

# SANTA'S VILLAGE 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]**
- 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).
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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.

**SANTA'S VILLAGE 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**

- Santa's Village offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**

5.1.2012.173

## **RNG VERSION**

5.1.4478.308

## PAYOUTS



5 7500  
4 -  
3 -  
2 -



5 5000  
4 750  
3 20  
2 5



5 2500  
4 600  
3 15  
2 -



5 1250  
4 500  
3 15  
2 -



5 1000  
4 400  
3 10  
2 -



5 750  
4 250  
3 10  
2 -



5 500  
4 200  
3 10  
2 -



5 400  
4 150  
3 10  
2 -



5 250  
4 100  
3 5  
2 -





5 200  
4 75  
3 5  
2 -



5 150  
4 50  
3 5  
2 -













5 100  
4 25  
3 5  
2 -

-  symbol substitutes for all symbols.
-  5 pay only if appearing in a row.

## HORIZONTAL PAYS





- Symbols pay if matching adjacent for each row.
- All combinations with at least one non wild symbol are paid for each row.
- Wins on different rows are added.
- Wins are multiplied by bet level.

## MAP FEATURE

- The **MAP FEATURE** is triggered if any  symbol appears in a winning combination in the **BASE GAME**.
-  will walk 1 dot for each triggering  symbol.
-  is not used in the triggering combination.
- If multiple directions are available, a single direction will be chosen at random.
-  cannot walk back to the immediate previously occupied dot.
- If  stops on a  dot, an additional feature will be triggered.
-  will start on the  dot for each bet configuration and can walk in any random direction.
- The position of  is saved for each bet configuration.


## SANTA FREE GAMES



- 12 free games are awarded
-  do not pay.
-  symbol substitutes for all symbols.
-  symbol will appear once or twice on the screen on every spin, but not on adjacent reels.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## SLEIGH FREE GAMES



- 12 free games are awarded
- 2 - 4 additional  symbols can randomly be dropped on the reels before the reels stop.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## STICKY RE-SPINS



- 12 free games are awarded
- Any winning combination in a **FREE GAME** will award 2 **STICKY RE-SPINS** and an additional free game.
- Winning combinations stick on the reels while **STICKY RE-SPINS** are active.
- All sticky symbols will be cleared once **STICKY RE-SPINS** have completed.
- The feature cannot be retriggered.

- Free games are played at the bet of the triggering game

## OTHER RULES


- Play for **15** coins only.
- A bet configuration is the combined selection of coin and bet level.
- [View the full map for reference purposes](#)

## USER INTERFACE



Tap/Click to display the **MAP FEATURE** overview and the progress of  for this bet configuration.



Displays the number of dots  can continue to walk during the **MAP FEATURE**.