

# JUMP! HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **192 - 1024** with total bet in coins fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **25** 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 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.

# 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, bet level and selected lines or ways.<br>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).<br>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). |
|-------------|--|

**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.

**JUMP! 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**

- Jump! offers no Gamble game.

**FILE DATE**

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




## **SERVER VERSION**

5.1.3256.254

## **RNG VERSION**

5.1.4478.308

## SUBSTITUTE

-  symbol substitutes for all symbols.
-  can only appear once on screen for any **BASE GAME**.
-  do not pay.

## HIGH WIN SYMBOLS



5 500  
4 200  
3 15



5 300  
4 120  
3 10



5 200  
4 70  
3 10

## LOW WIN SYMBOLS



5 150  
4 40  
3 5




5 70  
4 30  
3 5






5 40  
4 15  
3 5

## STACKED SPIN

- Any winning symbol on screen activates the corresponding symbol in the **STACKED SPIN** display.
- Once all symbols are activated, the **STACKED SPIN** feature is guaranteed to trigger the next spin.
- When triggered, 5 of the same random symbol excluding  will appear anywhere on screen before the reels land.
- Symbols cannot be activated during the **STACKED SPIN** feature.
- All symbols will be de-activated at the conclusion of the **STACKED SPIN** feature.
- Activated **STACKED SPIN** symbols are saved for each bet configuration.

## RE-SPINS AND FREE GAMES

- Any  on screen in the **BASE GAME** awards a **RE-SPIN**.
- Any win during **RE-SPINS** awards another **RE-SPIN**.
- **7 FREE GAMES** are awarded once all columns are 4 rows (after **4 RE-SPINS** played).
- The rightmost reel that is not 4 rows, expands 1 row each **RE-SPIN** and at the start of the **FREE GAMES** feature.
- The  sticks to the reels during **RE-SPINS** and **FREE GAMES**, and jumps to an adjacent block every spin (where reels are the same size).
- No other  can appear during **RE-SPINS** or **FREE GAMES**.
- **RE-SPINS** and **FREE GAMES** are played at the bet of the triggering game.

## OTHER RULES

- Play **192 - 1024** ways fixed at a cost of **25** coins
- A bet configuration is the combined selection of coin and bet level.
- Ways pay if in succession from the leftmost reel to the right.
- Only the longest matching combination per symbol is paid.
- Wins on different ways are added.
- Wins are multiplied by bet level.

