

CAKE VALLEY HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in player currency is the total bet in coins multiplied by the coin denomination.
- All combinations and payouts are made according to the **PAY TABLE**.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any way win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.
- Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.


• COIN MODE

- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any way win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.



• CURRENCY MODE

- The payout values in the **PAY TABLE** are displayed in the player currency as the win value based on the selected bet.
- All other game rules are displayed in the **PAY TABLE**.
- In the event of any malfunction, all game bets and payouts are rendered void.
- In the event where the client display is different to the server result as displayed in the game history, the server result will be deemed correct.

OTHER RULES

- Highest win only on each way.
- Ways starting with 3 or 4  symbols terminate any subsequent combinations.

GAME INTERFACE

BALANCE	The current balance in player currency.
COINS	The balance divided by the selected coin denomination.
BET	The total bet in coins.
BET (message bar)	The total bet in player currency.
WIN (message bar)	The total win in player currency including feature wins of the active game.
COIN	Increment/decrement the coin denomination (if active).
BET LEVEL	Increment/decrement the bet level (if active).
N°	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. Space bar can be used to spin the reels.



During play this button can be used as a skip button (if active).



Stops the reels (if active).
Space bar can be used to stop the reels.



BET MAX
Sets the lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with bet level set to maximum.



AUTO PLAY (if applicable)
Displays the Auto Play options.
Can be used to stop Auto Play when active.



Enables or disables full screen (if visible).
Available during game play.



Enables or disables sound.
Available during game play.



Enables or disables faster game play.
Available during game play.



Displays the Game Menu.
Available during game play.

AUTO PLAY

Number of spins	Selects the number of spins to be played.
If balance decreases by	Stops Auto Play if your balance decreases by the amount you specify.
If a single win exceeds	Stops Auto Play if a single win exceeds the amount you specify.

GAME MENU

How to Play	View additional game help (this screen).
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GAME SETTINGS

Quick Spin	Enables or disables faster game play.
Volume	Adjusts the master sound volume.

DISCONNECTION POLICY

Communication problems over the internet may cause disconnections.

The software is designed to protect the player from unjustifiable loss, while eliminating the possibility of intentional disconnection and system abuse.

Refer to each section below for specific disconnection policies.

CAKE VALLEY DISCONNECTION POLICY

- Should disconnection occur before starting a new game, no funds will be removed from the player's account.
- Should disconnection occur after the bet was placed and the Spin button pressed:
 - If no further action is required to complete the game, result will be determined by the server. The game will not display the result.

The result can be viewed in the player's detailed game history once the result has been determined.

The Gamble option (if enabled) will not be available for this game.

- If you are required to take further action to complete the game, the game will not display the result until you re-open the game.

The game will resume at the last point as determined by the server.

After 60 days, if not completed, the game will be closed and any further winnings will be forfeited.

GAMBLE GAME

- Cake Valley offers no Gamble game.

FILE DATE

2020/06/24 12:23:07 (UTC)

SERVER VERSION

5.1.1564.125

RNG VERSION

5.1.4478.308

HIGH WIN SYMBOLS



5 400
4 120
3 10



5 300
4 100
3 10



5 250
4 75
3 5



5 200
4 50
3 5



5 150
4 40
3 4

LOW WIN SYMBOLS



5 90
4 30
3 4



5 60
4 25
3 3



5 50
4 20
3 3






5 40
4 15
3 2







5 30
4 10
3 2




PAYOUTS


-  display as  before pays are awarded.
-  symbol substitutes for all symbols.
- All symbols pay left to right.

GREEN JELLY MODE





- The **GREEN JELLY MODE** is enabled by selecting the  jelly in the **JELLY SELECTOR**.
- 2  jellies will appear on columns 2 and 4. Starting on row 2 the first **BASE GAME**.
- Each jelly will move up or down every **BASE GAME**.
- 15 free games are awarded if the same or  symbol appear on all jellies.
-  jellies do not move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by X8.

YELLOW JELLY MODE




- The **YELLOW JELLY MODE** is enabled by selecting the  jelly in the **JELLY SELECTOR**.
- 3  jellies will appear on rows 1, 2 and 3. Starting on column 3 the first **BASE GAME**
- Each jelly will move left or right every **BASE GAME**.
- 12 free games are awarded if the same or  symbol appear on all jellies.

-  jellies continue to move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by **X5**.

RED JELLY MODE

- The **RED JELLY MODE** is enabled by selecting the  jelly in the **JELLY SELECTOR**.
- 4  jellies will appear on screen. Starting on columns **2** and **4**, and rows **1** and **3** respectively the first **BASE GAME**
- Each jelly will move up, down, left or right every **BASE GAME** without crossing.
- 8 free games are awarded if the same or  symbol appear on all jellies.
-  jellies continue to move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by **X3**.

OTHER RULES

- Play **243** ways fixed at a cost of **25** coins
- The positions of ,  and  are saved every spin.
- Free games are played at the number of ways bet and the bet level of the triggering game.
- The triggered symbols remain locked during the **FREE GAMES** feature and move with the jellies, where applicable.
- Highest win only on each way.

USER INTERFACE



JELLY SELECTOR

Indicates the current selected jelly mode on the left.

The mode can be changed by clicking this button.