

# KNOCKOUT FOOTBALL RUSH HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **10** 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).  |
| N°  | The current game number.  |
|  | View the Pay Table.   |
|  | Starts a new game at the set coin denomination and bet level.<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 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.

### KNOCKOUT FOOTBALL RUSH 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

- Knockout Football Rush offers no Gamble game.

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## SERVER VERSION

5.1.5575.326

## **RNG VERSION**

5.1.4478.308

## WILD

-  symbol substitutes for all symbols.
- A penalty kick feature is triggered at random where 1 - 3  are added to row 3 for any game.
- All  stick to the reels and move up 1 row at the start of every game.
- All  symbols on row 1 are removed at the start of every game.
- 3 - 5  symbols on screen multiplies all wins by **X2**.
- 6 - 8  symbols on screen multiplies all wins by **X4**.
- 9  symbols on screen multiplies all wins by **X60**.

## PAYOUTS



3 400



3 250



3 50



3 10




3 5

## HORIZONTAL AND VERTICAL PAYS

- Any horizontal or vertical line of the same symbol pays according to the payable.
- Wins can intersect or overlap on the same row or column.
- Wins for different combinations are added.
- Wins are multiplied by bet level.

## OTHER RULES

- Play for **10** coins only.
- The position of  is saved for each bet configuration.
- A bet configuration is the combined selection of coin and bet level.