

# Dolphin's Wild Ride

Dolphin's Wild Ride is a 5-reel video slot featuring Free Spins with multiplying Double Wild symbols.

The game has 9 fixed paylines.

Payline wins pay leftmost to right.

Scatter symbols pay at any position onscreen.

Only the highest win is paid per active payline and per scatter combination.

Scatter wins are added to the payline wins.

Payline wins are added.

Winning combinations and payouts are made according to the Paytable.

Malfunction voids all pays and plays.

## GAME LIMITS

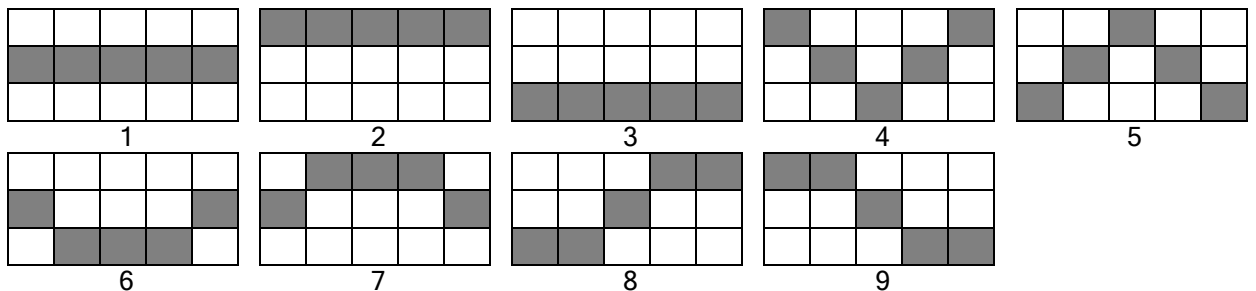
Allowed bets: per operator

Maximal win: per operator

Payout (average return to player): per operator



The game User Interface (UI) panel is located at the bottom of the screen.



**WILD SYMBOL**

Wild symbol substitutes for all symbols except Bonus and Double Wild symbols.

**FREE SPINS**

10 Free Spins are awarded in case 3 or more Bonus symbols land on the reels.

At the start of Free Spins, a Double Wild symbol appears in the middle of the reels (3rd reel, 2nd row).

Double Wild symbol substitutes for all symbols except Bonus.

With each Free Spin, the Double Wild symbol moves to a random neighboring position.

Wins with substituting Double Wild symbols are multiplied x2.

In case 3 or more Bonus symbols land anywhere on the reels, 5 more Free Spins are awarded with a new randomly placed Double Wild symbol.

Free Spins can be played with maximum 5 Double Wild symbols present on the reels.

Free Spins are played at the same bet as the round activating Free Spins.

**GAMBLE**

You are able to gamble any win not exceeding [per operator].

The gamble feature is card based and you have to guess the color of the next revealed card.

A correct guess doubles the win; a wrong guess causes you to lose your win.

The win can be gambled until a wrong guess or until a limit is reached.

Collecting the win ends the gamble feature.

You can use the **HALVE** option to credit half of your win to your balance and gamble the rest.











You cannot gamble during Free Spins.


You are allowed to gamble 10 times during a single gamble feature.

Joker substitutes for any color.

**PAYTABLE**

Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (2x)
	Dolphin (Wild symbol)	200	100	25	1
	Pearl clam (Bonus symbol)	100 + Free Spins	20 + Free Spins	5 + Free Spins	2
	Golden Dolphins	-	-	-	-

Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (2x)
	Clownfish	75	15	4	0,5
	Palette surgeonfish	50	15	4	0,5
	Pufferfish	25	10	3	-
	Green Turtle	25	10	3	-
	Seahorse	20	8	2	-
	A	15	5	1	-
	K	15	5	1	-
	Q	10	3	0,5	-
	J	10	3	0,5	-
	10	10	3	0,5	-

Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (2x)
	9	10	3	0,5	-

## CONTROLS



**MENU** button opens the game menu.



**GAME HISTORY** button opens the Game history page.



**HELP** button opens the Help page.



**PAYTABLE** button opens the Paytable.



**HOME** button closes the game and credits any uncollected win to the balance, if collect is possible.



**BALANCE** field displays your current balance.



**BET** control displays the current bet amount and can be used to adjust the bet.



**WIN** field displays all pays won for the current game round.



**MAX BET** button adjusts the bet to it maximum settings with regard to your balance.



**GAMBLE** button starts the Gamble feature. Available in case of a win unless a limit has been reached.



**SPIN** button plays the game at the current bet setting.



**STOP** button quick-stops the reels. Available while the reels are spinning.



**ENTER** button starts the Free Spins feature.



**RETURN** button returns to the base game.

**SPACEBAR** can be used as **SPIN**, **STOP**, **ENTER** or **RETURN** button.



**AUTOPLAY** button opens the Autoplay settings.



**AUTOPLAY STOP** button stops Autoplay.



**COLLECT** button credits the win to your balance. Available after every win unless Autoplay is turned on and during Gamble.



**SOUND** button toggles the sound volume