GAME RULES
All symbols pay in blocks of minimum 5 symbols connected horizontally or vertically.


This is the SCATTER symbol.
SCATTER symbol appears on all reels.

## TUMBLE FEATURE

The TUMBLE FEATURE means that after every spin, winning combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty positions are replaced with new symbols coming from above.

Tumbling will continue until no more winning combinations appear as a result of a tumble.
All wins are added to the player's balance after all of the tumbles resulted from a base spin have been played.

## RANDOM MULTIPLIER FEATURE

In the base game every symbol that is involved in a winning block has a random chance to carry a $\mathbf{2 x}$ multiplier. The total win of that block is multiplied by the product of all multipliers that are part of the combination with a maximum of $\mathbf{2 5 6 x}$.

## FREE SPINS

Hit 3 or more SCATTER symbols to trigger the FREE SPINS FEATURE.
The round starts with 10 free spins.
In free spins every symbol that is involved in a winning block has a random chance to carry a 2 x or 4 x multiplier.
The total win of that block is multiplied by the product of all multipliers that are part of the combination with a
maximum of 256 x . The chance to hit symbol multipliers is higher during the FREE SPINS ROUND.
Hit 3 or more SCATTER symbols to trigger additional free spins, as follows:
7 SCATTER - +14 free spins
6 SCATTER - +13 free spins
5 SCATTER - +12 free spins
4 SCATTER - +11 free spins
3 SCATTER - +10 free spins
Special reels are in play during the feature.
MAX WIN
The maximum win amount is limited to $5,000 x$ bet in both base game and free spin. If the total win of a FREE SPINS ROUND reaches $5,000 x$ bet the round immediately ends, win is awarded and all remaining free spins are forfeited

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. When winning with multiple blocks 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. SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.

The theoretical RTP of this game is $\mathbf{9 6 . 4 7 \%}$

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.
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.
and 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

QUICK SPIN - Selects the Quick Spin setting for game reels to start automatically and stop as soon as released
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
$\triangle$ 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.

## 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

