

SCRUFFY SCALLYWAGS 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]**
- Lines are fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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 line 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).
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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.

SCRUFFY SCALLYWAGS 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

- Scruffy Scallywags offers no Gamble game.

FILE DATE

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

SERVER VERSION

5.1.3004.231

RNG VERSION







SUBSTITUTE



5 200
4 75
3 25



5 200
4 75
3 25

-  substitutes for all symbols except  and  symbols.
-  substitutes for all symbols except  and  symbols.

SCATTER



5 50
4 10
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



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 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

- All symbols pay left to right except scattered  which pay any.
-  do not pay.

COMPASS


- The **COMPASS** feature is triggered when a  symbol appears anywhere.
- If the  symbol appears in a base game where no free games are triggered, or in a re-spin, then the compass will spin, land on, and award 1 of the following:



10	10x Total Bet
20	20x Total Bet
50	50x Total Bet
x2	The win amount for this spin multiplied by 2
x5	The win amount for this spin multiplied by 5
3 Re-spins	3 Re-spins
5 Re-spins	5 Re-spins
10 Re-spins	10 Re-spins

- If the  symbol appears in a base game where free games are triggered, or in a free game, then the compass will spin, land on, and award 1 of the following:






10	10x Total Bet
20	20x Total Bet
50	50x Total Bet
x2	The win amount for this spin multiplied by 2
x5	The win amount for this spin multiplied by 5

3 Free Games	3 Free Games
5 Free Games	5 Free Games
10 Free Games	10 Free Games






- Any free games awarded by the compass are added to the **15** free games awarded when 3 or more  symbols appear anywhere.

-  and  cannot appear the same spin.


OCTOPUS

- The **OCTOPUS** feature is triggered when a  symbol appears anywhere.
- The octopus will appear at the bottom of the screen and swipe any random **1 - 5** positions on the reels, changing each symbol it swipes into a  symbol.
- The  symbol appears in **BASE GAME, RE-SPINS** and **FREE GAMES**.
-  and  cannot appear the same spin.

FREE GAMES

- 15 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
- All prizes are **DOUBLED** during these free games.
- For each and every  anywhere, **1** free game is awarded.
-  do not pay during free games.
-  and  symbols can appear during free games.
- Additional free games can be won during the feature.
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.

RE-SPINS

- The **RE-SPINS** feature is triggered if the compass awards re-spins in the **COMPASS** feature while in a **BASE GAME**.
- Additional re-spins can be won if the compass awards re-spins.
-  symbol does not appear during the **RE-SPINS** feature.

OTHER RULES

- All **30** lines are played.
- Wins on different lines are added.
- Wins are multiplied by bet level.

PAYLINES

