

# "CALAVERAS EXPLOSIVAS" HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **15** multiplied by the bet level.
- 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 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 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.

## 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination and bet level. 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 bet level to the respective maximum value, if not already set. Starts a new game at the set coin denomination and the 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.

### "CALAVERAS EXPLOSIVAS" 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.

## FILE DATE

2021-07-26T08:55:33.842Z (UTC)








## SERVER VERSION

5.1.8507.396





## RNG VERSION







# TUMBLE GAMES

-       and  symbols **TUMBLE** by way of physics every game round.
- Up to **30** symbols can **TUMBLE** any round.
- A maximum of **20** symbols of the same type can **TUMBLE** and pay any round.
- Payouts are awarded once all symbols come to reasonable rest as determined by the physics engine.
- All symbols of the same type that **TOUCH** pay according to the payable.





## WILD


-  substitutes for all symbols except .
-  symbols may be part of multiple combinations.
-  symbols pay on top of other combinations it is part of

## SCATTER


-  wins are multiplied by total bet.
-  pay anywhere.
-  pays added to other pays
-  symbols only pay once no other winning combinations can be awarded.

## PAYOUTS










	20 50,000		20 15,000		20 50,000		20 15,000
	19 25,000		19 7,500		19 25,000		19 10,000
	18 15,000		18 3,750		18 15,000		18 7,500
	17 10,000		17 2,250		17 10,000		17 5,000
	16 5,000		16 1,500		16 5,000		16 3,000
	15 2,000		15 1,125		15 2,000		15 1,500
	14 1,500		14 750		14 1,500		14 1,000
	13 750		13 600		13 750		13 600
	12 600		12 450		12 600		12 500
	11 500		11 300		11 500		11 350
	10 400		10 225		10 400		10 300
	9 350		9 150		9 350		9 250
	8 250		8 105		8 250		8 180
	7 180		7 75		7 180		7 90
	6 60		6 60		6 60		6 30
	5 20		5 45		5 20		5 10
	4 10		4 30		4 10		4 7
	3 7		3 15		3 7		3 5

	20 10,000	20 5,000	20 2,000
	19 7,500	19 3,000	19 1,500
	18 5,000	18 2,000	18 1,200
	17 2,000	17 1,500	17 1,000
	16 1,500	16 1,000	16 750
	15 1,200	15 750	15 500
	14 750	14 500	14 400
	13 500	13 400	13 320
	12 350	12 300	12 240
	11 250	11 250	11 180
	10 200	10 180	10 60
	9 180	9 70	9 30
	8 80	8 40	8 20
	7 30	7 20	7 10
	6 20	6 10	6 5
	5 6	5 5	5 4
	4 5	4 3	4 2
	3 3	3 2	3 1







## CASCADE

- Winning symbols are replaced with new and/or existing symbols.
- Cascades continue as long as there are new wins (excluding  pays)
- The game multiplier increases with each new cascade in a game round until the maximum is reached.
- The game multiplier resets to the applicable initial value if there are no new wins.
- The multiplier is **X1** for the initial cascade, and **X2 X4 X8 X16 X32** and **X64** for the **2ND** to the **7TH** cascades respectively.
- The multiplier is **X128** for the **8TH OR ANY SUCCESSIVE** cascades.

## BADGE MULTIPLIERS

- Any      and  symbols appearing in a winning combination increases the multiplier for the winning combination by **X1**
- The multiplier for the winning combination is then multiplied by the game multiplier e.g.,    = **X4** and is then multiplied by **X4** for the **3RD** cascade i.e., **X16**

## OTHER RULES

- Play for **15** coins only.
-      and  wins are multiplied by bet level.
- All wins are multiplied by the current game multiplier.
- Wins for different combinations are added.