MAGIC OAK HELP

- **4** columns and **4** rows are in play during **BASE GAME**.
- **4** columns and **4** rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **20** 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.

MAGIC OAK 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

- Magic Oak offers no Gamble game.

FILE DATE

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

SERVER VERSION

5.1.3630.276

RNG VERSION

5.1.4478.308

WILD

- substitutes for all symbols except .

- symbols may be part of more than **1** group.

- symbols only pay when not part of any other group.

SCATTER

- do not pay.

PAYOUTS

16 25000	**16** 5000	**16** 3000
15 5000	**15** 4000	**15** 2500
14 4000	**14** 3500	**14** 2000
13 3500	**13** 3000	**13** 1500
12 3000	**12** 2500	**12** 1000
11 2400	**11** 2000	**11** 750
10 1200	**10** 900	**10** 500
9 850	**9** 800	**9** 400
8 700	**8** 650	**8** 350
7 550	**7** 500	**7** 250
6 450	**6** 400	**6** 200
5 250	**5** 200	**5** 150
4 150	**4** 120	**4** 50

16 2500	**16** 1500	**16** 1200
15 1500	**15** 1200	**15** 850
14 1000	**14** 900	**14** 600
13 800	**13** 800	**13** 500
12 650	**12** 600	**12** 300
11 500	**11** 500	**11** 250
10 400	**10** 320	**10** 200
9 300	**9** 200	**9** 150
8 200	**8** 150	**8** 100
7 120	**7** 80	**7** 50
6 100	**6** 50	**6** 30
5 80	**5** 40	**5** 20
4 30	**4** 15	**4** 10

Fox		Club		Diamond	
16 1200		**16** 400		**16** 400	
15 850		**15** 300		**15** 300	
14 600		**14** 200		**14** 200	
13 500		**13** 150		**13** 150	
12 300		**12** 120		**12** 120	
11 250		**11** 100		**11** 100	
10 200		**10** 80		**10** 80	
9 150		**9** 60		**9** 60	
8 100		**8** 30		**8** 30	
7 50		**7** 20		**7** 20	
6 30		**6** 10		**6** 10	
5 20		**5** 8		**5** 8	
4 10		**4** 5		**4** 5	

Spade		Heart	
16 400		**16** 400	
15 300		**15** 300	
14 200		**14** 200	
13 150		**13** 150	
12 120		**12** 120	
11 100		**11** 100	
10 80		**10** 80	
9 60		**9** 60	
8 30		**8** 30	
7 20		**7** 20	
6 10		**6** 10	
5 8		**5** 8	
4 5		**4** 5	

WISPS FEATURE

- and wisps can appear any spin (a maximum of **1** for any type)

- A maximum of **4** wisps can be collected.

- A maximum of **2** wisps can be collected.

- All wisps can be released any spin or if a total of **6** wisps are collected.

- wisps release first and then wisps release, the player retains any wisp that is unable to replace a symbol.

- The wisp replaces all symbols of the same type with the WILD symbol.

- The wisp replaces a single symbol with the WILD symbol.

FREE GAMES

- **FREE GAMES** are triggered if **4 OR MORE** SCATTER symbols appear anywhere on screen.

- Each SCATTER symbol on screen reveal **2**, **3** or **4 FREE GAMES**.

- SCATTER symbol does not appear during the **FREE GAMES** feature.

- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

GROUPED PAYS

- **4** 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.

OTHER RULES

- Play for **20** coins only.
- A bet configuration is the combined selection of coin and bet level.
- and counts are saved for each bet configuration.