SCOPA HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **27** with total bet in coins fixed at **15**.
- 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 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.

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).

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.

SCOPA 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

- Scopa offers no Gamble game.

FILE DATE

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

SERVER VERSION

5.1.4847.316

RNG VERSION

5.1.4478.308

WILD

5 250

- substitutes for all symbols except and symbols.
- land on columns **2**, **3** and **4** only

SCATTER

3 1 **3** 13

- and wins are added to way wins.
- and wins are multiplied by total bet.
- and pay anywhere and separately.
- and land on columns **2**, **3** and **4** only

HIGH WIN SYMBOLS

5 250	**5** 150	**5** 120
4 50	**4** 30	**4** 25
3 13	**3** 7	**3** 5

LOW WIN SYMBOLS
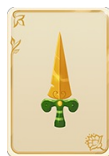
5 80	**5** 60	**5** 40	**5** 25
4 20	**4** 15	**4** 12	**4** 10
3 4	**3** 4	**3** 3	**3** 3

SCOPA PAYOUT

- If all symbols on screen are winning symbols, an additional payout of **X25** the total bet is awarded.

FREE GAMES

- **13 FREE GAMES** with a **X1** multiplier are awarded if appear on columns **2**, **3** and **4**.

- **13 FREE GAMES** with a **X5** multiplier are awarded if appear on columns **2**, **3** and **4**.

- and cannot trigger the same spin.

- and do not appear during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

GENOA

- reveals a **X1 X2** or **X3** multiplier at random

- multipliers multiply together for any winning combination

- After the conclusion of the first **GENOA FREE GAMES** feature, **MILAN** is unlocked as the only playable location.
- **GENOA** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.
- **GENOA** will be the only unlocked location when playing **SCOPA** for the first time.

MILAN

- Any appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

- After the conclusion of the first **MILAN FREE GAMES** feature, **NAPLES** is unlocked as the only playable location.
- **MILAN** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.

NAPLES

- For every landing, a random symbol that is not or change into before pays are awarded, including symbols on columns **1** and **5**.
- After the conclusion of the first **NAPLES FREE GAMES** feature, **TUSCANY** is unlocked as the only playable location.
- **NAPLES** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.

TUSCANY

-    and can at random change into before pays are awarded, including symbols on columns **1** and **5** and in addition to other landing.

- After the conclusion of the first **TUSCANY FREE GAMES** feature, **VENICE** is unlocked as the only playable location.
- **TUSCANY** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.

VENICE

- **ONE** is guaranteed to land every spin on columns **2**, **3** or **4** during the **BASE GAME**, in addition to other landing.

- **TWO** are guaranteed to land every spin on columns **2**, **3** or **4** during the **FREE GAMES** feature, in addition to other landing.

- After the conclusion of the first **VENICE FREE GAMES** feature, **ALL** locations remain unlocked.

LOCATIONS

- Locations can be switched in the **BASE GAME** by tapping/clicking and cycling to the desired location.
- Unlocked locations are saved.

OTHER RULES

- Play for **15** coins only.
- Longest combination win only on each way.
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Ways pay if in succession from the leftmost column to the right.