen in their place, until only high value symbols are present on the screen. After the tumble sequence ends all winning combinations are paid.

The maximum win amount is limited to 1,000x bet. If the total win of a FREE SPINS ROUND reaches 1,000x 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.

All symbols pay from left to right on selected paylines.

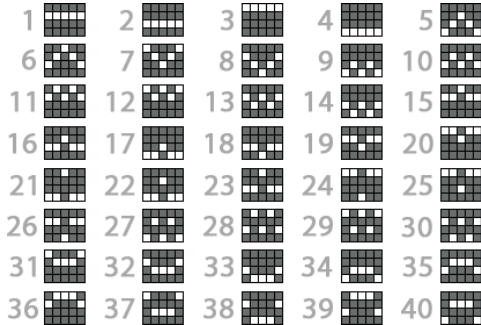
Free Spins win is added to the payline win.

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.



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.

The theoretical RTP of this game is 94.50%



MINIMUM BET: £0.20

MAXIMUM BET: £100.00

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

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 1000X bet. If the total win of

a round reaches 1000X 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