"FLY!" 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).

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.

"FLY!" 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

2021-09-27T08:02:01.229Z (UTC)

SERVER VERSION

5.1.8787.398

RNG VERSION

WILD

- substitutes for all symbols except .

- appear on reels **1**, **3** and **5**

SCATTER

- pays added to other pays

- wins are multiplied by total bet.

- pay anywhere.

- symbols only pay once no other winning combinations can be awarded.

PAYOUTS

Scatter (S)		Heart		Star		Moon	
23	22,500						
22	19,500	25	25,000	25	10,000	25	4,200
21	16,500	24	22,500	24	9,000	24	3,600
20	13,500	23	20,000	23	8,000	23	3,000
19	11,250	22	17,500	22	7,000	22	2,400
18	9,000	21	15,000	21	6,000	21	1,800
17	6,000	20	12,500	20	5,000	20	1,200
16	3,750	19	10,000	19	4,000	19	600
15	3,000	18	7,500	18	3,000	18	300
14	2,250	17	5,000	17	2,000	17	180
13	1,875	16	2,500	16	1,000	16	90
12	1,125	15	1,500	15	500	15	40
11	750	14	800	14	250	14	30
10	600	13	500	13	200	13	25
9	450	12	200	12	100	12	20
8	375	11	120	11	75	11	15
7	225	10	80	10	40	10	11
6	150	9	40	9	20	9	8
5	75	8	20	8	10	8	5
4	45	7	15	7	5	7	3
3	15						

25 2,100
24 1,800
23 1,500
22 1,200
21 900
20 600
19 300
18 180
17 90
16 40
15 30
14 25
13 20
12 15
11 11
10 8
9 5
8 3
7 2

GROUPED PAYS

- **7** or more symbols appearing in a group award a win.
- A symbol is part of a group if it is horizontally or vertically adjacent to the same symbol.
- Wins on different groups are added
- Wins are multiplied by bet level.

CASCADE

- Winning symbols are replaced with new and/or existing symbols.
- Nonwinning symbols float to the top before the next cascade.
- Cascades continue as long as there are new wins.

BASE GAME

- Every **20** paid spins (Base Game excluding cascades) a balloon is collected.
- At least **3** symbols will land once all **8** balloons are collected, that means the **FREE GAME FEATURE** is guaranteed to trigger for every **160** paid spins!
- Collections are reset to zero once the **FREE GAME FEATURE** is complete.

FREE GAMES FEATURE

- **10**, **15**, **25** or **35 FREE GAMES** are awarded respectively when **3**, **4**, **5** or **6** appear anywhere.
- An additional **10 FREE GAMES** are awarded for each additional symbol appearing anywhere.
- Free games start with all **8** balloons, that is **2** each of and .
- Every winning combination pops a matching color balloon (pops etc.)
- The **CIRCUS FREE GAMES** is triggered once all the balloons are popped.
- Free games are played at the bet of the triggering game
- The feature can be retriggered.

CIRCUS FREE GAMES

- All remaining Free Games are **CIRCUS FREE GAMES**.
- At least **5 CIRCUS FREE GAMES** are played.
- Every winning combination collects a matching color balloon (collects etc.) until **8** balloons are

  collected that is **2** each of   and .
- At the conclusion of the **CIRCUS FREE GAMES** all collected balloons reveal a cash prize.
- Possible prizes as a multiplier of the bet level are: **X50 X100 X250 X400 X750 X1000 X2000 X3000 X6000 X10000** or **X25000**.
- The feature can be retriggered.

OTHER RULES

- Play for **15** coins only.
- Collections are saved for each bet configuration
- A bet configuration is the combined selection of coin and bet level.