GAME RULES

Symbols pay anywhere on the screen. The total number of the same symbol on the screen at the end of a spin determines the value of the win.



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 symbols coming from above.

Tumbling will continue until no more winning combinations appear as a result of a tumble. There's no limit to the number of possible tumbles.

All wins are added to the player's balance after all of the tumbles resulted from a base spin have been played.









These are the multiplier symbols. They are present on all reels and can hit randomly during spins and tumbles in both base game and FREE SPINS.

Whenever a MULTIPLIER symbol hits, it takes a random multiplier value from 2x to 500x.

When the tumbling sequence ends, the values of all MULTIPLIER symbols on the screen are added together and the total win of the sequence is multiplied by the final value.

FREE SPINS RULES

The FREE SPINS FEATURE is awarded when 4 or more SCATTER symbols hit anywhere on the screen.

The round starts with 15 free spins.

During the FREE SPINS round, whenever a MULTIPLIER symbol hits and the spin results in a win, the MULTIPLIER value gets added to the total multiplier. For the whole duration of the round, whenever any new MULTIPLIER symbol hits and results in a win the total multiplier value is also used to multiply the win.

Whenever 3 or more SCATTER symbols hit during the FREE SPINS ROUND, 5 additional free spins are awarded.

Special reels are in play during the FREE SPINS ROUND.

ANTE BET

The player has the option to increase the bet multiplier by 25%, to 25x bet per line. When playing with ante bet active, the chance to hit SCATTER symbols increases.



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

Symbols pay anywhere. All wins are multiplied by base bet.

All values are expressed as actual wins in coins.

When winning with multiple symbols, all wins are added to the total win.

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 94.50% The RTP of the game when using the "ANTE BET" is 94.50%

> **MINIMUM BET: £0.20** MAXIMUM BET: £125.00

Malfunction voids all pays and plays.

HOW TO PLAY

Click the

buttons to change the bet value and open the bet menu. or Select the bet you want to use in the game.

MAIN GAME INTERFACE

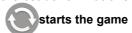
opens the SETTINGS menu that contains settings which affect the way the game is being played.

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.



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

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. a round reaches 5000X 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

STOP AUTOPLAY

ON ANY WIN - whenever you win something, the Autoplay function stops

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