

GAME RULES

All symbols pay in blocks of minimum 5 symbols connected horizontally or vertically.
The game is played on a 8x8 grid of symbols.

						
25+ 20000	25+ 10000	25+ 6000	25+ 3000	25+ 2000	25+ 1500	25+ 1000
20-24 4000	20-24 2000	20-24 1000	20-24 500	20-24 400	20-24 300	20 - 24 200
15-19 1000	15-19 500	15-19 300	15-19 200	15-19 150	15-19 100	15 - 19 75
12-14 500	12-14 250	12-14 150	12-14 100	12-14 75	12-14 50	12 - 14 40
9-11 250	9-11 150	9-11 75	9-11 50	9-11 40	9-11 30	9 - 11 20
8 100	8 50	8 25	8 15	8 12	8 10	8 7
7 50	7 25	7 15	7 8	7 8	7 6	7 4
6 30	6 15	6 10	6 6	6 5	6 4	6 3
5 20	5 10	5 6	5 5	5 4	5 3	5 2



This is the WILD symbol and substitutes for all symbols. It appears only as part of WILD GEM and LUCKY WILDS features. The same WILD symbol can connect to form multiple winning combinations with different symbols.

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 or spin features appear as a result of a tumble.

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

SPIN FEATURES

In the base game, at every spin, behind normal symbols special colored markings can appear. Whenever a win happens on top of a marked spot it triggers a special spin feature, depending on the color of the mark.



Blue mark wins NUCLEAR. After all tumbles resulted from the current spin finish, the screen is cleared of all symbols and new symbols are brought to the screen.



Pink mark wins WILD GEM. After all tumbles resulted from the current spin finish, all instances of one random symbol present on the screen transform into wild.



Brown mark awards SQUARES. After all tumbles resulted from the current spin finish, random blocks of 2x2 of the same symbol are added in random positions on the screen.



Red mark awards COLOSSAL SYMBOL. After all tumbles resulted from the current spin finish, a random block of 3x3, 4x4 or 5x5 of the same symbol is added in a random position on the screen.



Green mark awards LUCKY WILDS. After all tumbles resulted from the current spin finish, 5 to 15 WILD symbols are added to the screen in random positions.

If multiple features are won on the same spin they will play in the following fixed order: NUCLEAR, WILD GEM, SQUARES, COLOSSAL SYMBOL and LUCKY WILDS.

GOLD FEVER PROGRESSIVE FEATURE

At every spin the number of winning symbols that exploded during tumbles is counted and the GOLD FEVER meter fills. When a certain number of symbols is reached the GOLD FEVER feature triggers.

The meter resets back to zero when no more winning symbol explode as a result of a tumble.

Collect 114 points from a base game spin with tumbles and spin features to trigger the GOLD FEVER.

The feature starts after all tumbles and spin modifiers from the current spin end.

The feature starts at level 1. During the feature at every level, all spin modifiers are guaranteed to be played once per level, in order and all wins have a win multiplier starting at 2x.

Collect enough winning symbols during each level to advance to the next level.

- Level 2 - Collect 116 winning symbols. Level 2 plays with 4x win multiplier.
- Level 3 - Collect 120 winning symbols. Level 3 plays with 6x win multiplier.
- Level 4 - Collect 125 winning symbols. Level 4 plays with 8x win multiplier.
- Level 5 - Collect 132 winning symbols. Level 5 plays with 10x win multiplier.

The feature ends when not enough winning symbols have been collected to advance to the next level or all spin features from level 5 have been played.

VOLATILITY 

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.

All wins are multiplied by base bet.

All values are expressed as actual wins in coins.

GOLD FEVER wins are awarded to the player after the round completes.

GOLD FEVER 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 96.55%

MINIMUM BET: £0.20
MAXIMUM BET: £100.00

Malfunction voids all pays and plays.

HOW TO PLAY


Click the  or  buttons to change the bet value and open the bet menu.
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.

 starts the game

 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.

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