

TECHNO TUMBLE HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **25** 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.

TECHNO TUMBLE 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

- Techno Tumble offers no Gamble game.

FILE DATE

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






SERVER VERSION

5.1.6136.343





RNG VERSION

5.1.4478.308






TUMBLE GAMES

-     and  symbols **TUMBLE** by way of physics every game round.
- Up to **45** symbols can **TUMBLE** any round.
- Payouts are awarded once all symbols come to reasonable rest as determined by the physics engine.
- All symbols of the same type that **TOUCH** pay according to the paytable.
- If there are winning combinations, all winning symbols are removed, an additional **TUMBLE** round is awarded, and the game multiplier increases by **+1**.




WILD



-  substitutes for all symbols except .
-  symbols do not pay and can only form part of other combinations.
-  symbols may be part of multiple combinations.

SCATTER




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

PAYOUTS

	10 450 9 240 8 150 7 60 6 20 5 7		10 240 9 100 8 70 7 30 6 12 5 5		10 40 9 25 8 15 7 10 6 6 5 3
--	---	---	--	---	---



- **11 OR MORE** symbols in any combination pay the **10 OF** pay for each extra symbol, for example **11** of  pay and **12** of  pay etc.

BADGE PAYOUTS




- Any   or  symbols that appear in a winning combination awards an additional payout.
- The **1ST BADGE** symbol pays
- Every **BADGE** symbol thereafter **MULTIPLIES** the previous badge payout by **X2**, for example
2 BADGE symbols pay
3 BADGE symbols pay and
10 BADGE symbols pay etc.

- Badge payouts are capped at **2,000,000x** multiplied by bet level.

FREE GAMES FEATURE

- **8 FREE GAMES** are awarded when **3**  appear **ANYWHERE**.
- An additional **+4 FREE GAMES** are awarded for each additional  symbol appearing anywhere.
- If no payout is awarded at the conclusion of the **FREE GAMES FEATURE** an **EXTRACHANCE!** free game is awarded, and the multiplier increases by **+1** until a payout is awarded.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

OTHER RULES

- Play for **25** coins only.
-   and  wins are multiplied by bet level.
- All wins are multiplied by the current game multiplier.
- At the start of every spin, the game multiplier resets back to **X1**.
- Wins for different combinations are added.