

## 5 LUCKY LIONS HELP

- 6 columns and 4 rows are in play during **BASE GAME**.
- 6 columns and 4 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **88**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **88** 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 line 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.
- 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 line 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.

## OTHER RULES

- The maximum RTP can be achieved by choosing the  symbol in the pick feature.

## 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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.
	<b>BET MAX</b> Sets the lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with bet level set to maximum.
	<b>AUTO PLAY</b> (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).
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## 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.

### 5 LUCKY LIONS 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

- 5 Lucky Lions offers no Gamble game.

## FILE DATE

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

## **SERVER VERSION**

5.1.3539.273



## **RNG VERSION**

5.1.4478.308

## WILD



6 1000  
5 500  
4 100  
3 50

-  substitutes for all symbols except .

## SCATTER



6 100  
5 50  
4 15  
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Scatters pay any

## HIGH WIN SYMBOLS



6 1000  
5 500  
4 100  
3 50



6 900  
5 450  
4 80  
3 40



6 800  
5 400  
4 60  
3 40



6 700  
5 350  
4 55  
3 30



6 600  
5 300  
4 50  
3 30

## LOW WIN SYMBOLS



6 500  
5 250  
4 45  
3 20



6 500  
5 250  
4 40  
3 20



6 300  
5 150  
4 35  
3 10



6 200  
5 100  
4 30  
3 10









6 100  
5 75  
4 25  
3 5



6 100  
5 50  
4 20  
3 5

## FREE GAMES











- The **BONUS PICK FEATURE** triggers when **3 OR MORE**  symbols appear anywhere.
- Pick     or  to award **8, 10, 12, 15 or 18 FREE GAMES** respectively.
- The selected lion is the only lion symbol that will appear during free games, and all other lions symbols are removed from the reels.
- Before each free game, **4** of the selected lion symbols are added **STACKED** to any random reel.



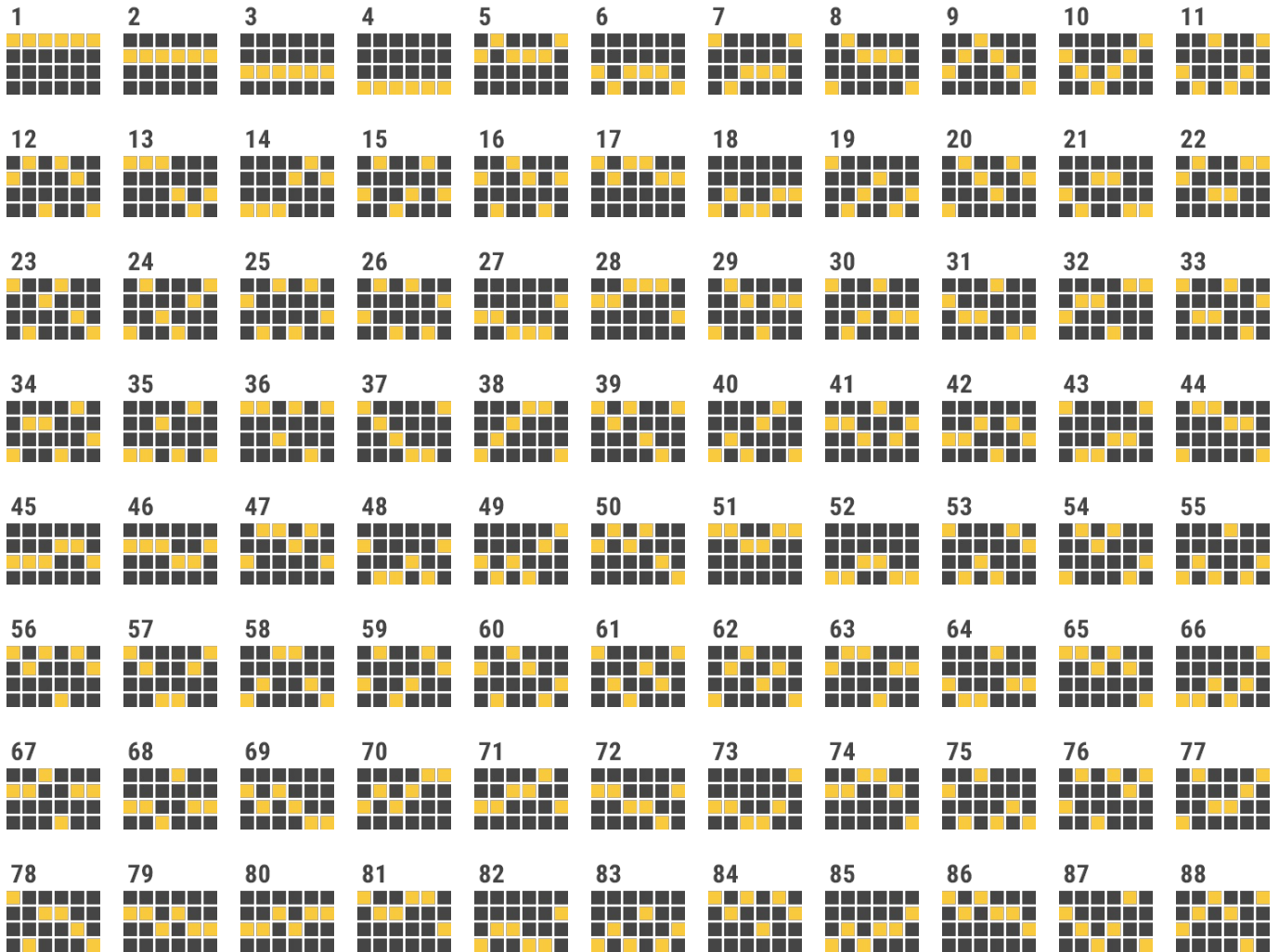
- Free games are played at the bet of the triggering game
- The feature cannot be retriggered.

## OTHER RULES

- Play **88** lines fixed at a cost of **88** coins.
- Line wins pay if in succession from the leftmost reel to the right.
- Highest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

-     and  can be interpreted as     and  respectively





## PAYLINES



## 5 MARIACHIS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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 line 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.
  - 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### 5 MARIACHIS 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

- 5 Mariachis offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1822.143

## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE







5 2500





5 2500


- The multiplier for each payline is the number of **SUBSTITUTE** symbols in the payline.


-  substitutes for all symbols except  and  symbols.


-  symbols only appear during the **BASE GAME**.

-  symbols only appear on reels 1 .




-  symbols only appear on reels 2 .


-  symbols only appear on reels 3 .


-  symbols only appear on reels 4 .


-  symbols only appear on reels 5 .


-  display as  before pays are awarded.


-  substitutes for all symbols except  and  symbols.


-  symbols only appear during the **FREE GAMES** feature.

-  symbols only appear on reels 1 .

-  symbols only appear on reels 2 .

-  symbols only appear on reels 3 .

-  symbols only appear on reels 4 .


-  symbols only appear on reels 5 .

-  display as  before pays are awarded.

# SCATTER



5 50  
4 10  
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
-  symbol pay when appearing adjacent.

## PAYOUTS



5 500  
4 200  
3 50



5 350  
4 100  
3 25



5 250  
4 75  
3 15



5 250  
4 75  
3 15



5 150  
4 20  
3 15



5 125  
4 20  
3 5



5 125  
4 20  
3 5





5 100  
4 10  
3 5



5 100  
4 10  
3 5

- All symbols pay left to right except  which pays adjacent anywhere.

## PIÑATA PICK FEATURE

- The **PIÑATA PICK FEATURE** is triggered when 3  symbols appear on reels 2, 3 and 4 during **BASE GAME** and **FREE GAMES**.
- Pick a  to reveal an instant cash prize of 2, 3, 5, 10, 50 or 100x total bet.

## FREE GAMES

- 15 free games are awarded when 3 OR MORE  symbols appear adjacent.
- During the free games, when one or more  symbols appear, all  symbols on screen will turn into



the same symbol that is one of



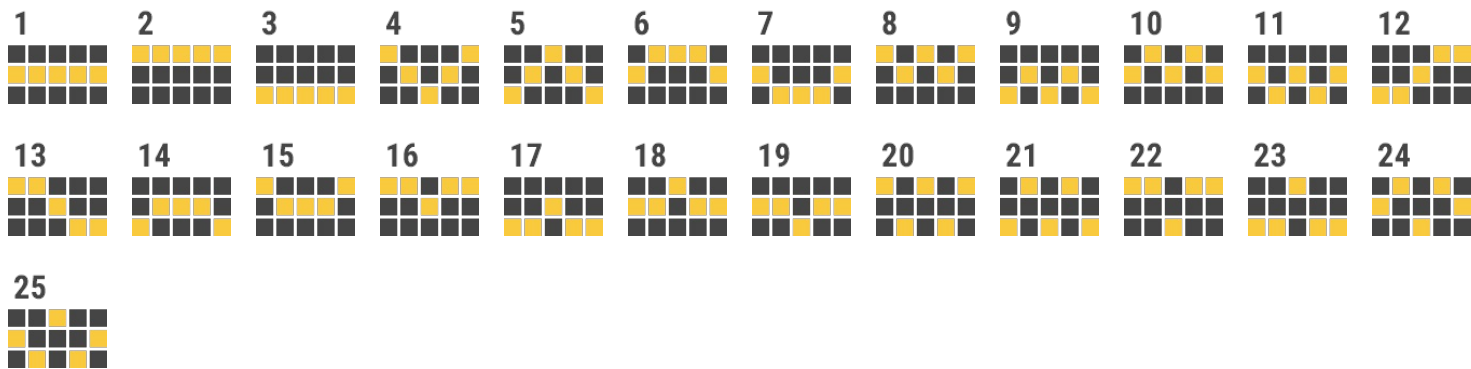
- The feature can be retriggered.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- All **25** lines are played.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line with at least 1 non-wild symbol in combination.

-  and  pay according to the payable.

# PAYLINES



# 12 ZODIACS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 9, 12, 14 & 18**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### 12 ZODIACS 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

- 12 Zodiacs offers no Gamble game.

**FILE DATE**

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






**SERVER VERSION**

5.1.1331.93

**RNG VERSION**

5.1.4478.308

## SUBSTITUTE


-  symbols only appear on reels **2, 3, 4 & 5**.
-  substitutes for all other symbols except scattered .
- At random all  in a winning combination will turn into  and multiply wins **X3**
- The multiplier is applied only once for each line.

## SCATTER

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

	5 38
	4 8
	3 2

## PAYOUTS

- All symbols pay left to right and right to left except scattered  which pay any
- If any **5** symbols appear on a line, pays are left to right only.

## ZODIAC PAYOUTS

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8




	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

	5 188
	4 33
	3 8

## FEATURE:

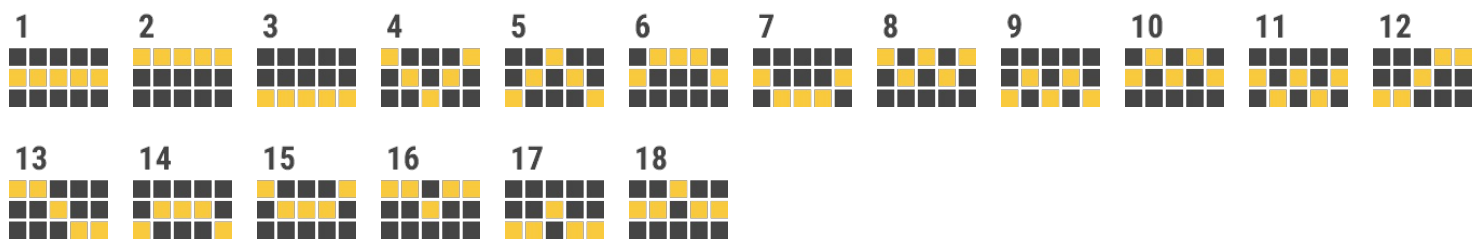
- **6 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
- Only **ZODIAC PAYOUTS** symbols appear during the feature
- Matching **ZODIAC PAYOUTS** symbols which appears anywhere changes into  and pays as 
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## OTHER RULES

- Wins on different lines are added.
- Scatter wins are added to line wins.

- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

PAYLINES



# ARCANE ELEMENTS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **50**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### ARCANE ELEMENTS 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.

### PICK FEATURE DISCONNECTION POLICY

- Should disconnection occur before the server received the pick request, the player will be allowed to retry the pick request. If the player should resume or reopen the game, the player will be allowed to pick another item.
- Should disconnection occur after the server received the pick request, the pick result will be accepted and the game will resume at the last point as determined by the server.

## GAMBLE GAME

- Arcane Elements offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**














5.1.1331.93

**RNG VERSION**



5.1.4478.308

## WILD

- During each spin, one of the four elements is randomly set as the active wild symbol

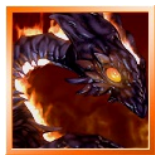
- If  appears at the top of the screen then  turns into 
- If  appears at the top of the screen then  turns into 
- If  appears at the top of the screen then  turns into 
- If  appears at the top of the screen then  turns into 
- WILD** substitutes for all symbols except .

## TRIGGER

-  symbols only appear on reels 2, 3 & 4.
-  do not pay.

## PAYOUTS

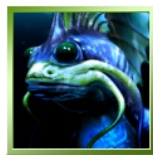
- All **50** lines are played.
- All symbols pay left to right.



5 800  
4 180  
3 40



5 650  
4 150  
3 30



5 500  
4 120  
3 25



5 350  
4 80  
3 20



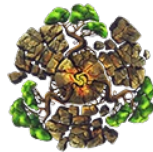
5 250  
4 60  
3 15



5 180  
4 50  
3 15



5 140  
4 40  
3 10



5 70  
4 20  
3 5



5 60  
4 15  
3 5



5 50  
4 15  
3 5



5 40  
4 10  
3 5



5 30  
4 10  
3 5

## FEATURE:

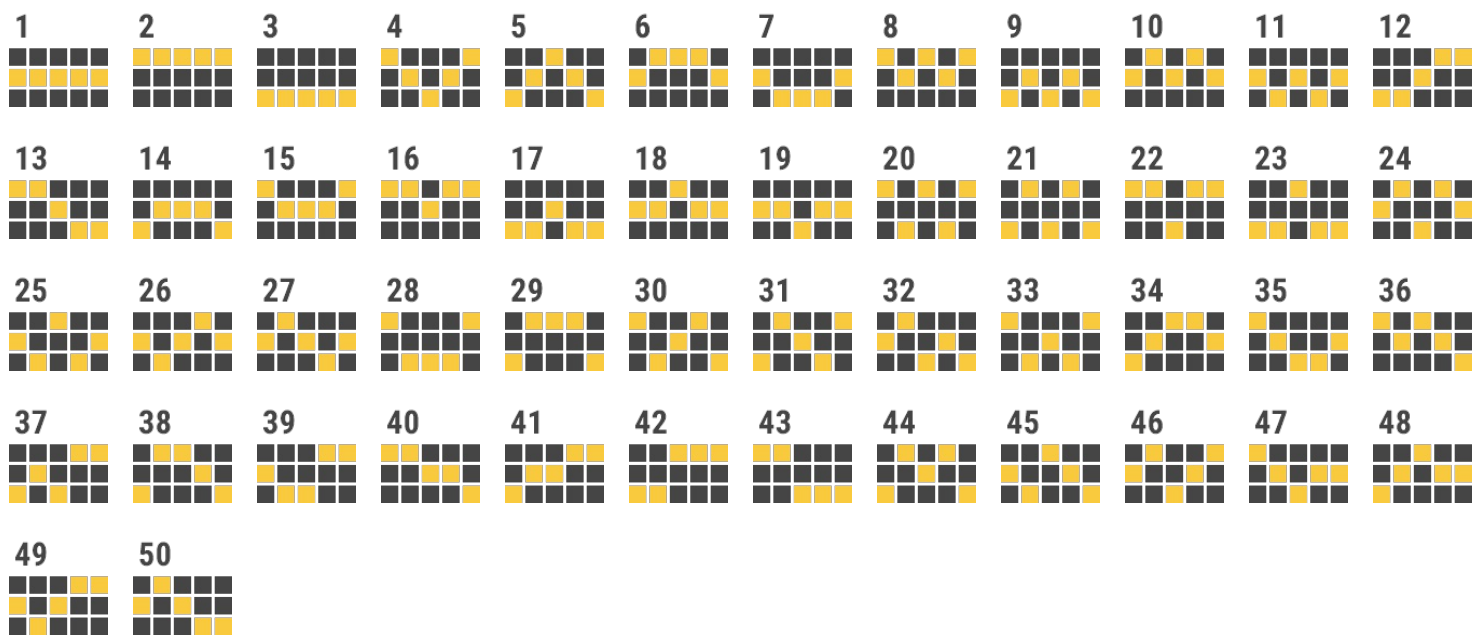
- 10** free games are awarded when  symbol appears on reels 2, 3 & 4.
- Two of the four elements     must be chosen to become active wild symbols
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES



- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

PAYLINES



# AZTLAN'S GOLD HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### AZTLAN'S GOLD 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.

## **PICK FEATURE DISCONNECTION POLICY**

- Should disconnection occur before the server received the pick request, the player will be allowed to retry the pick request. If the player should resume or reopen the game, the player will be allowed to pick another item.
- Should disconnection occur after the server received the pick request, the pick result will be accepted and the game will resume at the last point as determined by the server.

## **GAMBLE GAME**

- Aztlan's Gold offers no Gamble game.

## **FILE DATE**

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






## **SERVER VERSION**

5.1.1331.93

## **RNG VERSION**

5.1.4478.308


## SUBSTITUTE

-  symbols only appear on reels **2 & 4**.
-  substitutes for all other symbols except scattered .
- The prize is **DOUBLED** when one or more  symbols substitute in a winning combination.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

## SCATTER



5 250  
4 10  
3 4

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- All symbols pay left to right except scattered  which pay any.

## PAYOUTS



5 10000  
4 1000  
3 100  
2 5



5 2000  
4 200  
3 50  
2 5



5 200  
4 100  
3 25  
2 2



5 200  
4 100  
3 25  
2 2



5 150  
4 50  
3 10  
2 -



5 150  
4 50  
3 10  
2 -



5 100  
4 25  
3 5



5 100  
4 25  
3 5



5 100  
4 25  
3 5



5 50  
4 10  
3 5



5 50  
4 10  
3 5




5 50  
4 5  
3 2



5 50  
4 5  
3 2

## FREE GAMES

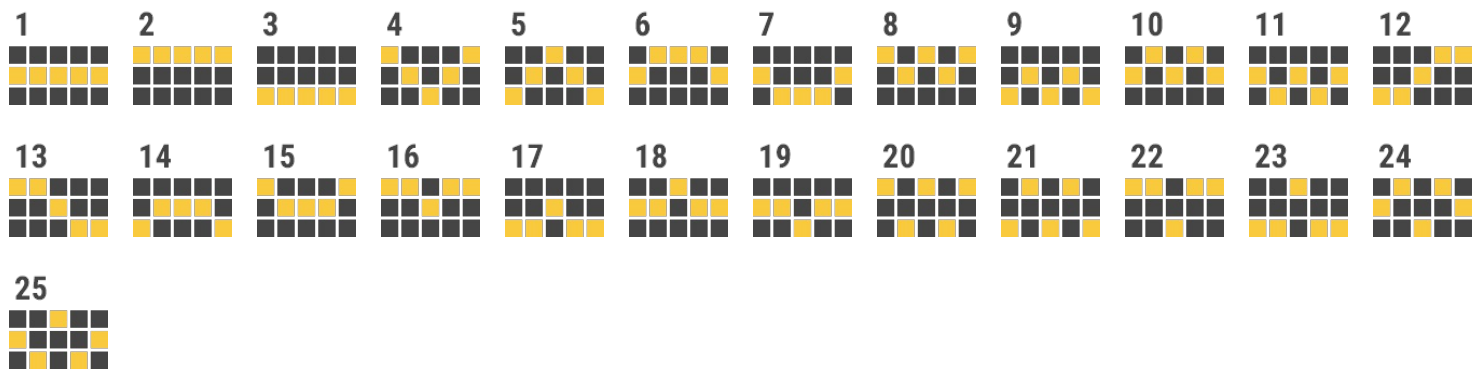
- The **BONUS PICK FEATURE** triggers when **3 OR MORE**  symbols appear anywhere.
- A variable number of free spins at a variable multiplier is awarded (with multipliers added together).
- In the event of a re-trigger different (if applicable) multipliers awarded are played out accordingly and for the number of corresponding free spins re-awarded.
- The feature can be retriggered.

- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.
- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

## PAYLINES



# BIRD OF THUNDER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### BIRD OF THUNDER 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

- Bird of Thunder offers no Gamble game.

## FILE DATE

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

## SERVER VERSION



5.1.1331.93



## **RNG VERSION**

5.1.4478.308

SUBSTITUTE



5 1250  
4 250  
3 30

-  substitutes for all other symbols except scattered .

SCATTER



5 10  
4 3  
3 1

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



5 1250  
4 250  
3 30



5 500  
4 150  
3 20



5 250  
4 150  
3 20



5 150  
4 70  
3 10



5 100  
4 50  
3 10



5 60  
4 25  
3 7



5 50  
4 20  
3 7



5 50  
4 20  
3 7










5 40  
4 15  
3 5




5 40  
4 15  
3 5

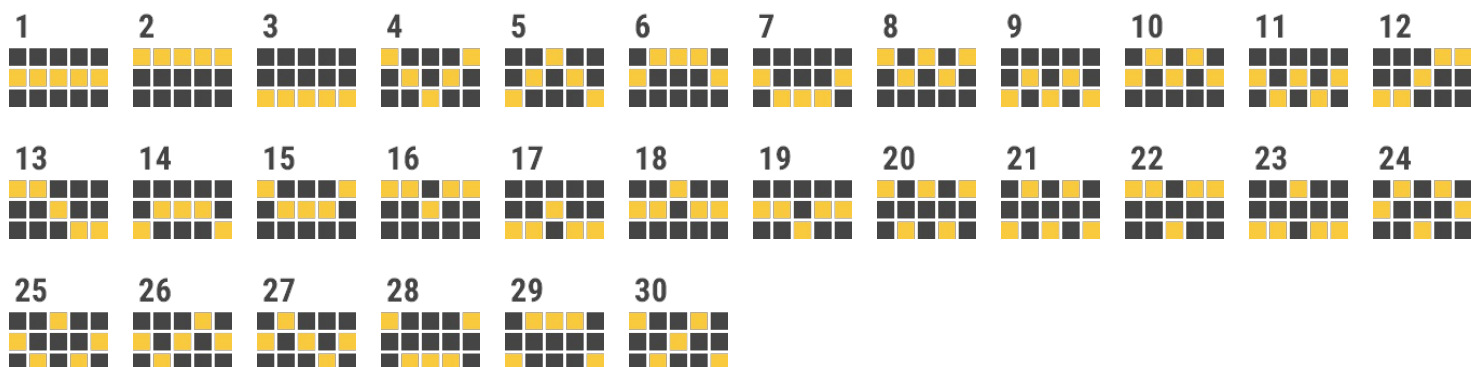
# FEATURE

- **10 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
-  do not pay during free games.
- For each and every  anywhere, **1** free games are awarded.
- For every  appearing anywhere, the Bird of Thunder will appear, fly to any random symbol that is not a  symbol, including  symbols and change the symbol to a  symbol.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- All **30** lines are played.
- Line wins pay if in succession from the leftmost reel to the right.
- Highest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
-  pay anywhere.





## PAYLINES



# BOMBS AWAY HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **50**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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 line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### BOMBS AWAY 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

- Bombs Away offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

SUBSTITUTE



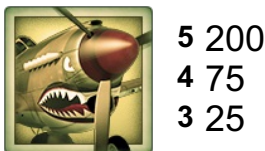
- explode, changing into with random adjacent symbols also changing into .
- substitutes for all other symbols except scattered .

SCATTER





- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- All **50** lines are played.
- All symbols pay left to right except scattered which pay any.

PAYOUTS



FEATURE:

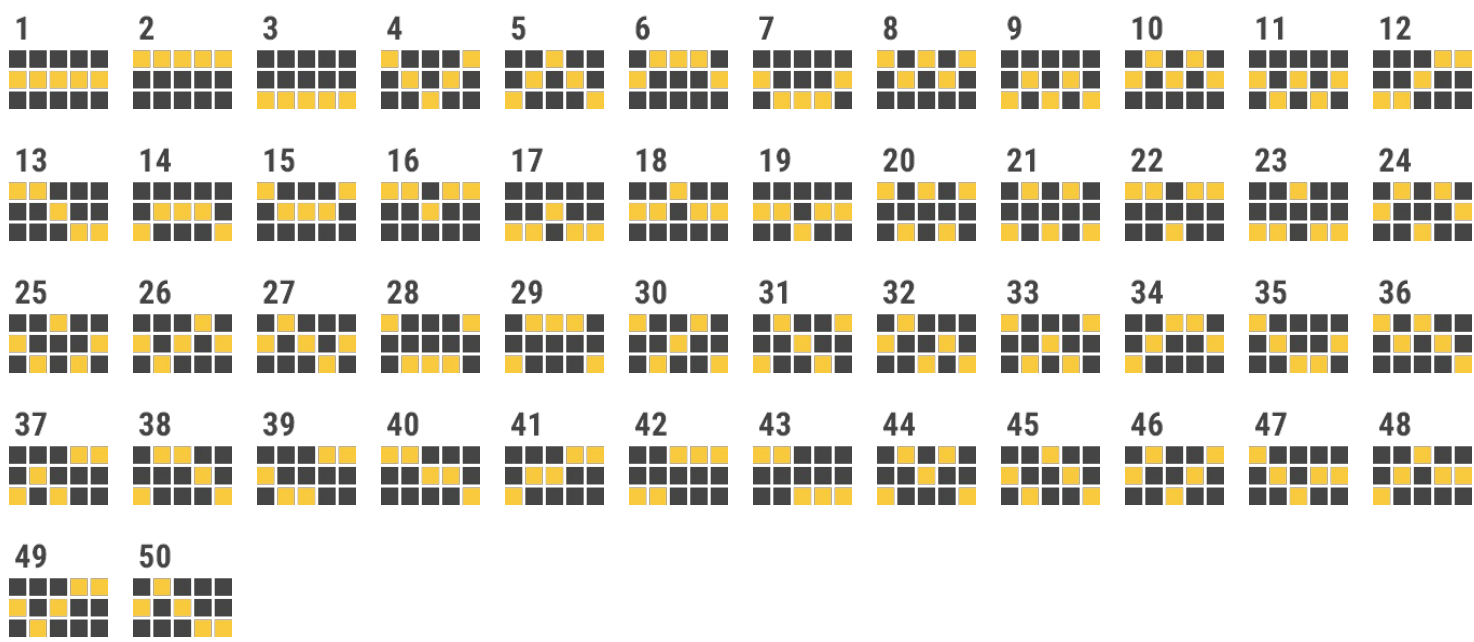
- **10 FREE GAMES** are awarded when **3 OR MORE** symbols appear anywhere during a **BASE** game.

- Additional  are dropped on any number of random symbols and changed into .
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.
- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line with at least 1 non-wild symbol in combination.

## PAYLINES





# CAKE VALLEY HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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.

# OTHER RULES

- Highest win only on each way.
- Ways starting with 3 or 4  symbols terminate any subsequent combinations.

# 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

## CAKE VALLEY 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**

- Cake Valley offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.1564.125

## **RNG VERSION**

5.1.4478.308

## HIGH WIN SYMBOLS



5 400  
4 120  
3 10



5 300  
4 100  
3 10



5 250  
4 75  
3 5



5 200  
4 50  
3 5



5 150  
4 40  
3 4

## LOW WIN SYMBOLS



5 90  
4 30  
3 4



5 60  
4 25  
3 3



5 50  
4 20  
3 3



5 40  
4 15  
3 2



5 30  
4 10  
3 2

## PAYOUTS


- display as before pays are awarded.
- symbol substitutes for all symbols.
- All symbols pay left to right.

## GREEN JELLY MODE





- The **GREEN JELLY MODE** is enabled by selecting the jelly in the **JELLY SELECTOR**.
- 2 jellies will appear on columns 2 and 4. Starting on row 2 the first **BASE GAME**.
- Each jelly will move up or down every **BASE GAME**.
- 15 free games are awarded if the same or symbol appear on all jellies.
- jellies do not move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by X8.

## YELLOW JELLY MODE




- The **YELLOW JELLY MODE** is enabled by selecting the jelly in the **JELLY SELECTOR**.
- 3 jellies will appear on rows 1, 2 and 3. Starting on column 3 the first **BASE GAME**.
- Each jelly will move left or right every **BASE GAME**.
- 12 free games are awarded if the same or symbol appear on all jellies.

-  jellies continue to move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by **X5**.

## RED JELLY MODE

- The **RED JELLY MODE** is enabled by selecting the  jelly in the **JELLY SELECTOR**.
- 4  jellies will appear on screen. Starting on columns **2** and **4**, and rows **1** and **3** respectively the first **BASE GAME**
- Each jelly will move up, down, left or right every **BASE GAME** without crossing.
- 8 free games are awarded if the same or  symbol appear on all jellies.
-  jellies continue to move during the **FREE GAMES** feature.
- Ways pay left to right during the **FREE GAMES** feature. If no win, all right to left wins, if any, are multiplied by **X3**.

## OTHER RULES

- Play **243** ways fixed at a cost of **25** coins
- The positions of ,  and  are saved every spin.
- Free games are played at the number of ways bet and the bet level of the triggering game.
- The triggered symbols remain locked during the **FREE GAMES** feature and move with the jellies, where applicable.
- Highest win only on each way.

## USER INTERFACE



### JELLY SELECTOR

Indicates the current selected jelly mode on the left.

The mode can be changed by clicking this button.

# COLOSSAL GEMS HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **30** 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.	



Starts a new game at the set coin denomination and at the maximum lines with 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.

## COLOSSAL GEMS 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

- Colossal Gems offers no Gamble game.

## FILE DATE

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

## SERVER VERSION




5.1.4222.307

## **RNG VERSION**

5.1.4478.308



## WILD

-  symbol substitutes for all symbols.
-  only appears in **FREE GAMES**.
-  do not pay.

## HIGH WIN SYMBOLS



6 1800  
5 600  
4 40  
3 25



6 900  
5 400  
4 25  
3 10



6 400  
5 200  
4 15  
3 5

## LOW WIN SYMBOLS



6 300  
5 100  
4 10  
3 5




6 180  
5 50  
4 5  
3 3



6 50  
5 10  
4 5  
3 3

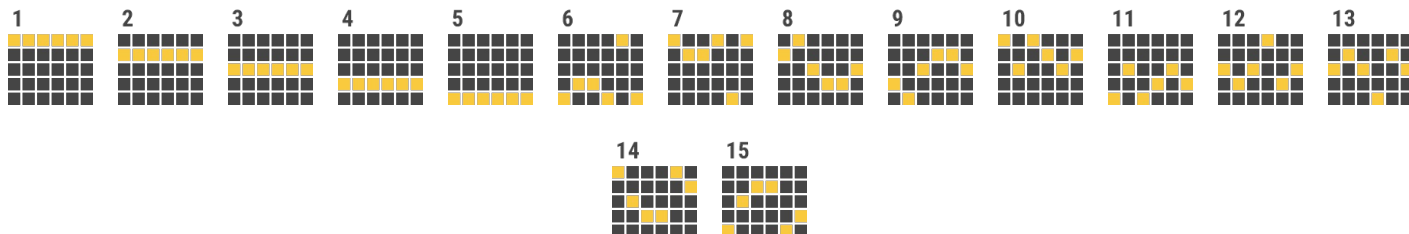
## RE-SPINS AND FREE GAMES

- Any win during the **BASE GAME** awards a **RE-SPIN**.
- Any win during **RE-SPINS** awards another **RE-SPIN**.
- During the **1ST RE-SPIN**, at least one **2X2** symbol is guaranteed to land.
- During the **2ND RE-SPIN**, at least one **3X3** symbol is guaranteed to land.
- During the **3RD RE-SPIN**, at least one **4X4** symbol is guaranteed to land.
- **6 FREE GAMES** are awarded after **3** consecutive **RE-SPIN** wins.
- During **FREE GAMES**, all symbols can land as **2X2 3X3** and **4X4** symbols, including the  symbol.
- During **FREE GAMES**, at least one **2X2, 3X3** or **4X4** symbol is guaranteed to land every spin.
- **2X2 3X3** and **4X4** symbols land on reels **2, 3, 4 & 5** only
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

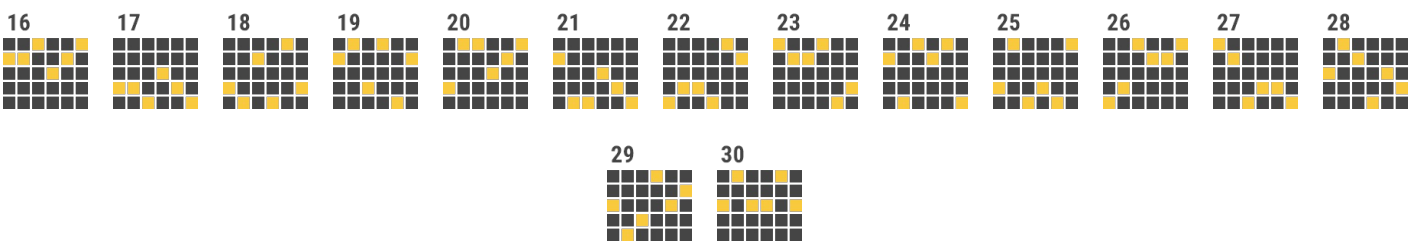
## OTHER RULES

- Play **30** lines fixed at a cost of **30** coins.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.
- Line wins pay if in succession from the leftmost reel to the right.

## PAYLINES 1-15







## PAYLINES 16-30



# COYOTE CRASH HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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**.
  - All line wins occur on selected lines only.
  - The coin payout values in the **PAY TABLE** are based on bet level 1.
  - Any line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### COYOTE CRASH 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

- Coyote Crash offers no Gamble game.

## FILE DATE

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



## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

## SUBSTITUTE

-  substitutes for all other symbols except scattered .



5 5000  
4 500  
3 100  
2 10


## SCATTER

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.



5 200  
4 10  
3 3  
2 2

## PAYOUTS

- All symbols pay left to right except scattered  which pay any.



5 2000  
4 500  
3 100



5 1000  
4 250  
3 50



5 1000  
4 100  
3 30



5 750  
4 100  
3 30



5 750  
4 100  
3 30



5 250  
4 20  
3 5



5 250  
4 20  
3 5



5 250  
4 20  
3 5



5 100  
4 20  
3 3






5 100  
4 20  
3 3



5 100  
4 20  
3 3

## FEATURE:

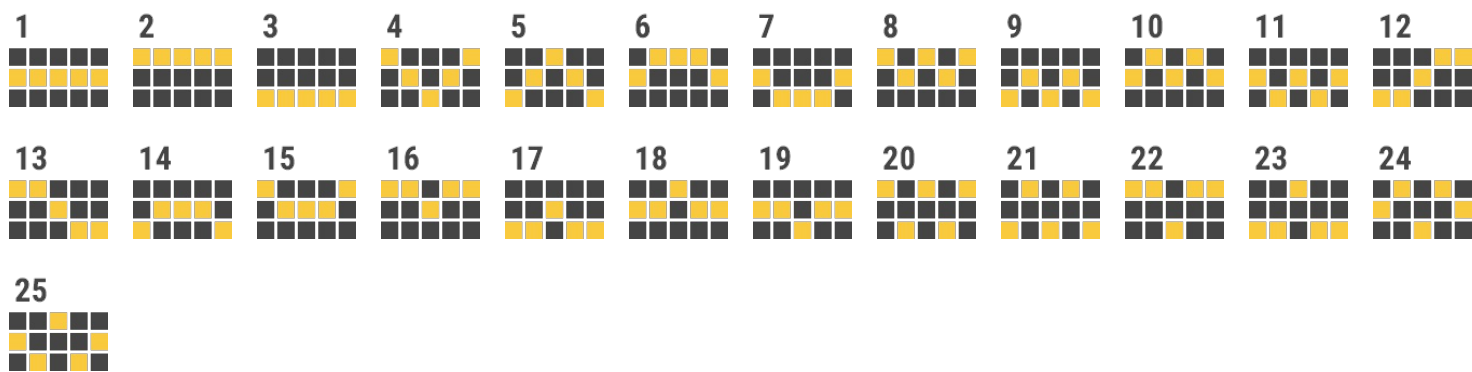
- **12 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- **25 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- **50 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
- All prizes are quadrupled.
- The feature can be retriggered.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.
- Scatter wins are added to line wins.

- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.





PAYLINES



# DRAGON'S THRONE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **50**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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 line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### DRAGON'S THRONE 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

- Dragon's Throne offers no Gamble game.

## FILE DATE

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





## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE

-  symbols only appear on reels **2, 3, 4 & 5**.
-  substitutes for all symbols except .
- The prize is **DOUBLED** when one or more  symbols substitute in a winning combination.

# DRAGON THRONE








-  appears on reel 3 and only if any     appears centered on reel 1.

# PAYOUTS


- All symbols pay left to right.
- All **50** lines are played.

	5 500 4 150 3 20		5 250 4 100 3 15		5 200 4 80 3 10		5 150 4 50 3 5
	5 100 4 30 3 4		5 100 4 30 3 4		5 75 4 20 3 3		5 75 4 20 3 3
	5 50 4 10 3 2		5 50 4 10 3 2				

# FEATURE:

- Feature is triggered when any     appears centered on reel 1 and the same dragon appears on reel 5, with the  anywhere on reel 3.
- The triggering dragon is the player's dragon on the right; the opponent dragon is on the left.
- During the free games a win or a no win result causes either dragon to lose health points.
- When a dragon is defeated, the player's dragon earns extra health points and a stronger dragon then appears.
- Maximum health points for a player's dragon is 8.
- Free games are played until all dragons are defeated or the player's dragon is defeated.
- If the player's dragon is defeated, **1X** total bet is awarded for each opponent health point remaining.
- If all 3 dragons are defeated, the  appears as the final dragon.
- Should the  lose, **2X** total bet is awarded for each player health point remaining.
- Free games are played at the lines and bet of the triggering game.

# DRAGON DUEL ORDER

Triggering Dragon	Round 1	Round 2	Round 3	Round 4
				





### MULTIPLIER

Round 1		Round 2		Round 3		Round 4	
1x		1x		2x		3x	

### EXTRA HEALTH POINTS AWARDED

End of round 1		End of round 2		End of round 3	
1		1		2	













### STARTING DRAGON HEALTH POINTS

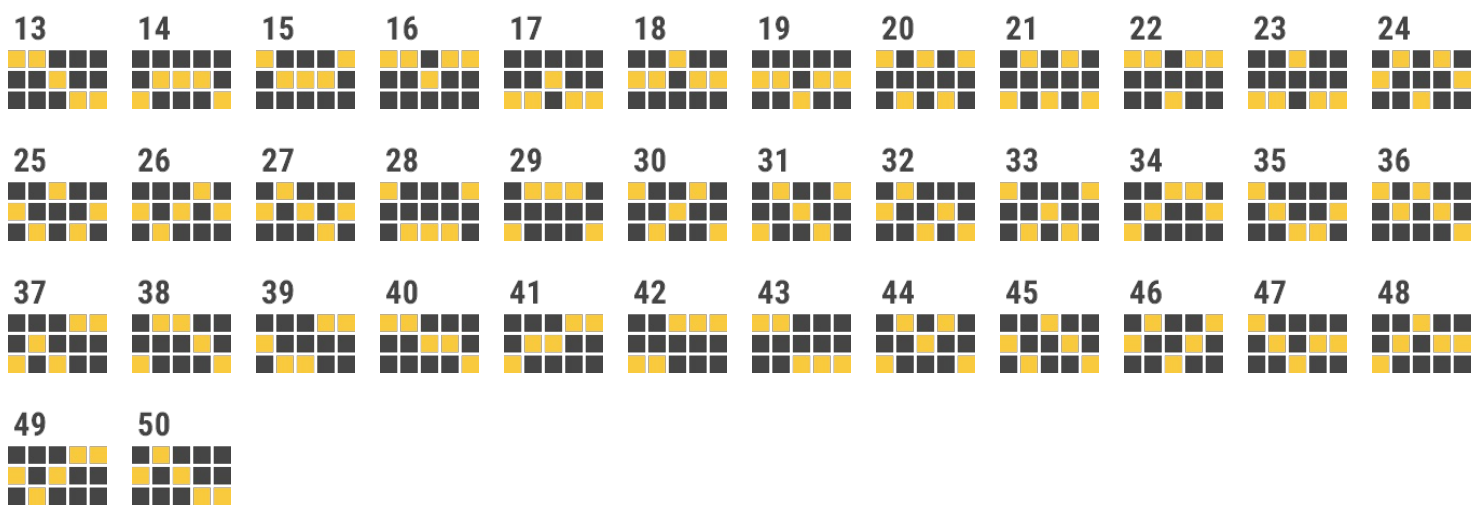
				
3	4	5	6	8

### OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

### PAYLINES

1	2	3	4	5	6	7	8	9	10	11	12
											





# EGYPTIAN DREAMS DELUXE HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243 - 3125** with total bet in coins fixed at **25**.
- 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 way 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.
- 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 way 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.

# OTHER RULES

- Highest win only on each way.
- Ways starting with **3** or **4**  symbols terminate any subsequent combinations.

# 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### EGYPTIAN DREAMS DELUXE 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

- Egyptian Dreams Deluxe offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**

5.1.4383.307



**RNG VERSION**

5.1.4478.308





HIGH WIN SYMBOLS

	5 500 4 150 3 10		5 500 4 150 3 10		5 250 4 100 3 10
	5 200 4 75 3 10		5 200 4 75 3 10		

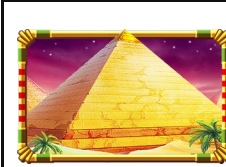
-  substitutes for all symbols except .

LOW WIN SYMBOLS

	5 150 4 60 3 5		5 150 4 60 3 5		5 100 4 50 3 5
	5 100 4 50 3 5		5 50 4 15 3 5		5 50 4 15 3 5





-  substitutes for all symbols except .



BONUS

	5 100 4 10 3 2 2 1
--	-----------------------------




-  wins are multiplied by total bet.
-  wins are added to way wins.
-  pay left to right in the **BASE GAME**.
-  pay anywhere in a **FEATURE GAME**.

UNLOCK FEATURE




-  unlocks  when appearing directly underneath  in any game mode.
- Ways increase for all game modes with the bet remaining **25** coins.
- 30 FREE GAMES** are awarded when all  are unlocked in the **BASE GAME** and added to other free games awarded in the **RE-SPIN** or **BASE GAME** (if any).

- Any bet configuration will start with **10** .
-  are saved for each bet configuration.

## RE-SPIN

- A single **RE-SPIN** is triggered when **2 - 4**  appear **LEFT TO RIGHT**.
- Winning  are locked in place while all other symbols **RE-SPIN**.
- **10, 15, 20** or **30 FREE GAMES** are awarded respectively when **2, 3, 4** or **5**  appear anywhere.
- The **RE-SPIN** is played at the bet of the triggering game.

## FREE GAMES

- **30 FREE GAMES** are awarded when **5**  appear anywhere in the **BASE GAME**.
- **10 ADDITIONAL FREE GAMES** are awarded when **3 OR MORE**  appear anywhere during **FREE GAMES**.
- At the conclusion of the feature,  are restored to the initial state for the active bet configuration.
- Free games are played at the bet of the triggering game





## OTHER RULES

- Play **243 - 3125** ways fixed at a cost of **25** coins
- A bet configuration is the combined selection of coin and bet level.
- Ways pay if in succession from the leftmost reel to the right.
- Wins on different ways are added.
- Way wins are multiplied by bet level.
- Highest win only on each way.

# FA CAI SHEN HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines can be selected as **1, 3, 8, 12, 16, 18, 24 & 28**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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**.
  - All line wins occur on selected lines only.
  - The coin payout values in the **PAY TABLE** are based on bet level 1.
  - Any line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### FA CAI SHEN 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

- Fa Cai Shen offers no Gamble game.

## FILE DATE

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

## SERVER VERSION






5.1.1465.119

## **RNG VERSION**

5.1.4478.308

## WILD



-  symbols only appear on reels **1, 3 & 5**.
- The prize is **TRIPLED** when one or more  symbols substitute in a winning combination.
-  substitutes for all other symbols except scattered .
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

## SCATTER



5 100  
4 10  
3 1

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

## PAYOUTS

- All symbols pay left to right except scattered  which pay any.



5 1000  
4 250  
3 20  
2 1



5 500  
4 100  
3 10  
2 1



5 250  
4 50  
3 5  
2 1



5 100  
4 20  
3 3  
2 -



5 100  
4 20  
3 3  
2 -



5 100  
4 20  
3 3  
2 -



5 50  
4 10  
3 2  
2 -



5 50  
4 10  
3 2  
2 -



5 50  
4 10  
3 2  
2 -



5 25  
4 5  
3 1  
2 -





5 25  
4 5  
3 1  
2 -



5 25  
4 5  
3 1  
2 -

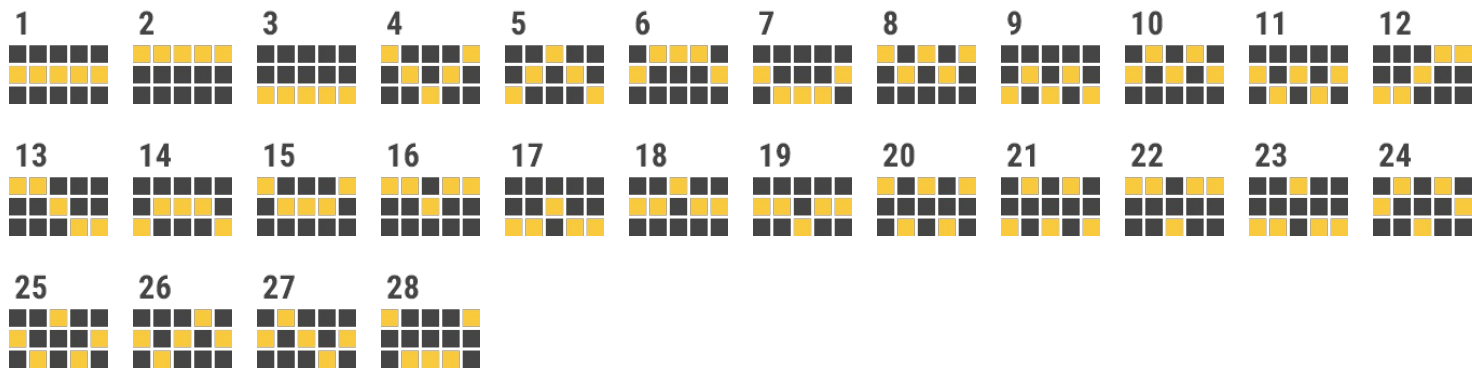
## FEATURE:

- **12 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  symbol will appear twice on the screen every spin, but not on adjacent reels.
- The feature cannot be retriggered.

# OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

# PAYLINES



# FA CAI SHEN DELUXE HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **28** 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 line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- 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.

## OTHER RULES









-  expands from the **CENTER** when landing on rows **2, 3 AND 4** and from the **TOP** or **BOTTOM** when landing on rows **1 AND 5** respectively.

-  symbols pay and act as  symbols.

## 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).
Nº	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.

### FA CAI SHEN DELUXE 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

- Fa Cai Shen Deluxe offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.5276.322





## RNG VERSION

5.1.4478.308

WILD






3 18

- Any  expands to cover 3 positions on the reel before pays are awarded.
-  substitutes for all other symbols except scattered .
- 1, 2 OR 3  can appear in the **BASE GAME**, but not on adjacent reels.

SCATTER



6 88  
5 28  
4 8  
3 1

-  pay anywhere.
-  wins are added to line wins.
-  wins are multiplied by total bet.

HIGH WIN SYMBOLS



6 2888  
5 288  
4 58  
3 18



6 888  
5 188  
4 58  
3 18



6 588  
5 88  
4 38  
3 8



6 388  
5 88  
4 38  
3 8



6 288  
5 58  
4 28  
3 5



6 188  
5 58  
4 28  
3 5

LOW WIN SYMBOLS



6 158  
5 38  
4 18  
3 5



6 128  
5 38  
4 18  
3 5



6 88  
5 28  
4 8  
3 3



6 58  
5 28  
4 8  
3 3














6 38  
5 18  
4 5  
3 2



6 28  
5 18  
4 5  
3 2

FREE GAMES FEATURE

- **8 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- **18 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- **28 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
- **88 FREE GAMES** are awarded when 6  appear **ANYWHERE**.
-  symbol will appear twice on the screen every spin, but not on adjacent reels.
- Before the start of any random Free Game, between **3 - 24** symbols change into the same random symbol that is one of      and .
-  do not appear during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## HORIZONTAL AND VERTICAL PAYS

- Any horizontal or vertical line of the same symbol pays according to the payable.
- A single row or column can contain more than 1 win.
- Wins can intersect or overlap on the same row or column.
- Only the highest win for any combination is paid.
- Wins for different combinations are added.
- Wins are multiplied by bet level.





## OTHER RULES

- Play for **28** coins only.

# FENGHUANG HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **28**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is **20** 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 line 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.
  - 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### FENGHUANG 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

- Fenghuang offers no Gamble game.

## FILE DATE

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

## SERVER VERSION



5.1.1331.93


## **RNG VERSION**

5.1.4478.308







SUBSTITUTE

-  symbol substitutes for all symbols.
-  symbol substitutes for all symbols.

-  symbol substitutes for all symbols.

-  and  symbol substitution pay as the  symbol on any selected bet line.

PAYOUTS

	5 400 4 150 3 20		5 300 4 100 3 20		5 150 4 70 3 10		5 125 4 60 3 10
--	------------------------	---	------------------------	---	-----------------------	---	-----------------------





5 80  
4 35  
3 7



5 75  
4 30  
3 5



5 70  
4 30  
3 5



5 60  
4 25  
3 5



















5 50  
4 25  
3 5




5 50  
4 20  
3 5



## FREE GAMES

-  symbol on reel 1 and a  symbol on reel 5 triggers free games.
- All  symbols move right before reels land. Any  symbol on reel 5 will move off the screen.
- All  symbols move left before reels land. Any  symbol on reel 1 will move off the screen.
- Free games continue until  and  symbols are no longer on screen.
- Additional  and  symbols can appear during free games.
- If a  symbol and a  symbol are on the same row, and:
  - The  symbol crosses over the  symbol, or:
  - The  symbol moves into the same position as the  symbol,

- Then the  and  symbols combine to form a 2x3



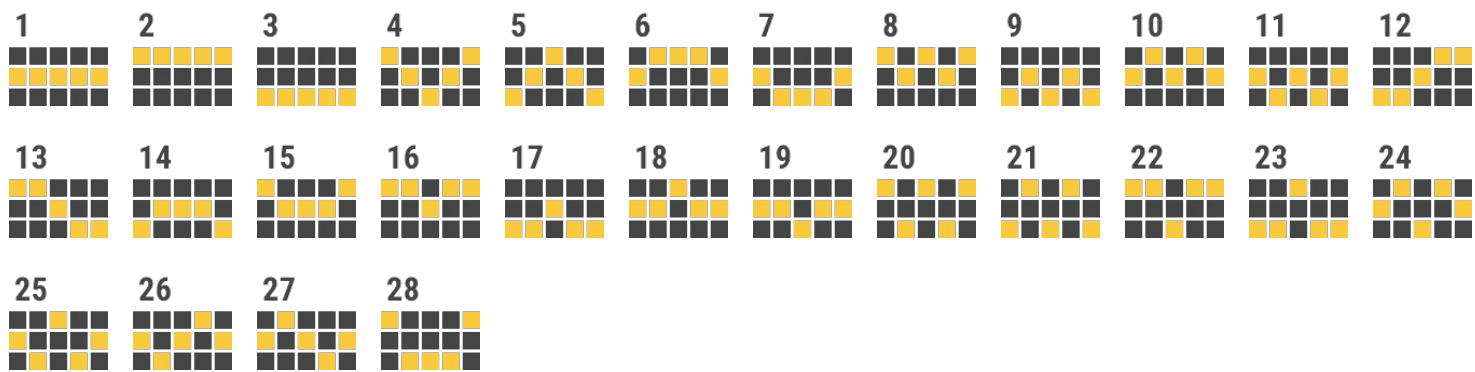
expanded symbol starting on the reel where the  landed.

- At the start of the next spin, the  and  symbols continue to move across the reels.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Play **28** lines fixed at a cost of **20** coins.
- During **BASE GAME**:
  - Line wins pay if in succession from the leftmost reel to the right.
  - Highest win only on each line.
- During **FREE Games**:
  - Line wins pay if in succession from the leftmost reel to the right, or if in succession from the rightmost reel to the left.
  - Only the highest win on each selected line from both directions is paid.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

PAYLINES



# FIRE ROOSTER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

## FIRE ROOSTER 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

- Fire Rooster offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

SUBSTITUTE



5 1500  
4 500  
3 100



5 700

- symbols only appear during the **BASE GAME**.
- substitutes for all other symbols except scattered
- symbols only appear during the **FREE GAMES** feature.
- substitutes for all other symbols except scattered

SCATTER



5 100  
4 25  
3 5

- Scatter wins are added to ways wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



5 600  
4 200  
3 50



5 300  
4 100  
3 30



5 200  
4 50  
3 20



5 200  
4 50  
3 20



5 200  
4 50  
3 10



5 100  
4 25  
3 10



5 100  
4 25  
3 10



5 50  
4 20  
3 5













5 50  
4 20  
3 5




5 50  
4 20  
3 5

FREE GAMES

- **8 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- **18 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- **28 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
- Whenever a  symbol lands it can randomly explode either left and right, or up and down making additional  symbols. A  symbol is not guaranteed to explode.
-  symbols appearing on corners or the sides of the game may partially explode.
-  symbols cannot explode over  symbols.
- Highest win only on each way with at least 1 non-wild symbol in combination except for 5 of  which pays **700**.
- The feature can be retriggered.
- Free games are played at the number of ways bet and the bet level of the triggering game.





## OTHER RULES

- Play **243** ways fixed at a cost of **30** coins
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Highest win only on each way.
- All symbols pay left to right except scattered  which pay any.

# FORTUNE DOGS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is **18** 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).
Nº	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).
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## 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.

### FORTUNE DOGS 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

- Fortune Dogs offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.5015.319





## **RNG VERSION**

5.1.4478.308

## WILD




5 10000

-  substitutes for all symbols except  and  symbols.
-  5 pay only if appearing in a row.




## SCATTER













5 10  
4 5  
3 1

-  pay anywhere.
- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

## BONUS

-  do not pay.
-  symbols appear on reels **2, 3 & 4**.
- Each and every  symbol on screen will contribute **+1** randomly to the **MINI, MINOR, MAJOR** or **GRAND** prize pot value.

## FORTUNE DOGS FEATURE

- Any , , , , or  appearing on reel **1** will turn all symbols on screen of the same kind into **DOUBLE** symbols, acting and paying as **2** symbols.
- Any , , , , or  appearing on reel **1** and reel **5** will turn all symbols on screen of the same kind into **TRIPLE** symbols, acting and paying as **3** symbols.
- The **FORTUNE DOGS FEATURE** is active during the **BASE GAME** and the **FREE GAMES FEATURE**.

## HIGH WIN SYMBOLS

	15 10000		15 5000
	14 -		14 -
	13 4000		13 2000
	12 3000		12 1500
	11 2500		11 1250
	10 1500		10 1000
	9 1250		9 750
	8 1000		8 600
	7 600		7 500
	6 500		6 400
	5 400		5 350
	4 200		4 100
	3 25		3 15

	15 3000		15 2000
	14 -		14 -
	13 1500		13 1250
	12 1250		12 1000
	11 1000		11 750
	10 750		10 600
	9 600		9 500
	8 500		8 400
	7 400		7 350
	6 350		6 300
	5 300		5 250
	4 80		4 60
	3 10		3 10

	15 1500
	14 -
	13 1000
	12 750
	11 600
	10 500
	9 400
	8 350
	7 300
	6 250
	5 200
	4 50
	3 10

## LOW WIN SYMBOLS



5 150  
4 40  
3 5



5 100  
4 30  
3 5







5 75  
4 20  
3 5



5 50  
4 10  
3 5

## FREE GAMES FEATURE

- **8 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
- During the feature, **8 extra free games** are awarded when **3**  symbols appear.

-  symbol does not appear during the feature.
-  symbols will continue to contribute to the prize pots during the **FEATURE**.
- Free games are played at the bet of the triggering game

## PRIZE POT FEATURE

- The **PRIZE POT FEATURE** triggers when 3  appears anywhere in the **BASE GAME**.
- 15  coins will appear on screen at the start of the **PRIZE POT FEATURE**.
- Pick a  coin to reveal either a **GRAND** , **MAJOR** , **MINOR** , or a **MINI**  coin.
- Match **3 OF THE SAME** coin to be awarded the corresponding prize pot multiplied by **TOTAL BET**.
- The pot prize will reset to the initial value after it is awarded.
- The initial **GRAND** prize pot value is **500X** and can award a maximum of **10,000X** total bet.
- The initial **MAJOR** prize pot value is **100X** and can award a maximum of **2,000X** total bet.
- The initial **MINOR** prize pot value is **30X** and can award a maximum of **600X** total bet.
- The initial **MINI** prize pot value is **10X** and can award a maximum of **200X** total bet.
- Prize pot values are saved for each bet configuration.

## HORIZONTAL PAYS

- Symbols pay if matching adjacent for each row.
- All combinations with at least one non wild symbol are paid for each row.
- Wins on different rows are added.
- Wins are multiplied by bet level.

## OTHER RULES

- Play for **18** coins only.
- A bet configuration is the combined selection of coin and bet level.
- **FREE GAMES FEATURE** and **PRIZE POT FEATURE** cannot trigger the same spin.

## FOUR DIVINE BEASTS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### FOUR DIVINE BEASTS 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

- Four Divine Beasts offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.2606.233

## **RNG VERSION**





5.1.4478.308



# SUBSTITUTE






5 500  
4 200  
3 50

-  substitutes for all symbols except .
-  symbols only appear during the **BASE GAME**.
-  only appears on reels **3 4 5** in the **BASE GAME**.



# SCATTER



4 4  
3 1

-  symbols only appear during the **BASE GAME**.
-  symbols appear on reels **2, 3, 4 & 5**.
-  wins are added to way wins.
- Scatter wins are multiplied by total bet.

# PAYOUTS

- All symbols pay left to right except scattered  which pay any.
- Only the longest matching combination per symbol is paid.
-  pays added to other pays

# HIGH WIN SYMBOLS



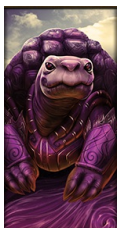
5 500  
4 200  
3 50



5 300  
4 100  
3 30



5 250  
4 50  
3 20



5 200  
4 30  
3 15

# LOW WIN SYMBOLS



5 100  
4 25  
3 10



5 50  
4 20  
3 5



5 50  
4 10  
3 5



5 50  
4 10  
3 5

## AZURE DRAGON FREE GAMES





- **7 FREE GAMES** are awarded when a







symbol appears in full on reel **1**, and **3 OR MORE**



symbols appear anywhere.

- The  symbol can appear once on reel **1, 2 OR 3**.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
-  symbols act as  symbols.
- The feature cannot be retriggered.

## AZURE DRAGON RE-SPINS

- **2 RE-SPINS** are triggered at random during the **BASE GAME**.
- The  symbol can appear once on reel **1, 2 OR 3**.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
-  symbols act as  symbols.
- The feature cannot be retriggered.

## VERMILLION BIRD FREE GAMES





- **7 FREE GAMES** are awarded when a



symbol appears in full on reel **1**, and **3 OR MORE**







symbols appear anywhere.







- The  symbol can appear once on reel **2 OR 3**.
- The  symbol will spread an additional **1 - 6** position(s) starting from the landing position, and in any straight direction from the last spreading symbol.
-  symbols pay and act as  symbols.
- The feature cannot be retriggered.

## VERMILLION BIRD RE-SPINS





- **2 RE-SPIN** are triggered at random during the **BASE GAME**.

- The  symbol can appear once on reel **1, 2 OR 3**.
- The  symbol will spread an additional **1** position(s) starting from the landing position, and in any straight direction from the last spreading symbol.
-  symbols pay and act as  symbols.
- The feature cannot be retriggered.

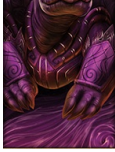





## WHITE TIGER FREE GAMES

- **7 FREE GAMES** are awarded when a  symbol appears in full on reel **1**, and **3 OR MORE**  symbols appear anywhere.
- **2**  symbols are guaranteed to appear on random positions **FREE GAME 1**.
- Every **FREE GAME**, each  symbol will move **1** position in any straight direction without crossing or occupying the same position.
-  symbols act as  symbols.
- The feature cannot be retriggered.





## WHITE TIGER RE-SPINS

- **2 RE-SPINS** are triggered at random during the **BASE GAME**.
- **2**  symbols are guaranteed to appear on random positions **RE-SPIN 1**.
- Every **RE-SPIN**, each  symbol will move **1** position in any straight direction without crossing or occupying the same position.
-  symbols act as  symbols.
- The feature cannot be retriggered.

## BLACK TURTLE FREE GAMES

- **7 FREE GAMES** are awarded when a  symbol appears in full on reel **1**, and **3 OR MORE**  symbols appear anywhere.
- The  symbol can appear once on reel **2 OR 3**.
- The  symbol will expand an additional **2 OR 3** position(s) to the right, before pays are awarded.
-  symbols act as  symbols.
- The feature cannot be retriggered.

# BLACK TURTLE RE-SPINS

- **2 RE-SPINS** are triggered at random during the **BASE GAME**.
- The  symbol can appear once on reel **2 OR 3**.
- The  symbol will expand an additional **2** position(s) to the right, before pays are awarded.
-  symbols act as  symbols.
- The feature cannot be retriggered.




## OTHER RULES

- Play **243** ways fixed at a cost of **30** coins
- **FREE GAME** and **RE-SPIN** features cannot be triggered the same game.
- Re-Spins are played at the number of ways bet and the bet level of the triggering game.
- Free games are played at the number of ways bet and the bet level of the triggering game.
- Wins on different ways are added.
- Wins are multiplied by bet level.

# FRONTIER FORTUNES HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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 line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### FRONTIER FORTUNES 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**

- Frontier Fortunes offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

SUBSTITUTE



5 5000  
4 1500  
3 150  
2 10  
1 1

- substitutes for all except

BONUS



5 75  
4 5  
3 3  
2 1

- wins are added to line wins.
- wins are multiplied by total bet.

PAYOUTS

- All symbols pay left to right including .
- All 25 lines are played.



5 1250  
4 125  
3 75  
2 1



5 500  
4 100  
3 50  
2 1



5 250  
4 75  
3 25  
2 1



5 150  
4 50  
3 15  
2 1



5 100  
4 20  
3 3  
2 -



5 100  
4 20  
3 3  
2 -



5 75  
4 8  
3 3  
2 -



5 75  
4 8  
3 3  
2 -



5 50  
4 8  
3 3  
2 -




5 50  
4 8  
3 3  
2 -

FEATURE:

- Win up to 20 free games!
- 4 free games are awarded for every symbol appearing left to right (minimum 2)
- symbol does not appear during the feature.

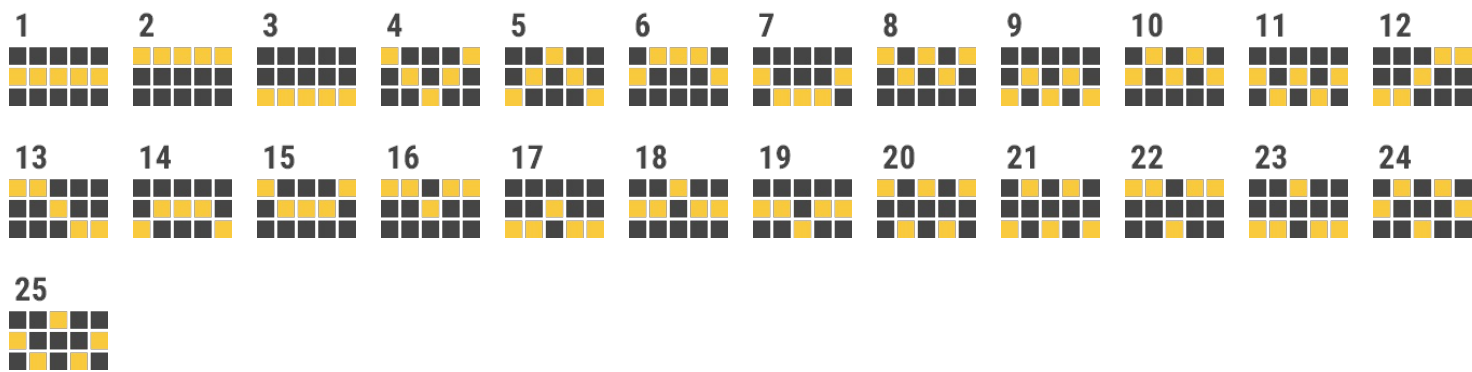


-  symbols will appear at random locations every spin of the feature
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

## PAYLINES



# GANGSTERS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
- 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.

# CASH PICK FEATURE

- After all available items on screen has been picked, the feature will end.
- At the end of the feature, each cash pick prize will be awarded and the total win will reflect in the player balance as well as the total win display.

# 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### GANGSTERS 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.

### PICK FEATURE DISCONNECTION POLICY

- Should disconnection occur before the server received the pick request, the player will be allowed to retry the pick request. If the player should resume or reopen the game, the player will be allowed to pick another item.

- Should disconnection occur after the server received the pick request, the pick result will be accepted and the game will resume at the last point as determined by the server.

## **GAMBLE GAME**

- Gangsters offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**



5.1.1449.118

## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE



- 2 symbols only appear on reels , 3 , 4 , 5 .
-  substitutes for all other symbols except scattered .


# SCATTER



5 300  
4 25  
3 5

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

# PAYOUTS

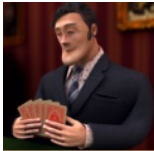
- All symbols pay left to right except scattered  which pay any.



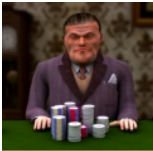
5 1500  
4 100  
3 25



5 1500  
4 100  
3 25



5 1500  
4 100  
3 25



5 300  
4 50  
3 10



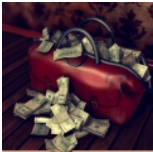
5 300  
4 50  
3 10



5 300  
4 50  
3 10



5 150  
4 25  
3 10














5 150  
4 25  
3 10




5 150  
4 25  
3 10

# FEATURE

- The feature triggers when 3 OR MORE  symbols appear anywhere.
- Any of  may appear.
- Pick for cash prizes when any of  appear.
- Each pick awards between 3x - 50x total bet.
- 10 free games are awarded if  appears.

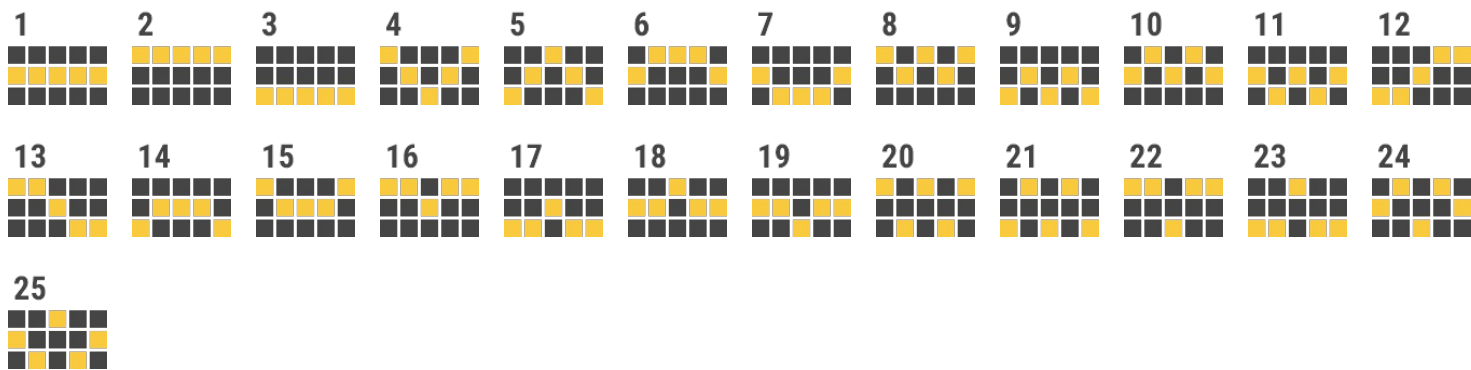
# FREE GAMES

- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- All prizes are **TRIPLED** during these free games.
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.

# OTHER RULES

- Wins on different lines are added.
- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.




# PAYLINES

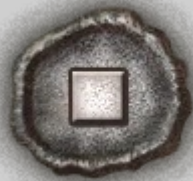


# GOLD RUSH HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines are fixed at **25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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 line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### GOLD RUSH 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



- Gold Rush offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.1331.93



## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE



5 1000  
4 200  
3 100

-  substitutes for all other symbols except scattered .


# SCATTER



5 10  
4 5  
3 2

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

# PAYOUTS

- All symbols pay left to right except scattered  which pay any.
- All **25** lines are played.



5 500  
4 100  
3 50



5 250  
4 75  
3 15



5 125  
4 50  
3 10



5 100  
4 50  
3 5



5 100  
4 50  
3 5



5 100  
4 25  
3 5



5 100  
4 25  
3 5



5 75  
4 15  
3 5






5 75  
4 15  
3 5



5 75  
4 15  
3 5

# FREE GAMES FEATURE

- **10 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- **12 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- **15 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
- In each free game there may be a random mine collapse.
- In the last free game a mine collapse is guaranteed.



# HAPPIEST CHRISTMAS TREE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **40**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **40** 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

**HAPPIEST CHRISTMAS TREE 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**

- Happiest Christmas Tree offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**

5.1.3238.246

## **RNG VERSION**

5.1.4478.308

## HIGH WIN SYMBOLS



5 5000  
4 250  
3 25



5 5000  
4 250  
3 25



5 2000  
4 150  
3 20



5 1000  
4 100  
3 15



5 500  
4 50  
3 10

-  symbol substitutes for all symbols.

## LOW WIN SYMBOLS



5 200  
4 25  
3 5




5 150  
4 20  
3 5
























5 100  
4 15  
3 5








5 50  
4 10  
3 5

-  symbol substitutes for all symbols.

## PRIZE POT FEATURE

- Any    or  appearing in a winning combination in the **BASE GAME** is collected.
- Collect **3 OF EACH**    and  to trigger the **PRIZE POT FEATURE**.
- **12**  symbols appear at the start of the feature, pick to reveal    or  until **3 OF THE SAME** symbols match.
-    or  awards **10,000 | 2,500 | 1,000** or **500** respectively, multiplied by the coin and bet level of the triggering game.
-    and  collection counts start at **0**, reset at the conclusion of the **PRIZE POT FEATURE** and are saved for each bet configuration.

## FREE GAMES FEATURE

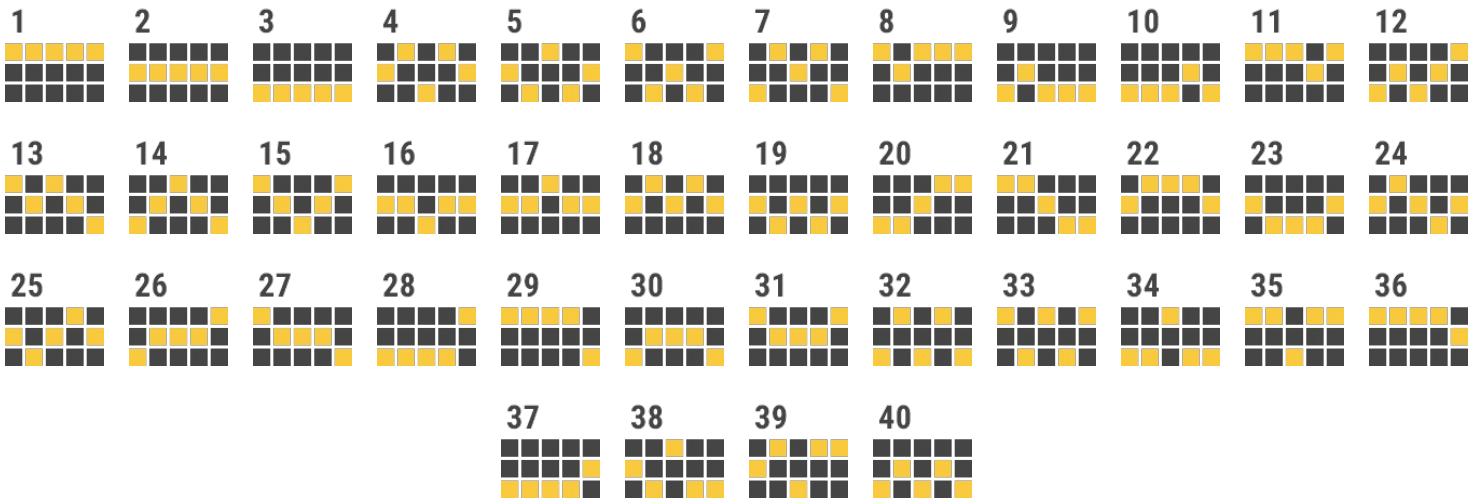
- **15 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
- Any    or  appearing in a winning combination will remove the symbol from all remaining **FREE GAMES**.
  - The feature cannot be retriggered.
  - Free games are played at the bet of the triggering game

## OTHER RULES

- Play **40** lines fixed at a cost of **40** coins.
- All symbols pay left to right.
- Highest win only on each line.

- Wins on different lines are added.
- Wins are multiplied by bet level.
- A bet configuration is the combined selection of coin and bet level.

PAYLINES





# HEY SUSHI HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### HEY SUSHI 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**

- Hey Sushi offers no Gamble game.

## **FILE DATE**

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




## **SERVER VERSION**

5.1.6465.345

## **RNG VERSION**

5.1.4478.308





## WILD

-  substitutes for all symbols except .
-  symbols appear on reels 2 - 4.

## SCATTER



5 100  
4 5  
3 1

-  wins are added to line wins.
-  wins are multiplied by total bet.
-  pay anywhere.
-  symbols only appear during the **BASE GAME**.

## HIGH WIN SYMBOLS



5 750  
4 250  
3 25



5 500  
4 200  
3 15



5 400  
4 125  
3 15



5 300  
4 100  
3 15



5 250  
4 75  
3 10



5 150  
4 50  
3 10



5 100  
4 25  
3 5

## LOW WIN SYMBOLS



5 75  
4 20  
3 5



5 75  
4 20  
3 5



5 50  
4 15  
3 5



5 25  
4 10  
3 5



5 25  
4 10  
3 5



5 25  
4 10  
3 5


## CASCADE

- Winning symbols are replaced with new and/or existing symbols.
- Cascades continue as long as there are new wins.
- The game multiplier increases with each new cascade in a game round until the maximum is reached.
- The game multiplier resets to the applicable initial value if there are no new wins.

## BASE GAME

- The multiplier is **X1** for the **INITIAL** cascade.
- The multiplier is **X2** for the **2ND** cascade.
- The multiplier is **X3** for the **3RD** cascade.
- The multiplier is **X5** for the **4TH OR ANY SUCCESSIVE** cascades.

## FREE GAME

- **10 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
- Once the feature is triggered, cascades for the **BASE GAME** are concluded.
- If the feature triggers the **INITIAL** cascade of the **BASE GAME** then the multipliers for the **FREE GAMES FEATURE** are **X1 X2 X3** and **X5**
- If the feature triggers the **2ND** cascade of the **BASE GAME** then the multipliers for the **FREE GAMES FEATURE** are **X2 X3 X5** and **X7**
- If the feature triggers the **3RD** cascade of the **BASE GAME** then the multipliers for the **FREE GAMES FEATURE** are **X3 X5 X7** and **X10**
- If the feature triggers the **4TH OR ANY SUCCESSIVE** cascade of the **BASE GAME** then the multipliers for the **FREE GAMES FEATURE** are **X5 X7 X10** and **X15**
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.

## FREE GAME BONUS PAYOUTS



100



70



60



50











40



30



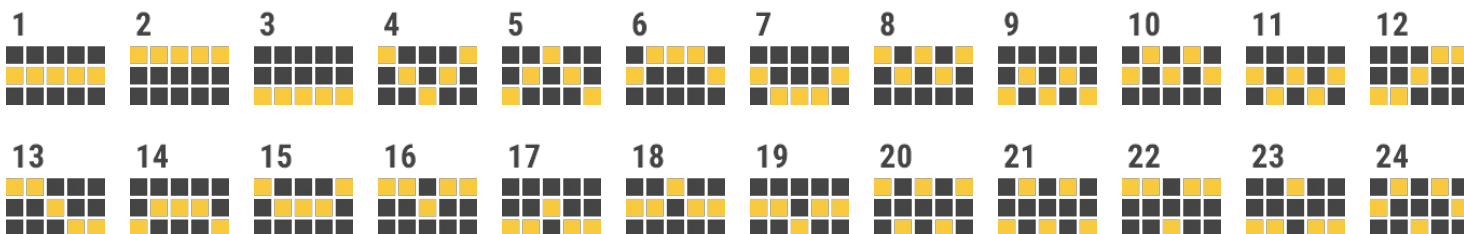
20

-       and  symbols appearing in winning combinations award bonus payouts.
- Bonus payouts are awarded for each winning combination only i.e. if  appears in a winning combination then will be awarded once only.
- Bonus payouts are multiplied by the bet per line and the current game multiplier.

## OTHER RULES

- Play **25** lines fixed at a cost of **25** coins.
- Line wins pay if in succession from the leftmost reel to the right.
- Longest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

## PAYLINES 1-25





# HOT HOT FRUIT HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **15**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **15** 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### HOT HOT FRUIT 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

- Hot Hot Fruit offers no Gamble game.

## FILE DATE

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







## **SERVER VERSION**

5.1.3609.274



## **RNG VERSION**

5.1.4478.308




## WILD

-  and  symbols substitute for all symbols.
-  only appears on reels 1, 2, 4 and 5.
-  do not pay.













## HIGH WIN SYMBOLS

	15	25000	
	14	4000	
	13	1200	
	12	800	
	11	750	
	10	600	
	9	500	
	8	400	
	7	300	
	6	150	
	5	100	
	4	40	
	3	10	




## LOW WIN SYMBOLS






	10	750		10	600		10	500
	9	250		9	200		9	175
	8	200		8	175		8	150
	7	150		7	125		7	100
	6	120		6	100		6	75
	5	60		5	50		5	40
	4	25		4	25		4	25
	3	5		3	5		3	5

## "HOT HOT" FEATURE

- The "HOT HOT" feature is triggered at random any spin.
- Each and every     or  symbol on screen can at random turn respectively into either a     or  symbol and count as 2 symbols.
- Each and every  symbol on screen can at random turn into a  symbol and count as 3 symbols.

## FREE GAMES

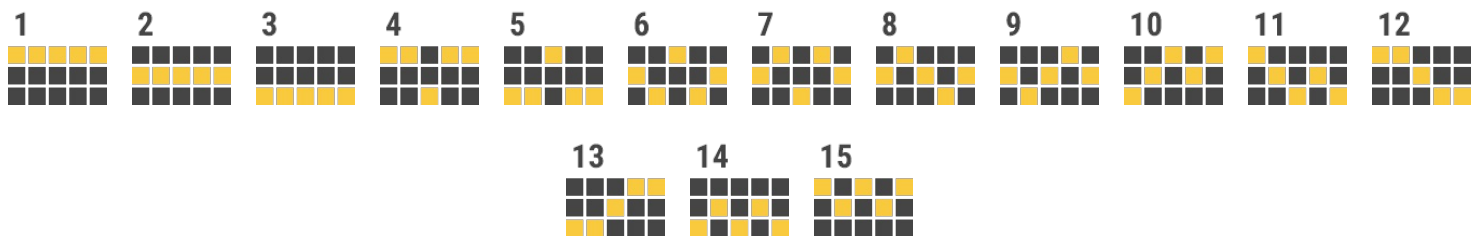
- 6 FREE GAMES are triggered if 3 or more  symbols appear left to right **OR** right to left (at least  and  on reels 1 and 2 **OR** on reels 4 and 5).

- **12 FREE GAMES** are triggered if **3** or more  symbols appear left to right **AND** right to left (at least  and  on reels 1 and 2 with  and  on reels 4 and 5)
- Any symbol appearing in a winning combination will lock for remaining free games (excluding the triggering game)
- Locked symbols can double or triple up and remain so for remaining games.
- A maximum of **14** symbols can lock with symbols locked in any random order.
- Free games are played at the bet of the triggering game
- The feature cannot be retriggered.

## OTHER RULES

- Play **15** lines fixed at a cost of **15** coins.
- Line wins pay if in succession from the leftmost reel to the right.
- Only the longest matching combination per symbol is paid.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

## PAYLINES



# HOT HOT HALLOWEEN HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **20** 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).
Nº	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.

## HOT HOT HALLOWEEN 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

- Hot Hot Halloween offers no Gamble game.

## FILE DATE

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





## SERVER VERSION

5.1.4702.314







## **RNG VERSION**

5.1.4478.308


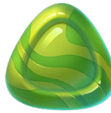


WILD

-  and  symbols substitute for all symbols.
-  only appears on reels 1, 2, 4 and 5.
-  do not pay.

HIGH WIN SYMBOLS

	15	25000		10	1500		10	1000
	14	4000		9	750		9	500
	13	1200		8	250		8	200
	12	800		7	200		7	150
	11	750		6	175		6	120
	10	600		5	75		5	60
	9	500		4	30		4	25
	8	400		3	5		3	5
	7	300						
	6	150						
5	100							
4	40							
3	10							
	10	800		10	500		10	450
	9	200		9	175		9	155
	8	175		8	150		8	130
	7	125		7	100		7	90
	6	100		6	75		6	65
	5	50		5	40		5	35
	4	25		4	25		4	20
	3	5		3	5		3	5

LOW WIN SYMBOLS









	10 400		10 350		10 300		10 250
	9 140		9 125		9 110		9 100
	8 120		8 100		8 90		8 80
	7 80		7 70		7 60		7 50
	6 60		6 50		6 40		6 30
	5 30		5 30		5 20		5 20
	4 18		4 15		4 12		4 12
	3 3		3 3		3 3		3 3

"HOT HOT" FEATURE

- The "HOT HOT" feature is triggered at random any spin.
- Each and every          or  symbol on screen can at random turn respectively into either a          or  symbol and count as 2 symbols.

- Each and every  symbol on screen can at random turn into a  symbol and count as **3** symbols.

## FREE GAMES

- **6 FREE GAMES** are triggered if **3** or more  symbols appear left to right **OR** right to left (at least  and  on reels 1 and 2 **OR** on reels 4 and 5).
- **12 FREE GAMES** are triggered if **3** or more  symbols appear left to right **AND** right to left (at least  and  on reels 1 and 2 with  and  on reels 4 and 5)
- Any symbol appearing in a winning combination will lock for remaining free games (excluding the triggering game)
- Locked symbols can double or triple up and remain so for remaining games.
- A maximum of **24** symbols can lock with symbols locked in any random order.
- Free games are played at the bet of the triggering game
- The feature cannot be retriggered.

## HORIZONTAL PAYS

- Symbols pay if matching adjacent for each row.
- All combinations with at least one non wild symbol are paid for each row.
- Wins on different rows are added.
- Wins are multiplied by bet level.
- Row **1** multiplies wins by **X1**
- Row **2** multiplies wins by **X2**
- Row **3** multiplies wins by **X3**
- Row **4** multiplies wins by **X2**
- Row **5** multiplies wins by **X1**

## OTHER RULES





- Play for **20** coins only.



# INDIAN CASH CATCHER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Ways can be selected as **3, 9, 27, 81 & 243** with total bet in coins set at **1, 3, 9, 15 & 25** respectively.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - 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 way 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.
  - 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 way 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### INDIAN CASH CATCHER 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

- Indian Cash Catcher offers no Gamble game.

## FILE DATE

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

## SERVER VERSION


5.1.1331.93

## **RNG VERSION**

5.1.4478.308

## SUBSTITUTE







-  substitutes for all other symbols including scatters.


## BONUS



5 100  
4 15  
3 2

-  wins are added to way wins.
-  wins are multiplied by total bet.
- If 5 of  appear, the pay is **100x** total bet for  only.

## PAYOUTS

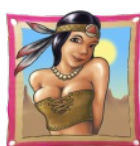
- All symbols pay left to right except scattered  which pay any.



5 5000  
4 200  
3 100



5 2500  
4 100  
3 50



5 1000  
4 100  
3 50



5 250  
4 40  
3 10



5 150  
4 25  
3 6



5 150  
4 25  
3 6



5 80  
4 15  
3 6



5 80  
4 10  
3 4





5 70  
4 10  
3 3



5 60  
4 10  
3 3

## FREE GAMES

- 12 free games are awarded when 3 or more  symbols appear anywhere, including when appearing outside the selected pay-zones.
-  symbols multiply any win x5 if part of a winning combination.

- Free games are played at the number of ways bet and the bet level of the triggering game.
- Additional free games can be won during the feature.

## OTHER RULES

- Free games are played at the number of ways bet and the bet level of the triggering game.
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Highest win only on each way with at least 1 non-wild symbol in combination.

# JUGGLENAUT HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20, 25, 30, 35, 40, 45 & 50**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### JUGGLENAUT 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

- Juggernaut offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93

## **RNG VERSION**



5.1.4478.308



# SUBSTITUTE



5 4000  
4 400  
3 40  
2 4

-  substitutes for all other symbols except scattered .

# SCATTER



5 100  
4 25  
3 4

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

# PAYOUTS



5 1000  
4 150  
3 20  
2 4



5 600  
4 150  
3 20  
2 4



5 400  
4 100  
3 20



5 300  
4 100  
3 15



5 300  
4 100  
3 15



5 150  
4 80  
3 15



5 150  
4 80  
3 15




5 50  
4 20  
3 10




5 50  
4 20  
3 10

# FREE GAMES FEATURE



















































- The feature triggers when **3 OR MORE**  symbols appear anywhere.
- At the start of the feature, the target girl will award **2, 3, 4 or 5** as the free game multiplier.
- After the target girl awards the multiplier, **3 to 25** free games will be awarded by the Juggernaut.
- The feature can be retriggered.
- Additional free games are played at the initial multiplier.

- If the feature is retriggered, an additional **3** to **25** free games will be awarded by the Jugglenaut.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Line wins pay if in succession from the leftmost reel to the right.
- Highest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
-  pay anywhere.

## PAYLINES

1	2	3	4	5	6	7	8	9	10	11	12
											
13	14	15	16	17	18	19	20	21	22	23	24
											
25	26	27	28	29	30	31	32	33	34	35	36
											
37	38	39	40	41	42	43	44	45	46	47	48
											
49	50										
											

# JUMP! HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **192 - 1024** with total bet in coins fixed at **25**.
- 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 way 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.
- 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### JUMP! 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

- Jump! offers no Gamble game.

## FILE DATE

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




**SERVER VERSION**

5.1.3256.254

**RNG VERSION**

5.1.4478.308

## SUBSTITUTE

-  symbol substitutes for all symbols.
-  can only appear once on screen for any **BASE GAME**.
-  do not pay.

## HIGH WIN SYMBOLS



5 500  
4 200  
3 15



5 300  
4 120  
3 10



5 200  
4 70  
3 10

## LOW WIN SYMBOLS



5 150  
4 40  
3 5




5 70  
4 30  
3 5






5 40  
4 15  
3 5

## STACKED SPIN

- Any winning symbol on screen activates the corresponding symbol in the **STACKED SPIN** display.
- Once all symbols are activated, the **STACKED SPIN** feature is guaranteed to trigger the next spin.
- When triggered, 5 of the same random symbol excluding  will appear anywhere on screen before the reels land.
- Symbols cannot be activated during the **STACKED SPIN** feature.
- All symbols will be de-activated at the conclusion of the **STACKED SPIN** feature.
- Activated **STACKED SPIN** symbols are saved for each bet configuration.

## RE-SPINS AND FREE GAMES

- Any  on screen in the **BASE GAME** awards a **RE-SPIN**.
- Any win during **RE-SPINS** awards another **RE-SPIN**.
- **7 FREE GAMES** are awarded once all columns are 4 rows (after **4 RE-SPINS** played).
- The rightmost reel that is not 4 rows, expands 1 row each **RE-SPIN** and at the start of the **FREE GAMES** feature.
- The  sticks to the reels during **RE-SPINS** and **FREE GAMES**, and jumps to an adjacent block every spin (where reels are the same size).
- No other  can appear during **RE-SPINS** or **FREE GAMES**.
- **RE-SPINS** and **FREE GAMES** are played at the bet of the triggering game.

## OTHER RULES





- Play **192 - 1024** ways fixed at a cost of **25** coins
- A bet configuration is the combined selection of coin and bet level.
- Ways pay if in succession from the leftmost reel to the right.
- Only the longest matching combination per symbol is paid.
- Wins on different ways are added.
- Wins are multiplied by bet level.



# KANE'S INFERNO HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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**.
  - All line wins occur on selected lines only.
  - The coin payout values in the **PAY TABLE** are based on bet level 1.
  - Any line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### KANE'S INFERNO 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

- Kane's Inferno offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93



## **RNG VERSION**

5.1.4478.308

## SUBSTITUTE





5 3000  
4 800  
3 100  
2 10

-  substitutes for all symbols except .

## BONUS



5 65  
4 15  
3 3

-  wins are added to line wins.
-  wins are multiplied by total bet.

## PAYOUTS

- All symbols pay left to right.



5 1000  
4 200  
3 50  
2 5



5 800  
4 125  
3 25  
2 -



5 800  
4 125  
3 25  
2 -



5 250  
4 50  
3 10  
2 -



5 250  
4 50  
3 10  
2 -



5 200  
4 50  
3 10  
2 -



5 200  
4 50  
3 10  
2 -



5 150  
4 25  
3 5  
2 -




5 150  
4 25  
3 5  
2 -



5 75  
4 15  
3 5  
2 -

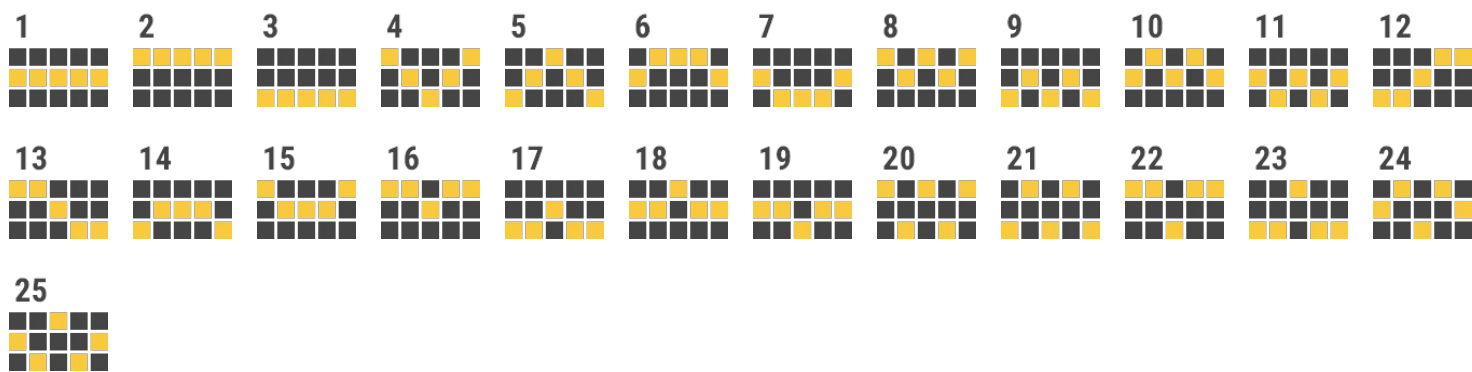
## FREE GAMES FEATURE

- 8 free games are awarded when 3 or more  symbols appear left to right.
- Any Hut, Knife or Canoe symbols appearing on screen will ignite, act and pay as wilds.
- Free games are played at the lines and bet of the triggering game.
- The feature can be retriggered.

## OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.





PAYLINES



# Knockout Football Help

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Ways are fixed at **243** with total bet in coins fixed at **20**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is **20** 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 way 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.
  - 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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.



Sets the lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### KNOCKOUT FOOTBALL 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

- Knockout Football offers no Gamble game.

## FILE DATE

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





## **SERVER VERSION**

5.1.2608.210




## **RNG VERSION**

5.1.4478.308





## WILD

-  symbol substitutes for all symbols.
-  do not pay.
-  only appears on reels **2, 3, & 4** in the **BASE GAME**.
- Every  appearing in a winning combination in the **BASE GAME** is collected.

## SPECIAL WILD

-  symbol substitutes for all symbols.
-  do not pay.
-  only appears during the **SUPER STRIKER** and the **KNOCKOUT FREE GAMES** features.

## BONUS

-  symbol substitutes for all symbols.
-  do not pay.
- The prize is **X2** when one or more  symbols substitute in a winning combination.
- A single  can appear on reels **2, 3 OR 4** at random in the **BASE GAME**, and is collected.

## HIGH WIN SYMBOLS



5 400  
4 250  
3 5



5 300  
4 200  
3 5



5 250  
4 150  
3 5



5 200  
4 100  
3 5

## LOW WIN SYMBOLS



5 150  
4 50  
3 5



5 120  
4 30  
3 5



5 90  
4 20  
3 5



5 75  
4 20  
3 5



5 50  
4 10  
3 5







5 30  
4 10  
3 5

## SUPER STRIKER FEATURE



- Once 3 or more  are collected, the **SUPER STRIKER FEATURE** can be triggered at random any **BASE**



## GAME.

- Once a maximum of 6  are collected, the **SUPER STRIKER FEATURE** will trigger the next **BASE GAME** and remaining  are discarded.
- When triggered, all collected  turn into  and are kicked to random positions on reels **2, 3, 4 & 5** before the reels land.



## KNOCKOUT FREE GAMES

- The feature is triggered if 6  symbols are collected.
- The **KNOCKOUT FREE GAMES** imitate a single knockout game of a football tournament.
-  appears at the center position of the center reel when the feature starts.
- Every free game the  is kicked in any direction before the reels land.
- No other  or  can appear during the feature.
- Player is **BLUE**, plays from left to right and scores when the  lands on the center position of the right most reel.
- Opponent is **RED**, plays from right to left and scores when the  lands on the center position of the left most reel.
- The  is kicked back to the center position of the center reel after a **GOAL** is scored, at **45** minutes of play or at **90** minutes of play if the scores are tied before pays are awarded.
- Free games are played until either **PLAYER** or **OPPONENT** has the higher score after **90** minutes of play.
- If the scores are tied after **90** minutes of play, a **GOLDEN GOAL** state is triggered where either **PLAYER** or **OPPONENT** must score to win.
- The tournament is played over multiple **KNOCKOUT FREE GAMES** rounds.
- The player advances from the **ROUND OF 16**, to the **QUARTER FINAL** and then the **SEMI FINAL** if he wins.
- The player advances from the **SEMI FINAL** to the **FINAL** if he wins, or to the **3RD PLACE PLAYOFF** if he loses.
- The player restarts from the **ROUND OF 16** if he loses any feature except the **SEMI FINAL**, or by playing in the **FINAL** or the **3RD PLACE PLAYOFF**.
- The player wins **500X**, **100X** or **25X** multiplied by **TOTAL BET** for finishing **1ST**, **2ND** or **3RD** respectively in the tournament.
- Free games are played at the number of ways bet and the bet level of the triggering game.

## ADJACENT WAYS

- Bet ways win when matching symbols appear anywhere on adjacent reels starting anywhere.
- Only the longest matching combination per symbol is paid.
- Wins on different ways are added.
- Wins are multiplied by bet level.

## OTHER RULES

- Play **243** ways fixed at a cost of **20** coins
- A bet configuration is the combined selection of coin and bet level.
-  and  counts are saved for each bet configuration.
- The player's tournament status is saved for each bet configuration.

# LONDON HUNTER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### LONDON HUNTER 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

- London Hunter offers no Gamble game.

**FILE DATE**

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



**SERVER VERSION**

5.1.2035.174

**RNG VERSION**

5.1.4478.308

## SUBSTITUTE

-  symbol substitutes for all symbols.
-  symbols only appear on reels **1 & 5**.

## PAYOUTS



5 400  
4 150  
3 30



5 250  
4 75  
3 25



5 125  
4 75  
3 25



5 100  
4 40  
3 10



5 75  
4 40  
3 10



5 50  
4 20  
3 7




5 40  
4 20  
3 7










5 25  
4 10  
3 5



5 20  
4 10  
3 5

- Line wins pay if in succession from the leftmost reel to the right.
- Each and every line win pay if in succession from the rightmost reel to the left, if an expanded  symbol is on screen and the right to left pay is more than the left to right pay for the line.




## WILD EXPANSION

- Activated when the **RIGHT FUEL TANK** is filled to capacity in the **BASE GAME**, and de-activated when a  expansion occurs.
- Always activated in the **FREE GAMES** feature and cannot de-activate.
- When active, for each and every  symbol appearing together with a  symbol, the  symbol will expand into a **2X2** symbol
- 2  expansions can occur if 2  symbols appear together with 2  symbols.

## MULTIPLIER

- Activated when the **LEFT FUEL TANK** is filled to capacity in the **BASE GAME**, and de-activated when any win occurs.
- Prizes are **X3** when active.

## FREE GAMES FEATURE

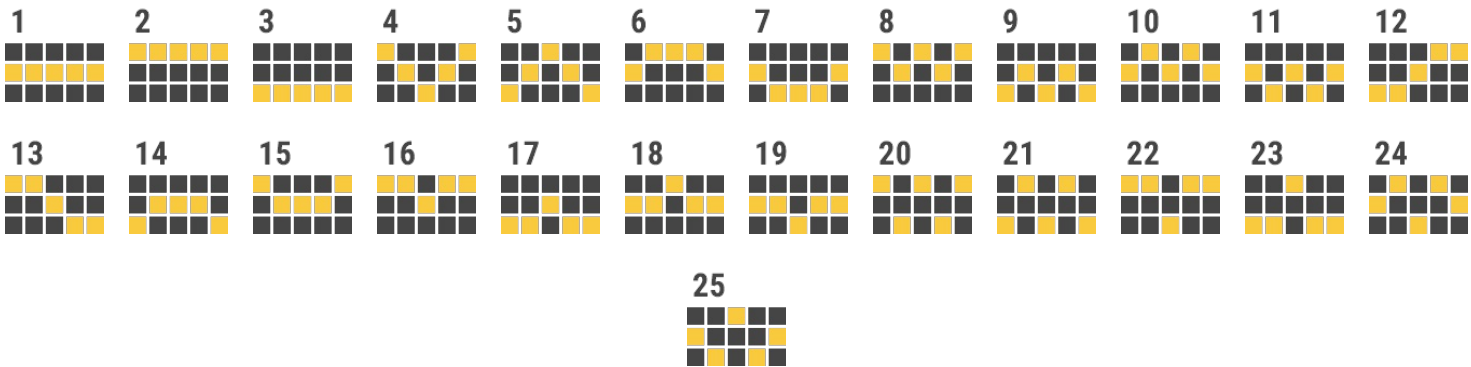
- 10 free games are awarded if a  symbol appears on reel 1, a  symbol appears on reel 2 and a  symbol appears on reel 5.
- Free games start at **X1** multiplier.
- If the feature is triggered when the **LEFT FUEL TANK** is filled to capacity in the **BASE GAME**, free games will start at **X3** multiplier.

- **X1** additional multiplier will be awarded, if the **LEFT FUEL TANK** is filled to capacity in the feature.
- **+2** additional free games will be awarded, if the **RIGHT FUEL TANK** is filled to capacity in the feature.
- **BOTH FUEL TANKS** will be empty at the start of the feature.
- **BOTH FUEL TANKS** will fill to capacity in **2 - 6** spins in the feature.
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.
- Play for **25** coins only.
- All **25** lines are played.
- A bet configuration is the combined selection of coin and bet level.
- The fill amount of the **LEFT FUEL TANK** and the **RIGHT FUEL TANK** in the **BASE GAME** is saved for each bet configuration.
- **BOTH FUEL TANKS** will start empty in the **BASE GAME** for each bet configuration.
- **BOTH FUEL TANKS** will fill to capacity in **4 - 14** spins during the **BASE GAME**.

## PAYLINES



# LOONY BLOX HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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.

# OTHER RULES

## MAP FEATURE

-  cannot travel back to the immediate previously occupied dot.
-  will start on the    dots respectively for any bet configuration, and can travel in any random direction.
- The position of  is saved for each bet configuration.

## FREE GAMES FEATURE

- At the end of the feature, all characters are moved off  dots.

## MAP FEATURE

- [View the full map for reference purposes](#)

# 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).
Nº	The current game number.



View the Pay Table.



Starts a new game at the set coin denomination, bet level and selected lines or ways.  
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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

## **LOONY BLOX 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**

- Loony Blox offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**


5.1.5379.325

## **RNG VERSION**

5.1.4478.308


## HIGH WIN SYMBOLS

 5 250 4 150 3 15	 5 250 4 150 3 15	 5 80 4 50 3 10	 5 40 4 30 3 8
 5 30 4 20 3 7			

-  symbol substitutes for all symbols.


## LOW WIN SYMBOLS

 5 25 4 8 3 5	 5 20 4 6 3 4	 5 15 4 4 3 3	 5 10 4 3 3 2
--	---	---	--







-  symbol substitutes for all symbols.

## CHARACTER SYMBOLS









 5 10 4 3 3 2	 5 10 4 3 3 2	 5 10 4 3 3 2
--	---	---


-  symbol substitutes for all symbols.

## CHARACTER FEATURE

- During the **BASE GAME**, either  or  will display on screen for up to **250** spins, whereafter the character will be replaced by another random character.
- If  is visible: Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- If  is visible: Wins pay both ways.
- If  is visible: Any **2 - 5** reels will lock for any random spin, and land with identical symbols.

## MAP FEATURE


- The **MAP FEATURE** is triggered if any  or  appears in a winning combination in the **BASE GAME**.
-    will move 1 dot for each triggering symbol that is    respectively.

-  is not used in the triggering combination.
- If multiple directions are available, a single direction will be chosen at random.

## FREE GAMES FEATURE

- **12 FREE GAMES** are awarded if either   or  land on a  dot.
- Any triggering    activates    respectively for the duration of **FREE GAMES**.
- Multiple characters can be combined during **FREE GAMES**.
- Free games are played at the bet of the triggering game
- The feature cannot be retriggered.

## OTHER RULES

- Play **243** ways fixed at a cost of **25** coins
- Ways pay left to right, except if the  character is visible.
- Wins on different ways are added.
- Way wins are multiplied by bet level.
- Longest combination win only on each way.
- A bet configuration is the combined selection of coin and bet level.

# LUCKY FORTUNE CAT HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **28**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **28** 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### LUCKY FORTUNE CAT 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

- Lucky Fortune Cat offers no Gamble game.

## FILE DATE

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




## SERVER VERSION

5.1.5881.341

## **RNG VERSION**

5.1.4478.308

## WILD

-  symbol substitutes for all symbols.
-  symbol substitutes for all symbols.
-  only appears on reels 1 - 4 during the **BASE GAME**

## HIGH WIN SYMBOLS



5 1500  
4  
3



5 1200  
4 250  
3 20



5 800  
4 200  
3 15



5 500  
4 150  
3 10



5 400  
4 100  
3 10

## LOW WIN SYMBOLS



5 200  
4 50  
3 5



5 100  
4 25  
3 5



5 75  
4 15  
3 5



5 50  
4 10  
3 3






5 20  
4 5  
3 3







5 10  
4 5  
3 3

## RE-SPIN

- A **RE-SPIN FEATURE** is triggered if a  symbol lands during the **BASE GAME**.
-  is locked in place while all other symbols **RE-SPIN**.
- Other  symbols cannot appear during the **RE-SPIN** feature.
- **7 FREE GAMES** are awarded if any win occurs during the **RE-SPIN** feature.

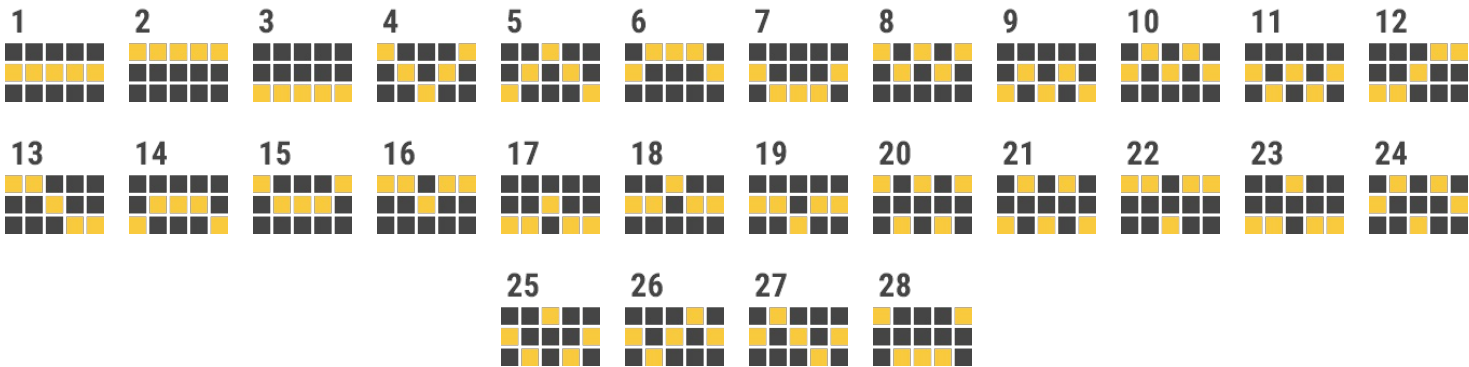
## FREE GAMES FEATURE

- Any  symbol landing during **FREE GAMES** awards **7 additional FREE GAMES**.
- All  symbols will remain locked in place for all remaining **FREE GAMES**.
- A maximum of **3**  symbols can lock during **FREE GAMES** i.e. maximum of **21 FREE GAMES** can be won.
-  symbols appear on all reels during the **FREE GAMES** feature.
- Free games are played at the lines and bet of the triggering game.

# OTHER RULES

- Play **28** lines fixed at a cost of **28** coins.
- The longest winning combination left to right or right to left whichever is higher pays for each line only.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

# PAYLINES





# LUCKY LUCKY HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **1**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **1** 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 line 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.
- Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.




## • COIN MODE

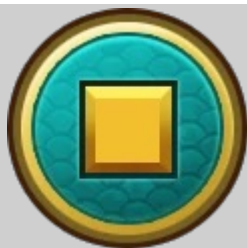
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.

## • 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### LUCKY LUCKY 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

- Lucky Lucky offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.3886.285




## **RNG VERSION**

5.1.4478.308

## WILD



3 50

-  symbol substitutes for all symbols.
-  reveals a **X2** or **X3** multiplier at random
-  multipliers multiply together for any winning combination

## PAYOUTS



3 25



3 20



3 10



3 5



3 3



3 2



3 1

## OTHER RULES

- Play **1** lines fixed at a cost of **1** coins.
- All symbols pay left to right.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

# MAGIC OAK HELP

- 4 columns and 4 rows are in play during **BASE GAME**.
- 4 columns and 4 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **20** 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).
Nº	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.

### MAGIC OAK 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

- Magic Oak offers no Gamble game.

## FILE DATE

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





## SERVER VERSION

5.1.3630.276

## **RNG VERSION**

5.1.4478.308

WILD

-  substitutes for all symbols except .
-  symbols may be part of more than 1 group.
-  symbols only pay when not part of any other group.

SCATTER

-  do not pay.

PAYOUTS



16	25000
15	5000
14	4000
13	3500
12	3000
11	2400
10	1200
9	850
8	700
7	550
6	450
5	250
4	150



16	5000
15	4000
14	3500
13	3000
12	2500
11	2000
10	900
9	800
8	650
7	500
6	400
5	200
4	120



16	3000
15	2500
14	2000
13	1500
12	1000
11	750
10	500
9	400
8	350
7	250
6	200
5	150
4	50



16	2500
15	1500
14	1000
13	800
12	650
11	500
10	400
9	300
8	200
7	120
6	100
5	80
4	30



16	1500
15	1200
14	900
13	800
12	600
11	500
10	320
9	200
8	150
7	80
6	50
5	40
4	15



16	1200
15	850
14	600
13	500
12	300
11	250
10	200
9	150
8	100
7	50
6	30
5	20
4	10



	16	1200
	15	850
	14	600
	13	500
	12	300
	11	250
	10	200
	9	150
	8	100
	7	50
	6	30
	5	20
	4	10



	16	400
	15	300
	14	200
	13	150
	12	120
	11	100
	10	80
	9	60
	8	30
	7	20
	6	10
	5	8
	4	5



	16	400
	15	300
	14	200
	13	150
	12	120
	11	100
	10	80
	9	60
	8	30
	7	20
	6	10
	5	8
	4	5













	16	400
	15	300
	14	200
	13	150
	12	120
	11	100
	10	80
	9	60
	8	30
	7	20
	6	10
	5	8
	4	5






	16	400
	15	300
	14	200
	13	150
	12	120
	11	100
	10	80
	9	60
	8	30
	7	20
	6	10
	5	8
	4	5



## WISPS FEATURE

-  and  wisps can appear any spin (a maximum of **1** for any type)
- A maximum of **4**  wisps can be collected.
- A maximum of **2**  wisps can be collected.
- All wisps can be released any spin or if a total of **6** wisps are collected.
-  wisps release first and then  wisps release, the player retains any wisp that is unable to replace a symbol.
- The  wisp replaces all symbols of the same type with the  symbol.
- The  wisp replaces a single symbol with the  symbol.

## FREE GAMES



- **FREE GAMES** are triggered if **4 OR MORE**  symbols appear anywhere on screen.
- Each  symbol on screen reveal **2, 3 or 4 FREE GAMES**.
-  symbol does not appear during the **FREE GAMES** feature.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## GROUPED PAYS

- 4 or more symbols appearing in a group award a win.
- A symbol is part of a group if it is horizontally or vertically adjacent to the same symbol.
- Wins on different groups are added
- Wins are multiplied by bet level.

## OTHER RULES

- Play for **20** coins only.
- A bet configuration is the combined selection of coin and bet level.

-  and  counts are saved for each bet configuration.

# MOUNT MAZUMA HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **20**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### MOUNT MAZUMA 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

- Mount Mazuma offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.3697.282



## **RNG VERSION**

5.1.4478.308

## WILD






5 1000

-  substitutes for all symbols except .

## SCATTER



5 10  
4 5  
3 1

-  wins are added to way wins.
-  wins are multiplied by total bet.
-  pay anywhere.

## PAYOUTS



5 500  
4 250  
3 20



5 250  
4 150  
3 15



5 80  
4 50  
3 10



5 40  
4 30  
3 8



5 30  
4 20  
3 7



5 25  
4 8  
3 5



5 20  
4 6  
3 4




5 15  
4 4  
3 3







5 10  
4 3  
3 2

## SYMBOL MULTIPLIER FEATURE

- The "**SYMBOL MULTIPLIER FEATURE**" is triggered at random any spin.
- Any number of random symbols, excluding  symbols, are awarded **DOUBLE** multipliers
- Symbol multipliers are multiplied together

## UNLOCK FEATURE


- All symbols covered by  are not in play.
- Each  symbol appearing anywhere removes a random  before pays are awarded for any game, and only stay removed for remaining **FREE GAMES** if active.

-  covers rows **1** and **5** and reset at the start of each **BASE GAME**.



## EXTRA WILDS

- The "**EXTRA WILDS**" feature is triggered at random any spin.
- Any random **2** symbols, excluding existing  and  symbols, are changed into  symbols before pays are awarded.

## FREE GAMES

- **10 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
- Free games are played at the bet of the triggering game
- The feature cannot be retriggered.

## EXTRA CHANCE!

- If the player received less than **5X** his bet after **FREE GAMES** complete and excluding the triggering game, the "**EXTRA CHANCE!**" free game triggers.
- All  will unlock, the **EXTRA WILDS FEATURE** and **SYMBOL MULTIPLIER FEATURE** are guaranteed to trigger and  symbols cannot appear.
- If the player receives less than **10X** his bet for the "**EXTRA CHANCE!**" free game , he is awarded **500X** the bet .

## OTHER RULES

- Play for **20** coins only.
- Ways pay if in succession from the leftmost reel to the right and if in succession from the rightmost reel to the left.
- Longest combination win only on each way.
- Wins on different ways are added.
- Wins are multiplied by bet level.

# NAUGHTY SANTA HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **432** with total bet in coins fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### NAUGHTY SANTA 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

- Naughty Santa offers no Gamble game.

## FILE DATE

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

## SERVER VERSION



5.1.4966.317

## RNG VERSION

5.1.4478.308

WILD


-  and  symbols substitute for all symbols except .

- Any  appearing in a winning combination expand into  to cover all positions on the reel


before pays are awarded.




-  only appear on reels 1 and 5.

- Any expanded  can at random turn into  and multiply all wins by **X2** for any winning combination it appears in.

-  multipliers multiply together for any winning combination

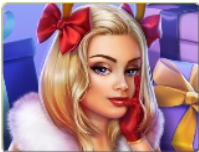
SCATTER


	5 20
	4 5
	3 1

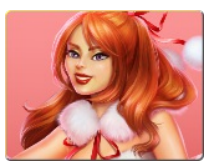
-  wins are multiplied by total bet.
-  wins are added to way wins.
-  pay anywhere.

HIGH WIN SYMBOLS

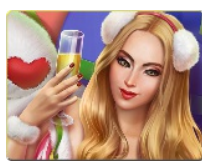
	5 250
--	-------

	5 250
	4 120
	3 10

	5 120
	4 75
	3 7

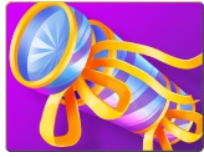


5 80  
4 50  
3 5



5 40  
4 20  
3 5

## LOW WIN SYMBOLS



5 25  
4 15  
3 4



5 20  
4 10  
3 4








5 15  
4 7  
3 3







5 10  
4 5  
3 3

## EXPLODING CRACKERS

- Up to 4    and  symbols can explode to reveal  symbols for any spin.

## COLOSSAL SYMBOLS

-    and  symbols can land as **2X2** or **3X3** symbols for any random spin.

## MULTIPLIER

- All wins are randomly multiplied by **X1 X2 X4 X6 X8** or **X10** for every spin.

## FREE GAMES

- 8 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- 12 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- 25 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
-  do not appear during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## OTHER RULES

- Play **432** ways fixed at a cost of **30** coins
- Wins pay if in succession from the leftmost column to the right.
- Longest combination win only on each way.
- Wins on different ways are added.
- Wins are multiplied by bet level.

# NUWA HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **28**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **28** 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### NUWA 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

- Nuwa offers no Gamble game.

## FILE DATE

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





## SERVER VERSION

5.1.4132.293

## **RNG VERSION**

5.1.4478.308





## WILD

-  substitutes for all symbols except .
-  only appears on reels **1 & 3** in the **BASE GAME**.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

## SCATTER



5 100  
4 10  
3 3

-  wins are multiplied by total bet.
-  wins are added to line wins.
-  pay anywhere.
-  symbols only appear during the **BASE GAME**.

## HIGH WIN SYMBOLS



5 1000  
4 350  
3 20



5 750  
4 170  
3 10



5 500  
4 100  
3 10



5 400  
4 40  
3 10

## LOW WIN SYMBOLS



5 300  
4 30  
3 5



5 200  
4 20  
3 5



5 150  
4 10  
3 5










5 75  
4 5  
3 3




5 20  
4 5  
3 3

## FREE GAMES FEATURE

- **8 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  only appears on reels **1 & 3** in the **FREE GAME FEATURE**
- Any     or  symbol appearing in a winning combination is collected.
- Once all **5** symbols are collected, the **BONUS FEATURE** is triggered.

- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

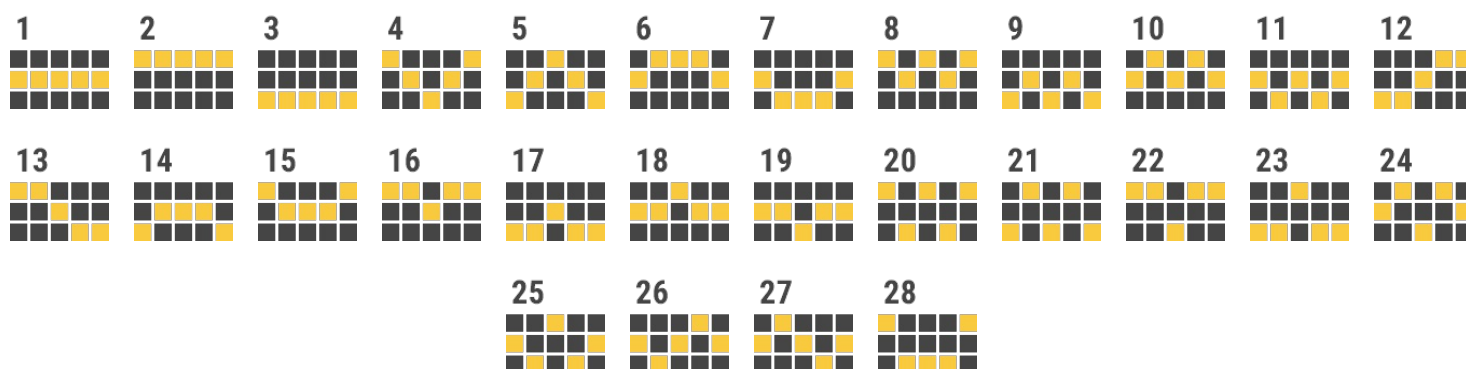
## BONUS FEATURE

- An additional **5 FREE GAMES** are awarded at the start of the **BONUS FEATURE**.
- Remaining **FREE GAMES** of the **FREE GAME FEATURE** is played in the **BONUS FEATURE**.
-  will appear **TWICE** on screen every spin.
- All prizes are **DOUBLED**.
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES

- Play **28** lines fixed at a cost of **28** coins.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.
- Line wins pay if in succession from the leftmost reel to the right.

## PAYLINES









# OCEAN'S CALL HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines can be selected as **1, 3, 5, 10, 15 & 20**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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**.
  - All line wins occur on selected lines only.
  - The coin payout values in the **PAY TABLE** are based on bet level 1.
  - Any line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### OCEAN'S CALL 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

- Ocean's Call offers no Gamble game.

## FILE DATE

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


## **SERVER VERSION**

5.1.1331.93

## **RNG VERSION**

5.1.4478.308


# SUBSTITUTE

- 2 symbols only appear on reels , 3 , 4 , 5 .
-  substitutes for all other symbols except scattered .

# SCATTER



5 100  
4 10  
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- All symbols pay left to right except scattered  which pay any.

# PAYOUTS



5 2000  
4 500  
3 50



5 1000  
4 200  
3 20



5 150  
4 25  
3 5



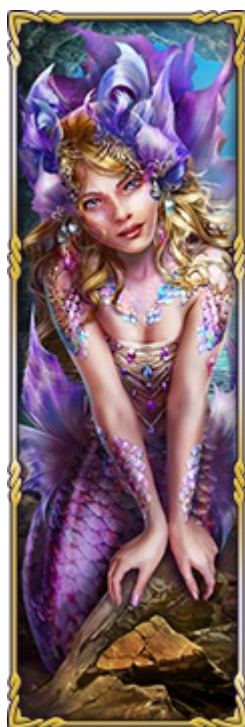
5 150  
4 25  
3 5



5 150  
4 25  
3 5





5 150  
4 25  
3 5



5 150  
4 25  
3 5





















## FEATURE

- **10 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere during a **BASE** game.
- Free games are played at the lines and bet of the triggering game.
- During free games, whenever **3** of  are collected, **3** extra free games are awarded.
- The feature cannot be retriggered.

## OTHER RULES

- Line wins pay if in succession from the leftmost reel to the right.
- Highest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.





## PAYLINES

1 	2 	3 	4 	5 	6 	7 	8 	9 	10 	11 	12 
13 	14 	15 	16 	17 	18 	19 	20 				

# PANDA PANDA HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Ways are fixed at **243** with total bet in coins fixed at **30**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - 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 way 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.
  - 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### PANDA PANDA 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

- Panda Panda offers no Gamble game.

## FILE DATE

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

**SERVER VERSION**







5.1.1331.93

**RNG VERSION**

5.1.4478.308








## SUBSTITUTE

-  substitutes for all symbols except .
-  appears stacked on all reels.
- Each and every  symbol on screen can randomly turn into a  symbol and count as 2 symbols.
-  5 pay only if appearing in a row.

## HIGH WIN SYMBOLS



	10 750 9 600 8 575 7 550 6 525 5 500 4 - 3 -		10 - 9 500 8 300 7 200 6 125 5 80 4 20 3 10		10 - 9 450 8 275 7 175 6 115 5 70 4 20 3 10
	9 400 8 250 7 150 6 100 5 60 4 15 3 10		9 350 8 225 7 125 6 90 5 50 4 15 3 5		9 300 8 200 7 110 6 75 5 40 4 10 3 5


## LOW WIN SYMBOLS

	9 250 8 175 7 95 6 65 5 35 4 10 3 5		9 200 8 150 7 75 6 55 5 30 4 9 3 3		9 150 8 100 7 60 6 40 5 27 4 6 3 3
	9 100 8 50 7 40 6 25 5 21 4 6 3 3		9 50 8 25 7 20 6 15 5 15 4 6 3 3		


## FREE GAMES

- **10 FREE GAMES** are awarded when **3 OR MORE**  appear **ANYWHERE**.
- Every free game a  symbol lands at a position of the triggering combination, and changes into a .

symbol that starts on the left most position and moves right to the next position for each free game. Once the right most position is reached, at the next free game it will loop back to the left most position. The symbol can randomly turn into  in addition to other  symbols.

- Other  symbols cannot appear during the **FREE GAMES** feature.
- If a free game has no win, an additional free game is awarded.
- The feature cannot be retriggered.
- Free games are played at the number of ways bet and the bet level of the triggering game.

## OTHER RULES

- Play **243** ways fixed at a cost of **30** coins
- All left to right pays are awarded if all left to right pays are more than all right to left pays, or all right to left pays are awarded if all right to left pays are more than all left to right pays.
- Only the longest matching combination per symbol is paid.
- Wins on different ways are added.
- Wins are multiplied by bet level.
-  do not pay.

# PRESTO! HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **243** with total bet in coins fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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.

# OTHER RULES

- Ways starting with 3 or 4  symbols terminate any subsequent combinations.

# 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### PRESTO! 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

- Presto! offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.2884.222

## **RNG VERSION**

5.1.4478.308

## PAYOUTS



5 200  
4 75  
3 25



5 200  
4 75  
3 25



5 200  
4 75  
3 25



5 75  
4 50  
3 15



5 75  
4 25  
3 10



5 75  
4 25  
3 10



5 50  
4 20  
3 10



5 50  
4 15  
3 5



5 50  
4 15  
3 5



5 50  
4 10  
3 5

- substitutes for all symbols except .

## SCATTER



5 50  
4 20  
3 3

- symbols only appear during the **BASE GAME**.
- pay anywhere.
- Scatter wins are added to ways wins.
- Scatter wins are multiplied by total bet.

## ILLUSIONS



- indicate the number of spins remaining until the next illusion is triggered.
- The number of range between **6 - 20**.
- The number of is saved for each bet configuration.
- Only **1** illusion can be triggered.

## CRYSTAL BALL ILLUSION

- If only **2** symbols appear on reels **1 - 4**, a random symbol on reel **5** will be changed to a symbol before pays are awarded.
- This illusion takes preference over other illusions.

## THROWING CARDS ILLUSION

- **2 - 6** cards are thrown to random positions on the reels before pays are awarded.
- All cards turn into symbols before pays are awarded.

- Cards cannot be thrown over  or  symbols.












## SYNCED REELS ILLUSION

- Any **2 - 5** reels will lock, and land with identical symbols.



## EXPANDING WILD ILLUSION

- Any  appearing on screen expand into  to cover all positions on the reel before pays are awarded.
-  symbols act as  symbols.

## MAGIC HAT RE-SPINS ILLUSION

- A single  symbol will land at any random position and trigger a **RE-SPIN**.
- Any  symbol can replicate to another  symbol in any straight direction and trigger another **RE-SPIN**.
- All  symbols remain in place for successive **RE-SPINS**.
- If no  symbol replicates, all  symbols will change into the same random symbol that is not a  or  symbol.
- The  symbols can replicate a maximum of **5** times.
- Pays are awarded for each **RE-SPIN**.
-  do not pay.
-  symbol does not appear during the **RE-SPINS** feature.
- Illusions are not active during **RE-SPINS**.
- Re-Spins are played at the number of ways bet and the bet level of the triggering game.

## FREE GAMES

- **12 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  symbol does not appear during the feature.
- Only the **THROWING CARDS**, **SYNCED REELS** and **EXPANDING WILD ILLUSIONS** are active during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the number of ways bet and the bet level of the triggering game.

## OTHER RULES

- Play **243** ways fixed at a cost of **30** coins
- Wins on different ways are added.
- Wins are multiplied by bet level.
- All left to right pays are awarded if all left to right pays are more than all right to left pays, or all right to left pays

are awarded if all right to left pays are more than all left to right pays.

- Highest win only on each way.



# PUMPKIN PATCH HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **25**.
- 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### PUMPKIN PATCH 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

- Pumpkin Patch offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.3282.259

## **RNG VERSION**

5.1.4478.308

## WILD



5 1000  
4 250  
3 20



5 1000  
4 250  
3 20

- symbol substitutes for all symbols.
- symbol substitutes for all symbols.

## HIGH WIN SYMBOLS



5 750  
4 250  
3 20



5 500  
4 100  
3 20



5 450  
4 75  
3 20



5 400  
4 50  
3 10



5 250  
4 40  
3 10



5 150  
4 25  
3 10

## LOW WIN SYMBOLS



5 100  
4 20  
3 5



5 80  
4 20  
3 5



5 70  
4 15  
3 5



5 60  
4 15  
3 5



5 50  
4 10  
3 5



5 40  
4 10  
3 5

## "" FEATURE







- Any symbol appearing adjacent to a symbol, expands the symbol into symbols to cover all positions on the reel before pays are awarded.
- Any symbol appearing adjacent to a symbol, turns the symbol into a symbol before pays are awarded.
- Multiple combinations appearing on screen are performed in a random sequence.

## FREE GAMES

- 3 OR MORE symbols appearing anywhere in the **BASE GAME**, excluding symbols, triggers the **FREE GAMES FEATURE**.
- 3 OR MORE symbols appearing anywhere during **FREE GAMES**, excluding symbols, awards an additional **8 FREE GAMES**.

- All prizes are **TRIPLED** during these free games.
- Free games are played at the bet of the triggering game

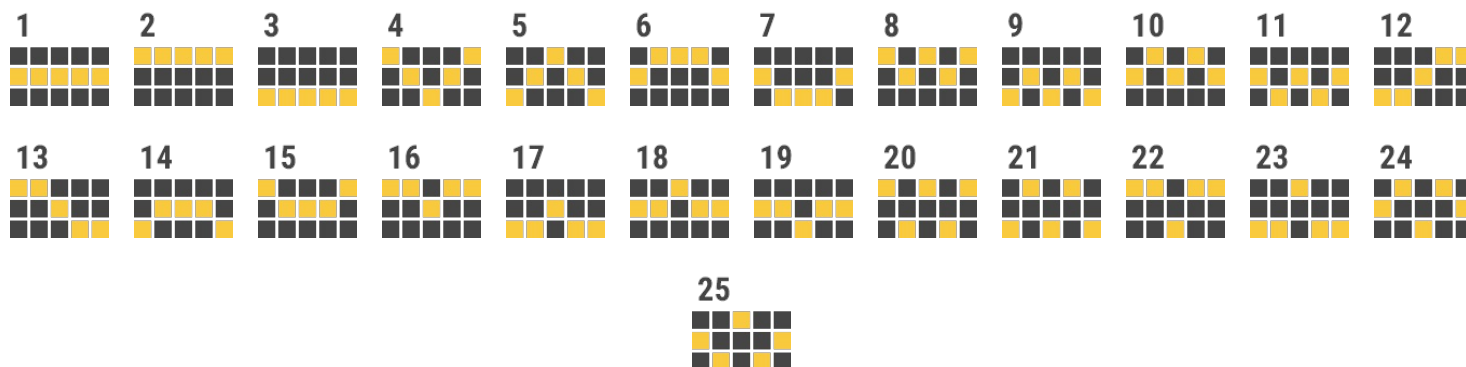
## FREE GAMES (CONTINUED)

- Any  symbols appearing in a winning combination in the **BASE GAME** are added to the **FREE GAMES COLLECTED** count.
- More than **30**  symbols collected in the **BASE GAME** triggers the **FREE GAMES FEATURE**.
- Any  symbol appearing in a winning combination during **FREE GAMES**, are added to the **FREE GAMES LEFT** count.
-  are saved for each bet configuration.
- The  count starts on **8** for each bet configuration.
- At the end of the **FREE GAMES FEATURE** the count for  is reset to **8** for the bet configuration.

## OTHER RULES

- Play **25** lines fixed at a cost of **25** coins.
- Line wins pay if in succession from the leftmost reel to the right, or if in succession from the rightmost reel to the left.
- Only the highest win on each selected line from both directions is paid.
- Wins on different lines are added.
- Wins are multiplied by bet level.
- A bet configuration is the combined selection of coin and bet level.





## PAYLINES



# ROLLING ROGER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - 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).
Nº	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.

### ROLLING ROGER 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

- Rolling Roger offers no Gamble game.

## FILE DATE

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

## **SERVER VERSION**

















5.1.1997.170

## **RNG VERSION**






5.1.4478.308








# ROLLING PAYS™

- Every spin  will roll from **3** to **15** positions including the position occupied at the start, not rolling over the same position twice.
- Every symbol rolled over is collected and it's count increased by **1** as indicated in the **ROLLING PAYS™ COUNTER**.
- If  rolls over a  symbol, all symbols' counts are increased by **1**, including symbols still to be collected.
-  substitutes for all symbols except .
-  symbols pay only if no other symbols are collected.
-  symbols cannot be collected.
- If  rolls over a    or  symbol in the **BASE GAME**, the  counter is increased by **1**.
- A maximum of **120**  can be collected.
- Once  stops rolling,  drops to the bottom and all symbol combinations pay according to the **PAY TABLE**.
- If more than **6** of any symbol is collected, the **6X** pay is awarded for each extra symbol collected in addition to the **6X** pay.
- **ROLLING PAYS™** are multiplied by bet level.







## HIGH WIN SYMBOLS

	6 5000 5 2500 4 125 3 50		6 2500 5 1250 4 250 3 40		6 1500 5 750 4 200 3 30		6 1000 5 500 4 125 3 25
	6 600 5 300 4 100 3 20						








## LOW WIN SYMBOLS

	6 400 5 200 4 50 3 15		6 250 5 125 4 25 3 10		6 150 5 75 4 20 3 10		6 100 5 50 4 15 3 5
	6 50 5 25 4 10 3 5						





## SCATTER

- 4 of  pays **10X** total bet.
- 5 of  pays **100X** total bet.
-  wins are added to **ROLLING PAYS™**.
-  symbols can only appear once **40** or more  are collected.
-  symbol does not appear during the **FREE GAMES** feature.

## FREE GAMES FEATURE

- **3 OR MORE**  anywhere triggers feature
- The feature cannot be retriggered.
- Each free game costs **1** .
- If  rolls over an **A K Q J** or **10** symbol, the symbol can randomly turn into a  symbol at a cost of **5** . No other  symbols can appear.
- Free games are played until no more  are left.
- Free games are played at the bet of the triggering game

## OTHER RULES


- All wins are added
- Only the longest matching combination per symbol is paid.
- Play for **25** coins only.
- A bet configuration is the combined selection of coin and bet level.
-  starts on reel **3** at position **3** for each bet configuration.
- The  count starts on **0** for each bet configuration.
- The position of  and the  count is saved for each bet configuration.

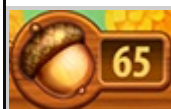
## USER INTERFACE




### ROLLING PAYS™ COUNTER

Indicates the symbols collected by  while rolling.

Once  stops rolling, all non-paying symbols are removed.







Indicates the number of  collected for this bet configuration.

# ROMAN EMPIRE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is the number of lines 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**.
  - All line wins occur on selected lines only.
  - The coin payout values in the **PAY TABLE** are based on bet level 1.
  - Any line 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.
  - 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### ROMAN EMPIRE 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

- Roman Empire offers no Gamble game.

## FILE DATE

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




## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308


## SUBSTITUTE

-  substitutes for all other symbols except scattered .
- The prize is **DOUBLED** when one or more  symbols substitute in a winning combination.


	5 3000
	4 200
	3 5
	2 2.5

## SCATTER

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

	5 100
	4 10
	3 5

## PAYOUTS

- All symbols pay left to right except scattered  which pay any.

	5 1500
	4 200
	3 10


	5 1000
	4 150
	3 10

	5 750
	4 100
	3 5

	5 500
	4 50
	3 5

	5 250
	4 25
	3 5

	5 250
	4 25
	3 5




	5 100
	4 20
	3 5

	5 100
	4 20
	3 5

	5 50
	4 10
	3 5

	5 50
	4 10
	3 5

## FEATURE:

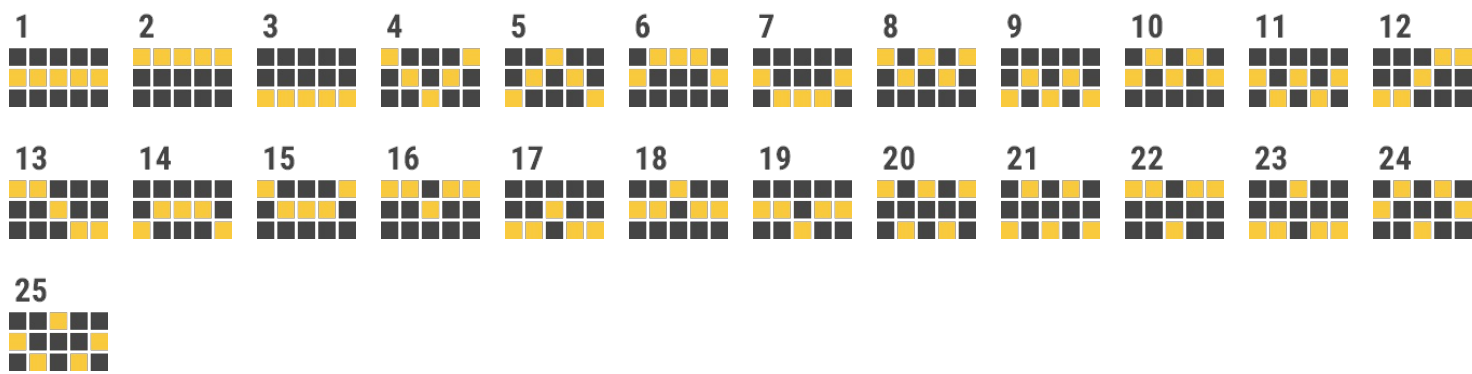
- **13 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
- All prizes are **DOUBLED** during these free games.
- For each and every  anywhere, **1** free game is awarded.
-  do not pay during free games.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.





PAYLINES



# RUFFLED UP HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Ways are fixed at **243** with total bet in coins fixed at **25**.
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - 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 way 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.
  - 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 way 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 coin payout values in the **PAY TABLE** are based on bet level 1.
  - 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

## RUFFLED UP 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

- Ruffled Up offers no Gamble game.

## FILE DATE

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




## SERVER VERSION

5.1.1331.93


## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE


-  substitutes for all other symbols except scattered .
-  symbols only appear on reels **2 OR 3**.







# SCATTER

-  fly away before ways wins are awarded
- Scatter wins are added to ways wins.
- Scatter wins are multiplied by bet level.
- Only **2 OR MORE** Scatters can appear.




	5 900
	4 150
	3 25
	2 5

# PAYOUTS

- All symbols pay left to right except scattered  which pay any.

	5 750 4 100 3 20 2 5		5 500 4 75 3 15 2 5		5 300 4 50 3 10 2 -		5 100 4 30 3 5 2 -
	5 75 4 25 3 4 2 -		5 50 4 20 3 3 2 -				

# FEATURE:

-  symbols only appear on reels **1, 2 OR 3**.
- 10 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- 15 FREE GAMES** are awarded when 4  appear **ANYWHERE**.

- **20 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
-  symbol does not appear during the feature.
- The feature cannot be retriggered.
- In each free game there may be a random lightning strike before expanding wilds and way wins are awarded.
- Lightning strike wins are added to way wins.
- If birds are struck they pay as follows



1 40



1 30



1 20



1 10



1 8



1 6





## OTHER RULES

- Play **243** ways fixed at a cost of **25** coins
- Scatter wins are added to ways wins.
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Highest win only on each way.
- Free games are played at the number of ways bet and the bet level of the triggering game.

# SANTA'S VILLAGE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
  - 5 columns and 3 rows are in play during **FREE GAMES**.
  - Coin can be selected as **[OPERATOR CONFIGURABLE]**
  - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
  - Total bet in coins is **15** 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).
Nº	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.

### SANTA'S VILLAGE 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

- Santa's Village offers no Gamble game.

## FILE DATE

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

## SERVER VERSION



5.1.2012.173

## **RNG VERSION**

5.1.4478.308

## PAYOUTS











	5 7500 4 - 3 - 2 -		5 5000 4 750 3 20 2 5		5 2500 4 600 3 15 2 -		5 1250 4 500 3 15 2 -
	5 1000 4 400 3 10 2 -		5 750 4 250 3 10 2 -		5 500 4 200 3 10 2 -		5 400 4 150 3 10 2 -
	5 250 4 100 3 5 2 -		5 200 4 75 3 5 2 -		5 150 4 50 3 5 2 -		5 100 4 25 3 5 2 -

-  symbol substitutes for all symbols.
-  5 pay only if appearing in a row.

## HORIZONTAL PAYS

- Symbols pay if matching adjacent for each row.
- All combinations with at least one non wild symbol are paid for each row.
- Wins on different rows are added.
- Wins are multiplied by bet level.





## MAP FEATURE

- The **MAP FEATURE** is triggered if any  symbol appears in a winning combination in the **BASE GAME**.
-  will walk 1 dot for each triggering  symbol.
-  is not used in the triggering combination.
- If multiple directions are available, a single direction will be chosen at random.
-  cannot walk back to the immediate previously occupied dot.
- If  stops on a  dot, an additional feature will be triggered.
-  will start on the  dot for each bet configuration and can walk in any random direction.
- The position of  is saved for each bet configuration.

## SANTA FREE GAMES






- 12 free games are awarded
-  do not pay.
-  symbol substitutes for all symbols.
-  symbol will appear once or twice on the screen on every spin, but not on adjacent reels.
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## SLEIGH FREE GAMES



- 12 free games are awarded
- 2 - 4 additional  symbols can randomly be dropped on the reels before the reels stop.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game

## STICKY RE-SPINS



- 12 free games are awarded
- Any winning combination in a **FREE GAME** will award 2 **STICKY RE-SPINS** and an additional free game.
- Winning combinations stick on the reels while **STICKY RE-SPINS** are active.
- All sticky symbols will be cleared once **STICKY RE-SPINS** have completed.
- The feature cannot be retriggered.

- Free games are played at the bet of the triggering game

## OTHER RULES


- Play for **15** coins only.
- A bet configuration is the combined selection of coin and bet level.
- [View the full map for reference purposes](#)

## USER INTERFACE



Tap/Click to display the **MAP FEATURE** overview and the progress of  for this bet configuration.



Displays the number of dots  can continue to walk during the **MAP FEATURE**.

# SCOPA HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **27** with total bet in coins fixed at **15**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is **15** 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 way 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.
- 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 way 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### SCOPA 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

- Scopa offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.4847.316





## **RNG VERSION**

5.1.4478.308

## WILD



5 250

-  substitutes for all symbols except  and  symbols.
-  land on columns 2, 3 and 4 only









## SCATTER



3 1



3 13

-  and  wins are added to way wins.
-  and  wins are multiplied by total bet.
-  and  pay anywhere and separately.
-  and  land on columns 2, 3 and 4 only

## HIGH WIN SYMBOLS



5 250  
4 50  
3 13



5 150  
4 30  
3 7



5 120  
4 25  
3 5

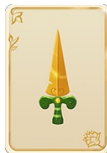
## LOW WIN SYMBOLS



5 80  
4 20  
3 4



5 60  
4 15  
3 4



5 40  
4 12  
3 3









5 25  
4 10  
3 3

## SCOPA PAYOUT



- If all symbols on screen are winning symbols, an additional payout of **X25** the total bet is awarded.

## FREE GAMES


- **13 FREE GAMES** with a **X1** multiplier are awarded if  appear on columns 2, 3 and 4.
- **13 FREE GAMES** with a **X5** multiplier are awarded if  appear on columns 2, 3 and 4.
-  and  cannot trigger the same spin.

-  and  do not appear during **FREE GAMES**.
- The feature cannot be retriggered.
- Free games are played at the bet of the triggering game





## GENOA

-  reveals a **X1 X2** or **X3** multiplier at random
-  multipliers multiply together for any winning combination
- After the conclusion of the first **GENOA FREE GAMES** feature, **MILAN** is unlocked as the only playable location.
- **GENOA** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.
- **GENOA** will be the only unlocked location when playing **SCOPA** for the first time.




## MILAN

- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- After the conclusion of the first **MILAN FREE GAMES** feature, **NAPLES** is unlocked as the only playable location.
- **MILAN** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.





## NAPLES

- For every  landing, a random symbol that is not  or  change into  before pays are awarded, including symbols on columns **1** and **5**.
- After the conclusion of the first **NAPLES FREE GAMES** feature, **TUSCANY** is unlocked as the only playable location.
- **NAPLES** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.


## TUSCANY

-  and  can at random change into  before pays are awarded, including symbols on columns **1** and **5** and in addition to other  landing.
- After the conclusion of the first **TUSCANY FREE GAMES** feature, **VENICE** is unlocked as the only playable location.
- **TUSCANY** remain unlocked only after the first conclusion of a **VENICE FREE GAMES** feature.

## VENICE

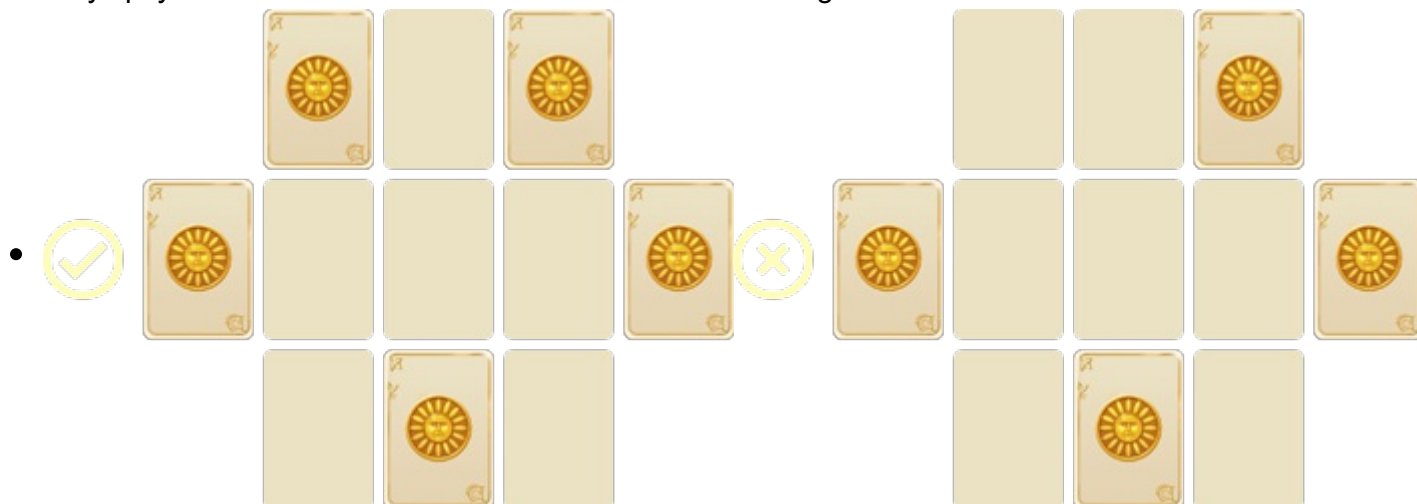
- **ONE**  is guaranteed to land every spin on columns **2, 3** or **4** during the **BASE GAME**, in addition to other  landing.
- **TWO**  are guaranteed to land every spin on columns **2, 3** or **4** during the **FREE GAMES** feature, in addition to other  landing.
- After the conclusion of the first **VENICE FREE GAMES** feature, **ALL** locations remain unlocked.

## LOCATIONS

- Locations can be switched in the **BASE GAME** by tapping/clicking  and cycling to the desired location.
- Unlocked locations are saved.

## OTHER RULES

- Play for **15** coins only.
- Longest combination win only on each way.
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Ways pay if in succession from the leftmost column to the right.





# SCRUFFY SCALLYWAGS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### SCRUFFY SCALLYWAGS 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

- Scruffy Scallywags offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.3004.231

## RNG VERSION









SUBSTITUTE



5 200  
4 75  
3 25



5 200  
4 75  
3 25

-  substitutes for all symbols except  and  symbols.
-  substitutes for all symbols except  and  symbols.

SCATTER



5 50  
4 10  
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



5 200  
4 75  
3 25



5 200  
4 75  
3 25



5 75  
4 50  
3 15



5 75  
4 25  
3 10



5 75  
4 25  
3 10



5 75  
4 25  
3 10



5 50  
4 20  
3 10





5 50  
4 15  
3 5





5 50  
4 15  
3 5




5 50  
4 10  
3 5

- All symbols pay left to right except scattered  which pay any.
-  do not pay.

## COMPASS


- The **COMPASS** feature is triggered when a  symbol appears anywhere.
- If the  symbol appears in a base game where no free games are triggered, or in a re-spin, then the compass will spin, land on, and award 1 of the following:



10	10x Total Bet
20	20x Total Bet
50	50x Total Bet
x2	The win amount for this spin multiplied by 2
x5	The win amount for this spin multiplied by 5
3 Re-spins	3 Re-spins
5 Re-spins	5 Re-spins
10 Re-spins	10 Re-spins

- If the  symbol appears in a base game where free games are triggered, or in a free game, then the compass will spin, land on, and award 1 of the following:






10	10x Total Bet
20	20x Total Bet
50	50x Total Bet
x2	The win amount for this spin multiplied by 2
x5	The win amount for this spin multiplied by 5

<b>3 Free Games</b>	<b>3 Free Games</b>
<b>5 Free Games</b>	<b>5 Free Games</b>
<b>10 Free Games</b>	<b>10 Free Games</b>






- Any free games awarded by the compass are added to the **15** free games awarded when 3 or more  symbols appear anywhere.

-  and  cannot appear the same spin.


## OCTOPUS

- The **OCTOPUS** feature is triggered when a  symbol appears anywhere.
- The octopus will appear at the bottom of the screen and swipe any random **1 - 5** positions on the reels, changing each symbol it swipes into a  symbol.
- The  symbol appears in **BASE GAME**, **RE-SPINS** and **FREE GAMES**.
-  and  cannot appear the same spin.

## FREE GAMES

- 15 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
- All prizes are **DOUBLED** during these free games.
- For each and every  anywhere, **1** free game is awarded.
-  do not pay during free games.
-  and  symbols can appear during free games.
- Additional free games can be won during the feature.
- The feature cannot be retriggered.
- Free games are played at the lines and bet of the triggering game.













## RE-SPINS

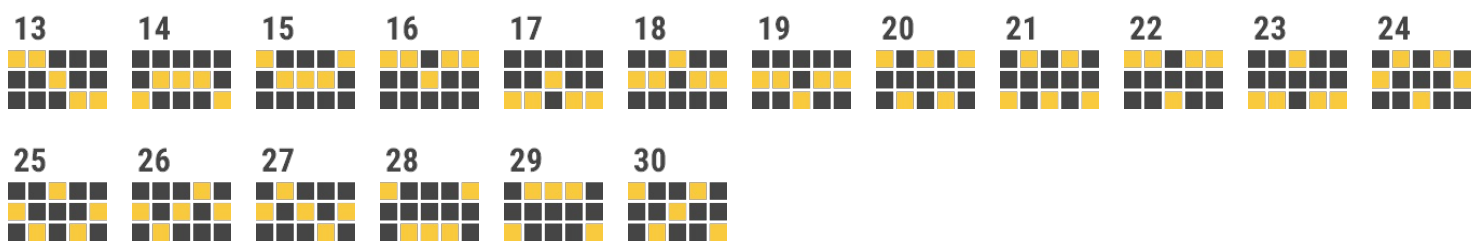
- The **RE-SPINS** feature is triggered if the compass awards re-spins in the **COMPASS** feature while in a **BASE GAME**.
- Additional re-spins can be won if the compass awards re-spins.
-  symbol does not appear during the **RE-SPINS** feature.

## OTHER RULES

- All **30** lines are played.
- Wins on different lines are added.
- Wins are multiplied by bet level.

## PAYLINES

1	2	3	4	5	6	7	8	9	10	11	12
											



# SPARTA HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
- 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### SPARTA 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.

### PICK FEATURE DISCONNECTION POLICY

- Should disconnection occur before the server received the pick request, the player will be allowed to retry the pick request. If the player should resume or reopen the game, the player will be allowed to pick another item.
- Should disconnection occur after the server received the pick request, the pick result will be accepted and the game will resume at the last point as determined by the server.

## GAMBLE GAME

- Sparta offers no Gamble game.

**FILE DATE**

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

**SERVER VERSION**






5.1.1331.93

**RNG VERSION**

5.1.4478.308

SUBSTITUTE



-  symbols only appear on reels **1 , 3 , 5** .
-  substitutes for all other symbols except scattered   .
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

SCATTER



5 100  
4 5  
3 2  
2 1

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



5 2000  
4 200  
3 50



5 1000  
4 150  
3 50



5 500  
4 100  
3 25



5 250  
4 25  
3 10



5 250  
4 25  
3 10



5 125  
4 20  
3 5



5 125  
4 20  
3 5









5 100  
4 15  
3 5





5 100  
4 15  
3 5

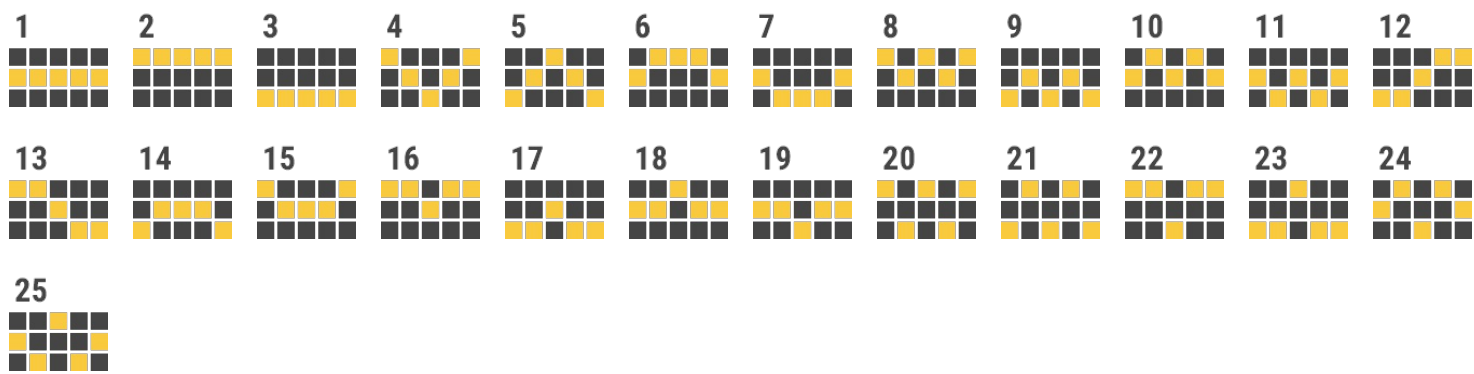
## FEATURE

- The feature triggers when **3 OR MORE**  symbols appear anywhere.
- Pick **3** out of **6** 
- Each  selected reveals up to **7** free games
- All prizes are **TRIPLED** during these free games including  prizes.
- During free games  scatters are replaced by  scatters and pay (before tripling) as follows:
  - **600** for **5** scatter combination(s)
  - **30** for **4** scatter combination(s)
  - **8** for **3** scatter combination(s)
  - **4** for **2** scatter combination(s)
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES

- All symbols pay left to right except scattered   which pay any.
- Wins on different lines are added.
- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

## PAYLINES



# SUPER TWISTER HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin is fixed at **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **50**.
- Bet level is fixed at **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
- 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### SUPER TWISTER 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

- Super Twister offers no Gamble game.

## FILE DATE

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




## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308



## WILD

-  only appears on reels **2 OR 3** in the **BASE GAME**.
-  substitutes for all symbols except .
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.

## BONUS



5 20  
4 5  
3 2  
2 1

-  wins are added to line wins.
-  wins are multiplied by total bet.

## PAYOUTS



5 1000  
4 250  
3 50  
2 20



5 750  
4 200  
3 30  
2 10



5 500  
4 100  
3 30  
2 -



5 200  
4 50  
3 20  
2 -



5 150  
4 40  
3 20  
2 -



5 100  
4 20  
3 10  
2 -



5 100  
4 20  
3 10  
2 -



5 100  
4 20  
3 10  
2 -




5 50  
4 10  
3 5  
2 -






5 50  
4 10  
3 5  
2 -



5 50  
4 10  
3 5  
2 -

- All **50** lines are played.
- All symbols pay left to right including .

## FEATURE:

- **9** free games are awarded when **3**  symbols appear left to right.
- **12** free games are awarded when **4**  symbols appear left to right.
- **15** free games are awarded when **5**  symbols appear left to right.





# 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).
Nº	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.

# THE DEAD ESCAPE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **30**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### THE DEAD ESCAPE 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

- The Dead Escape offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93

## **RNG VERSION**



5.1.4478.308



SUBSTITUTE





5 500  
4 150  
3 50

-  substitutes for all other symbols except scattered  .

-  only appears on reels **1, 3 & 5** in the **BASE GAME**.



-  substitutes for all other symbols except scattered  .



-  symbol substitution pays as the  symbol on any selected bet line.

SCATTER



5 50  
4 10  
3 3

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

PAYOUTS



5 500  
4 150  
3 50



5 500  
4 150  
3 50



5 300  
4 100  
3 25



5 200  
4 75  
3 20



5 100  
4 25  
3 10



5 75  
4 20  
3 10



5 50  
4 15  
3 5



5 50  
4 15  
3 5











5 50  
4 10  
3 5






5 50  
4 10  
3 5

## DUELS



- Duels can occur in either **BASE GAMES** or **FREE GAMES**.
- Duels play after the reels have stopped and before pays are awarded.
- If there are multiple duels, a single duel will be chosen at random. After the result of this duel, the next duel will also be chosen at random.
- A duel is triggered when either a  or  symbol appears directly adjacent to a  symbol on the same row.
- A spinning coin will reveal the result of the duel.
- If the result is , then:

- The  or  symbol will be replaced by a  symbol.
- Additional duels can be triggered by the replaced  symbol.





- If the result is , then:

- The  symbol expands into a  symbol and covers all positions on the reel. No further duels


can be triggered by any symbol on this reel.

- Additional duels can be triggered by the remaining  or  symbol after the duel.

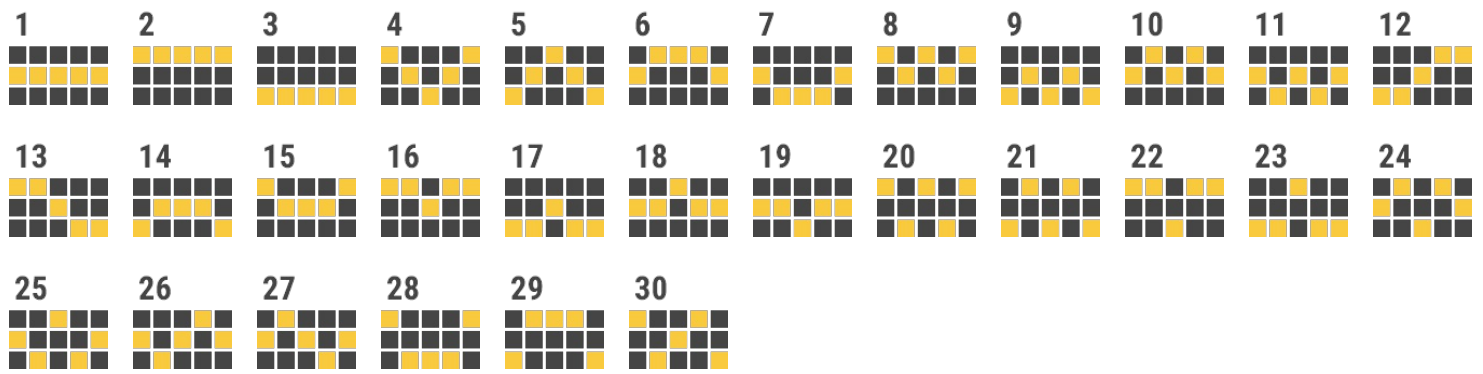
## FREE GAMES

- **15 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  symbol does not appear during the **FREE GAMES** feature.
- A  symbol can appear once on screen for every free game.
- For each and every  anywhere, **1** free game is awarded.
- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

# OTHER RULES

- All **30** lines are played.
- Line wins pay if in succession from the leftmost reel to the right, or if in succession from the rightmost reel to the left.
- Only the highest win on each selected line from both directions is paid.
-  pay anywhere.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.

# PAYLINES



# DRAGON CASTLE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.




## • COIN MODE

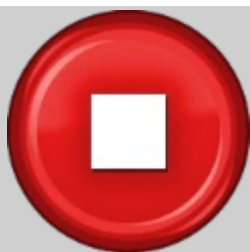
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.

## • CURRENCY MODE

- The coin payout values in the **PAY TABLE** are based on bet level 1.
- 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### DRAGON CASTLE 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**

- Dragon Castle offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**






5.1.1449.118

## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE






-  symbols only appear on reels **1, 3 & 5**.
-  substitutes for all symbols except .
- Any  appearing in a winning combination expand to cover all positions on the reel before pays are awarded.
- The prize is **DOUBLED** when one or more  symbols substitute in a winning combination.

# BONUS



5 50  
4 10  
3 5

-  wins are added to line wins.
-  wins are multiplied by total bet.
-  pay if in succession from the leftmost reel to the right.

# PAYOUTS



5 1000  
4 100  
3 25  
2 2



5 500  
4 50  
3 25  
2 2



5 250  
4 50  
3 10  
2 1



5 250  
4 50  
3 10  
2 1





5 100  
4 25  
3 5



5 100  
4 25  
3 5



5 50  
4 10  
3 3



5 50  
4 10  
3 3



5 25  
4 5  
3 2



5 25  
4 5  
3 2



5 25  
4 5  
3 2



5 20  
4 5  
3 2  
2 1



5 20  
4 5  
3 2  
2 1




## FEATURE

- During **BASE GAME**:

- 15 free games are awarded when 3  symbols appear left to right.
- 20 free games are awarded when 4  symbols appear left to right.
- 25 free games are awarded when 5  symbols appear left to right.

- All prizes are **TRIPLED** during these free games.

- During **FREE Games**:

- 10 free games are awarded when 2  symbols appear left to right.
- 15 free games are awarded when 3  symbols appear left to right.
- 20 free games are awarded when 4  symbols appear left to right.
- 25 free games are awarded when 5  symbols appear left to right.

- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Line wins pay if in succession from the leftmost reel to the right.
- Highest win only on each line.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.



## PAYLINES

1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24

25

# KOI GATE HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **18**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

### KOI GATE 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

- Koi Gate offers no Gamble game.

## FILE DATE

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






## SERVER VERSION

5.1.1331.93

## **RNG VERSION**

5.1.4478.308

## SUBSTITUTE

-  symbol substitutes for all symbols.
- Any  appearing in a winning combination expand into  to cover all positions on the reel before pays are awarded.
-  symbols only appear on reels **2, 3 & 4**.
-  symbol substitutes for all symbols.

## PAYOUTS



5 150  
4 100  
3 20



5 120  
4 100  
3 20



5 60  
4 30  
3 10



5 40  
4 20  
3 7



5 30  
4 12  
3 5



5 25  
4 10  
3 4



5 20  
4 7  
3 3



5 20  
4 7  
3 3






5 15  
4 5  
3 2



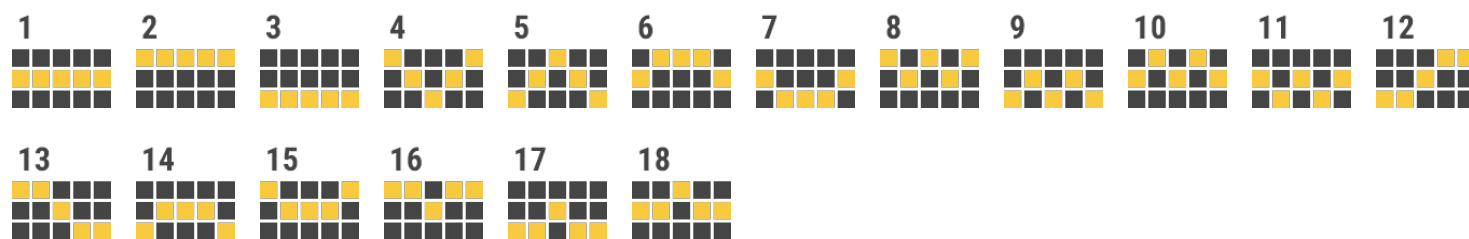
5 15  
4 5  
3 2

## RE-SPINS

- 1 re-spin is awarded when 1 or more  symbols appears on screen.
- An additional re-spin is awarded when 1 or more  symbols appears on screen during the re-spin feature.
- Re-spins are not capped and continue until a spin results where no  symbol appears on screen.
- All prizes are **DOUBLED** during re-spins.
- Re-spins are played at the lines and bet of the triggering game.

## OTHER RULES

- ## PAYLINES



# WAYS OF FORTUNE HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Ways are fixed at **576** with total bet in coins fixed at **28**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- 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 way 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.
- 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 way 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, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

## WAYS OF FORTUNE 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

- Ways Of Fortune offers no Gamble game.

## FILE DATE

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



**SERVER VERSION**


5.1.3133.234

**RNG VERSION**

5.1.4478.308

# "WAYS OF FORTUNE" FEATURE






- Every **BASE** or **FREE GAME** spin, the top symbol of reels **3, 4** and **5** will be the same random symbol, excluding the  symbol.



## WILD



5 500

-  substitutes for all symbols except .
-  pay only as per payable.

## BONUS

-  do not pay.
-  symbols only appear during the **BASE GAME**.

## HIGH WIN SYMBOLS



5 400  
4 100  
3 10



5 250  
4 75  
3 10



5 200  
4 40  
3 10



5 125  
4 25  
3 10

## LOW WIN SYMBOLS



5 75  
4 20  
3 5



5 50  
4 15  
3 5






5 40  
4 10  
3 5



5 25  
4 10  
3 5

## FREE GAMES

- **10 FREE GAMES** are awarded when 3  appear **ANYWHERE**.
- **15 FREE GAMES** are awarded when 4  appear **ANYWHERE**.
- **20 FREE GAMES** are awarded when 5  appear **ANYWHERE**.
- Ways pay if in succession from the leftmost reel to the right and if in succession from the rightmost reel to the left.
- Free games are played at the number of ways bet and the bet level of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES

- Play **576** ways fixed at a cost of **28** coins
- Wins on different ways are added.
- Wins are multiplied by bet level.
- Longest combination win only on each way.
- Ways pay if in succession from the leftmost reel to the right in the **BASE GAME**.

# WICKED WITCH HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **20**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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 coin payout values in the **PAY TABLE** are based on bet level 1.
- 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination and at the maximum lines with 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.

### WICKED WITCH 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

- Wicked Witch offers no Gamble game.

## FILE DATE

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

## SERVER VERSION

5.1.1331.93



## **RNG VERSION**

5.1.4478.308

# SUBSTITUTE



5 10000  
4 3000  
3 500  
2 10

-  substitutes for all other symbols except scattered  .

# SCATTER



5 500  
4 30  
3 5

- Scatter wins are added to line wins.
- Scatter wins are multiplied by total bet.

# PAYOUTS



5 2000  
4 400  
3 100



5 2000  
4 400  
3 100



5 500  
4 200  
3 50



5 500  
4 200  
3 50



5 150  
4 60  
3 20



5 150  
4 60  
3 20



5 150  
4 60  
3 20




5 100  
4 30  
3 10









5 100  
4 30  
3 10



5 100  
4 30  
3 10

- All symbols pay left to right except scattered  which pay any.
- All **20** lines are played.

# FEATURE:

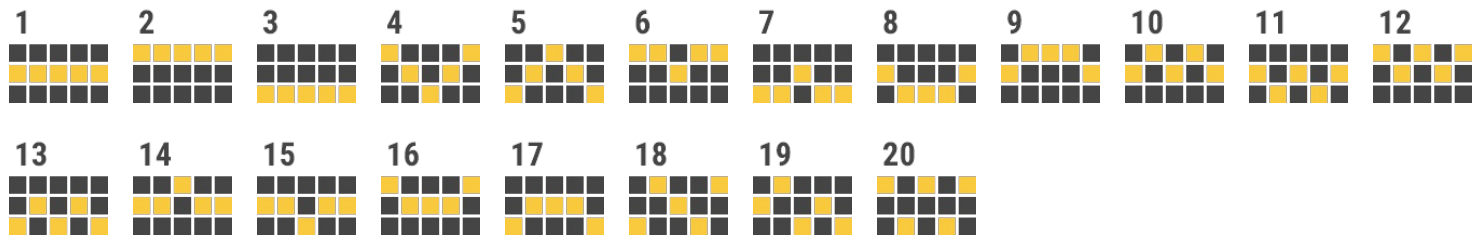
- **6 FREE GAMES** are awarded when **3 OR MORE**  symbols appear anywhere.
-  symbol does not appear during the **FREE GAMES** feature.
- Either , ,  or  appear once during free games 1-18. The symbol is collected and a new symbol will appear in the same position.

- Each collection of     awards **6** extra free games.
- Maximum number of free games is capped at **24**.
- Free games are played at the lines and bet of the triggering game.

## OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

## PAYLINES





# WILD TRUCKS HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **15**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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 line 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.
- 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 line 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.

# OTHER RULES

- Any     and  is collected on reels **1, 2, 3, 4 AND 5** respectively when landing only, and displayed on the top of each reel.
- After the  expansion trigger, surplus collections are retained.

# 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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.

## WILD TRUCKS 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**

- Wild Trucks offers no Gamble game.

## **FILE DATE**

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









## **SERVER VERSION**

5.1.4100.291

## **RNG VERSION**

5.1.4478.308

## WILD

-  symbol substitutes for all symbols.
-  pay only if appearing **5** in a row.
- Collect **4** of      respectively on the reels **1, 2, 3, 4 AND 5** when landing, to award an expanding  on the corresponding reel for the same spin before pays are awarded.

## HIGH WIN SYMBOLS



5 75000



5 1200  
4 250  
3 25



5 900  
4 200  
3 20



5 800  
4 150  
3 20



5 700  
4 120  
3 15



5 600  
4 80  
3 15

## LOW WIN SYMBOLS



5 500  
4 60  
3 10



5 400  
4 50  
3 10



5 200  
4 40  
3 10



5 150  
4 30  
3 5










5 120  
4 20  
3 5



5 100  
4 10  
3 5

## FREE GAMES FEATURE

- The same **TRUCK** or  symbol appearing once only on reels **1, 3 AND 5** triggers **FREE GAMES**
- **25, 20, 15, 12 or 10 FREE GAMES** are awarded respectively if     or  is the triggering symbol.
- **75 FREE GAMES** are awarded if  appears on reels **1, 3 AND 5**.
- **FREE GAMES** awarded by multiple trigger combinations are **ADDED**.
- When **2 OR MORE** of the **SAME TRUCK** symbols appear on the same row, all symbols between the same leftmost and rightmost **TRUCK** symbol will be changed to the **TRUCK** symbol before pays are awarded

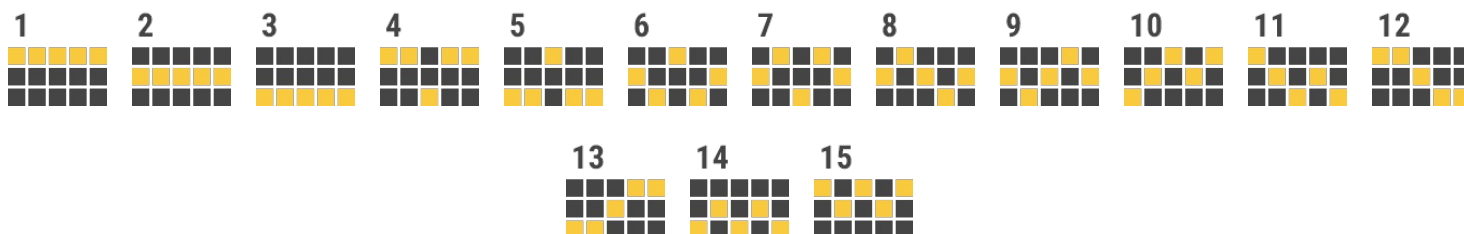
(longest and highest paying **TRUCK** symbol for each row only)

- Free games are played at the lines and bet of the triggering game.
- The feature cannot be retriggered.

## OTHER RULES

- Play **15** lines fixed at a cost of **15** coins.
- Bet lines pay if in succession starting anywhere on the bet line.
- Longest win only on each line.
- Wins on different lines are added.
- Wins are multiplied by bet level.
- Collections are saved for each bet configuration
- A bet configuration is the combined selection of coin and bet level.

## PAYLINES



# WIZARDS WANT WAR HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines are fixed at **25**.
- 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 line 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.
- 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 line 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.

## OTHER RULES

- The maximum RTP can be achieved by choosing the Wizard with the **MOST DUEL WINS** or if equal, choosing .

## 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### WIZARDS WANT WAR 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**

- Wizards Want War offers no Gamble game.

## **FILE DATE**

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

## **SERVER VERSION**

5.1.4641.310

## **RNG VERSION**




5.1.4478.308



## WILD



5 400

-  substitutes for all symbols except  and  symbols.

## HIGH WIN SYMBOLS



5 350  
4 120  
3 30



5 300  
4 80  
3 20



5 240m  
4 60  
3 15



5 180  
4 50  
3 10



5 120  
4 40  
3 10

## LOW WIN SYMBOLS



5 100  
4 10  
3 5



5 80  
4 10  
3 5











5 60  
4 10  
3 5



5 50  
4 10  
3 5

## DUELS

- A **DUEL** is triggered when  and  appear on reels 1 and 5 respectively.

- The Wheel appears to reveal 5 possible wild combinations from        









and






- The Wheel spins to choose **ONLY ONE** Wild combination.
- During the **BASE GAME** the first Wizard to strike **THREE** times is the winner.
- During **FREE GAMES** the chosen Wizard is guaranteed to win any duel with **ONE** strike.

## DUELS

- After the Duel completes, the chosen Wild combination will be placed at a random position on the reels.
- If  is the winning Wizard, all wins are multiplied by **X3**.
- If  is the winning Wizard, all wins are multiplied by **X2**.
- If a Wizard wins **15** duels as indicated by  and  for  and  respectively, the next spin will award a Wild combination, and multiply all wins by the relevant Wizard multiplier. If a Duel is triggered the same spin, multipliers are multiplied together. The collect counter is after that reset to **0**.

## FREE GAMES

- **10 FREE GAMES** are awarded when  and  appears on reels **2** and **4** respectively during the **BASE GAME** and during **FREE GAMES**.
- Choose either  or  for  or  respectively as the chosen Wizard before Free Games start initially only.
- A Duel is guaranteed to occur during **FREE GAMES**.
- The longest winning combination left to right or right to left whichever is higher pays for each line only.
- Free games are played at the lines and bet of the triggering game.

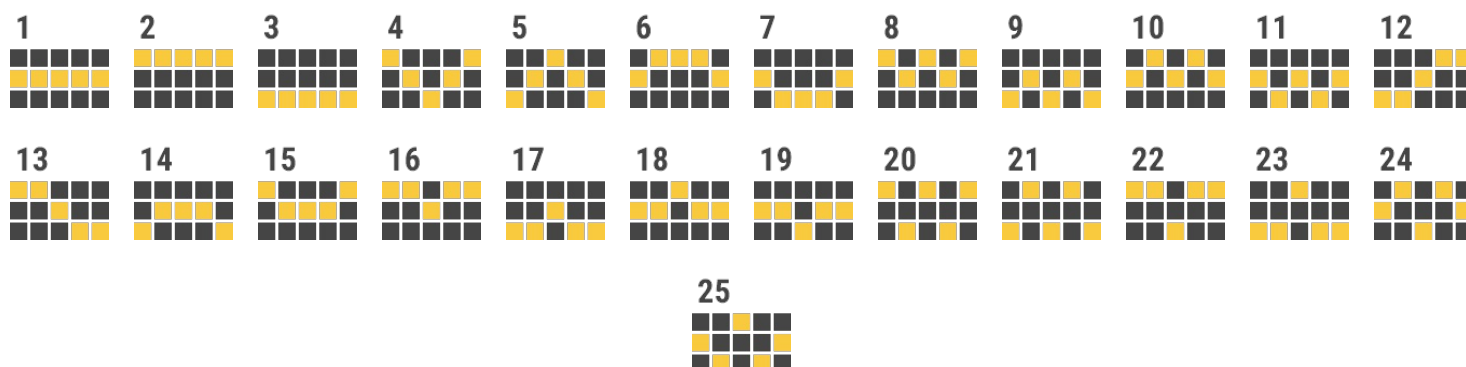
## OTHER RULES

- Play **25** lines fixed at a cost of **25** coins.
- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Collections are saved for each bet configuration
- A bet configuration is the combined selection of coin and bet level.

## BASE GAME

- Line wins pay if in succession from the leftmost reel to the right.
- Longest win only on each line.

## PAYLINES 1-25



## ZEUS 2 HELP

- 5 columns and 3 rows are in play during **BASE GAME**.
- 5 columns and 3 rows are in play during **FREE GAMES**.
- Coin can be selected as **[OPERATOR CONFIGURABLE]**
- Lines can be selected as **1, 3, 5, 10, 15, 20 & 25**.
- Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
- Total bet in coins is the number of lines 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**.
- All line wins occur on selected lines only.
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line 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.
- Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.




### • COIN MODE

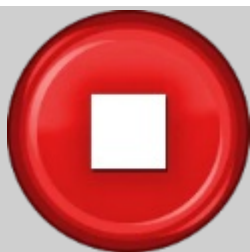
- The coin payout values in the **PAY TABLE** are based on bet level 1.
- Any line win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.

### • CURRENCY MODE

- The coin payout values in the **PAY TABLE** are based on bet level 1.
- 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).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination, bet level and selected lines or ways. 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 lines and bet level to the respective maximum values, if not already set.  
Starts a new game at the set coin denomination and at the maximum lines with 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).
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## 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.

### ZEUS 2 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**

- Zeus 2 offers no Gamble game.

## **FILE DATE**

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



## **SERVER VERSION**

5.1.1331.93

## **RNG VERSION**

5.1.4478.308










# SUBSTITUTE

-  substitutes for all other symbols except scattered .

# SCATTER






# PAYOUTS

	5 500 4 200 3 50 2 4		5 400 4 100 3 40 2 2		5 300 4 100 3 30 2 -		5 300 4 100 3 30 2 -
	5 200 4 75 3 15 2 -		5 200 4 75 3 15 2 -		5 200 4 75 3 10 2 -		5 200 4 75 3 10 2 -
	5 150 4 50 3 5 2 -						

- All symbols pay left to right.

# FEATURE:

- 10 FREE GAMES are awarded when 3  appear ANYWHERE.
- 25 FREE GAMES are awarded when 4  appear ANYWHERE.
- 100 FREE GAMES are awarded when 5  appear ANYWHERE.
- The feature can be retriggered.
- Free games are played at the lines and bet of the triggering game.

# OTHER RULES

- Wins on different lines are added.
- Line wins are multiplied by bet per line.
- Highest win only on each line.

# PAYLINES

1	2	3	4	5	6	7	8	9	10	11	12
	