

Reel Sheriff

Reel Sheriff is 5-reel video slot featuring sliding Wild symbols with Respins and Mystery wins.

The game has 20 fixed paylines.

Payline wins pay leftmost to right and rightmost to left.

Scatter symbols pay at any position onscreen.

Payline wins are added.

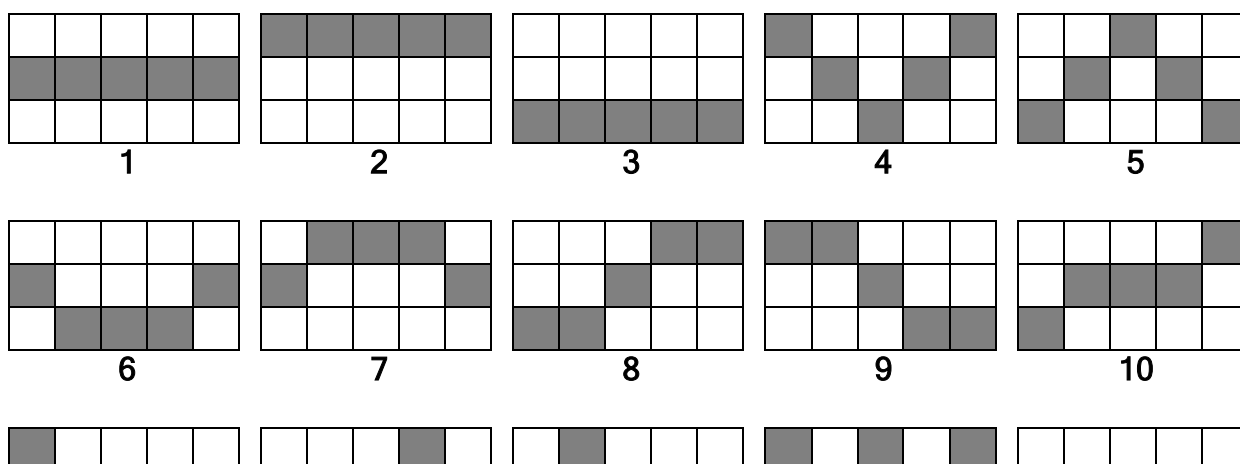
Winning combinations and payouts are made according to the Paytable.

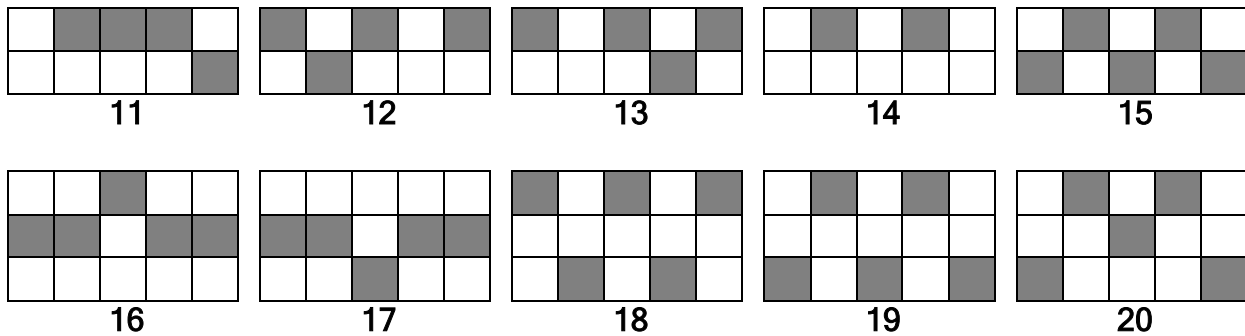
Malfunction voids all pays and plays.

The game is also available in mobile version, matching the rules, bets and winnings of the classic version.



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





WILD SYMBOL

Wild symbols substitute for all symbols except Mystery symbols. In case a Wild symbol lands on the reels, Respin feature is triggered.



Sheriff Wild appears on reel 1 and slides one place to the right with each Respin.



Bandit Wild appears on reel 5 and slides one place to the left with each Respin.

MYSTERY SYMBOL

In case both the Bandit and Sheriff Wild symbols appear in the same row and end up meeting on the same position, they merge into a Mystery symbol.

Mystery symbol acts as a Wild symbol and substitutes for all symbols.



First the payline wins are evaluated, then the Mystery symbol awards a random

Mystery win ranging from 5x to 50x of total bet.

After the Mystery win, the Sheriff and Bandit symbols continue sliding in their directions as separate Wild symbols.

Mystery (Scatter) wins pay anywhere on the reels.

RESPIN

Respins are played at the same bet as the round activating them. Respins end when there are no Wilds left on the reels.

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.

Joker substitutes for any color.

AUTOPLAY





Autoplay will let you play the selected number of game rounds automatically at the current bet setting. Autoplay is stopped when the **AUTOPLAY STOP** button is pressed.










The remaining number of spins is displayed while Autoplay is active.

GAME LIMITS

Minimum bet	per operator
Maximum bet	per operator
Maximum win in a single game round	per operator

PAYTABLE
















Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (1x)
	Sheriff	-	-	-	-
	Bandit	-	-	-	-
	Mystery symbol	-	-	-	5-50
	Sheriff's badge	25	8	1	-

Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (1x)
	Money bag	20	5	0,8	-
	Guns	15	4	0,8	-
	Horseshoes	10	3	0,6	-
	Skull	10	3	0,6	-
	A	5	1	0,4	-
	K	5	1	0,4	-
	Q	3	0,6	0,2	-
	J	3	0,6	0,2	-
	10	3	0,6	0,2	-

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 its 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.
	SPACEBAR can be used as SPIN or STOP 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