All symbols pay from left to right on adjacent reels starting from the leftmost reel.


This is the WILD and substitutes for all symbols except form,
WILD symbol appears on reels 2, 3, 4 and 5 .


Wins awarded for left to right adjacent symbol combinations.

## JEWEL BOARD

Random jewels appear on top of reels 2,3 and 4 . At every spin, the jewels change with new jewels dropping from the top.
The jewels can have one of the following awards:
Money value between $5 x$ total bet and 200x total bet.
Fixed JACKPOT values of $\mathbf{2 5 x}$ bet for MINOR Jackpot, 100x bet for MAJOR Jackpot and 2000x bet for GRAND Jackpot. A number of free games from 8 to 100 . They also award $1 x$ total bet when collected.


This is the BUTTERFLY symbol.
It appears only on reels 1 and 5.


When two BUTTERFLY symbols hit on reel 1 and 5 along with at least one CONGO CASH symbol on reels 2, 3 and 4 the value on the jewel on top of the reel with the CONGO CASH symbols is awarded. Up to 3 jewels can be collected on the same spin.
The jewel board is saved for every possible bet and returning to a certain bet will load the saved jewel board.
Changing the bet after a jewel board has been saved will reset it to default values.
FREE GAMES
Trigger the FREE GAMES round by collecting at least one free games jewel.
During the round, at least one WILD is guaranteed to hit on every free spin on the reel from where the free spins jewel was collected
The round starts with the total number of free games collected from all jewels.
The jewel board is active during the FREE GAMES round.
Special reels are in play during the feature.

## VOLATLITY 54447

High volatility games pay out less often on average but the chance to hit big wins in a short time span is higher

Only the highest win is paid per winning combination on the same pay way. When winning on multiple pay ways, all wins are added to the total win.

Free spins and bonus wins are added to the payline win.
All wins are multiplied by base bet.
All values are expressed as actual wins in coins.
Free spins win is awarded to the player after the round completes. Free spins total win in the history contains the whole win of the cycle.

The theoretical RTP of this game is $96.51 \%$
MINIMUM BET: $£ 0.20$
MAXIMUM BET: £100.00
Malfunction voids all pays and plays.

## MAIN GAME INTERFACE

opens the SETTINGS menu that contains settings which affect the way the game is being played.


#### Abstract

opens the Information page CREDIT and BET labels show the current balance and current total bet. Click on the labels to switch between coins view and cash view. change up or down the current bet and open the bet menu, where you can change the bet denominations.


starts the game

AUTOPLAY opens the automatic play menu

## SETTINGS MENU

INTRO SCREEN - toggles the introductory screen on and off
AMBIENT - toggles the ambient sound and music in the game on and off
SOUND FX - toggles the game`s sound effects on and off
GAME HISTORY - opens the game history page

INFORMATION SCREEN
$\angle$ and
scroll between information pages
closes the information screen

## BET MENU

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.
Use the and buttons in the COINS PER LINE and COIN VALUE fields to change the values.
The maximum win amount is limited to $2200 X$ bet. If the total win of a round reaches 2200X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.

## AUTOPLAY

Click on the buttons showing the number of possible auto-spins to start Autoplay
SKIP SCREENS option auto-skips the feature introduction and end screens after a short period of time

## STOP AUTOPLAY

ON ANY WIN - whenever you win something, the Autoplay function stops
IF FEATURE IS WON - whenever a feature like bonus game or free spins is won, Autoplay will stop
IF SINGLE WIN EXCEEDS - whenever a single win is above the sum written in this field, the Autoplay function stops
IF CASH INCREASES BY - whenever your current balance is above the sum written in this field, the Autoplay function stops
IF CASH DECREASES BY - whenever your current balance is below the sum written in this field, the Autoplay function stops

START AUTOPLAY - starts the Autoplay function

