

Wild Circus 256

Wild Circus 256 is a 4-reel video slot featuring a Wild Circus Wheel and Mystery symbol. The game has 256 ways to win. Way wins pay for combinations of matching symbols on any position on adjacent reels starting from the leftmost reel. Scatter symbols pay at any position on the screen. Only the longest symbol combinations per way and/or Scatter wins are paid. Way wins are added. Scatter wins are added to the way wins. 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



During each spin, one of the symbols, except Mystery, is randomly picked on the Wild Circus Wheel to act as a Wild symbol. Before the wins for the current spin are evaluated, all occurrences of the selected symbol transform into Wild symbols. Wild symbol substitutes for all symbols except Mystery symbol.

MYSTERY SYMBOL











3 or 4 Mystery symbols anywhere on the reels (scatter) pay a random payout value from ranges defined in the Paytable.

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 (4x)	x total bet (3x)
	Mystery symbol	10-100	5-50
	Seven	8	0,8
	Bell	3	0,6

Graphics	Description	x total bet (4x)	x total bet (3x)
	Watermelon	2	0,6
	Plum	1	0,4
	Orange	1	0,4
	Lemon	0,8	0,2
	Cherries	0,8	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.

	<p>WIN field displays all pays won for the current game round.</p>
	<p>MAX BET button adjusts the bet to its maximum settings with regard to your balance.</p>
	<p>GAMBLE button starts the Gamble feature. Available in case of a win unless a limit has been reached.</p>
	<p>SPIN button plays the game at the current bet setting.</p>
	<p>STOP button quick-stops the reels. Available while the reels are spinning.</p>
	<p>SPACEBAR can be used as SPIN or STOP button. AUTOPLAY button opens the Autoplay settings.</p>
	<p>AUTOPLAY STOP button stops Autoplay.</p>
	<p>COLLECT button credits the win to your balance. Available after every win unless Autoplay is turned on and during Gamble.</p>
	<p>SOUND button toggles the sound volume</p>