

# PRESTO! HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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.

# OTHER RULES

- Ways starting with 3 or 4  symbols terminate any subsequent combinations.

# 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. 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 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).
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## 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.

### PRESTO! 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

- Presto! offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**

5.1.2884.222

**RNG VERSION**

5.1.4478.308

## PAYOUTS



5 200  
4 75  
3 25



5 200  
4 75  
3 25



5 200  
4 75  
3 25



5 75  
4 50  
3 15



5 75  
4 25  
3 10



5 75  
4 25  
3 10



5 50  
4 20  
3 10



5 50  
4 15  
3 5



5 50  
4 15  
3 5



5 50  
4 10  
3 5

- substitutes for all symbols except .

## SCATTER



5 50  
4 20  
3 3

- symbols only appear during the **BASE GAME**.
- pay anywhere.
- Scatter wins are added to ways wins.
- Scatter wins are multiplied by total bet.

## ILLUSIONS



- indicate the number of spins remaining until the next illusion is triggered.
- The number of range between 6 - 20.
- The number of is saved for each bet configuration.
- Only 1 illusion can be triggered.

## CRYSTAL BALL ILLUSION

- If only 2 symbols appear on reels 1 - 4, a random symbol on reel 5 will be changed to a symbol before pays are awarded.
- This illusion takes preference over other illusions.

## THROWING CARDS ILLUSION

- 2 - 6 cards are thrown to random positions on the reels before pays are awarded.
- All cards turn into symbols before pays are awarded.

- Cards cannot be thrown over  or  symbols.












## SYNCED REELS ILLUSION

- Any 2 - 5 reels will lock, and land with identical symbols.



## EXPANDING WILD ILLUSION

- Any  appearing on screen expand into  to cover all positions on the reel before pays are awarded.
-  symbols act as  symbols.

## MAGIC HAT RE-SPINS ILLUSION

- A single  symbol will land at any random position and trigger a **RE-SPIN**.
- Any  symbol can replicate to another  symbol in any straight direction and trigger another **RE-SPIN**.
- All  symbols remain in place for successive **RE-SPINS**.
- If no  symbol replicates, all  symbols will change into the same random symbol that is not a  or  symbol.
- The  symbols can replicate a maximum of **5** times.
- Pays are awarded for each **RE-SPIN**.
-  do not pay.
-  symbol does not appear during the **RE-SPINS** feature.
- Illusions are not active during **RE-SPINS**.
- Re-Spins are played at the number of ways bet and the bet level of the triggering game.

## FREE GAMES

- **12 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  symbol does not appear during the feature.
- Only the **THROWING CARDS**, **SYNCED REELS** and **EXPANDING WILD ILLUSIONS** are active during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the number of ways bet and the bet level of the triggering game.

## OTHER RULES

- Play **243** ways fixed at a cost of **30** coins
- Wins on different ways are added.
- Wins are multiplied by bet level.
- All left to right pays are awarded if all left to right pays are more than all right to left pays, or all right to left pays

are awarded if all right to left pays are more than all left to right pays.

- Highest win only on each way.