

ORBS OF ATLANTIS 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).
N°	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.

ORBS OF ATLANTIS 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

2020/11/24 11:37:06 (UTC)


SERVER VERSION

5.1.7660.374

RNG VERSION

5.1.4478.308

BIG REELS



- Symbols move on predefined paths and pay once all symbols stop.
- Symbols on the same path that appear adjacent pay according to the paytable .
- The higher of each and every winning combination on each path is paid.
- If a winning combination has more symbols than defined in the paytable, the highest pay will be awarded for each extra symbol. For example: **14** and **15** of  pays and respectively.

CASCADE


- Winning symbols are replaced with new and/or existing symbols.
- Cascades continue as long as there are new wins.
- 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.





WILD

	13	5000
	12	2000
	11	1500
	10	1200
	9	750
	8	400
	7	240
	6	120
5	10	


-  substitutes for all symbols except .


SCATTER


	9	50
	8	20
	7	10
	6	7
	5	3
	4	2
	3	1

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


HIGH WIN SYMBOLS


	13 5000
	12 2000
	11 1500
	10 1200
	9 750
	8 400
	7 240
	6 120
	5 10

	13 2000
	12 600
	11 400
	10 250
	9 150
	8 100
	7 40
	6 20
	5 8


	13 1000
	12 300
	11 120
	10 80
	9 60
	8 20
	7 15
	6 8
	5 3

LOW WIN SYMBOLS




	13 500
	12 250
	11 75
	10 50
	9 30
	8 15
	7 10
	6 5
	5 2

	13 400
	12 200
	11 50
	10 40
	9 20
	8 7
	7 5
	6 2
	5 1

BASE GAME


- The multiplier is **X1** for the **INITIAL** cascade.
- The multiplier is **X2** for the **2ND** cascade.
- The multiplier is **X3** for the **3RD** cascade.
- The multiplier is **X5** for the **4TH OR ANY SUCCESSIVE** cascades.
- **40** symbols can appear on both paths in the **BASE GAME**.
- 2 random symbols on screen are replaced with  in the **BASE GAME** starting from the **2ND** cascade.

FREE GAME

- **10, 25, 50, 100, 250** or **500 FREE GAMES** are awarded respectively when **3, 4, 5, 6, 7** or **8**  appear anywhere
- **1000 FREE GAMES** are awarded when **9 OR MORE**  appear anywhere.
- The feature can be retriggered.
- Free games are played at the bet of the triggering game
- The multiplier is **X1** for the **INITIAL** cascade.
- The multiplier is **X3** for the **2ND** cascade.
- The multiplier is **X5** for the **3RD** cascade.
- The multiplier is **X9** for the **4TH** cascade
- The multiplier is **X15** for the **5TH OR ANY SUCCESSIVE** cascades
- **21** symbols can appear on the two outer paths, and **16** symbols can appear on the two inner paths during the **FREE GAME** feature.
- 4 random symbols on screen are replaced with  during the **FREE GAME FEATURE** starting from the **2ND** cascade.

BUY FEATURE

- Open the Buy Feature popup by tapping the Buy Feature button on screen.

- Choose **3 - 8**, **4** or **5**  (Scatter) symbols by tapping the appropriate button and trigger the **FREE GAMES**

FEATURE.

- The cost of each option is displayed in the Buy Feature popup.
- When triggering the feature with the Buy Feature popup, the base game will play before the feature.

OTHER RULES

- Play for **15** coins only.
- All wins except Scatter wins are multiplied by the bet level.
- Wins for different combinations are added.