

1-Of-A-Kind™

- **1-reel 1-line slot**

To play the game:

- Press **CONTINUE** on the entry screen to enter the main game. You can also press **DO NOT SHOW AGAIN** to skip the entry screen next time you play.
- To open bet settings, press the coin button.
- Press - or + beside **TOTAL BET** to choose the total bet.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Paytable:

- To open the payable, press **i**.
- The payable is scrollable.
- To close the payable and return to the game, press the **back arrow** button.

1-Reel Slot:

- This game is played with a single reel.
- Symbols only pay out when one appears fully in view.
- The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the total bet.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes.

Scatter Symbol

- The **Scatter** symbol is the diamond symbol.
- Whenever a **Scatter** symbol appears in view, either the **Fruits Free Games** or **Respin Free Games** feature triggers.

Multiplier Booster

- The **Multiplier Booster** can trigger randomly on any base game spin as the reel is spinning or whenever a win forms.
- When triggered, a wheel made of 12 segments appears around the symbol in view.
- A marker will appear at the top of the fortune wheel and the wheel will spin.
- Each segment of the wheel shows a win multiplier value.
 - Win multiplier values can be 2x, 3x, 5x, 10x, 15x or 25x.

- The wheel will land on a multiplier value and that multiplier is applied to the win, at which point the feature ends.

Added Multiplier Booster

- The **Added Multiplier Booster** can trigger randomly on any base game spin as the reel is spinning or whenever a win forms.
- The same wheel from the **Multiplier Booster** feature appears around the winning symbol and spins.
 - Win multiplier values can be 1x, 2x, 3x, 5x or 10x.
- The wheel will land on a multiplier value and that multiplier is applied to the payout, at which point that value is removed from the wheel, and the wheel spins again.
- If the wheel lands on another multiplier value, the payout is multiplied by the value shown and is added to the total win, and the wheel spins again.
- The feature continues until the wheel lands on a blank space, at which point the total win is paid and the feature ends.

Level Up

- The **Level Up** feature triggers randomly whenever a win is formed during the base game.
- A fortune wheel with either +1, +2, +3, +4, +5, +6 or +7 appears around the winning symbol.
- The wheel will spin and land on a number.
- The number the wheel lands on determines how many levels the payout is increased by.
- The symbol will pay as if it is the next-paying symbol in the payable or higher, depending on the number landed on.
- Symbols cannot pay more than what a 777 symbol would pay.
- The **Multiplier Booster** feature can be triggered immediately after the **Level Up** feature during the base game.

Joker Feature

- The **Joker Feature** is triggered by landing a **Joker** symbol in view during the base game.
- A fortune wheel with 6 Blue Joker and 6 blank symbols appears around the Joker.
- If the wheel lands on a blank symbol, the feature ends immediately.
- If the wheel lands on a Blue Joker, it is collected and removed from the wheel, awarding another spin.
- If 3 Blue Joker symbols are collected, the **MINOR** prize is secured and the wheel advances to the green wheel.
- The green wheel appears with 4 Green Joker and 8 blank symbols.
- If 3 Green Joker symbols are collected, the **MAJOR** prize is secured and the wheel advances to the red wheel.

- The red wheel appears with 3 Red Joker and 9 blank symbols.
- If 3 Red Joker symbols are collected, the **GRAND** prize is secured and the feature ends.
- If a prize was secured by the end of the feature, it is awarded.
- **Note:** Only the highest secured prize is awarded.

Free Games

- Whenever a **Scatter** symbol appears in view during the main game, 1 of 2 **Free Games** features is triggered.
- Upon triggering the feature, press the ► button to begin.
- A **Free Games** wheel will appear around the **Scatter** with two coloured sections on it.
- The colour of the section the wheel lands on determines which feature is triggered.
- Any base game feature, except for the **Joker Feature**, can trigger during both **Free Games** features.

Fruits Free Games

- When the **Free Games** wheel lands on the purple section of the wheel, 10 **Fruits Free Games** are awarded.
- Press **CONTINUE** when the pop-up appears to begin.
- During **Fruits Free Games** 5 symbols are displayed over the game frame.
- If any of these symbols land in view during the **Fruits Free Games** session, the corresponding icon is removed from above the reels.
- If all 5 icons are removed, 10 extra free games are awarded and a set of 5 new icons reappear.
- If +2, +3 or +5 symbol lands in view, that number of extra free games is awarded.
- Any base game fortune wheel can be triggered on any **Free Games** spin.
- **Free Games** end when the counter reaches 0.

Respin Free Games

- When the **Free Games** wheel lands on the blue section of the wheel, 5 **Respin Free Games** are awarded.
- For each fruit symbol that forms a win, 1 extra free game is awarded.
- For each bar, bell or 7 symbol that forms a win, 2 extra free games are awarded.
- For each 2-bar or 77 symbol that forms a win, 3 extra free games are awarded.
- **Free Games** end when the counter reaches 0.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.56%.

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

3 Card Brag

The 3 Card Brag game combines 2 types of games in 1: a 'beat the Dealer' style game, where players get 1 hand and need to beat the Dealer's hand to win, and a 'Pair bonus' game where only players' hands are used and players win different amounts depending on the value of their hand. Players can play either 1 or both of these games and can stake different amounts on each.

3 Card Brag is played with a single 52-card deck that is shuffled at the beginning of each new game.

TO PLAY THE GAME

Click on a chip to select its value.

Click the ANTE field or the PAIR BONUS circle on the table to place your bet. Every click increases your bet by the chip value. Click CLEAR BETS to remove all chips from the table and start over.

Click on DOUBLE to double the chip value already bet. For example, if you have bet 10 chips and click the DOUBLE button, your bet will become 20 chips. If you click DOUBLE again your bet will become 40, and so on.

Click the DEAL button. 6 cards will be dealt altogether 1 by 1 and in turns to you and to the Dealer. Your cards will be facing up, while the Dealer's will be facing down.

Clicking the Menu button on the right upper side of the screen opens the Settings panel. Clicking the 'X' closes the panel.

You can switch the 'Disable ambient sound' on or off.

You can switch the Turbo mode on or off. When turned on, some win animations and sounds are skipped.

BUTTONS

DEAL – Deal the cards.

DOUBLE - Double the latest bet placed by you.

CLEAR BETS - Remove all bets from the table .

PLAY - Double your bet and reveal the Dealer's hand.

FOLD - Collect the cards from the current hand; your bets will be lost.

REBET - Repeat your last bet(s).

REBET & DEAL - Repeat your last bet(s) and deal the cards.

ABOUT PAYOUTS

Wins are calculated according to the Limits which can be accessed via the Menu.

ANTE GAME

If you have chosen to bet on Ante, click the Play field on the table, or the Play circle on its end, so that the Dealer's cards will be displayed. Please note that activating the Play function will raise your stake by putting an equal bet on Play, meaning that your bet will be doubled.

Upon revealing the Dealer's cards, the amount that is won is decided depending on whether you or the Dealer has the highest hand. The winning hand is the highest ranked poker hand with the lowest rank being a high card and the next ranked hand being a pair. After that, rank increases through Flush, Run, Running Flush and then Prial (3-of-a-kind). You can also refer to the Limits section on the table for more information on hand order.

The Dealer will only play if it has a Queen or higher card on its hand. If the Dealer does not qualify, the bet placed on Ante will be paid out to you as a 1 to 1 win, and the Play stake will be also returned to you (Push). If you beat the Dealer, both your Ante and Play bets will be paid as a 1 to 1 win. If the Dealer's hand is higher, you lose both your Ante and Play stakes.

If you have a Run, Prial (3-of-a-kind) or Running Flush, then the winnings are larger. These are referred to as the Ante Bonus awards and are won regardless of the Dealer's cards as long as you play and do not choose to fold.

If you click on the Fold field on the table, all bets will be lost and the dealt cards will be collected.

PAIR BONUS GAME

If you have chosen to bet on Pair Bonus and then clicked Deal, the Dealer's cards will be automatically displayed, but will not be relevant to the pair bonus you might have won. However, a prize will not be shown, nor added to your balance, unless the Dealer's cards are revealed. The higher the bet you placed on a hand, the higher your potential win.

Note:

If you bet on both games (Ante and Pair Bonus) and then fold your Ante bet, without doubling the stake by selecting Play, then the Pair Bonus bet is also folded even though you may have won on it.

If you bet on Pair Bonus without betting on Ante, you cannot Fold, nor can you double the stake by selecting Play. The Dealer's cards will still be revealed in this case, so that you know what you could have won if you had also chosen to bet on Ante & Play.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 98.00% for the Ante and Play bet.

The theoretical percentage return to player (RTP) is 97.86% for the Pair Bonus game.

Absolutely Mammoth!™

5-reel 1024-way slot

The objective of the **Absolutely Mammoth!™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The game is played with 1024 ways to win.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated **Ways** and **Scatter** winnings.
- Wins are calculated according to the payable.

- For information on **Ways** wins, select **i** and scroll to **General Rules**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

1024 Ways:

- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the paytable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 20. **Ways** win payouts are equal to the value shown in the paytable.
- The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, to make the best possible winning combination.
- The **Wild** symbol can only land on reels 2, 3 and 4 in the base game and Free Games.
- During the **Mammoth Stampede Feature**, **Wild** symbols may be dropped on reels 2, 3, 4 and 5.

Scatter Symbol:

- The **Scatter** symbol is the **Volcano**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 Free Games are awarded.
- During Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 8 additional Free Games.
- During Free Games, 2 **Scatter** symbols landing simultaneously anywhere on the reels will award 5 additional Free Games.
- During Free Games, any **Wild** symbols that appear on reels 2, 3 or 4 will reveal a multiplier of 2x, 3x or 5x.

- Any ways win that includes **Wild** symbols with multipliers will pay the normal win multiplied by these **Wild** symbol multipliers.
- The **Mammoth Stampede Feature** cannot be triggered during the Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Mammoth Stampede Feature:

- During the base game, the **Mammoth Stampede Feature** may be randomly triggered during any spin.
- During the **Mammoth Stampede Feature**, Mammoths will run over the reels and will drop between 1 and 16 **Wild** symbols on reel 2, 3, 4 and 5.
- When the spin stops, all dropped **Wild** symbols will participate in the evaluation of ways wins.
- If a dropped **Wild** symbol covers a **Scatter** symbol, the **Scatter** symbol can still contribute to a **Free Games Feature** trigger.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.49%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Anaconda Uncoiled™

6-reel 50-line slot

The objective of the **Anaconda Uncoiled™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50 in the main game.

- In the **Wild Respins Feature**, the number of active paylines is set at 50 per active reel array. Each active reel array will have the same line map.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Special Wild** symbol, to make the best possible winning combination.
- The **Wild** symbol can land on all reels.

Special Wild Symbol:

- The **Special Wild** symbol is the flaming snake head. The **Special Wild** symbol can stand for any other symbol to make the best possible winning combination.
- The **Special Wild** symbol landing anywhere on the reels triggers the **Wild Respins Feature**.
- Only 1 **Special Wild** symbol can land per main game spin.

Wild Respins Feature:

- A **Special Wild** symbol landing anywhere on the reels triggers the **Wild Respins Feature**.
- The **Special Wild** is held. During the first respin a snake emerges from the **Special Wild** symbol and moves one symbol position left, right, up or down.
- With each respin, the snake moves to cover one additional symbol position. The respins continue until the snake returns to the triggering **Special Wild** position, forming a loop.
- All symbol positions that are covered by the snake are evaluated as **Wild**.
- When the snake completes the loop, the **Wild** symbols created by the snake will 'explode', scattering to random symbol positions.
- The number of exploded **Wild** symbols will be equal to the number of symbol positions covered by the snake including the triggering **Special Wild** symbol position.
- The exploded **Wild** symbols will be held for 1 evaluation and will then disappear.
- The snake can move outside the reel array area, either up or down. If this happens, an additional reel array will be created.
- Up to 2 additional reel arrays can be created in the **Wild Respins Feature**.
- Additional reel arrays will be evaluated with the same payable as the trigger reel array.
- Any additional reel arrays that appear during the feature will be active until the end of the feature.
- Additional **Special Wild** symbols may land during the respins.
- When a **Special Wild** symbol lands during the respins, another snake will emerge.

- The respins will continue until all snakes have completed their paths and exploded.
- Respins are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.94%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Anaconda Wild II™

6-Reel 50-Line slot

The objective of Anaconda Wild II™ is to obtain winning symbol combinations by spinning the reels.

To play the game:

To open bet settings press the coin button.

Press - or + above TOTAL BET to choose the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable. Wins are multiplied by the line bet. The line bet is the total bet divided by 50.

Info pages

Press **i** to open the reference page describing the different game components.

Payouts are listed on the Paytable screen. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout.

To close the reference page and return to the game, press the BACK-ARROW button.

Paylines:

There are 50 fixed lines in this game.

Total bet = line bet × number of lines.

Line bet = total bet / number of lines.

Only highest win pays per line. Win combinations pay left to right. Line wins are multiplied by the line bet.

There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet.

Maximum win limit:

The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

This game is capped with a maximum prize of €2,500,000.00.

Wild Symbol:

The red and gold symbol with the text 'WILD' on it is the WILD symbol in the game.

The WILD symbol can stand for any symbol to make the best possible winning combination.

Special Wild Symbol:

The round shield is the SPECIAL WILD symbol in the game.

The SPECIAL WILD symbol substitutes for all symbols and triggers the WILD RESPINS feature.

Wild Respins Feature:

When a SPECIAL WILD symbol lands anywhere on the reels, the WILD RESPINS feature is triggered. More than 1 SPECIAL WILD symbol can land simultaneously on the reels.

When the feature starts, a golden anaconda comes out of the SPECIAL WILD symbol. With each respin, the head of the anaconda shifts to an adjacent symbol position, and turns the symbols on those positions into locked WILD symbols.

Landing an additional SPECIAL WILD symbol on the reels during the WILD RESPINS retriggers the feature.

After the anaconda returns to its initial position, all WILD symbols on its path, as well as any symbols inside the path it forms, turn into a large multiplier WILD symbol with a multiplier value chosen randomly from the multiplier wheel.

If the multiplier WILD symbol forms part of a win, it will multiply any win it forms a part of by the value shown.

Multiplier values are additive; if 2 multiplier WILD symbols form part of the same win, their multiplier values are added together.

If there an anaconda is still moving on the reels after a different anaconda turns into a multiplier WILD, the multiplier WILD symbol spins off the reels on the next spin.

The WILD RESPINS feature ends when all anacondas return to their initial positions.

Return to Player:

The theoretical percentage return to player (RTP) is 96.47%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Atlantis: Cash Collect™

5-reel 20-line slot

To play the game:

- The entry screen displays the game's features.
- Pressing the arrow buttons enables you to navigate between the pages.
- Press **PLAY** on the entry screen to enter the main game.
- The number of active paylines is permanently set at 20. Wins can form on any payline.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the **LIGHTNING** button to activate Turbo Mode, making the reels spin faster. Pressing the **LIGHTNING** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, press ► button and select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **FREE GAMES** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the payable, press I.
- To navigate the payable, press the arrow buttons.

- Feature and symbol payouts are listed in the payable. To find the possible win amount for any given symbol combination, the coin value must be multiplied by the payout.
- To close the reference pages and return to the game, press the **PLAY** button.

Paylines:

- This game is played with a fixed number of 20 active paylines. The total bet per game round is the line bet × 20.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Wild Symbol

- The trident with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all high-win and low-win symbols, as defined in the payable, to form the best possible win.
- There is also a separate payout for 2, 3, 4, 5 **WILD** symbols on an active payline.

Prize Symbol

- There are 2 **prize** symbols in the game.
 - The prize symbol with a cash value on it is the **Cash Prize** symbol. Each **Cash Prize** symbol increases the **prize pot** by the value shown during the **Cash Collect™** and **Free Games** features.
 - **Cash Prize** symbols can award a prize worth up to 1,000 × total bet.
 - The prize symbol with the diamond on it is the **Prize** symbol. Each **prize** symbol awards the **MINI**, **MINOR**, **MAJOR** or **GRAND** prize during the **Cash Collect™** and **Free Games** features.
 - The **MINI**, **MINOR**, **MAJOR** and **GRAND** prizes are fixed prizes based on your total bet. The prize awarded is chosen randomly.
 - GRAND prize value = total bet x 1,000
 - MAJOR prize value = total bet x 100
 - MINOR prize value = total bet x 50
 - MINI prize value = total bet x 20
 - Multiple prize symbols can land on the reels simultaneously.
 - Both types of **prize** symbols can land on reels 1 to 4 only.

Cash Collect Symbol

- The symbol with 'CASH COLLECT' on it is the **Cash Collect** symbol.
- The **Cash Collect** symbol can land on reel 5 only.

Cash Collect™ Feature

- The **Cash Collect™** feature is triggered by landing any number of **prize** symbols on no more than 2 reels, and simultaneously landing a **Cash Collect** symbol on reel 5 during the main game.
- When the **Cash Collect™** feature is triggered, the value of all **prize** symbols are added to the prize pot above the reels after the reels land. Then, the total amount is awarded with any line wins formed on the triggering spin.
- If 1 or more **prize** symbols landed, the awarded prize for each symbol is selected randomly.
- When initiating a new spin, all the prize symbols will reset.

Free Games Feature

- The **Free Games** feature is triggered by landing any number of **Prize** symbols on 3 or more reels during the main game.
- When the feature is triggered, you will win an unlimited number of free games.
- Press **START** to start the **Free Games** feature.
- The sum of all prize symbols on the reels is added to the **prize pot** above the reels and becomes the **reset value** of the pot.
- During the feature, if 1 or more **prize** symbol lands anywhere on the reels, the sum of all prize symbols is added to the **prize pot**.
- If a mystery symbol lands on reel 5, it will transform and reveal: **CASH COLLECT**, **RESET** or **END**.
 - If the mystery symbol reveals **CASH COLLECT**, the current value of the **prize pot** is awarded and the feature continues.
 - If the mystery symbol reveals **RESET**, the value of the **prize pot** is reset to the **reset value** of the pot and the feature continues.
 - The **reset value** is shown beside the **prize pot**.
 - If the mystery symbol reveals **END**, the feature ends.
- Press **OK** on the results screen to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.25%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Aztec Expedition Thundershots™

5-reel 30-line slot

To play the game:

- On the entry screen, press **PLAY** to start the game.
- Press - or + below **TOTAL BET** to choose the total bet.
- The total bet shows how much is being bet in total on a single spin.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- All wins shown in the payable are relative to the current bet.

Paytable:

- To open the payable, press **HELP**.
- To navigate the payable, press the arrow buttons.
- To close the payable and return to the game, press **EXIT**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The Wild symbol can stand for any other symbol to make the best possible winning combination.
- There is also a separate payout for 3 or more Wild symbols on an active payline, as seen in the payable. This is paid out instead of the regular symbol win if the win amount from Wilds is larger than the win from the regular symbols (by Wild standing in).

Cascading Reels:

- Any winning combination triggers the reels to cascade.
- All winning combinations explode after paying out causing a new wave of symbols to collapse on the reels.
- Each wave can create new winning combinations for another wave and even more wins.
- If there is a win with a wild in view anywhere on the reels, then the wild remains on the reels for the cascade.
- Each wild has 3 lives displayed on the front of the symbol.
- Lives decrease each time a cascade occurs. when all lives are lost, the wild will then explode and be removed from the reels.
- Winning combinations containing only wilds will not remove any symbols or cascade.

Gates of Destiny:

- 3 bonus scatter symbols in view on reels 2, 3 and 4 awards the Gates of Destiny.
- Gates of Destiny will begin after no new waves are triggered.
- Spin the wheels and land gems in the winning segment.
- Landing 1 gem awards 12 free games.
- Landing 3 gems awards Treasure Run.
- Landing 5 gems awards Temple of Gods.
- Landing 6 gems awards Thundershots™.
- Only a single feature is awarded depending on how many gems are collected.

Free Games:

- Free games is awarded from the Gates of Destiny.
- 12 free games are awarded.
- If a bonus scatter symbol is in view at the end of a free game spin, then 1 free game is added to the counter.
- During free games wilds have 5 lives instead of 3.

Treasure Run:

- Treasure Run is awarded from the Gates of Destiny.

- The conquistador runs across the screen.
- During the feature “Pick a Chest” will appear. choose 1 of the 3 chests to reveal a prize.
- Possible prizes are cash, obstacles that slow down the conquistador or a bonus that speeds up the conquistador.
- Feature ends when the boulder rolls over the conquistador.

Temple of Gods:

- Temple of Gods is awarded from the Gates of Destiny.
- You begin on the bottom row of the temple.
- Select a block to reveal either bronze, silver or gold coins.
- Coins are added to the bronze, silver and gold treasure counters.
- Reveal a gold coin to progress to the next row of the temple.
- Collecting 3 bronze coins awards the bronze treasure.
- Collecting 4 silver coins awards the silver treasure.
- Collecting 5 gold coins awards the gold treasure.
- Only one treasure is awarded.

Thundershots™:

- Thundershots™ is awarded from the Gates of Destiny.
- Press the spin button to spin the Thundershots™ wheel, or press and hold to make the wheel spin automatically.
- Prizes on the wheel consist of cash wins, extra Thundershots™ spins and the free games and Treasure Run features.
- The first time you land on a feature segment, you will win the feature, which will be played at the end of Thundershots™. Landing on the same segment again will increase the multiplier you play the feature with by one.
 - This multiplier will combine with any multipliers the original features have.
- If multiple feature segments are landed on during Thundershots™, they will be played in succession.
- Nothing is awarded for landing on an empty segment.
- The outcome of any spin is not necessarily that shown by the odds displayed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.50%

Note on disconnections:

- If you are disconnected from the Internet during:

- A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Azteca: Bonus Lines™

5-reel 10-line slot

To play the game:

Press ► on the entry screen to enter the main game.

You can also press on DON'T SHOW NEXT TIME to skip the entry screen the next time you play.

Azteca: Bonus Lines™ can be played in both landscape and portrait mode.

To open bet settings, press the BET button.

Select your total bet in the drop-down menu and press Confirm.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable. Wins are multiplied by the line bet. The line bet is the total bet / 10.

Paytable:

To open the payable, press INFO.

To navigate the payable, scroll up or down, or swipe the screen.

To close the reference pages and return to the game, press the back-arrow button.

Paylines:

This game is played with a fixed number of 10 active paylines.

Paylines are represented by lines that appear over the reels as illustrated in the payable.

Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.

The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet. The line bet is the total bet / 10.

This game is capped with a maximum prize of €2,000,000.00.

Wild Symbol:

The symbol with the word 'WILD' on it is the WILD symbol in the game.

The WILD symbol can substitute for all symbols except Cash, Free Games Coin and Prize symbols.

Bonus Lines Collect

The Bonus Lines Collect is triggered by landing a Cash, Free Games Coin or Prize symbol on reel 5.

There are 3 coin symbols in the game:

The symbol with the cash value on it is the Cash symbol. For example, a 3.00 symbol.

The symbol with the +(number) on it is the Free Games Coin symbol. For example, a +5 symbol.

The symbol with the diamond on it is the Prize symbol.

Each instance of a coin symbol awards you the cash prize or the number of free games accordingly.

When initiating a new spin, all the coin symbols will reset.

Cash, Free Games Coin and Prize symbols are multiplied by the number of winning lines.

Note: Cash symbols contain values of x1, x2, x3, x4, x5, x10.

Note: Free Games Coin symbols contain values of +1, +2, +3, +4, +5, +7, +10.

Bonus Lines™ Feature

When Cash, Free Games Coin, or Prize symbols land on reel 5 with any winning lines, the Bonus Lines™ feature is triggered and your wins are boosted.

Note: Cash, Free Games Coin and Prize symbols are multiplied by the number of line wins for that spin.

Each winning line awards the prize that was won - a cash prize or a number of free games:

If a Cash symbol lands on reel 5 with any winning lines, on top of the line wins, you are awarded the amount of cash shown on the coin, multiplied by the number of winning lines on the reels.

If a Free Games Coin symbol lands on reel 5 with any winning lines, on top of the line wins, you are awarded the number of free games shown on the coin, multiplied by the number of winning lines on the reels.

Bonus Lines™ Free Games Feature

If a Free Games Coin symbol lands on reel 5 with any winning lines, the Bonus Lines™ Free Games feature is triggered.

Each Free Games Coin symbol that lands awards the number of free games shown on it.

Press ► to start the Bonus Lines™ Free Games feature.

During the Bonus Lines™ Free Games feature, the WILD symbol is locked on reel 3.

During free games, each Free Games Coin symbol that lands on reel 5 grants additional free spins, multiplied by the number of winning lines on the reels.

If a Cash symbol lands on reel 5 during the Bonus Lines™ Free Games feature, your winnings equal the sum written on the coin multiplied by the number of line wins of that spin.

Free Games can be retriggered indefinitely.

Press ► on the winning summary screen to return to the main game.

Prize Boost

When a Prize symbol lands on reel 5, Prize Boost is triggered.

There are 3 types of prizes that can be won: GRAND, MAJOR and MINOR.

Each prize is multiplied by the number of winning lines for that spin.

The awarded prize is selected randomly.

Each prize grants a fixed amount based on the bet value and can be won multiple times.

Return to Player:

The theoretical percentage return to player (RTP) is 94.93%.

The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Baccarat

We offer six-deck Baccarat. If you are not familiar with Baccarat, proceed straight to the "Baccarat Rules" section.

To play the game:

- Click on a chip of desired value to select it.
- Click on the **Player**, **Banker** or **Tie** areas on the table to place your bet there. Every click increases the bet by the value of the selected chip. Select another chip if you wish to increase the bet by some other amount. You can place several chips into several areas at the same time.
- In addition to regular Baccarat bets, the game includes side bets. click on the **Player Pair**, **Banker Pair**, **Perfect Pair**, **Either Pair**, **Big** and **Small** areas on the table to place your bet there. A description of each side bet can be found in the "Side Bets" section below.
- The minimum and maximum bet limits for each bet position are dependent on your VIP level. Open the payable from the menu to see your bet limits.
- If you wish to clear the table of all bets and start over, click **CLEAR BETS**.
- When you have placed your bets, click the **DEAL** button. Cards are now dealt to the player and the banker according to Baccarat rules, and the game result is displayed.
- If you wish to play again, place your bets as described above and click **DEAL**. You can also click **REBET** to place the same bets as in the previous round or **REBET & DEAL** to place the same bets and have the cards dealt.
- You can see the results (Banker, Player or Tie) of the last 59 rounds by clicking the **HISTORY** button at the bottom of the screen.

Buttons:

Deal – Deal the cards.

Clear Bets – Remove all bets from the table.

Rebet – Place the same bets as in the previous round.

Rebet & Deal – Place the same bets as in the previous round and deal the cards.

Baccarat Rules

The object of Baccarat is to obtain a hand with a point total closest to 9. Aces count as one; 2 through 9 as their face value; tens and picture cards count as zero. If the value of the hand is a two-digit number, ignore the first digit. The last digit is the Baccarat point value of the hand. For example: 7+6=13=3 and 4+6=10=0.

Place your wager on the Banker hand and/or on the Player hand and/or on a Tie. Player and Banker are then each dealt a two-card hand. In certain cases, a third card is dealt to Player or Banker, or both (see the "Third Card Rules" section). Cards are dealt from a shoe that holds 6 decks of cards. The decks are shuffled each round.

The hand closest to 9 wins. If you bet on the Player hand and the Player wins, you are paid according to the payable. If you bet on the Banker hand and the Banker wins, bank commission of 5% (vigorish) is deducted from your winnings. If both the Player hand and the Banker hand have equal totals, the game result is a 'tie'. Non-tie bets are returned to you (shown as a 'Push') if a tie occurs.

Side bets

A side bet is a wager you can make beyond the regular game bets on Player, Banker or Tie. The following is a description of the available side bets:

- The **Player Pair, Banker Pair** side bets win according to the payout table if the first two cards dealt to the respective hand form any pair on that hand, for example a 5 of Spades and a 5 of Diamonds.
- The **Either Pair** side bet wins according to the payout table if the first two cards on either the Banker or the Player hand (or both) form any pair on that hand.
- The **Perfect Pair** side bet wins according to the payout table if the first two Player or Banker cards form a pair of the same suit, for example a pair of 7 of Diamonds.
- The **Big** side bet wins according to the payout table if the total number of cards dealt between Player and Banker is 5 or 6.
- The **Small** side bet wins according to the payout table if the total number of cards dealt between Player and Banker is 4.
- The side bet is not associated with the regular game bets. You can wager a regular game bet on the Player position but a side bet on the Banker Pair, and vice versa.
- You can also place side bets without placing any regular bets.

Third Card Rules

The following Baccarat rule chart governs when Player and/or Banker will be automatically dealt (i.e. "draws") a third card in the Baccarat game:

Player

Point value of Player's first two cards:	Action:
0 – 1 – 2 – 3 – 4 – 5	Draws a card.
6 – 7	Stands.

Banker

If Player stands, then Banker hits on a total of 5 or less. If Player does hit, then use the table below to determine if Banker hits or stands.

Point value of Banker's first two cards:	Draws when the point value of Player's third card is:	Does not draw when the point value of Player's third card is:
0-1-2	0-1-2-3-4-5-6-7-8-9	
3	0-1-2-3-4-5-6-7-9	8
4	2-3-4-5-6-7	0-1-8-9
5	4-5-6-7	0-1-2-3-8-9
6	6-7	0-1-2-3-4-5-8-9
7		0-1-2-3-4-5-6-7-8-9

Important note: If either Player or Banker has a total of 8 or 9, they both stand. This rule overrides all other rules.

Note on disconnections: If you are disconnected from the Internet in the middle of a game while playing for Real Money, please re-establish your Internet connection and log back into the casino.

If you wish to check the results of old games, or find additional details about recent games, you can do so via the desktop version of the casino. Use your regular username and password to log in to the desktop version.

Note on malfunctions: A malfunction voids all pays and plays.

Return to Player

The theoretical percentage return to player (RTP) in Baccarat differs across bet types:

Bet Type	Pays	RTP
Banker	0.95:1	98.94%
Player	1:1	98.76%
Tie	8:1	85.56%
Player Pair / Banker Pair	11:1	88.75%
Perfect Pair	25:1	82.93%
Either Pair	5:1	85.46%
Big	0.54:1	95.65%

Small	1.5:1	94.73%
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Better Wilds™

5-reel 25-line slot

To play the game:

Press CONTINUE on the entry screen to enter the main game. You can also press on DON'T SHOW NEXT TIME to skip the entry screen the next time you play.

The number of active paylines is permanently set at 25. Wins can form on any payline.

Press - or + below TOTAL BET to choose the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the TOTAL WIN field displays the accumulating winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Paytable:

To open the payable, press INFO.

The payable is scrollable.

Feature and symbol payouts are listed on the SYMBOLS PAYOUTS section. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout.

To close the reference pages and return to the game, press the back-arrow button.

Paylines:

This game is played with a fixed number of 25 active paylines. The total bet per game round is the line bet $\times$ 25.

Paylines are represented by lines that appear over the reels as illustrated in the paytable.

Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.

There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet.

Maximum win limit:

This game is capped with a maximum prize of €2,500,000.00.

Wild Symbol:

The symbol with the word 'WILD' is the WILD symbol in the game.

The WILD symbol can stand for any symbol except the SPECIAL WILD symbols to make the best possible winning combination.

Special Wild Symbols:

The diamond symbol is the Special WILD symbol in the game.

The Special WILD symbols can stand for any symbol and can appear on reels 3, 4 or 5 only.

When the Special WILD symbol lands on reels 3, 4 or 5, the Better Wilds™ Respins feature is triggered.

Better Wilds™ Respins

Any Special WILD symbol that lands on reels 3, 4 or 5, triggers the Better Wilds™ Respins feature.

During the Better Wilds™ Respins feature, the reels are spun automatically and the Special Wild symbol moves 1 position to the left for each respin.

Starting from the second movement, the Special Wild symbol will also expand either up or down by 1 position for each respin.

Landing additional Special Wild symbols on reels 3, 4 or 5 retrigger the feature.

Better Wilds™ Respins ends when the rightmost Special Wild symbol reaches reel 1.

Return to Player:

The theoretical percentage return to player (RTP) is 96.42%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

Malfunction voids all pays and plays.

Blackjack Surrender

The objective of the game is to get closer to 21 than the dealer without going over.

TO PLAY THE GAME

- This game is played with 6 decks of cards. In order to play, you must place the minimum bet.
- Click on a chip to select it. Click on one of the available hand positions (the 5 large circles on the table) to place a bet. Click on a hand position repeatedly to increase your bet by the value of the selected chip. Bets can be placed on as many hand positions as you wish.
- Click **CLEAR BETS** to remove all bets from the table.
- Click **DOUBLE** to double all bets on the table.
- Click **UNDO** to remove the last bet placed on the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

Table limits are chosen in a menu before entering the game. The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. A two-card hand is dealt to each position that has a bet, and also to the dealer. The cards are dealt one by one to each hand in turn, with the first card going to the rightmost player hand. The last card goes to the dealer's hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the right-most hand.
- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands click the **ACCEPT ALL**. If you do not want to insure the selected hand, click **DECLINE**.
- If you want to decline insurance for all your hands click the **DECLINE ALL**.

- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third and final card. If you do not want any more cards, click **STAND**. Note: it is not possible to take any further actions on a hand after clicking **DOUBLE**
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these bets, you will need to deposit more money first.
- **SURRENDER** is a blackjack option that allows you to fold your hand and receive half your bet back. Note: this option is not available for a hand after drawing another card for it (via selecting **HIT** or **DOUBLE**) or after splitting it.
- The dealer reveals the face down card and draws additional cards according to the rules.
- At the end of the round each of your hands is compared to the dealer's hand, and each hand wins or loses accordingly.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round and then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately. Click **DOUBLE & DEAL** to place double the bet amounts placed in the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

UNDO - Removes the last bet from the table.

HIT - Draw another card for the selected hand.

STAND - Draw no more cards for the selected hand and move on to the next hand. If there are no more hands to take action on, this ends your turn.

DOUBLE - If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on the selected hand and draws a third and final card for the hand.

SPLIT - Split the hand into two.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL - Place double the bets placed in the previous round and deal the cards.

ACCEPT / DECLINE - Accept or decline offered insurance to protect a bet against the dealer having Blackjack.

ACCEPT ALL – Click to either accept or decline Insurance for all hands against the dealer having Blackjack.

DECLINE ALL – Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hands.

SURRENDER – Fold your hand and receive half of your bet on the hand back. Note: this option is not available for a hand after drawing another card for it (via selecting **HIT** or **DOUBLE**).

RULES

Blackjack Surrender is a variant of Multi-hand Blackjack.

The object of Blackjack Surrender is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21. In Blackjack Surrender, Aces count as either 1 or 11, face cards count as 10, and number cards count at their face values.

If you receive an Ace and a ten-value card as your first two cards, you have Blackjack and win 1.5 times your bet. If the total value of your cards is closer to 21 than the dealer's, (but isn't Blackjack) you win an amount equal to your bet on that hand. If the total of your cards is more than 21, you 'bust' and automatically lose your bet. If you and the dealer have the same card total (17 to 21), neither of you win and your bet is returned to you in a 'push'. Blackjack beats a score of 21.

Blackjack Surrender follows the standard Las Vegas Strip rules, with the following exceptions:

- After each round, used cards are returned to the deck and the deck is shuffled.
- The player may not split a split hand.
- Only one card is drawn to split Aces.
- The player may double after splitting.
- If the dealer initial hand has an Ace or a ten-value card as the face up card, the dealer will check for Blackjack. If the face up card is an Ace, the dealer offers Insurance before checking for Blackjack..
- The dealer draws an additional card when the total of the dealer's cards is 16 or lower and stands when the total is 17 or greater (including soft 17s). The dealer does not draw when the player is 'bust'.

SPLIT

If the first two cards in a hand have the same value, you may split them into two separate hands by placing a second bet equal to the original bet (creating one bet on each split hand). You may draw as many cards as you like on each split hand, unless you split two Aces (in which case you can receive only one additional card for each Ace). If you receive an Ace and a ten-value card in a split hand, it is considered 21 and not Blackjack. You can double down only once per split hand and never on split Aces.

DOUBLE

You may wish to double your bet if, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand. By choosing to double, the bet amount becomes twice the original (with the difference taken out of your balance) and you are dealt one more card. You can also double down after splitting a pair.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed

separately on the table. If the dealer's first card is of value 10 the insurance is not offered. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. If the dealer does not have Blackjack, you lose the insurance amount.

If you decide to deactivate the insurance option during the existing game session, insurance will not be offered. In order to use insurance again, it must be reactivated through the game settings dialog accessible by clicking the **MENU** button.

7-CARD CHARLIE

It is theoretically possible for the player to draw 7 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack.

7-Card Charlie is also applicable on a split hand.

SIDE BETS

This game includes 3 side bets, besides Insurance:

- Player's pair
- Dealer's pair
- 21+3

You can place the Player's Perfect Pair side bet on the 'Player's Pair' betting area. The Dealer's Perfect Pair side bet can be placed on the 'Dealer's Pair' betting area. A '21+3' side bet can be placed on the '21+3' betting area.

The Player's Perfect Pair side bet wins if your first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair. The Dealer's Perfect Pair side bet wins if the dealer's first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair. The '21+3' side bet wins if your first two cards and the dealer's first card together form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

- Perfect Pair means that your first two cards or the dealer's first two cards form a pair of the same suit (for example, a pair of 4 of Diamonds).
- Colored Pair means that your first two cards or the dealer's first two cards form a pair of the same color but different suit (for example, 4 of Diamonds and 4 of Hearts).
- Red/Black Pair means that your first two cards or the dealer's first two cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).
- 21+3 means that your first two cards and the dealer's first card form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

The Perfect Pair, Colored Pair, Red/Black Pair, and 21+3 combinations pay according to the payable. Side bets cannot be placed without placing a regular bet. All 3 types of side bets can be placed at the same time.

PAYTABLE

Winnings

Pays

Winning Hand	1:1
Insurance	2:1
Blackjack	3:2
Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1
Suited Three of a Kind	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

SIDE BETS

These are wagers that you can make beyond the main game bet. These cannot be placed without the main bet.

These bets are not affected by multipliers.

21+3

This is a type of a side bet that allows the players to bet that the first two cards dealt to the player, combined with the first card dealt to the dealer, will make a three card poker hand against the following list of winning hands:

- **Suited Three of a Kind** - All three cards of the same suit and value
- **Straight Flush** - All three in sequence and of the same suit
- **Three of a Kind** - All three of the same ranking
- **Straight** - All three cards in sequence but not the same suit
- **Flush** - All three cards of the same suit

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 99.66%.

The theoretical percentage return to player (RTP) for the 21+3 side bet is 95.38%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Blackjack Switch

Get closer to 21 than the dealer without going over.

Blackjack Switch is a variant of standard Blackjack with some important differences. For information on the rules, proceed straight to the "Rules" section.

TO PLAY THE GAME

- In order to play, you must place a bet on both of your hands (the two larger circles). By placing a bet on one of them, an identical bet is placed on the other hand. You can also place the optional Super Match bet.
- To place a bet, click on a chip to select it. Click on the available betting areas. Every click increases your bet by the value of the selected chip.
- You can click **CLEAR BETS** to remove all bets from the table.
- Clicking **DOUBLE** doubles the bets you have placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions (such as Split, etc.) that require an additional bet can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. Two cards are dealt to each player hand and to the dealer hand. The cards are dealt one by one to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- You can click **SWITCH** to switch the top cards of your two hands. Please note that if you want to Switch, you need to do so before starting to play your first hand. You cannot switch after using the **HIT**, **SPLIT** or **DOUBLE** buttons or after getting Insurance.

- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands, click the **ACCEPT ALL**. If you do not want to insure the selected hand, click **DECLINE**. To decline Insurance against the dealer having Blackjack and skip bet protection for the current hands click **DECLINE ALL**.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- The dealer reveals the face down card and draws additional cards according to the rules.
- Your hand is compared to the dealer's hand.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round or **DOUBLE & DEAL** to place doubled bets of the previous round and deal cards immediately.

BUTTONS

DEAL – Deal the cards.

CLEAR BETS – Clear the table of all bets.

UNDO - Remove your last bet.

SWITCH – Switch the top cards of your two hands.

HIT – Request one more card.

STAND – Draw no more cards and end your turn.

DOUBLE – If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on a hand in question and requests a third card.

SPLIT – Split the hand into two.

REBET – Place the same bets as in the previous round.

REBET & DEAL – Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL - Double your bets from the previous round and deal the cards.

ACCEPT - Click to accept Insurance and protect your bet for the current hand in case the dealer has Blackjack.

DECLINE - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hand.

ACCEPT ALL - Click to accept Insurance for all hands against the dealer having Blackjack.

DECLINE ALL - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hands.

RULES

The object of Blackjack Switch is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21. Aces count as either 1 or 11, face cards as 10, and number cards at their face value.

You have two hands which you play in turn – first the right and then the left one, then the dealer hand is played. You may split, double, take insurance etc. just like in standard Blackjack.

If you get Blackjack (Ace and a 10-value card) or the total value of your cards is closer to 21 than the dealer's, you win your bet amount (if your bet was 10, you receive 20). If the total of your cards is more than 21, you “bust” and automatically lose your bet. If you and the dealer have the same point total (17 to 21), neither of you win and your bet is returned to you in a “push”. Blackjack beats a score of 21.

Blackjack Switch is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- The player may switch the top cards prior to any hits.
- The player may not split a split hand.
- Only one card is drawn to split Aces.
- The player may double after splitting.
- Ace and a 10-point card after a split are considered 21.
- Blackjack pays even money (1 to 1).
- The dealer always hits soft 17. The dealer does not draw when the player is “bust”.
- The dealer can peek on Ace and 10-point cards.
- The dealer will “push” on a total of 22, but Blackjack will still win.

SUPER MATCH

The small circle between the standard bet areas is the super bet area. The super bet wins if your initial four cards contain two or more matching cards. For example, if your right hand is a Queen and a Six, and your left hand a Queen and a King, you have a pair and your super bet wins. The win ratios are written on the table.

SPLIT

If your first two cards have the same value, you may split them into two separate hands by placing a second bet equal to the original bet. You will then draw additional cards to each hand. You may draw as many cards as you like on each split hand, but if you split two Aces, you receive only one additional card for each Ace. If you receive an Ace and a 10-value card in a split hand, it is considered 21 and not Blackjack. You can double down only once per hand and never on a Blackjack or after splitting two Aces.

DOUBLE

If, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand, you can double your bet. The bet amount becomes twice the original (with the difference taken out of your balance), and you are dealt one more card.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer does have Blackjack, you are paid 2 to 1 on your insurance. This way you do not lose your original bet (because you get two times half your original bet, plus the insurance amount back). If the dealer does not have Blackjack, you lose the insurance amount.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

PEEK

If the dealer's face up card is an Ace or a 10-point card, the dealer will check for Blackjack before the player can continue to make any moves. If the dealer does in fact have Blackjack and the player does not, the dealer's cards will be revealed and the game round ends with the dealer winning. If either of the player's two initial hands (before switching) makes up Blackjack, that hand pushes against the dealer and the bet for it is returned to the player.

SWITCH

Prior to any hits, you may switch the top cards of your two hands.

PUSH 22

Dealer will "push" on a total of 22 (but Blackjack will still win). This means that whenever the dealer's total reaches 22, all bets are pushed, except for a hand with a Blackjack combination, which will win, or a hand with a bust total, which will lose.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical return to player (RTP) is 99.92%.

Blazing Bells™

- **6-Reel, 46,656-Ways Slot**

To Play The Game:

- Press **PLAY** on the entry screen to enter the main game. You can also press **DO NOT SHOW THIS NEXT TIME** if you want to skip this screen in future.
- This game is played with **46,656 Ways to Win**.
- The **Total Bet** per game round is the **Coin Value** × 40 (fixed multiplier value).
- Press – or + to choose the total bet.
- Press **TURBO MODE** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO ON** button ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into ■. Pressing ■ ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. Coin value is the total bet divided by 40.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, put the cursor over the **AUTOPLAY** button, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press the **I** button.
- To navigate the payable, press the arrow buttons or page indicators.
- To close the reference pages and return to the game, press **BACK**.

About Payouts:

- Wins are calculated according to the payable, which can be accessed via the menu.
- $\text{Way win} = \text{coin value} \times \text{corresponding multiplier according to the payable.}$
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

All Ways Feature:

- There are **46,656** possible winning combinations in this **All Ways** game.
- Winning combinations must start from the leftmost reel, with matching symbols appearing in any position on each consecutive reel.
- **BONUS** symbols are an exception to the above rule. More information on the **BONUS** symbol can be found in the relevant section below.

Wild Symbol:

- The diamond is the **WILD** symbol in this game.
- **WILD** symbols substitute for any other symbol, except for the **BONUS** symbol, to form the best possible winning combination.

BONUS SYMBOL

- The golden star is the **BONUS** symbol in the game.
- When 3 or more **BONUS** symbols land simultaneously anywhere on the reels, the **Free Games** feature is triggered.

Collapsing Reels:

- Any win triggers the collapsing reels feature.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- Each collapse causes the win multiplier to increase by 1.
- The reels will continue to collapse until no new winning combinations are formed.
- If the win multiplier in the main game is higher than $\times 1$ when triggering Free Games, the multiplier value starts at this value in **Free Games**.

Win Multiplier:

- All payouts are multiplied by the win multiplier.
- The win multiplier starts at $\times 1$.
- The win multiplier increases by 1 every time the **Collapsing Reels** feature is triggered.

- The win multiplier can increase indefinitely. The win multiplier reverts to x1 when no new wins are formed in the main game.

Ways Plus™:

- Special symbols expand vertically and horizontally to 4 adjacent positions if they can create or improve a win.
- Special symbols are highlighted by a yellow splash with a moving circle.
- Any symbol except **WILD** and **BONUS** can appear as a special symbol.
- Only 1 symbol type per spin can appear as a special symbol.

Free Games:

- 3 or more **BONUS** symbols anywhere during the main game trigger **Free Games**.
- During **Free Games**, the win multiplier does not reset.
 - 3 **BONUS** symbols award 6 free games
 - 4 **BONUS** symbols award 8 free games
 - 5 **BONUS** symbols award 12 free games
 - 6 or more **BONUS** symbols award 20 free games
- **Free Games** cannot be retriggered.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.37%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Fire Blaze™: Blue Wizard™ Megaways™

5-reel slot with 108 to 12,348 ways

The objective of the **Fire Blaze™: Blue Wizard™ Megaways™** slot is to obtain winning symbol combinations by spinning the reels.

Megaways:

- The game is played with variable ways to win.
- Reels 1 and 5 can have 2, 3, 4, 5 or 6 symbols per spin.
- Reels 2, 3 and 4 can have 3, 4, 5, 6 or 7 symbols per spin.
- Depending on the number of symbols appearing, each spin can have between 108 and 12,348 ways to win, counting the top three symbols.
- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 10. **Ways** win payouts are equal to the value shown in the payable.
- The total bet shows how much is being bet in total on a single spin.

To play the game:

- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated **Ways** and **Scatter** winnings.
- Wins are calculated according to the payable.
- For information on **Ways** wins, select **i** and scroll to **General Rules**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.

- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Wizard**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, the **Crystal Ball** symbol and the **Lightning** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3 and 4.

Scatter Symbol:

- The **Scatter** symbol is the **Castle**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Crystal Ball Symbol:

- 6 or more **Crystal Ball** symbols in any position trigger the **Fire Blaze Respin Feature**.

Lightning Symbol:

- The **Lightning** symbol may improve any **Wild** or **Crystal Ball** symbols that land below it.
- The **Lightning** symbol only appears on the top horizontal reel.

Horizontal Reel:

- The horizontal reel appears above the normal reel array during the base game and free games.
- Symbols on the horizontal reel can participate in ways pays like all other symbols.
- The 3 symbols on the top horizontal reel are evaluated as part of reels 2, 3 and 4.
- The **Lightning** symbol can only appear on the horizontal reel.

- If the **Lightning** symbol lands, all **Crystal Ball** symbols and **Wild** symbols that appear on the reel immediately below the **Lightning** symbol may be improved.
- **Crystal Ball** symbols may be improved by having their displayed values increased.
- **Wild** symbols will be improved by having a win multiplier added to them. Any added multiplier will be applied to any Ways wins the **Wild** participates for the current spin. Possible multiplier values are 2, 4, 8 or 16.
- During the base game, the horizontal reel spins to reveal 3 new symbols with every spin.
- During the Free Games, all symbols on the horizontal reel move one position to the left with each spin.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 Free Games are awarded.
- During each Free Games spin, there is a higher chance of a **Lightning** symbol appearing in the horizontal reel.
- 3 or more **Scatter** symbols landing in the Free Games will award 6 additional Free Games.
- The **Fire Blaze Respin Feature** may be triggered in the Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Respin Feature:

- The **Crystal Ball** is the **Bonus** symbol in the game. When 6 or more **Crystal Ball** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Any **Crystal Ball** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- During the **Fire Blaze Respin Feature**, the number of symbol positions remains the same as it was for the spin that triggered the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Crystal Ball** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Crystal Ball** symbols.
- All **Crystal Ball** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- The feature ends after the GRAND prize is won, or when all 3 respins have been used.

- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 50) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.47%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Book of Kings™

5-reel 10-line slot

The objective of the **Book of Kings™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- Book of Kings™** is a 5-reel, 3-row slot game with a free games feature.
- The number of active paylines is permanently set at 10.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel.
- Scatter** wins can form from matching symbols in any position on any reels, according to the payable.

- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Book symbol:

- The **Book** symbol can stand for any other symbol, except the **Book and Snake** symbol, to make the best possible winning combination.
- The **Book** symbol is also a **Scatter**, and 3 or more **Book** symbols in any position will award a Scatter pay according to the payable. Only the highest **Scatter** win pays.
- Any combination of **Book** symbols on a line will stand for the symbol that results in the highest possible winning combination on that line.
- For example, 5 **Book** symbols on a line will be evaluated as 5 **Girl** symbols in addition to paying as a Scatter.
- 3 or more **Book** symbols in any position trigger the **Free Games Feature**.

Book and Snake Symbol:

- The **Book and Snake** symbol can stand for any other symbol, except the **Book** symbol, to make the best possible winning combination.
- The **Book and Snake** symbol is also a **Scatter**, and 3 or more **Book and Snake** symbols in any position trigger the **Free Games Feature**. Only the highest **Scatter** win pays.
- Any combination of **Book and Snake** symbols on a line will stand for the symbol that results in the highest possible winning combination on that line in addition to paying as a Scatter.
- When the **Book and Snake** symbol trigger the **Free Games Feature**, all line and Scatter wins during the Free Games are tripled.

Free Games:

- When 3 or more **Book** or **Book and Snake** symbols land simultaneously anywhere on the reels, free games are triggered.
- When **Book and Snake** symbols participate in a trigger combination, all line and Scatter wins during the Free Games Feature are tripled.
- At the beginning of the feature a symbol will be chosen randomly to be the **special expanding symbol** for duration of the free games.
- The **Book** and **Book and Snake** symbols cannot be chosen as the **special expanding symbol**.
- 10 free games are awarded.
- During the free games, after the payout of regular symbols, each **special expanding symbol** may expand to cover all 3 positions on its reel.
- For each win line, any **special expanding symbols** will then be re-evaluated as if they appeared in sequence, starting from the leftmost reel.
- The **special expanding symbol** will expand only when additional wins can be awarded.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Book** or **Book and Snake** symbols landing simultaneously anywhere on the reels, will award 10 additional free games.

- The **Book and Snake** symbol does not appear in the Free Games Feature triggered by the **Book** symbol and vice versa.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.63%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Buffalo Blitz II™

- **6-Reel 4096-way Slot**

To Play the Game:

- Press **PLAY** on the entry screen to enter the main game. You can also press **DON'T SHOW NEXT TIME** if you want to skip this screen in future.
- Press – or + to choose the coin value.
- Press **TURBO MODE** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO ON** button ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into **STOP**. Pressing **STOP** ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- 2 or more symbols anywhere on consecutive reels from left to right trigger a win.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet / 50.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, put the cursor over the **AUTOPLAY** button, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Ways Boost™ Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press the **INFO** button.
- The paytable is scrollable.
- To close the reference pages and return to the game, press ←.

About Payouts:

- Wins are calculated according to the Paytable, which can be accessed via the Menu.
- Way win = coin value × corresponding multiplier according to the paytable.
- **SCATTER** win = total bet × corresponding multiplier according to the paytable.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol

- The **WILD** symbol in the game is the diamond symbol. The **WILD** symbol appears on reels 2, 3, 4, 5 and 6 only.
- **WILD** symbols substitute for any other symbol, except for the **SCATTER** symbol, to form the best possible winning combination.
- The **WILD** symbols can randomly multiply wins by x2, x3 or x5 during the main game and **Ways Boost™ Free Games** feature.
- In a winning main game or Free Games spin, if more than 1 **WILD** symbol forms a win, the multiplier values are added up and not multiplied by each other (e.g. 2+3=5 and not 2×3=6).

Scatter Symbol

- The **FREE GAMES** symbol is the **SCATTER** symbol in the game. 3 to 6 **SCATTER** symbols appearing anywhere simultaneously on the reels trigger the **Ways Boost™ Free Games** feature.
- If 2 to 6 **SCATTER** symbols appear anywhere simultaneously on the reels during the **Ways Boost™ Free Games** feature, extra free games are awarded.
- The maximum number of free games you can trigger and retrigger is 1000.
- More information on the **Ways Boost™ Free Games** feature can be found below.

All Ways

- There are **4096-Ways-to-Win** in the main game and **14,400 Ways-to-Win** during the **Ways Boost™ Free Games** feature.
- Any winning combinations of symbols on adjacent reels from left to right must start from the leftmost reel, and will pay regardless of the symbol position on the reel.
- **SCATTER** symbols are an exception to the above rule. More information on the **SCATTER** symbol can be found in the relevant section below.

Ways Boost™ Free Games

- Whenever 3 to 6 **SCATTER** symbols land anywhere on the reels during the main game, the **Ways Boost™ Free Games** feature is triggered.
- The more **SCATTER** symbols that trigger the **Ways Boost™ Free Games** feature, the more free games you win:
- 3 **SCATTER** symbols trigger 8 free games
- 4 **SCATTER** symbols trigger 15 free games
- 5 **SCATTER** symbols trigger 25 free games
- 6 **SCATTER** symbols trigger 100 free games
- Press the **CLICK TO START** button to begin the feature when it is triggered.
- When **Ways Boost™ Free Games** begin, the reels expand to a 4-5-6-6-5-4 grid.
- Additional free games can be awarded when 2 or more **SCATTER** symbols land anywhere on the reels during the **Ways Boost™ Free Games** feature:
- 2 **SCATTER** symbols trigger 5 additional free games
- 3 **SCATTER** symbols trigger 8 additional free games
- 4 **SCATTER** symbols trigger additional 15 free games
- 5 **SCATTER** symbols trigger 25 additional free games
- 6 **SCATTER** symbols trigger 100 additional free games
- The maximum number of free games you can trigger and retrigger is 1000.

- After all free games have been completed, a winnings summary screen shows the free games win.
- Press the **CONTINUE** button to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.96%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Cashback Blackjack

The objective of the game is to get closer to 21 than the dealer without going over.

TO PLAY THE GAME

- This game is played with 6 decks of cards. In order to play, you must place the minimum bet.
- Click on a chip to select it. Click on one of the available hand positions (the 5 large circles on the table) to place a bet. Click on a hand position repeatedly to increase your bet by the value of the selected chip. Bets can be placed on as many hand positions as you wish.
- Click **CLEAR BETS** to remove all bets from the table.
- Click **DOUBLE** to double all bets on the table.
- Click **UNDO** to remove the last bet placed on the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

Table limits are chosen in a menu before entering the game. The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. A two-card hand is dealt to each position that has a bet, and also to the dealer. The cards are dealt one by one to each hand in turn, with the first card going to the rightmost player hand. The last card goes to the dealer's hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the right-most hand.

- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands click the **Apply for all** switch and then click **ACCEPT**. If you do not want to insure the selected hand, click **DECLINE**.
- If you want to decline insurance for all your hands click the **Apply for all** switch and then click **DECLINE**. Note: if you click the **Apply for all** switch and then click **DECLINE** you will not be offered insurance again for any more rounds during the current game session. You can re-enable Insurance in the game settings dialog accessible by clicking the **MENU** button.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third and final card. If you do not want any more cards, click **STAND**. Note: it is not possible to take any further actions on a hand after clicking **DOUBLE**
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- The dealer reveals the face down card and draws additional cards according to the rules.
- At the end of the round each of your hands is compared to the dealer's hand, and each hand wins or loses accordingly.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round and then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately. Click **DOUBLE & DEAL** to place double the bets as in the previous round and deal cards immediately.

CASHBACK OPTION

- Clicking CASHBACK on a hand will give a payout for that hand and then prevent the hand from participating in the round.
- The money you will receive for cashing out on the selected hand is displayed on the CASHBACK button. Clicking CASHBACK will not return the bet placed on the hand.
- After clicking CASHBACK on a hand no further action may be taken on it, and the hand will not be compared with the dealer's.
- You can cash out on split hands, unless the cards are split Aces.
- You cannot cash out a hand that has a value of 21 or higher.
- You cannot cash out a hand after clicking DOUBLE.
- You cannot cash out a hand that is 21 or Blackjack.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

UNDO - Removes the last bet from the table.

HIT - Draw another card for the selected hand.

STAND - Draw no more cards for the selected hand and move on to the next hand. If there are no more hands to take action on, this ends your turn.

DOUBLE - If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on the selected hand and draws a third and final card for the hand.

ACCEPT / DECLINE – Accept or decline offered insurance to protect a bet against the dealer having Blackjack.

SPLIT - Split the hand into two.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL – Place double the bets placed in the previous round and deal the cards.

CASHBACK – Receive a payout for the selected hand and then prevent that hand from participating in the round. This button will not return the bet placed on the hand.

RULES

Cashback Blackjack is a variant of Multi-hand Blackjack.

The object of Cashback Blackjack is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21. In Cashback Blackjack, Aces count as either 1 or 11, face cards count as 10, and number cards count at their face values.

If you receive an Ace and a ten-value card as your first two cards, you have Blackjack and win 1.5 times your bet. If the total value of your cards is closer to 21 than the dealer's, (but isn't Blackjack) you win an amount equal to your bet on that hand. If the total of your cards is more than 21, you 'bust' and automatically lose your bet. If you and the dealer have the same card total (17 to 21), neither of you win and your bet is returned to you in a 'push'. Blackjack beats a score of 21.

Cashback Blackjack follows the standard 'Las Vegas Strip' rules, with the following exceptions:

- After each round, used cards are returned to the deck and the deck is shuffled. There is a separate deck for each hand.
- The player may not split a split hand.
- The player can double down only once per hand.
- Only one card is drawn to split Aces.
- The player may double after splitting.
- The dealer will not check for Blackjack in any case.
- The dealer draws an additional card when the total of the dealer's cards is 16 or less and stands when the total is 17 or greater (including soft 17s). The dealer does not draw when the player is 'bust'.

- If the player doubles, the dealer's first card is an Ace and the dealer gets Blackjack, the player loses their doubled bet. If the dealer's first card is of value 10 and the dealer gets Blackjack, the player receives back half of their doubled bet.

SPLIT

If the first two cards in a hand have the same value, you may split them into two separate hands by placing a second bet equal to the original bet (creating one bet on each split hand). You may draw as many cards as you like on each split hand, unless you split two Aces (in which case you can receive only one additional card for each Ace). If you receive an Ace and a ten-value card in a split hand, it is considered 21 and not Blackjack. You can double down only once per split hand and never on split Aces. You can click CASHBACK on one or both split hands.

DOUBLE

You may wish to double your bet if, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand. By choosing to double, the bet amount becomes twice the original (with the difference taken out of your balance) and you are dealt one more card. You can also double down after splitting a pair.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer does have Blackjack, you are paid 2 to 1 on your insurance. If the dealer does not have Blackjack, you lose the insurance amount.

If you decide to deactivate the insurance offering during the existing game session, insurance will not be offered. In order to use insurance again, it must be reactivated through the game settings dialog accessible by clicking the **MENU** button.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack.

10-Card Charlie is also applicable on a split hand.

SIDE BETS

This game includes 3 side bets, besides Insurance:

- Player's pair
- Dealer's pair
- 21+3

The side bets placed on a hand are not affected by the Cashback function: if you click the **CASHBACK** button for a hand, the side bets for that hand will still participate in the round.

You can place the Player's Perfect Pair side bet on the 'Player's Pair' betting area. The Dealer's Perfect Pair side bet can be placed on the 'Dealer's Pair' betting area. A '21+3' side bet can be placed on the '21+3' betting area.

The Player's Perfect Pair side bet wins if your first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair. The Dealer's Perfect Pair side bet wins if the dealer's first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair. The '21+3' side bet wins if your first two cards and the dealer's first card together form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

- Perfect Pair means that your or dealer's first two cards form a pair of the same suit (for example, a pair of 4 of Diamonds).
- Colored Pair means that your or dealer's first two cards form a pair of the same color but different suit (for example, 4 of Diamonds and 4 of Hearts).
- Red/Black Pair means that your or dealer's first two cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).
- 21+3 means that your first two cards and dealer's first card form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

The Perfect Pair, Colored Pair, Red/Black Pair, and 21+3 combinations win according to the payable. Side bets cannot be placed without placing a regular bet. All 3 types of side bets can be placed at the same time.

PAYTABLE

Winnings	Pays
Winning Hand	1:1
Insurance	2:1
Blackjack	3:2
Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1
Suited Three of a Kind	100:1
Straight flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

SIDE BETS

These are wagers that you can make beyond the main game bet. These cannot be placed without the main bet.

These bets are not affected by multipliers.

21+3

This is a type of a side bet that allows the players to bet that the first two cards dealt to the player, combined with the first card dealt to the dealer, will make a three card poker hand against the following list of winning hands:

- **Suited Three of a Kind** - All three cards of the same suit and value
- **Straight Flush** - All three in sequence and of the same suit
- **Three of a Kind** - All three of the same ranking
- **Straight** - All three cards in sequence but not the same suit
- **Flush** - All three cards of the same suit

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return (RTP) in case of optimal players strategy is 99.55% on the main game.

The theoretical percentage return to player (RTP) for the 21+3 side bet is 95.38%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Casino Hold'Em

Casino Hold'Em is a variation of five-card poker. You are dealt two cards to use alongside the five-card flop to make the best possible poker hand.

In order to play, you must first make an Ante bet. You can also place an optional AA side bet on the first five cards you are dealt (your two cards plus the first three flop cards) including a pair of Aces or better. The best possible hand is formed for you automatically.

Casino Hold'Em is played with a single 52-card deck. After each round, used cards are returned to the deck and the deck is shuffled.

TO PLAY THE GAME

- Click on a chip to select it. Then click the Ante and AA circles on the table to place your bets.

The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

- To remove all bets from the table and start over, click **CLEAR BETS**.
- When you have placed your bets, click the **DEAL** button. You can also click **DOUBLE & DEAL** to double all your bets. Both you and the dealer will be given two cards (the dealer's are face down), and three cards will be dealt to the flop.
- If the cards you see make up a poker hand, the type of hand is displayed. If you have a pair of Aces or better (and have placed an AA side bet) you win the AA side bet. Please note: you must call to collect your AA side bet winnings. If you do not, you will lose your AA bet even if you have a valid hand.
- You can now choose to **CALL** and continue playing against the dealer, or **FOLD** and lose your bets. If you call, you will have to place double your original Ante bet in the Call circle. **Please note:** if you do not have sufficient balance to place the Call bet, you can either fold or go to the Cashier and deposit some more money.
- The last two cards are dealt to the flop. The dealer's cards are turned face up, and the best possible hand is formed for each of you.
- If your hand is better than the dealer's, you win and your Ante and Call bets are returned to you along with your winnings. If not, you lose your bets. If the hands are identical, it is a push and your bets are returned to you.
- If you wish to play another round, place your bets as described above and click **DEAL** or **DOUBLE & DEAL**. You can also click **REBET** to place the same bets as in the previous round or **REBET & DEAL** to place the same bets and have the cards dealt.

BUTTONS

DEAL – Deal the cards.

DOUBLE & DEAL – Double all your bets and deal the cards.

CALL – Place a Call bet (double your Ante bet) and continue playing against the dealer.

FOLD – Forfeit your Ante (and AA) bet and end the game round.

REBET – Place the same bet as in the previous round.

REBET & DEAL – Place the same bet as in the previous round and deal the cards.

CLEAR BETS – Remove all bets from the table.

HAND RANKING

At every stage of the game round, the best five-card hands available are formed automatically.

- The dealer has to have at least a pair of 4s to qualify – if not, your Call bet is returned and the Ante bet pays according to the payable.
- If the dealer qualifies and the dealer's hand is better than your hand, you lose your Ante and Call bets.
- If the dealer qualifies and your hand is better than the dealer's hand, your Ante bet pays according to the payable and your Call bet pays 1 to 1.
- If the dealer qualifies and you and the dealer have hands of the same type, the one that is composed of the highest-value card wins (i.e. Three Kings beats Three Queens; a flush of A, 6, 5, 4, 3 beats a flush of K, J, 10, 8, 7). If the hands are equal, then the highest unused card in the five-card hand determines the winner (i.e. a hand of 10, 10, A, 8, 8 beats a hand of 10, 10, K, 8, 8). If the five-card hands are identical, then it is a push and both the Ante and Call bets are returned.
- The Ace is a semi-wildcard; it can be the highest-value card in a straight of A, K, Q, J, 10, or the lowest-value card in a straight of 5, 4, 3, 2, A.

PAYTABLES

When you win, your bet is returned to you along with your payout. Winning hands pay according to the following tables:

AA Bet

Hand	Payout
Royal flush	100 to 1
Straight flush	50 to 1
4 of a kind	40 to 1
Full house	30 to 1
Flush	20 to 1
Pair of aces or higher	7 to 1

Ante Bet

Hand	Payout
Royal flush	100 to 1
Straight flush	20 to 1
4 of a kind	10 to 1

Full house 3 to 1

Flush 2 to 1

Straight or lower 1 to 1

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The optimal theoretical percentage return to player (RTP) is 99.18% for the Ante bet and for the AA side bet is 93.74%.

Chilli Xtreme™

6-Reel up-to-262,144-ways slot

- The objective of **Chilli Xtreme™** is to obtain winning symbol combinations by spinning the reels.

To Play the Game:

- Press ► on the entry screen to enter the main game. You can also press **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- This game is played with 4096 and up to 262,144 Ways-to-Win.
- The total bet per game round is the Coin value × 20 (fixed multiplier value).
- To open bet settings, press the **BET** button.
- Press the **TURBO** button to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the WIN field displays the accumulating winnings.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet / 20.

Autoplay:

- The reels are spun automatically in autoplay.

- To display the list of options, hold the **SPIN** button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.

Autoplay ends when: The reels have spun the number of times specified. You do not have sufficient funds for the next spin. A feature has been triggered.

- The reels have spun the number of times specified.
- You do not have sufficient funds for the next spin.
- A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press the **INFO** button.
- The paytable is scrollable.
- To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

- Wins are calculated according to the Paytable, which can be accessed via the **INFO** button.
- $\text{Way win} = \text{coin bet} \times \text{corresponding multiplier according to the paytable}$.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

All Ways

- This game can be played with up to 262,144 Ways to Win. The game starts with 4096 Ways to Win.
- 3 or more symbols anywhere on consecutive reels from left most to right trigger a win.
- 2 or more woman symbols anywhere on consecutive reels from left most to right trigger a win.

Bonus Symbol

- The symbol with the word 'BONUS' on it is the **BONUS** symbol in the game.
- When 3 **BONUS** symbols land simultaneously anywhere on the reels, you win 10 free games. 4 **BONUS** symbols trigger 12 free games, 5 **BONUS** symbols trigger 20 free games and 6 or more **BONUS** symbols trigger 25 free games.

Piñata Symbol

- When the **PIÑATA** symbol lands anywhere on the reels, it stays on the reels after all wins are paid, all **Hot Chillies** symbols exploded and a collapse result in no new wins.
- When the feature triggers, the triggering **PIÑATA** symbol turns into a **WILD** symbol and a big piñata appears in the foreground.
- The piñata is hit, spreads chillies in the air, and eventually explodes, adding up to 9 WILD symbols on random symbol positions.

Hot Chillies Symbol

- The bunch of 3 chillies with the word 'HOT' is the **TNT** symbol in the game.
- Whenever the **TNT** symbol lands, it stays on the reels after all wins are paid, and a collapse results in no new wins. The **TNT** symbol then changes into a **WILD** symbol and explodes all adjacent symbols around it, except for **BONUS**, **PIÑATA**, **WILD**, and big symbols.
- When the **TNT** Symbol explodes, the reels grow, and new symbols fall, potentially causing additional wins to form.

Big Symbols

- Every symbol in the game, except for **WILD**, **BONUS**, **HOT CHILLIES** or **PIÑATA** symbols, can appear as 2x2, or 3x3 big symbols. When a big symbol lands on the reels, it crushes and removes all smaller symbols under it, except for **WILD**, **BONUS**, **HOT CHILLIES** or **PIÑATA**.
- Note: 3x3 sized symbols can only crush 2x2 sized symbols that are fully under them.

Growing Reels Feature

- The **Growing Reels Feature** is active both during the main game and the Free Games feature.
- The basic grid size is 4x6. After every collapse in the same round, the grid size grows by 1 row and increases the number of ways to win.
- The grid size can reach a maximum size of 8x6 per round.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- The reels will continue to collapse until no new winning combinations are formed.
- The reels will return to a 4x6 grid when no new winning combinations are formed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.23%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Classic Roulette

Classic Roulette is a fixed odds betting game based on roulette with roulette.

The Roulette wheel has 37 numbered slots, from 0 to 36, each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the numbered slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

Bets can be placed on the Betting Table and on the Neighbors Table. The wheel is visible when either table is in view.

THE BETTING TABLE

- The different chip values that can be used to place bets appear in the chip tray.
 - The chip tray appears on the left of the Betting Table and Neighbors Table.
- To place a bet, mouse over the desired chip value and then click on the number or numbers you would like to bet on. The chosen number(s) will be highlighted in white until you release the mouse button.
- There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the paytable section below.
- You may place as many different bets of as many different values as you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, click a chip of a different value.
- Click the **DOUBLE** button to double all bets currently placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- Click **CLEAR BETS** to remove all bets currently on the table.
- The minimum and maximum total bets are shown beside the table. If you click on this text a pop-up window will appear that details all the table limits.

- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The percentage bar shows the percentage change of your current bet resulting in a win.
- The result history shows the previous game results.
- Once you have placed your bet, click **SPIN** to start the game.
- There is a small window near the table that shows all your bets and wins. 'Bet' shows all chip values that you placed on the table. 'Win' shows the amount of money you win. The results are different from every new spin.

THE ROULETTE WHEEL

- The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots.
- If the ball lands in a numbered slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in will be shown on top right of the screen.
- After the ball has landed, the **DOUBLE & SPIN** and **REBET & SPIN** buttons will appear.
 - Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.
 - Clicking the **REBET** button will place the same bet(s) as in the previous game.

THE NEIGHBORS TABLE

- A Neighbors bet is a bet on five numbers located next to each other on the Roulette wheel. Select the desired neighboring numbers by moving along the racetrack with your mouse. Click on the racetrack to place your bet. The total of a racetrack bet is five times the selected chip value. For example, a bet on 8 and its neighbors means placing a bet on five consecutive numbers 11-30-8-23-10 (8 is in the middle).
- The Neighbors Table allows you to make several types of bets unavailable on the Betting Table.
- Clicking on **Tier**, **Orphelins** or **Voisins Du Zero** will place special bets, as detailed in the payable section below.
- Once you have placed your bet, click **SPIN** to start the game.

AUTOPLAY

The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.

Place a bet, then hold the **SPIN** button to open the Autoplay panel. The Autoplay panel has a slider which can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then click the **START AUTOPLAY** button to begin those games.

During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

The Autoplay panel can also be opened by holding the **HOLD FOR AUTOPLAY/SPIN** button.

BUTTONS

DOUBLE - Doubles all current bets (if the set limit is not exceeded).

CLEAR BETS - Removes all bets from the table.

SPIN - Spins the roulette wheel with any current bets.

HOLD FOR AUTOPLAY/SPIN - Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.

REBET - Places the same bets as in the previous round.

DOUBLE & SPIN - Doubles all current bets (if the set limit is not exceeded) and spins the wheel.

When no new bets have been placed, clicking this button repeats and doubles the previous bets and spins the reel.

REBET & SPIN - Places the same bets as in the previous round and spins the roulette wheel.

START AUTOPLAY - Starts the selected number of Autoplay games.

STOP AUTOPLAY - Cancels the active Autoplay session.

UNDO - When clicked, the last bet is removed from the table.

BET TYPES AND PAYTABLE

Bet Type	Covers	Description	How to Place	Payout
Straight Up	1 number	A bet on a single number being the winning number.	Click on a number.	35:1
Split	2 numbers	A bet on two numbers next to each other on the table.	Click between two numbers.	17:1
Street	3 numbers	An inside bet on three numbers on a single vertical line (a street). A bet on three numbers 0, 1 and 2 or 0, 2 and 3 is a special Street Bet.	Click on the bottom edge of the lowest number in a vertical row to place a Street Bet. Click the T-section where the three numbers meet to place a special Street Bet.	11:1
Corner/Four	4 numbers	A bet covering four numbers next to	Click at the corner of four numbers.	8:1

		each other on the table.		
Line	6 numbers	A bet covering two Streets - six different numbers in two rows of three numbers (e.g. 1, 2, and 3 + 4, 5 and 6).	Click between two street bets (at the bottom corner of two numbers at the bottom of a vertical row).	5:1
Column/Dozen	12 numbers	A bet covering an entire horizontal row of twelve numbers.	Click on one of the areas marked "2 to 1".	2:1
1st 12	12 numbers	A bet on the winning number being between 1 and 12.	Click on the area marked "1st 12".	2:1
2nd 12	12 numbers	A bet on the winning number being between 13 and 24.	Click on the area marked "2nd 12".	2:1
3rd 12	12 numbers	A bet on the winning number being between 25 and 36.	Click on the area marked "3rd 12".	2:1
1-18 (Low)	18 numbers	A bet on the winning number being between 1 and 18.	Click on the area marked "1-18".	1:1
19-36 (High)	18 numbers	A bet on the winning number being between 19 and 36.	Click on the area marked "19-36".	1:1
Red	18 numbers	A bet on the winning number being red.	Click on the area marked with a red diamond.	1:1

Black	18 numbers	A bet on the winning number being black.	Click on the area marked with a black diamond.	1:1
Even	18 numbers	A bet on the winning number being even.	Click on the area marked with "EVEN".	1:1
Odd	18 numbers	A bet on the winning number being odd.	Click on the area marked with "ODD".	1:1

Neighbor Bets:

1. **Voisins du Zero** means "Neighbors of Zero". These are the numbers positioned between 22 and 25 on the wheel. Click Voisins Du Zero on the track view to place the bet. 9 chips of the selected value are staked in total:
 - 2 chips are staked as a triplet bet on 0/2/3
 - 1 chip is staked as a split bet on 4/7
 - 1 chip is staked as a split bet on 12/15
 - 1 chip is staked as a split bet on 18/21
 - 1 chip is staked as a split bet on 19/22
 - 2 chips are staked as a corner bet on 25/26/28/29
 - 1 chip is staked as a split bet on 32/35

The payouts for a Voisins du Zero bet are as follows:

Winning Number	Payout
0, 2, or 3	22 chips (11:1) + 2 chips
4, 7, 12, 15, 18, 19, 21, 22, 32, or 35	17 chips (17:1) + 1 chip
25, 26, 28, or 29	16 chips (8:1) + 2 chips

2. **Tiers** bets cover one-third of the table, the numbers which are positioned on the third of the wheel opposite 0, i.e. between 27 and 33. Click Tier on the track view to place the bet. 6 chips of the selected value are staked in total:
 - 1 chip is staked as a split bet on 5/8

- 1 chip is staked as a split bet on 10/11
- 1 chip is staked as a split bet on 13/16
- 1 chip is staked as a split bet on 23/24
- 1 chip is staked as a split bet on 27/30
- 1 chip is staked as a split bet on 33/36

The payout for a Tiers bet is as follows:

Winning Number	Payout
5, 8, 10, 11, 13, 16, 23, 24, 27, 30, 33, 36	17 chips (17:1) + 1 chip

3. **Orphelins** bets covers 8 numbers. Orphelins means “Orphans”; these numbers make up the two areas of the wheel that are not included in either Tiers or Voisins du Zero bets. Click Orphelins on the track view to place the bet. 5 chips of the selected value are staked in total:

- 1 chip is staked as a straight bet on 1
- 1 chip is staked as a split bet on 6/9
- 1 chip is staked as a split bet on 14/17
- 1 chip is staked as a split bet on 17/20
- 1 chip is staked as a split bet on 31/34

Note that number 17 participates in two splits (14/17 and 17/20). The payouts for Orphelins bet are as follows:

Winning Number	Payout
6, 9, 14, 20, 31, 34	17 chips (17:1) + 1 chip
1	35 chips (35:1) + 1 chip
17	34 chips (17:1) + 2 chips

Notes:

- A win will award a payout based on the type of bet.
- The actual payout depends on the number of chips involved in the bet. For example, if the bet is placed on five consecutive numbers and one of them is hit, the payout is $35 + 1 - 5 = 31$ chips.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 97.30%.

Diamond Rise™

3-reel 3-line slot

The objective of the **Diamond Rise™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 3.
- The total bet is equal to 1x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:

- The reels have spun the number of times specified.
- You do not have sufficient funds for the next spin.
- A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by flashing symbols appearing in a row and matching line win combinations illustrated in the paytable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- Simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol to make the best possible winning combination.
- The **Wild** symbol only appears on reel 2.

Scatter Symbol:

- The **Scatter** symbol is the **Diamond**. 3 **Scatter** symbols in any position trigger the **Diamond Rise Feature**.
- The **Scatter** symbol on reel 3 may appear with a X2, X3 or X5 multiplier on the symbol.

Diamond Rise Feature:

- When 3 **Scatter** symbols land simultaneously anywhere on the reels, the **Diamond Rise Feature** is triggered.
- At the beginning of the feature 6 cup multipliers are displayed – x4, x2, x1, x1, x2, x4.
- Each cup multiplier is attached to a cup at the bottom of a triangle made from 15 pegs.
- If there was a multiplier on the triggering 3rd reel **Scatter** symbol, this will be applied to the cup multipliers at the beginning of the feature, increasing their value.
- 3 Diamond Balls are awarded.

- Press the **Ball Drop** button to drop a blue ball onto the peg triangle. The ball will bounce through the peg triangle and land in one of the 6 cups. The cup's multiplier will be added to the feature tally.
- If the ball hits a blue peg on the way down, an extra ball will be awarded.
- If a blue ball hits a gold peg on the way down, it will turn into a pink ball. Pink balls increase the value of the cup they land in by x2.
- If a pink ball hits a gold peg on the way down, it will turn into a gold ball. Gold balls increase the value of the cup they land in by x4.
- A blue peg can only add one extra ball per ball drop.
- A gold peg can only improve a ball once per ball drop.
- When all balls have been dropped, the tally value will be awarded to the player and the feature will end.
- **Player's action has no impact on the outcome of the feature.**

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.96%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Dragon Spark™

5-Reel, 3125-way Slot

- The objective of **Dragon Spark™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- Press **CONTINUE** on the entry screen to enter the main game. You can also tick **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- This game is played with **3125-ways-to-win**.
- The **total bet** per game round is the **coin bet** × 20 (fixed multiplier value).
- Press - or + on the left or the right sides of **TOTAL BET** to choose the total bet.
- Press **TURBO MODE** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO ON** button ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into **STOP**.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, put the cursor over the **AUTOPLAY** button, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press **INFO**.
- To navigate the paytable, swipe the screen.
- Symbol payouts are listed on the **SYMBOLS PAYOUTS** screens.
- $\text{Way win} = \text{coin bet} \times \text{corresponding multiplier}$ according to the paytable. The coin bet value is the total bet divided by 20.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.
- To close the reference pages and return to the game, press the back arrow button.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The dragon symbol with the word 'WILD' is the **WILD** symbol in the game.
- **WILD** symbols substitute for any other symbol, except for the **BONUS** and the **BOMB** symbols, to form the best possible winning combination.
- The **WILD** symbol appears on reels 2, 3, 4 or 5 and triggers the **Wild Fire** on-reel feature whenever it lands.

Bonus Symbol:

- The dragon egg symbol is the **BONUS** symbol in the game.
- Each spin, 3 eggs appear above reels 1, 3 and 5.
- If the symbol positions on reels 1, 3 and/or 5 collapse, the egg above any collapsing reel will fall, and the next symbol to land on these reels will be a **BONUS** symbol.
- Only 1 **BONUS** symbol can land per reel.
- If a **BONUS** symbol reaches the bottom row via the reels collapsing, it is saved in the collection area below its reel until the reels stop collapsing.
- When all 3 collection areas are simultaneously filled with **BONUS** symbols, the **Free Games** feature is triggered.
- If the reels stop collapsing and all 3 collections areas are not filled, the eggs reset, and reappear above reels 1, 3 and 5.

Bomb Symbol:

- The green bomb symbol is the **BOMB** symbol in the game.
- Whenever a **BOMB** symbol lands on the reels, the **Fire Blast** feature is triggered after the reels stop collapsing.

Collapsing Reels:

- Any win triggers the **Collapsing Reels** feature.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- Each collapse causes the win multiplier to increase by +1.
- The reels will continue to collapse until no new winning combinations are formed.
- The reels can collapse up to 50 times in a single spin.

Win Multiplier:

- All payouts are multiplied by the win multiplier.
- The win multiplier starts at ×1.

- The win multiplier increases by 1 every time the Collapsing Reels feature is triggered.
- The win multiplier reverts to ×1 when no new wins are formed in the main game.
- The win multiplier caps at ×50.

Fire Blast Feature

- Whenever a **BOMB** symbol lands on the reels, the **Fire Blast** feature is triggered after the reels stop collapsing.
- During the **Fire Blast** feature, the **BOMB** symbol explodes and removes all adjacent symbols, except any **BONUS** and **WILD** symbols, around it.
- When triggered, the **Fire Blast** feature increases the win multiplier by +1.
- Symbols that disappear due to the **Fire Blast** feature do not pay out.

Wild Fire Feature

- Whenever 1 or more **WILD** symbol lands on the reels, a border of fire appears around the row the **WILD** symbols land on.
- When the reels stop collapsing, and any **BOMB** symbols have exploded, the **Wild Fire** feature is triggered.
- If more than 1 **WILD** symbol lands on the reels, the rows between the topmost and bottommost **WILD** symbols also receive a fire border.
- All symbols within the fire border disappear, causing the reels to collapse.
- If a stacked Dragon Queen symbol partially lands within the fire border, the symbol is separated into individual symbols, and only those within the fire border will disappear.
- When triggered, the **Wild Fire** feature increases the win multiplier by +1.
- Symbols that disappear due to the **Wild Fire** feature do not pay out.

Free Games Feature

- Whenever 3 **BONUS** symbols reach the bottom of the reels during the main game, 10 **Free Games** are triggered.
- During the **Free Games** feature the reelset expands into a 7×5 reelset to create 16807 ways to win.
- The **Free Games** feature starts with a ×1 win multiplier which will increase by +1 each time the reels collapse.
- The win multiplier can only increase during **Free Games**; non-winning spins do not reset the win multiplier.
- During **Free Games**, if a **BONUS** symbol collapses to the bottom row on reels 1, 3 and 5, you will win 3 extra free games.
- **Free Games** can be retriggered indefinitely.

All Ways

- There are 3125 ways-to-win in the main game and 16807 ways-to-win during the Free Games feature.
- Any winning combinations of symbols on adjacent reels from left to right must start from the leftmost reel, and will pay regardless of the symbol position on the reel.
- 3 or more symbols on a consecutive reels trigger a win. The Dragon Queen symbols are an exception to this rule: 2 or more Dragon Queen symbols on consecutive reels from left to right trigger a win.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.31%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Dragon's Hall Thundershots™

5-reel 10-line slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- Press - or + below **TOTAL BET** to choose the total bet.
- The total bet shows how much is being bet in total on a single spin.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- All wins shown in the payable are relative to the current bet.

Paytable:

- To open the payable, press **HELP**.
- To navigate the payable, press the arrow buttons.
- To close the payable and return to the game, press **EXIT**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines.
- Wins are scatter pay on winlines, except the Dragon symbol which pays anywhere.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- When a wild symbol lands, it reveals a random multiplier value that applies to all wins that include it.
- The wild multiplier can award either x2, x3, x5 or x8 for the wins that include it.
- Multipliers are combined multiplicatively if multiple wilds are part of the same win.
- Wild substitutes for all symbols except the dragon symbol.

Free Games:

- 3 Dragon symbols in view awards 8 free games with a guaranteed final Scorching Spin feature.
- J, Q, K, A symbols are removed from the reels during free games.
- During free games, 3 dragon symbols in view awards 8 extra free games.

Scorching Spin feature:

- On any spin, the dragon may randomly activate and trigger the Scorching Spin feature.
- During Scorching Spin feature, all symbols on reels 1 and 5 are replaced by the same symbol.
- Free games can not be triggered during the Scorching Spin feature.

Thundershots™:

- During free games, if 3 dragon symbols land, the game will award an extra 8 free games and can randomly award the Thundershots™ feature to be played after free games ends.
- Press the spin button to spin the Thundershots™ wheel, or press and hold to make the wheel spin automatically.
- Prizes on the wheel consist of cash wins, extra Thundershots™ spins, and free games.
- The first time you land on a feature segment, you will win the feature, which will be played at the end of the Thundershots™ feature.
- Landing on the same feature segment again will increase the multiplier you play the feature with by one.
- During free games, the Thundershots™ feature can be won again.
- Nothing is awarded for landing on an empty segment.

- The outcome of any spin is not necessarily that shown by the odds displayed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.35%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Eternal Lady™

5-reel 50-line slot

The objective of the **Eternal Lady™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the payable.

- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Goddess**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Moon** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Mooncake**. 3 or more **Scatter** symbols in any positions trigger the **Mooncake Feature**.

Fire Blaze Respin Feature:

- The **Moon** is the **Bonus** symbol in the game. When 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Moon** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Moon** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Moon** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Moon** symbols.
- All **Moon** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Mooncake Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Mooncake Feature** is triggered.
- At the start of the **Mooncake Feature** the player can select one of 4 available Mooncakes.
- The selected Mooncake will award the **Fire Blaze Respin Feature** or 5, 8 or 12 free games with 30, 80 or 180 extra **Wild** symbols added to the reel strips.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award additional free games equal to the number of free games that was initially awarded.

- The extra **Wild** symbols added to the reel strips are present for all free games, including any extra free games won.
- During the free games, the **Fire Blaze Respin Feature** cannot be triggered.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Eye of Anubis™

8x8 cluster game with collapsing reels

- The objective of **Eye of Anubis™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The entry screen displays the game's features.
- Pressing the arrow buttons enables you to navigate between the pages.
- Press the **PLAY** button to start the game.
- Press - or + next to **TOTAL BET** to choose the total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable. 5 or more matching symbols vertically and/or horizontally adjacent anywhere form a win. Winning symbols are removed after they pay

out causing symbols above them to drop and new symbols to fall from above. Wins are multiplied by the coin bet. The coin bet is the total bet / 10.

Paytable:

- To open the paytable, press the **i** button.
- To navigate the paytable, press the arrow buttons.
- To close the reference pages and return to the game, press **PLAY** button.

About Payouts:

- Wins are calculated according to the Paytable.
- Way win = coin bet × corresponding multiplier according to the paytable.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Scarab Symbol:

- The **SCARAB** symbol is the **WILD** symbol in the game.
- **WILD** symbols substitute for any other symbol to form the best possible winning combination.
- 3 or more **SCARAB** symbols anywhere on the reels trigger **Eye of Anubis Free Games**.

Win Multiplier:

- The win multiplier value of each **SCARAB** symbol starts at 1 and applies to every win the symbol contributes to.
- After the **SCARAB** symbol forms a win, the multiplier value on that **SCARAB** will increase by 1 and the **SCARAB** symbol will move to an adjacent empty position for the next collapse.
- **Note:** **SCARAB** symbols are not removed or affected by collapsing reels.
- **Note:** **SCARAB** symbols cannot move diagonally.

Collapsing Reels:

- 5 or more matching symbols vertically and/or horizontally adjacent anywhere form a win.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- The reels will continue to collapse until no new winning combinations are formed.

Eye of Anubis Free Games:

- 3 or more **SCARAB** symbols simultaneously landing anywhere on the reels trigger 6 **Eye of Anubis Free Games**.

- When the **Eye of Anubis Free Games** feature is triggered, the values of all **SCARAB** symbols' win multipliers x2 or more are combined in the eye of Anubis and become the Free Games win multiplier.
- **Note:** The eye of Anubis is located above or beside the reels.
- The multiplier value in the eye of Anubis is applied after a **SCARAB** multiplies the win (if applicable).
- **Note:** The multiplier value in the eye of Anubis applies to every win during the **Eye of Anubis Free Games**.
- Additional **SCARAB** symbols with multiplier x2 or more that land during Free Games increase the multiplier value in the eye of Anubis by the value of their multiplier after the reels have finished collapsing.
- When the **Eye of Anubis Free Games** feature ends, press on the resulting pop-up screen to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.76%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Adventure Trail™

5-reel 30-line slot

The objective of the **Fire Blaze™: Adventure Trail™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 30.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.

- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel.
- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Map**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Monkey** symbol, to make the best possible winning combination.

Scatter symbol:

- The **Scatter** symbol is the **Plane**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.
- Only the highest **Scatter** win pays.

Monkey symbol:

- The **Monkey** is the **Bonus** symbol in the game. 6 or more **Monkey** symbols in any position trigger the **Fire Blaze Respin Feature**.

Fire Blaze Respin Feature:

- When 6 or more **Monkey** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered. 3 respins are awarded.
- Any **Monkey** symbols that triggered the feature are held in position during the feature. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Monkey** symbols, they will be held, and the number of respins remaining will be reset to 3.
- After each respin, groups of adjacent held symbol positions will combine to form larger **Monkey** symbols in the order listed in the **Monkey Combinations Table** in the payable.
- Where more than one block of held symbol positions of different sizes can be formed, the largest block will be formed first.
- When there is a possibility to form either a 3x2 block or a 2x3 block, the taller block will be formed.
- Where more than one block of the same size can be formed, the leftmost block will be formed first.
- When all respins are used or when all symbol positions are filled, the held symbols will reveal prizes according to their group size, as listed in the **Monkey Combinations Table** in the payable.
- The GRAND, MAJOR, MINOR and MINI prizes may be awarded during the Fire Blaze Respin Feature:
 - GRAND prize value = total bet x 2000;
 - MAJOR prize value = total bet x 500;
 - MINOR prize value = total bet x 100;

- MINI prize value = total bet x 20.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 free games are awarded.
- The reel strips used during the free games do not contain "A", "K", "Q", "J" or "10" symbols.
- During the free games, when 6 or more **Monkey** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 6 additional free games.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.64%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Blue Wizard™ Megaways™

5-reel slot with 108 to 12,348 ways

The objective of the **Fire Blaze™: Blue Wizard™ Megaways™** slot is to obtain winning symbol combinations by spinning the reels.

Megaways:

- The game is played with variable ways to win.

- Reels 1 and 5 can have 2, 3, 4, 5 or 6 symbols per spin.
- Reels 2, 3 and 4 can have 3, 4, 5, 6 or 7 symbols per spin.
- Depending on the number of symbols appearing, each spin can have between 108 and 12,348 ways to win, counting the top three symbols.
- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 10. **Ways** win payouts are equal to the value shown in the payable.
- The total bet shows how much is being bet in total on a single spin.

To play the game:

- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated **Ways** and **Scatter** winnings.
- Wins are calculated according to the payable.
- For information on **Ways** wins, select **i** and scroll to **General Rules**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.

- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Wizard**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, the **Crystal Ball** symbol and the **Lightning** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3 and 4.

Scatter Symbol:

- The **Scatter** symbol is the **Castle**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Crystal Ball Symbol:

- 6 or more **Crystal Ball** symbols in any position trigger the **Fire Blaze Respin Feature**.

Lightning Symbol:

- The **Lightning** symbol may improve any **Wild** or **Crystal Ball** symbols that land below it.
- The **Lightning** symbol only appears on the top horizontal reel.

Horizontal Reel:

- The horizontal reel appears above the normal reel array during the base game and free games.
- Symbols on the horizontal reel can participate in ways pays like all other symbols.
- The 3 symbols on the top horizontal reel are evaluated as part of reels 2, 3 and 4.
- The **Lightning** symbol can only appear on the horizontal reel.
- If the **Lightning** symbol lands, all **Crystal Ball** symbols and **Wild** symbols that appear on the reel immediately below the **Lightning** symbol may be improved.

- **Crystal Ball** symbols may be improved by having their displayed values increased.
- **Wild** symbols will be improved by having a win multiplier added to them. Any added multiplier will be applied to any Ways wins the **Wild** participates for the current spin. Possible multiplier values are 2, 4, 8 or 16.
- During the base game, the horizontal reel spins to reveal 3 new symbols with every spin.
- During the Free Games, all symbols on the horizontal reel move one position to the left with each spin.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 Free Games are awarded.
- During each Free Games spin, there is a higher chance of a **Lightning** symbol appearing in the horizontal reel.
- 3 or more **Scatter** symbols landing in the Free Games will award 6 additional Free Games.
- The **Fire Blaze Respin Feature** may be triggered in the Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Respin Feature:

- The **Crystal Ball** is the **Bonus** symbol in the game. When 6 or more **Crystal Ball** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Any **Crystal Ball** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- During the **Fire Blaze Respin Feature**, the number of symbol positions remains the same as it was for the spin that triggered the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Crystal Ball** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Crystal Ball** symbols.
- All **Crystal Ball** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- The feature ends after the GRAND prize is won, or when all 3 respins have been used.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 50) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.47%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Blue Wizard™

5-reel 30-line slot

The objective of the **Blue Wizard™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 30.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the payable.

- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 10. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Wizard**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Crystal Ball** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Castle**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.
- Only the highest **Scatter** win pays.

Fire Blaze Respin Feature:

- The **Crystal Ball** is the **Bonus** symbol in the game. When 6 or more **Crystal Ball** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Crystal Ball** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Crystal Ball** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Crystal Ball** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Crystal Ball** symbols.
- All **Crystal Ball** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 free games are awarded.
- During each free game, all **Wild** symbols that appear on reel 3 have a multiplier attached. Possible multiplier values are 2, 4, 8 or 16. Any line win that includes a **Wild** with a multiplier, will pay the normal win multiplied by the multiplier.
- During free games, when 6 or more **Crystal Ball** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.

- During free games, **Crystal Ball** symbols on the reel 3 will have higher prize values, on average, than other **Crystal Ball** symbols.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 6 additional free games.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Eternal Lady™

5-reel 50-line slot

The objective of the **Eternal Lady™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.

- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Goddess**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Moon** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Mooncake**. 3 or more **Scatter** symbols in any positions trigger the **Mooncake Feature**.

Fire Blaze Respin Feature:

- The **Moon** is the **Bonus** symbol in the game. When 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Moon** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Moon** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Moon** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Moon** symbols.
- All **Moon** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Mooncake Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Mooncake Feature** is triggered.
- At the start of the **Mooncake Feature** the player can select one of 4 available Mooncakes.

- The selected Mooncake will award the **Fire Blaze Respin Feature** or 5, 8 or 12 free games with 30, 80 or 180 extra **Wild** symbols added to the reel strips.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award additional free games equal to the number of free games that was initially awarded.
- The extra **Wild** symbols added to the reel strips are present for all free games, including any extra free games won.
- During the free games, the **Fire Blaze Respin Feature** cannot be triggered.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Fire Fighter™

5-reel 40-line slot

The objective of the **Fire Blaze™: Fire Fighter™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 40.

- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the paytable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Fireman**. The **Wild** symbol can stand for any other symbol, except the **Fire Bell** symbol and the **Scatter** symbols, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5 in the base game.
- The **Wild** symbol may appear on any reel in Free Games.

Scatter Symbol:

- The **Scatter** symbol is the **Game Logo**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.

Fire Bell Symbol:

- 8 or more **Fire Bell** symbols in any position trigger the **Fire Blaze Hold & Respin Feature**.

Fire Blaze Hold & Respin Feature:

- When 8 or more **Fire Bell** symbols land simultaneously anywhere on the reels, the **Fire Blaze Hold & Respin Feature** is triggered. 3 respins are awarded.
- After each respin, if there is one or more new **Fire Bell** symbol, it will be held, and the number of respins remaining will reset to 3.
- After each respin, groups of adjacent held symbol positions will combine to form larger **Fire Bell** symbols.
- Where more than one block of held symbol positions of different sizes can be formed, the largest block will be formed first.
- Where more than one block of the same size can be formed, the block will be chosen randomly.
- When all respins are used or when all symbol positions are filled, the held symbols will reveal prizes according to their group size, as listed in the **Fire Bell Combinations Table** in the payable.
- The GRAND, MAJOR, MINOR and MINI prizes may be awarded during the **Fire Blaze Hold & Respin Feature**:
 - GRAND prize value = total bet x 2000;
 - MAJOR prize value = total bet x 500;
 - MINOR prize value = total bet x 100;
 - MINI prize value = total bet x 20.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 Free Games are awarded.
- During each Free Game spin, Flames will appear over 1 or more symbol positions. Before the reels stop, these Flames will transform into either **Wild** symbols or **Fire Bell** symbols. These added symbols will be evaluated when the reels stop, instead of the symbols they cover.
- During Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 6 additional Free Games.
- During Free Games, any combination of 8 or more **Fire Bell** symbols in any position triggers the **Fire Blaze Hold & Respin Feature**.
- Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.92%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze Golden™: Amazing Factory™

5-reel 40-line slot

The objective of the **Fire Blaze Golden™: Amazing Factory™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 40.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.

- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.

- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Man**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Bell** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Amazing Factory Logo**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Golden Respin Feature:

- When 6 or more **Bell** symbols land simultaneously anywhere on the reels, the **Fire Blaze Golden Respin Feature** is triggered. 3 respins are awarded.
- Any **Bell** symbols that triggered the Feature transform into **Coin** symbols, each displaying a cash prize or a MINI, MINOR or MAJOR prize label. The **Coin** symbols are held in position during the feature. Each unheld symbol position will spin independently.
- The MAJOR (MAJOR prize value = total bet x 100), MINOR (MINOR prize value = total bet x 20) and MINI (MINI prize value = total bet x 12) prizes can be won multiple times in each Fire Blaze Golden Respin Feature session.
- After each respin, if one or more **Bell** symbol lands, the number of respins remaining will be reset to 3 and all displayed **Coin** symbol prizes will be awarded.
- The **Bell** symbols that have just landed will then transform into **Coin** symbols displaying prizes. These prizes can only be awarded if new **Bell** symbols land on a new spin.
- The GRAND (GRAND prize value = total bet x 1000) prize is awarded when all symbol positions are filled with **Coin** symbols. After the GRAND prize is awarded, all **Coin** symbol prizes will be awarded.
- The feature ends after the GRAND prize is won, or when all 3 respins have been used.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 free games are awarded.
- During the free games, the **Bell** symbol can stand for any other symbol, except the **Scatter** symbol, to make the best possible winning combination.
- During the free games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 6 additional free games.

- During the free games, when 6 or more **Bell** symbols land simultaneously anywhere on the reels, the **Fire Blaze Golden Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 90.97%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze Golden™: Buccaneer Bells™

5-reel 40-line slot

The objective of the **Fire Blaze Golden™: Buccaneer Bells™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 40.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.

- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Pirate**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Bell** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Ship**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Fire Blaze Golden Respin Feature:

- When 6 or more **Bell** symbols land simultaneously anywhere on the reels, the **Fire Blaze Golden Respin Feature** is triggered. 3 respins are awarded.
- Any **Bell** symbols that triggered the Feature transform into **Coin** symbols, each displaying a cash prize or a MINI, MINOR or MAJOR prize label. The **Coin** symbols are held in position during the feature. Each unheld symbol position will spin independently.
- The MAJOR (MAJOR prize value = total bet x 100), MINOR (MINOR prize value = total bet x 20) and MINI (MINI prize value = total bet x 12) prizes can be won multiple times in each Fire Blaze Golden Respin Feature session.
- After each respin, if one or more **Bell** symbol lands, the number of respins remaining will be reset to 3 and all displayed **Coin** symbol prizes will be awarded.
- The **Bell** symbols that have just landed will then transform into **Coin** symbols displaying prizes. These prizes can only be awarded if new **Bell** symbols land on a new spin.
- The GRAND (GRAND prize value = total bet x 1000) prize is awarded when all symbol positions are filled with **Coin** symbols. After the GRAND prize is awarded, all **Coin** symbol prizes will be awarded.
- The feature ends after the GRAND prize is won, or when all 3 respins have been used.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 Free Games are awarded.
- During the Free Games, 2 **Scatter** symbols landing simultaneously anywhere on the reels will award 4 additional Free Games.
- During the Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 8 additional Free Games.
- During the Free Games, when 6 or more **Bell** Symbols land simultaneously anywhere on the reels, the **Fire Blaze Golden Respin Feature** is triggered.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

- The theoretical percentage return to player (RTP) is 96.48%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze: Green Wizard™

5-reel 243-ways slot

The objective of the Fire Blaze: Green Wizard™ slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

The game is played with 243 ways to win in the main game and 576 ways to win in Free Games.

The total bet is equal to 10x coin value. The total bet shows how much is being bet in total on a single spin.

On the entry screen, press the START button to start the game.

To open bet settings, press the coin button.

Press the + and - buttons to select a total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the TOTAL WIN field displays the accumulated Ways and Scatter winnings.

Wins are calculated according to the payable.

For information on Ways wins, select i and scroll to General Rules.

Paytable:

To open the payable, press i.

To navigate the payable, use the scroll bar.

To close the payable and return to the game, press X.

Ways:

Active ways wins are represented by symbol frames that appear over winning symbol positions.

Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable. Ways win payouts are equal to the value shown in the payable.

Only the longest winning combination per symbol is paid.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

The Wild symbol is the Wizard. The Wild symbol can stand for any other symbol, except the Scatter symbol, the Magic Ball symbol, and the Gold Egg symbol to make the best possible winning combination.

Scatter Symbol:

The Scatter symbol is the Castle. 3 or more Scatter symbols in any position trigger the Free Games Feature.

Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet. Only the highest Scatter win pays.

Magic Ball Symbol:

The Magic Ball is the Bonus symbol in the game. 6 or more Magic Ball symbols in any position trigger the Fire Blaze Hold & Respin Feature.

Gold Egg Symbol:

The Gold Egg symbol only appears in the Fire Blaze Hold & Respin Feature.

Free Games Feature:

When 3 or more Scatter symbols land simultaneously anywhere on the reels, the Free Games Feature is triggered.

6 Free Games are awarded.

During Free Games, 3 or more Scatter symbols landing simultaneously anywhere on the reels will award 6 additional Free Games.

During each Free Game spin, 1, 2 or 3 reels will be highlighted with an animating gold frame.

All Wild symbols that land on a reel highlighted with the animating gold frame will have a 2x multiplier. Any ways win that includes a 2x Wild symbol will pay the normal win multiplied by 2x.

If a ways win contains 2x Wild symbols on more than one reel, the win will be multiplied by 2x for each participating reel that contains one or more 2x Wild symbols.

Any Magic Ball symbols that land on a reel highlighted with an animating gold frame will have higher prize values, on average, than other Magic Ball symbols.

Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Hold & Respin Feature:

When 6 or more Magic Ball symbols land simultaneously anywhere on the reels, the Fire Blaze Hold & Respin Feature is triggered.

Each Magic Ball symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.

Any Magic Ball symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.

3 respins are awarded. Each unheld symbol position will spin independently.

After each respin, if there is one or more new Magic Ball symbol, it will be held, and the number of respins remaining will be reset to 3.

After each respin, 1 held Magic Ball symbol may be changed to a Gold Egg symbol, with the same cash prize displayed. Magic Ball symbols with Star icons cannot be changed to Gold Egg symbols.

The Gold Egg symbol's cash value will then increase, adding displayed cash values from up to 3 other on-screen Magic Ball or Gold Egg symbols.

When a Magic Ball symbol is changed to a Gold Egg symbol, the number of respins remaining will be reset to 3.

The GRAND prize (GRAND prize value = total bet x 2000) is awarded during the feature when all symbol positions are filled with Magic Ball symbols or Gold Egg symbols.

All Magic Ball and Gold Egg prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.

Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each Fire Blaze Hold & Respin Feature session.

Return to Player:

The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

The theoretical percentage return to player (RTP) is 95.90%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the spin will be automatically completed, and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Jinns Moon™

5-reel 50-line slot

The objective of the **Fire Blaze™: Jinns Moon™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.

- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Genie**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Moon** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Lamp**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- When 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered. 3 respins are awarded.
- Any **Moon** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature. Each unheld symbol position spins independently.
- Each **Moon** symbol that landed during the spin that triggered the feature and that lands during the respins will have either a cash prize or a Star icon.
- After each respin, if there is one or more new **Moon** symbols, they will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Moon** symbols.
- All **Moon** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During each Free Game, any empty symbol positions on the reels will be replaced with a randomly chosen symbol.
- During the free games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 8 additional free games.
- During the free games, when 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.58%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze Quattro: Celtic Charm™

Fire Blaze Quattro: Celtic Charm™ is a slot game with 4 Reel Groups, each with 3 reels and 27 ways.

The objective of the **Fire Blaze Quattro: Celtic Charm™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The game is played with 4 **Reel Groups**.
- Each **Reel Group** has 27 ways to win.
- The total bet is equal to 10x coin value. The total bet shows how much is being bet in total on a single spin.
- On the entry screen, press the **START** button to start the game.
- To open bet settings, press the **coin** button.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated ways winnings from all **Reel Groups**.
- Wins are calculated according to the payable.
- For information on **Ways** wins, select **i** and scroll to **General Rules**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Ways:

- Active ways wins are represented by symbol frames that appear over winning symbol positions.
- Ways wins can form from matching symbols in any position on adjacent reels in the same **Reel Group**, starting from the leftmost reel, according to the payable. Ways win payouts are equal to the value shown in the payable.
- Only the longest winning combination per symbol is paid.
- Different winning combinations can pay in different **Reel Groups**.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Prize** symbol, to make the best possible winning combination.
- The **Wild** symbol can only appear on reels 2 and 3 in any **Reel Group** in the main game.
- The **Wild** symbol can appear on any reel, except for the first reel, in Free Games with 27, 54, 216 and 729 ways to win. In Free Games with 46,656 ways to win, the **Wild** appears on any reel, except for the first and last reel.

Scatter Symbol:

- The **Scatter** symbol can only appear on the middle reel of any **Reel Group** in the main game.
- 3 or more **Scatter** symbols in any position across all **Reel Groups** will trigger the **Free Games Feature** with 6 reels, 6 rows, and 46,656 ways to win.
- Exactly 2 **Scatter** symbols in any position on **Reel Groups** that are horizontally adjacent (side-by-side) will trigger the **Free Games Feature** with 6 reels, 3 rows, and 729 ways to win.
- Exactly 2 **Scatter** symbols in any position on **Reel Groups** that are vertically adjacent (stacked) will trigger the **Free Games Feature** with 3 reels, 6 rows, and 216 ways to win.
- Exactly 2 **Scatter** symbols in any position on **Reel Groups** that are positioned diagonally will trigger the **Free Games Feature** with 2 active reel groups, each with 3 reels, 3 rows, and 27 ways to win.
- Exactly 1 **Scatter** symbol in any position will trigger the **Free Games Feature** for that **Reel Group** only, with 3 reels, 3 rows, and 27 ways to win.

Prize Symbol:

- The **Prize** symbol can appear on all reels in the main game and **Fire Blaze Hold & Respin Feature**.
- Each **Prize** symbol displays a cash value or a **Star** icon.

- 12 or more **Prize** symbols in any position across all **Reel Group** will trigger the main **Hold & Respin Feature** with 36 independent reels.
- If the main **Hold & Respin Feature** is not triggered, 4 **Prize** symbols in any position on one **Reel Group** will trigger the mini **Hold & Respin Feature** with 9 independent reels.
- 2 **Reel Groups** can participate in the mini **Hold & Respin Feature** with 18 independent reels, if both **Reel Groups** have at least 4 **Prize** symbols each.

Free Games Feature:

- The **Free Games Feature** can be triggered in several different ways. See the **Scatter Symbol** section for more information.
- 5 Free Games are awarded.
- During the **Free Games Feature**, any darkened **Reel Groups** do not participate in gameplay.
- The **Prize** symbol and the **Scatter** symbol do not appear on the reels during Free Games.
- Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Hold & Respin Feature:

- The **Hold & Respin Feature** can be triggered in several different ways. See the **Prize Symbol** section for more information.
- During the **Hold & Respin Feature**, any darkened **Reel Groups** do not participate in gameplay.
- Any **Prize** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- 3 respins are awarded. Each unheld, active symbol position will spin independently.
- After each respin, if one or more new **Prize** symbol landed in an active **Reel Group**, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND prize (GRAND prize value = total bet x 2000) is awarded during the feature when all symbol positions in all active **Reel Groups** are filled with **Prize** symbols.
- All **Prize** symbol cash prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held **Star** icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These **Star** prizes can be won multiple times in each **Fire Blaze Hold & Respin Feature** session.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.83%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Red Wizard™

5-reel 50-line slot

The objective of the **Fire Blaze™: Red Wizard™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.

- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Wild symbol:

- The **Wild** symbol is the **Wizard**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Flaming Ball** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Castle**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 Free Games are awarded.

- During the Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 6 additional Free Games.
- During each Free Game, all **Wild** symbols that appear on reel 3 have a multiplier attached. Possible multiplier values are 2, 4, 8 or 16. Any line win that includes a **Wild** with a multiplier, will pay the normal win multiplied by the multiplier.
- During Free Games, **Flaming Ball** symbols on reel 3 will have higher prize values, on average, than other **Flaming Ball** symbols.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Respin Feature:

- When 7 or more **Flaming Ball** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Flaming Ball** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Flaming Ball** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Flaming Ball** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND prize is awarded during the Feature when all symbol positions are filled with **Flaming Ball** symbols.
- All **Flaming Ball** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR, MINOR or MINI prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature**.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.49%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Sisters Gift™

5-reel 243-ways slot

The objective of the **Fire Blaze™: Sisters Gift™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- **Fire Blaze™: Sisters Gift™** is a 5-reel, 3-row slot game with the **Sisters Free Games Feature** and the **Fire Blaze Respin Feature**.
- The game is played with 243 ways to win.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- **Scatter** wins can form from matching symbols in any position on any reels, according to the payable.
- Only the longest winning combination per symbol is paid.
- In the case of a winning spin, the **WIN** field displays the accumulated **Ways** and **Scatter** winnings.
- Wins are calculated according to the payable.
- For information on **Ways** wins, select **i** and scroll to **General Rules**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.

- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

243 Ways:

- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the paytable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 20. **Ways** win payouts are equal to the value shown in the paytable.
- The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Gem** symbols, to make the best possible winning combination.

Scatter Symbol:

- 3 or more **Scatter** symbols in any position trigger the **Sisters Free Games Feature**.

Green Gem Symbol:

- The **Green Gem** is the **Bonus** symbol in the game. 6 or more **Green Gem** symbols in any position trigger the **Fire Blaze Respin Feature**.

Red Gem Symbol:

- The **Red Gem** is a special symbol which appears in the **Fire Blaze Respin Feature** only.

Fire Blaze Respin Feature:

- When 6 or more **Green Gem** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered. 3 respins are awarded.
- Any **Green Gem** symbols that triggered the Feature are held in position during the Feature. Each unheld symbol position will spin independently.
- Each **Green Gem** symbol that triggered the Feature and any **Green Gem** symbols that land during the Feature will reveal a cash prize or a Star icon.
- If a **Star** icon is revealed, it will spin to award the MAJOR (MAJOR prize value = total bet x 100), MINOR (MINOR prize value = total bet x 25) or MINI (MINI prize value = total bet x 10) prize.
- If a **Red Gem** symbol lands, it will reveal a prize equal to the sum of all the prizes displayed on all held **Green Gem** symbols.
- After each respin, if there is one or more new **Green Gem**, **Red Gem** or **Star** symbols, they will be held, and the number of respins remaining will be reset to 3.
- If there are any held **Red Gem** or **Star** symbols, there is a chance that these prizes will be added to the prize for the **Red Gem** that has just landed.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with held symbols.
- All held prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.

Sisters Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Sisters Free Games Feature** is triggered.
- At the start of the **Sisters Free Games Feature** the player can select 1 of the 4 Sisters.
- The selection will determine which symbols appear on the reels during the free games.
- It will also determine how many instances of the selected symbol will be available on the reel strips.
- The selection options are:
 - 120 Pink Sister Symbols
 - 110 Blue Sister Symbols
 - 100 Green Sister Symbols
 - 80 Gold Sister Symbols
- 6 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.

- During free games only the selected symbol and **Scatter, Green Gem, Wild, Flower, 'A', 'K', 'Q'** and 'J' will appear on the reel strips.
- During the free games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 6 additional free games.
- During the free games, the **Fire Blaze Respin Feature** can be triggered.

Return to Player:

- The minimum theoretical percentage return to player (RTP) is 96.46% and the maximum theoretical percentage return to player (RTP) is 96.49%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Tsai Shen's Gift™

5-reel 50-line slot

Fire Blaze™: Tsai Shen's Gift™ is a 5 reel, 3 row, 50 line slot with a Free Games Mega-Reel Feature and Fire Blaze Respin Feature.

The objective of the **Fire Blaze™: Tsai Shen's Gift™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.

- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 25. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Tsai Shen**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Pearl** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Jade**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Pearl** is the **Bonus** symbol in the game. In the base game, when 6 or more **Pearl** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- In the free games, when 1 Mega **Pearl** symbol lands, the **Fire Blaze Respin Feature** is triggered.
- Each **Pearl** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Pearl** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Pearl** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Pearl** symbols.
- All **Pearl** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.

- 6 free games are awarded.
- During each free games spin, one of the following combinations will spin together as a big symbol: reels 1, 2 and 3; or reels 2, 3 and 4; or reels 3, 4 and 5.
- During the free games, all wins pay according to the Free Games Feature payable.
- 1 mega **Scatter** symbol triggers 3 additional free games.
- 1 mega **Pearl** symbol triggers the **Fire Blaze Respin Feature**.
- The free games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Tsai Shen's Gift™

5-reel 50-line slot

Fire Blaze™: Tsai Shen's Gift™ is a 5 reel, 3 row, 50 line slot with a Free Games Mega-Reel Feature and Fire Blaze Respin Feature.

The objective of the **Fire Blaze™: Tsai Shen's Gift™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.

- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 25. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Tsai Shen**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Pearl** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Jade**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Pearl** is the **Bonus** symbol in the game. In the base game, when 6 or more **Pearl** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- In the free games, when 1 Mega **Pearl** symbol lands, the **Fire Blaze Respin Feature** is triggered.
- Each **Pearl** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Pearl** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Pearl** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Pearl** symbols.
- All **Pearl** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 free games are awarded.
- During each free games spin, one of the following combinations will spin together as a big symbol: reels 1, 2 and 3; or reels 2, 3 and 4; or reels 3, 4 and 5.
- During the free games, all wins pay according to the Free Games Feature payable.
- 1 mega **Scatter** symbol triggers 3 additional free games.
- 1 mega **Pearl** symbol triggers the **Fire Blaze Respin Feature**.
- The free games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fire Blaze™: Tundra Wolf™**5-reel 40-line slot**

The objective of the **Fire Blaze™: Tundra Wolf™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 40.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.

- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.

- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Fire Blaze Game Modes

- Player can select between 2 game modes - **Fire Blaze Classics** mode and **Fire Blaze Golden** mode.
- Modes can be selected with the **Fire Blaze Classics** and **Fire Blaze Golden** buttons on-screen.
- If **Fire Blaze Classics** mode is selected, the **Moon** symbol can appear on the reels and the **Fire Blaze Classics Hold & Respin Feature** can be triggered. The **Bell** symbol cannot appear.
- If **Fire Blaze Golden** mode is selected, the **Bell** symbol can appear on the reels and the **Fire Blaze Golden Hold & Respin Feature** can be triggered. The **Moon** symbol cannot appear.
- The payable and GRAND, MAJOR, MINOR and MINI prizes differ between **Fire Blaze Golden** mode and **Fire Blaze Classics** mode.

Wild symbol:

- The **Wild** symbol is the **Wolf Head**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, the **Bell** symbol and the **Moon** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5 during the main game and on all reels during Free Games when **Fire Blaze Golden** mode is enabled.
- The **Wild** symbol can appear on all reels when **Fire Blaze Classics** mode is enabled.

Scatter Symbol:

- The **Scatter** symbol is the **Howling Wolf**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Moon Symbol:

- The **Moon** symbol only appears if **Fire Blaze Classics** mode is enabled. 6 or more **Moon** symbols in any positions trigger the **Fire Blaze Classics Hold & Respin Feature**.

Bell Symbol:

- The **Bell** symbol only appears if **Fire Blaze Golden** mode is enabled. 6 or more **Bell** symbols in any position trigger the **Fire Blaze Golden Hold & Respin Feature**.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 Free Games are awarded.

- During each Free Games spin, one of the following combinations will spin together as a big symbol: reels 1, 2 and 3; or reels 2, 3 and 4; or reels 3, 4 and 5.
- During the Free Games, if **Fire Blaze Golden** mode is enabled, all wins will pay according to the **Fire Blaze Golden Free Games Feature** payable.
- During the Free Games, if **Fire Blaze Classics** mode is enabled, all wins will pay according to the **Fire Blaze Classics Free Games Feature** payable.
- 1 mega **Scatter** symbol awards 3 additional Free Games.
- 1 mega **Bell** symbol triggers the **Fire Blaze Golden Hold & Respin Feature**.
- The mega **Bell** symbol can only appear if **Fire Blaze Golden** mode is enabled.
- 1 mega **Moon** symbol triggers the **Fire Blaze Classics Hold & Respin Feature**.
- The mega **Moon** symbol can only appear if **Fire Blaze Classics** mode is enabled.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Fire Blaze Golden Hold & Respin Feature:

- In the main game, when 6 or more **Bell** symbols land simultaneously anywhere on the reels, the **Fire Blaze Golden Hold & Respin Feature** is triggered.
- In the Free Games, when 1 Mega **Bell** symbol lands, the **Fire Blaze Golden Hold & Respin Feature** is triggered.
- Any **Bell** symbols that triggered the Feature transform into **Coin** symbols, each displaying a cash prize or a MINI, MINOR or MAJOR prize label. The **Coin** symbols are held in position during the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- The MAJOR (MAJOR prize value = total bet x 100), MINOR (MINOR prize value = total bet x 20) and MINI (MINI prize value = total bet x 12) prizes can be won multiple times in each **Fire Blaze Golden Hold & Respin Feature session**.
- After each respin, if one or more **Bell** symbol lands, the number of respins remaining will be reset to 3 and all displayed **Coin** symbol prizes will be awarded.
- The **Bell** symbols that have just landed will then transform into **Coin** symbols displaying prizes. These prizes can only be awarded if new **Bell** symbols land on a new spin.
- The GRAND (GRAND prize value = total bet x 1000) prize is awarded when all symbol positions are filled with **Coin** symbols. After the GRAND prize is awarded, all **Coin** symbol prizes will be awarded.
- The feature ends after the GRAND prize is won, or when all 3 respins have been used.

Fire Blaze Classics Hold & Respin Feature:

- In the main game, when 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Classics Hold & Respin Feature** is triggered.

- In the Free Games, when 1 Mega **Moon** symbol lands, the **Fire Blaze Classics Hold & Respin Feature** is triggered.
- Any **Moon** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Moon** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Moon** symbols.
- All **Moon** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Classics Hold & Respin Feature** session.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.46%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fishin' Bonanza™

5-reel, 10-line slot.

The objective of **Fishin' Bonanza™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The entry screen displays the game's features.

- Pressing the arrow buttons enables you to navigate between the pages.
- Press the **START** button to start the game.
- To open bet settings, press the coin button.
- Press - or + beside **TOTAL BET** to choose the total bet.
- Press **CONFIRM** to save your bet.
- Press the lightning bolt button to activate Turbo Mode, making the reels spin faster. Pressing the button again ends the Turbo Mode session.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Payouts shown in the payable are multiplied by the coin bet. The coin bet is the total bet / 10.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- During autoplay, the number of remaining spins are displayed. Autoplay ends when the reels have spun the number of times specified, when you do not have sufficient funds for the next spin, or when a feature has been triggered. You can end autoplay by pressing the stop button.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the payable, press the i button.
- To navigate the payable, press the arrow buttons.
- To close the reference pages and return to the game, press the **START** button.

Paylines:

- This game is played with a fixed number of 10 fixed paylines.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the coin bet. The coin bet is the total bet / 10.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The fisherman symbol is the **WILD** symbol in the game.
- The **WILD** symbol substitutes for all symbols, except **SCATTER** and **CASH** symbols, to make the best winning combination.
- The **WILD** symbol appears in **Free Games** only.

Scatter Symbol:

- The golden fish symbol showing "SCATTER" is the **SCATTER** symbol in the game.
- The **SCATTER** symbol can appear on all reels.

Cash Symbols:

- There are 4 types of **Fish** symbols that can land during the game and display a **cash prize**. Crab, Manta Ray, Octopus and Turtle symbols also appear with a **cash prize**.
- **Cash prizes** are inactive during the main game, and can only be won during **Free Games**.
- Any 3 or more **Fish** symbols can also form line wins and pay according to the payable.
- A special **GOLD FISH** symbol can appear when the collection area is filled completely during **Free Games**, which awards 1 of 3 fixed prizes.

Free Games:

- The **Free Games** feature is triggered when 1 **SCATTER** symbol lands on 3 or more separate reels during the main game.
- During the **Free Games** feature, land **SCATTER** symbols to fill the collection areas.
- The collection areas fill in this order:
 - Crab
 - Manta Ray
 - Octopus
 - Turtle

- Gold Fish
- When a collection area is filled and all **Free Games** are played, extra **Free Games** are awarded, and the respective symbol is upgraded to become a **cash symbol**.
- Filled collection areas are not immediately triggered; all available **Free Games** must be played first, at which point the next symbol in the order above will be upgraded.
- When the extra Free Games are played, if the next collection area is filled, that symbol will then be upgraded and extra Free Games are awarded.
- During **Free Games**, when 1 or more **WILD** symbol lands anywhere on the reels simultaneously with any number of **cash symbols**, the cash prize on each symbol is collected by each **WILD** symbol.
- If the 5th collection area is completely filled, all **SCATTER** symbols become **GOLD FISH** symbols, and extra **Free Games** are awarded.
- Whenever a **GOLD FISH** symbol and a **WILD** symbol simultaneously land anywhere on the reels, 3 chests appear on screen.
- Select a chest to reveal your prize.
- Each prize is a fixed prize based on the total bet.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.51%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fishin' Bonanza™

5-reel, 10-line slot.

The objective of **Fishin' Bonanza™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The entry screen displays the game's features.

- Pressing the arrow buttons enables you to navigate between the pages.
- Press the **START** button to start the game.
- To open bet settings, press the coin button.
- Press - or + beside **TOTAL BET** to choose the total bet.
- Press **CONFIRM** to save your bet.
- Press the lightning bolt button to activate Turbo Mode, making the reels spin faster. Pressing the button again ends the Turbo Mode session.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Payouts shown in the payable are multiplied by the coin bet. The coin bet is the total bet / 10.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- During autoplay, the number of remaining spins are displayed. Autoplay ends when the reels have spun the number of times specified, when you do not have sufficient funds for the next spin, or when a feature has been triggered. You can end autoplay by pressing the stop button.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the paytable, press the **i** button.
- To navigate the paytable, press the arrow buttons.
- To close the reference pages and return to the game, press the **START** button.

Paylines:

- This game is played with a fixed number of 10 fixed paylines.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the coin bet. The coin bet is the total bet / 10.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The fisherman symbol is the **WILD** symbol in the game.
- The **WILD** symbol substitutes for all symbols, except **SCATTER** and **CASH** symbols, to make the best winning combination.
- The **WILD** symbol appears in **Free Games** only.

Scatter Symbol:

- The golden fish symbol showing "SCATTER" is the **SCATTER** symbol in the game.
- The **SCATTER** symbol can appear on all reels.

Cash Symbols:

- There are 4 types of **Fish** symbols that can land during the game and display a **cash prize**. Crab, Manta Ray, Octopus and Turtle symbols also appear with a **cash prize**.
- **Cash prizes** are inactive during the main game, and can only be won during **Free Games**.
- Any 3 or more **Fish** symbols can also form line wins and pay according to the payable.
- A special **GOLD FISH** symbol can appear when the collection area is filled completely during **Free Games**, which awards 1 of 3 fixed prizes.

Free Games:

- The **Free Games** feature is triggered when 1 **SCATTER** symbol lands on 3 or more separate reels during the main game.
- During the **Free Games** feature, land **SCATTER** symbols to fill the collection areas.
- The collection areas fill in this order:
 - Crab
 - Manta Ray
 - Octopus
 - Turtle

- Gold Fish
- When a collection area is filled and all **Free Games** are played, extra **Free Games** are awarded, and the respective symbol is upgraded to become a **cash symbol**.
- Filled collection areas are not immediately triggered; all available **Free Games** must be played first, at which point the next symbol in the order above will be upgraded.
- When the extra Free Games are played, if the next collection area is filled, that symbol will then be upgraded and extra Free Games are awarded.
- During **Free Games**, when 1 or more **WILD** symbol lands anywhere on the reels simultaneously with any number of **cash symbols**, the cash prize on each symbol is collected by each **WILD** symbol.
- If the 5th collection area is completely filled, all **SCATTER** symbols become **GOLD FISH** symbols, and extra **Free Games** are awarded.
- Whenever a **GOLD FISH** symbol and a **WILD** symbol simultaneously land anywhere on the reels, 3 chests appear on screen.
- Select a chest to reveal your prize.
- Each prize is a fixed prize based on the total bet.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.51%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Football! Cash Collect™

5-reel 30-line slot

To play the game:

- Press ► on the entry screen to enter the main game.
- You can also tick **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.

- The number of active paylines is permanently set at 30. Wins can form on any payline.
- To open bet settings, press the **BET** button.
- Select your total bet in the drop-down menu and press **Confirm**.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Paytable:

- To open the payable, press **INFO**.
- To navigate the payable, scroll up or down, or swipe the screen.
- Feature and symbol payouts are listed in the payable. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- Wins are multiplied by the line bet. The line bet is the total bet divided by 30.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.
- This game is capped with a maximum prize of €2,000,000.00.

Wild Symbol:

- The symbol with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **Cash Collect™**, **Cash Prize**, **Diamond** and **Free Games** symbols.

Cash Collect™ Symbol:

- The symbol with words 'Cash Collect' on it is the **Cash Collect™** symbol in the game.
- The **Cash Collect™** symbol can land on reel #5 only during the main game, and on any reel during the **Free Games** feature.

- During the main game, landing a **Cash Collect™** symbol on reel #5 will collect all coin symbols - **Cash Prize**, **Diamond** and **Free Games** - which landed on the reels on that spin.

Cash Collect™ Feature

- The **Cash Collect™ Feature** is triggered by simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on reels #1-#5 during the **Free Games**, and a coin symbol anywhere on the reels on the same spin.
- There are 3 coin symbols in the game:
 - The symbol with cash value on it is the **Cash Prize** symbol. For example, **3.00** symbol. The cash prizes are corresponded to the players total bet.
 - The symbol with the **+(number)** on it is the **Free Games** symbol. For example, **+2** symbol.
 - The symbol with the diamond on it is the **Diamond** symbol.
- Each instance of a coin symbol awards you with the cash prize or the number of free games accordingly.
- When initiating a new spin, all the coin symbols will reset.
- **Note: Cash Prize** symbols contain values of x1, x2, x3, x5, x10, x15 multiplied by total bet.
- **Note: Free Games** symbols contain values of +3, +4, +5, +7, +10.

Free Games Feature

- During the main game, when a **Cash Collect™** symbol lands on reel #5 and 1 or more **Free Games** coin symbol lands anywhere on the reels, the **Free Games** feature is triggered.
- Each **Free Games** coin symbol that lands awards the number of free games shown on it. If 2 or more **Free Games** coin symbols land on the reels, the total number of free games won is equal to the sum of all numbers on each **Free Games** coin symbol.
- Press ► to start the **Free Games** feature.
- During **Free Games**, the **Cash Collect™** symbol can appear on all reels.
- Any **Cash Collect™** symbol will remain on the same row it landed on and will move 1 reel to the left each spin, until it exits the reels.
- **Note:** Each **Cash Collect™** symbol has its own counter of spins remaining on the top-right corner of the symbol.
- **Note:** New **Cash Collect™** symbols cannot land on the same position as an existing **Cash Collect™** symbol.
- During free games, each **Cash Collect™** symbols collect all **Cash Prize**, **Diamond** and/or **Free Games** symbols that land, awarding the respective prize once for each **Cash Collect™** symbol on the reels.
- **Free Games** can be retriggered by simultaneously landing a **Cash Collect™** and a **Free Games** coin symbol anywhere on the reels.

- **Free Games** can be retriggered indefinitely.
- Press ► on the winning summary screen to return to the main game.

Cash Collect™ Prizes

- Simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on any reel during **Free Games**, and a **Diamond** coin symbol anywhere on the reels trigger a **Cash Collect™ Prize**.
- There are 4 types of prizes that can be won: **GRAND, MAJOR, MINOR** and **MINI**.
- Each prize is a fixed amount based on the bet value.
- The awarded prize is selected randomly.
- Each prize can be won multiple times if more than 1 **Cash Collect™** symbol is locked on the reels during **Free Games**.
- Multiple **Diamond** symbols can land on the same spin.

Return to Player:

- The theoretical percentage return to player (RTP) is 94.91%.
- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 2000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the **Game history** icon on the bottom toolbar.

Malfunction voids all pays and plays.

Fortune Fortune Thundershots™

5-reel 30-line slot

To play the game:

- On the entry screen, press **PLAY** to start the game.
- Press - or + below **TOTAL BET** to choose the total bet.
- The total bet shows how much is being bet in total on a single spin.
- Press **TURBO MODE** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

- Press **SPIN** to spin the reels with the current bet.
- If you want to stop the reels early, press **STOP**.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- All wins shown in the payable are relative to the current bet.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, press **AUTO PLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **HELP**.
- To navigate the payable, press the arrow buttons.
- To close the payable and return to the game, press **EXIT**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The Wild symbol can stand for any other symbol, except the scatter symbols, to make the best possible winning combination.
- There is also a separate payout for 3 or more Wild symbols on an active payline, as seen in the payable. This is paid out instead of the regular symbol win if the win amount from Wilds is larger than the win from the regular symbols (by Wild standing in).

Cascading reels:

- Any winning combination triggers the reels to cascade.
- All winning combinations explode after paying out.
- Each wave can create new winning combinations for another wave and even more wins.

Giant symbols:

- Any matching symbols that form either a 2x2, 3x3, 4x4, or 5x4 block will form into a giant version of itself.
- Giant symbols have a win multiplier:
 - 2x2 giant symbol - x2 multiplier
 - 3x3 giant symbol - x3 multiplier
 - 4x4 giant symbol - x4 multiplier
 - 5x4 giant symbol - x5 multiplier
- The scatter symbols do not have a win multiplier, but instead award free games.
- Giant wild symbols also have win multipliers applied to winning lines that pass through them.

Free Games:

- Any giant scatter in view awards free games.
- The number of free games awarded is equal to the number of scatter symbols in view.
Example wins:
 - 5x4 awards 20 free games.
 - 4x4 awards 16 free games.
 - 3x3 awards 9 free games.
 - 2x2 awards 4 free games.
 - 2x2 with 3 scatters in view elsewhere on the reels awards 7 free games.
- All giant symbols turn wild during free games.
- Free games can be retriggered during free games.

Thundershots™:

- 7 or more consecutive cascades in a row award the Thundershots™ feature.

- Press the spin button to spin the Thundershots™ wheel, or press and hold to make the wheel spin automatically.
- Prizes on the wheel consist of cash wins, extra Thundershots™ spins, and free games.
- The first time you land on a feature segment, you will win the feature, which will be played at the end of the Thundershots™ feature.
- Landing on the same feature segment again will increase the multiplier you play the feature with by one.
- During free games, the Thundershots™ feature can be won again.
- Nothing is awarded for landing on an empty segment.
- The outcome of any spin is not necessarily that shown by the odds displayed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.52%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Frankie Dettori's™ Magic Seven

5-Reel 25-Line Slots

The objective of Frankie Dettori's™ Magic Seven is to obtain winning symbol combinations by spinning the reels.

TO PLAY THE GAME

- Only active paylines can register line wins.
- Total bet per game round = line bet × active paylines.
- You can choose paylines and line bet on the **Bet Options** panel below the reels.
 - Click '-' or '+' under the **LINE BET** to choose the line bet.
 - Choose your paylines on the panel by tapping '-' or '+'.

- Click the **TURBO MODE** button to switch Turbo Mode on or off. When turned on, some win animations and sounds are skipped and the reels spin faster.
- Clicking **SPIN** spins the reels with the currently selected lines and line bet. During the reel spin the **SPIN** button changes into **STOP**. Clicking **STOP** ends the spin animation and immediately displays the spin result.
 - Select the number of spins to be played automatically or choose **UNTIL FEATURE** to spin until the Magic Seven Bonus and/or the Free Games Race Bonus Round is triggered.
 - The number of auto spins left is displayed above the smaller **STOP** button, unless you've chosen the **UNTIL FEATURE** option.
- To enter the triggered feature, click the **CLICK TO START** button. After the end of the feature, click **CONTINUE** on the winnings summary screen to return to the main game or resume the Auto play mode (if there are any auto spins left to play).
- The payable can be accessed via the **INFO** page.

ABOUT PAYOUTS

- Wins are calculated according to the Paytable which can be accessed via the Menu.
 - Line win = line bet × corresponding multiplier according to the payable.
 - **SCATTER** win = total bet × corresponding multiplier according to the payable.
- If more than 1 active payline has a winning combination, the winnings are added up. If 2 winning combinations occur on the same line, you will be paid the value of the higher winning combination. Winning combinations must start from the leftmost reel, and the symbols have to be consecutive along a payline. The **SCATTER** symbol is an exception to these rules. More information about the **SCATTER** symbol can be found below.
- The accumulating winnings and all payline wins are shown for each winning spin. In the case of large wins, a Win popup opens displaying the total spin revenue.

WILD SYMBOL

The **WILD** symbol can stand for any other symbol (except the **SCATTER** and the **BONUS** symbol) to make the best possible winning combination. There is also a separate payout for 2 or more **WILD** symbols on an active payline. This is paid out instead of the regular symbol win if the win amount from **WILD** symbols is larger than the win from the regular symbols (by **WILD** standing in).

SCATTER SYMBOL

The **SCATTER** symbols do not have to occur on any particular payline. If there are 2 or more **SCATTER** symbols in any position in the spin results, the payout earned is multiplied by the total bet and added to any payline winnings.

In addition, 3 or more **SCATTER** symbols anywhere on the reels during main game trigger the Free Games Race.

BONUS SYMBOL

If the **BONUS** symbol appears on reels 1 and 5 simultaneously during main game, the Magic Seven Bonus is triggered.

FREE GAMES RACE

3 or more **SCATTER** symbols anywhere on the reels trigger the Free Games Race.

The reels turn into a race track with 3 horses ready to race. Click **SELECT** to pick a horse and start the race. If your horse wins first place, you win 35 Free Games. If your horse wins second place, you win 15 Free Games. If your horse wins third place, you win 10 Free Games. At the end of the race, click **CONTINUE** to start the Free Games.

During the Free Games, the reels are spun automatically using the same number of lines and bet per line as on the spin that won the Free Games round. If 3 or more **SCATTER** symbols appear anywhere on the reels during Free Games, only a payout is won but more Free Games are not triggered, nor is the Free Games race triggered during Free Games. Free Games wins are added to any payline and **SCATTER** wins that triggered the Free Games.

MAGIC SEVEN BONUS

BONUS symbols on reels 1 and 5 simultaneously during main game trigger the Magic Seven Bonus.

In the Magic Seven Bonus, there are altogether 20 spots on the track for you to choose from. Every selection wins either a cash prize (from X1 to X5 times the total bet of the spin that triggered the Bonus) or a trophy (a multiplier from X1 to X7 for the total Bonus win, which is the sum of the random cash prizes collected). You can choose spots until COLLECT is revealed (which also wins either a trophy or a cash prize) and the Bonus game is terminated. The maximum total amount that can be won from the Magic Seven Bonus can reach 280 times the total bet of the spin that triggered the feature.

The win multiplier is at X1 when you enter the Bonus. For each trophy found, the multiplier increases in steps of 1. When a trophy is found, scenes of one of Frankie Dettori's famous fantastic seven wins are played in the middle of the racetrack.

The Magic Seven Bonus cannot be triggered during Free Games.

Casino toolbar

The lower and upper edges of the game window hold the casino toolbars. These toolbars contain a number of menus and buttons that allow you to change client settings or take advantage of the various features available in the casino client. To open one of the buttons, click on it.

The bottom toolbar contains the following:

- **Balance** - Your game window balance. This is the total money which you can use to play the current casino game, consisting of your Real Money balance as well as all the bonuses available for this game.
- **Deposit / Cashier** - Clicking this button opens the Deposit / Cashire window, where you can make deposits and withdrawals, see your transaction history, etc.

- **Play for Real Money** - This button appears only in Fun and Anonymous modes. Clicking it will take you to the Real Money account creation page. If you already have a Real Money account, it will take you to the Play for Real Money login screen.
- **Free Spin Bonus** - This icon is displayed only in games in which you have bonus Free Spins available. Clicking this icon opens the **Free Spins Bonus Panel**.

The top toolbar contains the following:

- **Games** - Next to this icon is the quick launch menu. Mouse over any category to see the available games in that category. Click on any game to launch that game.
- **Featured** - Is a feature that enables you to find your next game adventure! It contains various game categories from which you can choose games to play.
- **Slot** - When you have found your desired game, click on the appropriate game icon to start the game.
- **Table Games** - When you have found your desired game, click on the appropriate game icon to start the game.
- **Sound on/off** - Clicking this button will disable/enable sound effects. Mouse over the sound icon to slide open the sound volume slider, where you can adjust the volume.
- **Menu** - Mouse over this icon to open the Tools menu. The menu contains the following:
 - **History** - Opens the game history window, where you can see the details of recent game rounds. Note that the history is unavailable in Fun and Anonymous modes.
 - **Options** - Opens the options dialog, where you can change various gameplay settings.
 - **Help** - Opens the help article that you are reading right now.
 - **Paytable** - Opens the Paytable of the game.

Info page:

- Clicking **Info** opens the reference screen describing different game components. Clicking the arrow buttons at the lower right-hand corner of the screen enables navigating between the different info screens.
 - The **Paytable** screen shows all winning combinations.
 - The **Feature** screen explains which feature rounds can be triggered and played in the game.
 - The **Paylines** screen illustrates all possible payline combinations and explains the payout rules in the game.
- Clicking **X** exits the **Info** screen and returns to the game.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the **Paylines** screen of the **Info** page.

- Only active paylines can register wins.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on the game round. Payouts shown in the payable are multiplied by the line bet.

The Scatter symbol is an exception to these rules. More information about the Scatter symbol can be found above.

Buttons:

- **Info** - Open the reference screen that describes the different game components.
- **Lines + and – buttons** - Increase or decrease the number of active paylines.
- **Line Bet + and – buttons** - Increase or decrease the bet per line.
- **Auto Play / Stop Auto Play** - Spin the reels a number of times in succession. / End the active Auto Play reelspin mode.
- **Spin / Stop** - Spin the reels. / Stop the reelspin animation and immediately display the spin result. In the active Auto Play mode stop the reelspin animation and immediately display the result. Clicking **Stop** in the active Auto Play mode does not end the Auto Play reelspin mode. During a spin, the Spin button changes into the Stop button that stops the spin animation and displays the result immediately.
- **Turbo Mode** - Turn on/off Turbo Mode, available during the main game only. Switching to Turbo Mode speeds up the game play by switching off some win animations and sounds while making the reels spin faster.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The procedure for dealing with unresolved bets may be subject to the casino operator's terms and conditions. For more information, please visit the casino operator's website.

The theoretical percentage return to player (RTP) is 95.99%.

Free Chip Blackjack™

Get closer to 21 than the dealer without going over.

Free Chip Blackjack™ is a variant of standard Blackjack with a new Free Chip feature and 3 side games: Bust Bonanza, Free Fortune and Perfect Pair. For information on the rules and differences to the standard game, proceed to the 'Rules' section.

TO PLAY THE GAME

- Before the game begins, click **Continue** on the entry screen to enter the main game. The entry screen describes the main features of the game. If you click the Don't show again toggle first and then click Continue, the introduction screen will not appear when you next launch the game.
- This game is played with 6 decks of cards. In order to play, you must place the minimum bet.
- To place a bet, click on a chip in the bottom left of the screen to select your chip value. Click on one of the available betting areas (the 3 larger circles) to place the bet. Each click increases your bets by the value of the selected chip.
- Side bets can be placed on the **BUST BONANZA**, **FREE FORTUNE** and **PERFECT PAIR** betting areas under any of your hands.
- The minimum and maximum bet limits are shown at the top of the table. Table limits are chosen in a menu before entering the game. The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.
- Click the **DEAL** button to deal the cards. A two-card hand is dealt to each position that has a bet, and also to the dealer. The cards are dealt one by one to each hand in turn, with the first card going to the rightmost player hand. The last card goes to the dealer's hand and is dealt face down.
- Click **CLEAR BETS** to remove all bets from the table.
- Click **DOUBLE** to double all bets on the table.
- If you have placed more than 1 bet on the table, click **UNDO PRESS & HOLD** to remove the last bet placed on the table.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the right-most hand.
- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands click **ACCEPT ALL**. If you do not want to insure the selected hand, click **DECLINE**.
- If you want to decline insurance for all your hands click **DECLINE ALL**.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third and final card. If you do not want any more cards, click **STAND**. Note: it is not possible to take any further actions on a hand after clicking **DOUBLE**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these bets, you will need to deposit more money first.

- At the end of the round, each of your hands are compared to the dealer's hand, and each hand wins or loses accordingly.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round. Click **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately. Click **DOUBLE & DEAL** to place double the bet amounts placed in the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS – Clear the table of all bets.

UNDO PRESS & HOLD - Clicking and holding this button will reveal the **CLEAR BETS** button.

HIT - Draw another card for the selected hand.

STAND - Draw no more cards for the selected hand and move on to the next hand. If there are no more hands to take action on, this ends your turn.

DOUBLE - If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on the selected hand and draws a third and final card for the hand.

SPLIT - Split the hand into two.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL - Place double the bets placed in the previous round and deal the cards.

ACCEPT / DECLINE - Accept or decline offered insurance to protect a bet against the dealer having Blackjack.

ACCEPT ALL – Click to either accept or decline Insurance for all hands against the dealer having Blackjack.

DECLINE ALL – Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hands.

FREE SPLIT - Split the hand into two. **FREE SPLIT** is offered on all pairs except 10s of all kinds (10s, Jacks, Queens or Kings).

FREE DOUBLE - when your hand's score is a natural hard 9, natural hard 10, or natural hard 11 you can double for free.

PAYTABLE

Winnings

Pays

Blackjack	3:2
Insurance	2:1

Winning Hand	1:1
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Perfect Pairs

Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1

Bust Bonanza

Dealer busts upcard ACE and player 17	45:1
Dealer busts upcard 10 and player 17	9:1
Dealer busts with player 17	5:1
Dealer busts upcard 10	3:1

Free Fortune

7 Chips	1'000:1
6 Chips	300:1
5 Chips	100:1
4 Chips	50:1
3 Chips	25:1
2 Chips	10:1
1 Chips	3:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer's first card is a value of 10, the insurance is not offered. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. If the dealer does not have Blackjack, you lose the insurance amount.

If you decide to deactivate the insurance option during the existing game session, insurance will not be offered. In order to use insurance again, it must be reactivated through the game settings dialog accessible by clicking the **MENU** button.

RULES

The object of Free Chip Blackjack™ is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21.

The value of a hand is the sum of the individual card's values. Blackjack is the highest hand and consists of two cards; an Ace and any 10-point card. Blackjack beats a score of 21.

You can choose 1 to 3 hands to play on in a game round. The chosen hands are played clockwise, starting from your rightmost hand. The dealer's hand is played last. You may split, double and take insurance, just like in standard Blackjack.

Free Chip Blackjack™ is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- Aces count as either 1 or 11, face cards count as 10 and number cards count at their face values.
- You may split and **FREE SPLIT** (if available) a split hand up to 3 times.
- You may split Aces and then draw cards to that split Aces, while only one card is added to split Aces and automatically stands in all other Blackjacks.
- You may double after splitting or use **FREE DOUBLE** (when the hand allows for it).
- The dealer will not automatically check for Blackjack, regardless of the value of the dealer's first face-up card.
- Ace and a 10-point card after a split are considered 21, and not Blackjack.
- Blackjack pays 1.5 times the bet amount (3 to 2).
- If the total value of your cards is closer to 21 than the dealer's after the dealer has stopped taking cards, you win the bet amount (1 to 1).
- If the total of your cards is more than 21, your hand is 'bust' and you automatically lose the bet for that hand.
- If you have the same point total as the dealer (17 to 21), nobody wins and your bet is returned to you in a 'push'.
- If the dealer busts while you stand with any 17 (no matter what the upcard of the dealer was), this results in a push.
- If you stand on a 17 that wasn't natural, and the dealer also gets 17, it results in a push. Note: if you stand with a natural 17 (natural = 2 initial cards) and the dealer also has 17 (doesn't have to be natural), you win.

- The dealer always draws to 16. If the dealer has a hard 17, then the dealer stands, and if the dealer has a soft 17, the dealer will hit again. The dealer does not draw when you are 'bust', unless you placed a **BUST BONANZA** side bet.
- Blackjack beats a score of 21.
- For the rest of hands/cases not considered in the previous points push if the dealer's upcard is a 10-point card (10, J, Q, and K) and the dealer busts. Upcard means the first card dealt to the dealer – the card that is shown to the player.

DOUBLE

You may wish to double your bet if, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand. By choosing to double, the bet amount becomes twice the original (with the difference taken out of your balance) and you are dealt one more card. You can also double down after splitting a pair.

SPLIT

If your first 2 cards have the same value, you may split them into 2 separate hands. The second hand will have the same bet as the hand it was split from. You will then draw additional cards to each hand. You may draw as many cards as you like on each split hand. If you receive an Ace and a 10-value card in a split hand, it is considered 21 and not Blackjack.

FREE CHIP FEATURE

When you can use the **FREE DOUBLE** or **FREE SPLIT** features, differently designed buttons will appear in place of the regular ones. A dedicated chip will be used when splitting or doubling.

FREE DOUBLE is offered when your hand is a natural hard 9, natural hard 10, or natural hard 11.

If it's not a natural hard 9, natural hard 10, or natural hard 11, the double will be allowed, but it will not be free.

- **Natural** - 2 initial cards.
- **Hard** - a combination of 2 or more cards with 1 result only.
- **Soft** - a combination with 2 or more cards with 2 results.
- **Natural hard** - 2 initial cards without Ace.

FREE SPLIT is offered on all pairs except 10s, Jacks, Queens or Kings. You can split 10s and face cards, but it won't be free. You can split a hand up to 3 times (creating up to 4 hands).

The card you are dealt first is the card that will be played first. If, for example, you get two 8s, and the first card is an 8 of clubs and the second card is an 8 of hearts, the hand with the 8 of clubs will be played first. If you then get an 8 of diamonds on the hand with the 8 of clubs, and split that hand as well, the hand with the 8 of clubs will be played first.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet to get an extra win even if your regular game hand does not win. The side bet payout depends on the combination that the cards form.

FREE FORTUNE

You can win up to 1'001 times your bet when gaining free chips. The side bets can pay if you use a **FREE CHIP FEATURE**, and the more you use a **FREE CHIP FEATURE** on a specific hand, the higher the payout can be. The maximum payout is awarded for 3 **FREE SPLITS** on a single natural hand and a **FREE DOUBLE** on each of those **FREE SPLITS** and the main split hand.

PERFECT PAIRS

You can win up to 26 times your bet when dealt a pair.

- Perfect Pair means that your first two cards form a pair of the same suit (for example, two 4 of Diamonds cards).
- Colored Pair means that your first two cards form a pair of the same color but different suits (for example, 4 of Diamonds and 4 of Hearts).
- Red/Black Pair means that your first two cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).

BUST BONANZA

You can win up to 46 times your bet when the dealer busts. The win conditions are:

- If the dealer busts, no matter what the upcard was.
- If the dealer busts with an upcard Face or 10.
- If the dealer busts when you stand on 17.
- If the dealer busts with an upcard 10 and you have 17.
- If the dealer busts with an upcard Ace and you have 17.

Note: if you split your hand, the last 3 win conditions do not apply (when the dealer busts and you have 17, when the dealer busts with an upcard 10 and you have 17, and when the dealer busts with an upcard Ace and you have 17).

Note: if you place a **BUST BONANZA** side bet, the dealer will keep drawing cards to determine the result of the side bet, no matter what the value of your hand is.

If you place a bet on the **BUST BONANZA** side bet and bust, the dealer will keep drawing cards to determine if the dealer busts. This will not affect your busted hand.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return (RTP) in case of optimal players strategy is 99.23% on the main game.

The theoretical percentage return to player (RTP) for the Bust Bonanza side bet is 96.37%.

The theoretical percentage return to player (RTP) for Prefect Pair side bet is 93.89%.

The theoretical percentage return to player (RTP) for Free Fortune side bet is 96.50%.

Fruity Showers™

4-reel, 256 ways slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- To open bet settings, press the coin button.
- Press - or + beside **TOTAL BET** to choose the total bet.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given ways, only the highest winning combination pays while simultaneous winnings on different ways are accumulated.
- Wins are calculated according to the payable. Your win will equal your coin bet multiplied by the corresponding value according to the payable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 25. Ways win payouts are equal to the value shown in the payable.

Paytable:

- To open the payable, press **i**.
- The payable is scrollable.
- To close the payable and return to the game, press **X**.

Ways:

- This game is played with 256 Ways to Win in the base game and 1296 Ways to Win in **Extended Reels Free Games**.
- Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding any potential jackpot win.

Wild Symbol:

- The symbol with the word 'WILD' is the **WILD** symbol in the game.
- **WILD** symbols can stand for any other symbol, except the **SCATTER**, **Level Up**, **Mystery** and **Blank** symbols, to make the best possible winning combination.
- **WILD** symbols can appear with ×2, ×3 and ×5 multiplier values on them.
- **WILD** symbols can only land on reels 2, 3 and 4.

Scatter Symbol:

- The butterfly symbol is the **SCATTER** symbol in the game.
- 3 or more **SCATTER** symbols in view during the base game trigger the **Free Games** selection screen.

Level Up Symbol:

- The arrow symbol is the **Level Up** symbol.
- 1 or more **Level Up** symbols anywhere on the reels with a coinciding win triggers the **Level Up Feature**.

Mystery Symbol:

- The ? symbol is the **Mystery Symbol**.
- 1 or more **Mystery Symbol** anywhere in view triggers the **Mystery Feature**.

Blank Symbol:

- The bubble symbol is the **Blank Symbol**.
- **Blank Symbols** act as blockers; they cannot form part of a win, affect other symbols or trigger a feature.
- If a win is extended via the **Fruit Cascade Feature** when a **Blank Symbol** lands, the **Blank Symbol** is removed.

Fruit Cascade Feature

- Winning combinations cause the reels to cascade. Winning symbols stay on the reels, and non-winning symbols are removed.
- Winning symbols fall to the bottom of the reels, and new symbols fall in from above.
- If the new symbols that land extend a previous win or form a new win, all symbols that participated in a win stay on the reels.
- The feature continues until no wins are extended or created.
- The winnings are calculated once the cascades are over.
- If 1 **SCATTER** symbol is on the reels when they cascade, the **SCATTER** symbol is removed. If 2 or more **SCATTER** symbols are on the reels, they will remain in view when the reels cascade.

Reel Fill Up Feature

- When the reels cascade during **Extended Reels Free Games**, there is a chance a random reel may fill with the highest-valued type of symbol that is currently forming a win.
- The **Reel Fill Up** feature cannot trigger during the main game or **Multiplier Free Games**.

Level Up Feature:

- The **Level Up Feature** is triggered by landing 1 or more **Level Up** symbols anywhere on the reels with a coinciding win.
- When triggered, all symbols participating in a win level up to the next symbol in the payable for each **Level Up** symbol in view.
- Symbols cannot level up into **WILD** symbols.
- The **Level Up** symbol disappears after applying the upgrade.

Mystery Feature:

- The **Mystery Feature** is triggered by landing 1 or more **Mystery Symbol** anywhere in view.
- When triggered, any **Mystery Symbol** present transforms into the same type of symbol.
- **Mystery Symbols** cannot transform into **WILD**, **SCATTER**, **Level Up**, **Mystery** and **Blank** symbols.

Free Games

- When 3 or more Scatter symbols land anywhere in view during the main game, a selection screen appears, and 1 of 2 **Free Games** features is triggered.
- Both features are presented and light up alternately.
- When the light stops on a feature, that **Free Games** feature is triggered.

Extended Reels Free Games

- **Extended Reels Free Games** is triggered from the selection screen.
- 3, 4, 5, 6, 7 and 8+ **SCATTER** symbols award 7, 8, 10, 12, 15 and 20 **Extended Reels Free Games**, respectively.
- **Extended Reels Free Games** are played on a 4x6 grid with 1296 ways to win.
- The **Fruit Cascade**, **Reel Fill Up** and **Level Up** features can trigger during **Extended Reels Free Games**.
- The **Mystery Feature** cannot trigger during **Extended Reels Free Games**.
- 5 or more **SCATTER** symbols in view during **Extended Reels Free Games** retrigger the feature.
- 5, 6, 7, 8, 9 and 10+ **SCATTER** symbols during **Extended Reels Free Games** award 7, 8, 10, 12, 15 and 20 extra **Free Games**, respectively.

Multiplier Free Games

- **Multiplier Free Games** is triggered from the selection screen.

- 3, 4, 5, 6, 7, 8 and 9+ **SCATTER** symbols award 10, 12, 14, 16, 18, 20 and 25 **Free Games**, respectively.
- The **Fruit Cascade**, **Mystery** and **Level Up** features can trigger during **Multiplier Free Games**.
- During **Multiplier Free Games**, a win multiplier multiplies all wins by the value shown.
- When the reels cascade, the win multiplier can increase to ×2, ×3 and ×5.
- 3 or more **SCATTER** symbols in view during **Multiplier Free Games** retrigger the feature.
- 3, 4, 5, 6, 7, 8 and 9+ **SCATTER** symbols during **Multiplier Free Games** award 10, 12, 14, 16, 18, 20 and 25 extra **Free Games**, respectively.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.60%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Gold Hit™: O'Reilly's Riches

5-reel, 4608-ways Slot

To play the game:

- Press the ► button to start the game.
- To open bet settings, press the coin button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the coin button, and then press **TURBO**, to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into ■. Pressing ■ ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.

- Only the highest winning combination pays.
- 3 or more matching symbols anywhere on consecutive reels from left to right trigger a win.
- The **Coin**, **Shamrock Coin** and **Bonus** symbols are the exception to the rule above.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button and use the slider. Press to select the number of spins to be played automatically and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until **Free Games** is triggered or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the paytable, press the **i** button.
- To navigate the paytable, scroll up or down.
- To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

- Wins are calculated according to the paytable.
- Wins are multiplied by the coin bet. The coin bet value is the total bet / 10.
- Way win = coin bet × corresponding multiplier according to the paytable.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Wild Symbol:

- The symbol with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **Bonus**, **Coin** and **Shamrock Coin** symbols to make the best possible winning combination.

Bonus Symbol:

- The symbol with the pot of gold and the word 'BONUS' on it is the **BONUS** symbol in the game.

- 3 or more **BONUS** symbols on separate reels during the main game trigger the **Free Games** feature.
- Please note: **BONUS** symbols can land on the same position as any locked **Coin** symbol, potentially triggering the **Free Games** feature.

Coin Symbol:

- Coin symbols can land on all reels during the main game or **Free Games**.
- There are 2 **Coin** symbols in the game:
 - a coin symbol with a cash prize amount on it;
 - a coin symbol with a shamrock on it.
- Any **Coin** symbol that appears on the reels locks in position for at least 3 spins during the main game or locks for the entirety of the **Free Games** feature.

Gold Hit feature:

- The **Gold Hit** feature appears in the main game.
- When a **Coin** symbol lands on the reels, it locks in position.
- A counter appears below the reel the **Coin** symbol lands on. It starts at 3 and decreases by 1 each subsequent spin.
- If more **Coin** symbols land on the same reel, they also lock in position, and the counter resets to 3.
- Filling a reel with **Coin** symbols awards the prizes on each coin symbol on that reel. On the next spin, locked **Coin** symbols spin off that reel.
- **Note:** **Coin** symbols contain values of 0.5x, 1x, 1.5x, 2x, 2.5x, 3x, 4x, 5x, 7.5x, 10x multiplied by total bet.
- If there is a **Shamrock Coin** symbol on a filled reel:
- 1 of 4 prizes is awarded: **MINI**, **MINOR**, **MAJOR** or **MEGA**.
 - MEGA prize value = total bet x 500
 - MAJOR prize value = total bet x 100
 - MINOR prize value = total bet x 50
 - MINI prize value = total bet x 20
 - Each prize is a fixed amount based on the bet value.
- Multiple **Shamrock Coin** symbols can land on the reels simultaneously.
- If you do not fill a reel with **Coin** symbols by the time the counter reaches 0, the **Coin** symbols locked on that reel spin off the reels on the next spin.
- Please note: if any **Coin** symbols are locked on the reels when Free Games is triggered, they reappear on the reels when the main game resumes. **Coin** symbols are saved per bet level.

Free Games:

- Whenever 3 to 5 **BONUS** symbols land anywhere on separate reels during the main game, the **Free Games** feature is triggered.
- The more **BONUS** symbols that trigger the **Free Games** feature, the more free games you win:
 - 3 **BONUS** symbols trigger 10 free games
 - 4 **BONUS** symbols trigger 12 free games
 - 5 **BONUS** symbols trigger 15 free games
- Press ► to start the **Free Games** feature.
- When the feature is triggered, any **Coin** symbols in view are removed from the reels.
- During **Free Games**, Coin symbols lock in position as soon as they land and remain locked throughout the feature. There is no counter beneath each reel.
- Any **Coin** symbol may also appear as a **Shamrock Coin** symbol.
- When a reel is filled with **Coin** symbols, a wheel displaying several win multiplier values appears on the screen.
- The multiplier wheel spins and lands on a value of up to ×10. That value is then applied to the prize on each **Coin** symbol locked to that reel.
- When the **Free Games** feature ends, all prizes in view are awarded.
- The results pop-up window appears when the **Free Games** feature ends.

All Ways:

- There are **4608** possible winning combinations in this **All Ways** game.
- Any winning combinations of matching symbols on adjacent reels from left to right must start from the leftmost reel, and will pay regardless of the symbol position on the reel.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.21%.
- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Gold Pile™: Orangutan!™

5-reel 20-line slot

The objective of the **Gold Pile™: Orangutan!™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 20.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.

- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The **Wild** symbol is the **Gem**. The **Wild** symbol can stand for any other symbol except for the **Scatter** symbol and all **Gold** symbols to make the best possible winning combination.

Gold Wild Symbol:

- The **Gold Wild** symbol can stand for any other symbol except for the **Scatter** symbol and all other **Gold** symbols to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Orangutan**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.
- Only the highest **Scatter** win pays.

Gold Pile™ Feature:

- All symbols, except the **Scatter**, have a **Gold** version of the symbol that can only appear on reel 5.
- The gold meter percentage selected by the player determines the likelihood that a symbol on reel 5 will be the **Gold** version.

- The higher the Gold Meter percentage selected, the higher the likelihood that a reel 5 symbol will be the **Gold** version of that symbol.
- The player can select a Gold Meter percentage of 20%, 40%, 60%, 80% or 100%.
- Changes to the Gold Meter percentage do not change the value of the MINI, MAXI or GRAND prize.
- The **Gold** version of a symbol contributes to 5-of-a-kind line pays just like the normal version of that symbol.
- However, 5-of-a-kind win combinations that include a **Gold** version of a symbol on reel 5 and at least one substituting symbol will award either the **MAXI** or the **MINI** prize.
- If the 5-of-a-kind win combination is for a 'A', 'K', 'Q', 'J', '10' or '9' pay, the **MINI** prize will be awarded.
- If the 5-of-a-kind win combination is any other symbol, the **MAXI** prize will be awarded.
- If there is a 5-of-a-kind win combination that includes a **Gold** version of a symbol on reel 5 and does not have any substitutes, the **Grand Chase Feature** will be triggered.

Grand Chase Feature

- The **Grand Chase Feature** is triggered by any 5-of-a-kind win combination that includes a **Gold** version of a symbol on reel 5 and does not include a substituting symbol. The **Grand Chase Feature** can also be triggered by 5 **Wild** symbols with the **Gold Wild** on the 5th reel.
- More than one **Grand Chase Feature** can be triggered on different lines from the same spin.
- 3 spins are awarded.
- At the beginning of the feature, a frame will highlight the triggering symbol position on reel 5.
- During each spin, only reel 5 will spin. The reel will only contain **Gold** triggering symbols and special **GRAND** symbols.
- At the end of the spin, if the highlighting frame contains the **GRAND** symbol, the **GRAND** prize will be awarded and the feature will end.
- If highlighting frame contains the **Gold** trigger symbol, either the **MINI** or **MAXI** prize will be awarded.
- If the triggering win combination was for a 'A', 'K', 'Q', 'J', '10' or '9' pay, the **MINI** prize will be awarded.
- If the triggering win combination was for any other symbol, the **MAXI** prize will be awarded.
- The spins will continue until either all 3 spins are played or the **GRAND** prize is awarded.
- The feature will then end.

Free Games:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, Free Games are triggered.

- 8 Free Games are awarded.
- During the Free Games, any 2 **Scatter** symbols landing simultaneously anywhere on the reels will award 4 additional Free Games.
- During the Free Games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 8 additional Free Games.
- During each Free Game, 2 extra **Wild** symbols will be placed at random positions on reels 1, 2, 3 or 4.
- Any symbol that lands behind any extra **Wild** symbol will not be evaluated.
- The **Gold Pile™ Feature** and the **Grand Chase Feature** can be triggered in the Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.46%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Gold Pile™: Orangutan!™

5-reel 20-line slot

The objective of the **Gold Pile™: Orangutan!™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 20.
- The total bet is equal to 10x coin value.

- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The **Wild** symbol is the **Gem**. The **Wild** symbol can stand for any other symbol except for the **Scatter** symbol and all **Gold** symbols to make the best possible winning combination.

Gold Wild Symbol:

- The **Gold Wild** symbol can stand for any other symbol except for the **Scatter** symbol and all other **Gold** symbols to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Orangutan**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.
- Only the highest **Scatter** win pays.

Gold Pile™ Feature:

- All symbols, except the **Scatter**, have a **Gold** version of the symbol that can only appear on reel 5.
- The gold meter percentage selected by the player determines the likelihood that a symbol on reel 5 will be the **Gold** version.
- The higher the Gold Meter percentage selected, the higher the likelihood that a reel 5 symbol will be the **Gold** version of that symbol.
- The player can select a Gold Meter percentage of 20%, 40%, 60%, 80% or 100%.
- Changes to the Gold Meter percentage do not change the value of the MINI, MAXI or GRAND prize.
- The **Gold** version of a symbol contributes to 5-of-a-kind line pays just like the normal version of that symbol.
- However, 5-of-a-kind win combinations that include a **Gold** version of a symbol on reel 5 and at least one substituting symbol will award either the **MAXI** or the **MINI** prize.
- If the 5-of-a-kind win combination is for a 'A', 'K', 'Q', 'J', '10' or '9' pay, the **MINI** prize will be awarded.
- If the 5-of-a-kind win combination is any other symbol, the **MAXI** prize will be awarded.

- If there is a 5-of-a-kind win combination that includes a **Gold** version of a symbol on reel 5 and does not have any substitutes, the **Grand Chase Feature** will be triggered.

Grand Chase Feature

- The **Grand Chase Feature** is triggered by any 5-of-a-kind win combination that includes a **Gold** version of a symbol on reel 5 and does not include a substituting symbol. The **Grand Chase Feature** can also be triggered by 5 **Wild** symbols with the **Gold Wild** on the 5th reel.
- More than one **Grand Chase Feature** can be triggered on different lines from the same spin.
- 3 spins are awarded.
- At the beginning of the feature, a frame will highlight the triggering symbol position on reel 5.
- During each spin, only reel 5 will spin. The reel will only contain **Gold** triggering symbols and special **GRAND** symbols.
- At the end of the spin, if the highlighting frame contains the **GRAND** symbol, the **GRAND** prize will be awarded and the feature will end.
- If highlighting frame contains the **Gold** trigger symbol, either the **MINI** or **MAXI** prize will be awarded.
- If the triggering win combination was for a 'A', 'K', 'Q', 'J', '10' or '9' pay, the **MINI** prize will be awarded.
- If the triggering win combination was for any other symbol, the **MAXI** prize will be awarded.
- The spins will continue until either all 3 spins are played or the **GRAND** prize is awarded.
- The feature will then end.

Free Games:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, Free Games are triggered.
- 8 Free Games are awarded.
- During the Free Games, any 2 **Scatter** symbols landing simultaneously anywhere on the reels will award 4 additional Free Games.
- During the Free Games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 8 additional Free Games.
- During each Free Game, 2 extra **Wild** symbols will be placed at random positions on reels 1, 2, 3 or 4.
- Any symbol that lands behind any extra **Wild** symbol will not be evaluated.
- The **Gold Pile™ Feature** and the **Grand Chase Feature** can be triggered in the Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.46%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Golden Macaque™

5-reel 243-ways slot

The objective of the **Golden Macaque™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The game is played with 243 ways to win.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.
- **Scatter** wins can form from matching symbols in any position on any reels, according to the payable.
- Only the highest winning combination per symbol (including **Scatter** wins) is paid.
- In the case of a winning spin, the **WIN** field displays the accumulated **Ways** and **Scatter** winnings.
- Wins are calculated according to the payable.

- For information on **Ways** wins, select **i** and scroll to **General Rules**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

243 Ways:

- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the paytable.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 20. **Ways** win payouts are equal to the value shown in the paytable.
- The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Macaque**, a type of Monkey. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Drum** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Gong**. 3 or more **Scatter** symbols in any positions trigger the **Gong Feature**.

Drum Symbol:

- The **Drum** is the **Bonus** symbol in the game. 6 or more **Drum** symbols in any position trigger the **Fire Blaze Respin Feature**.

Golden Macaque Symbol:

- The **Golden Macaque** is a special symbol which appears in the **Fire Blaze Respin Feature** only.

Fire Blaze Respin Feature:

- When 6 or more **Drum** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered. 3 respins are awarded.
- Any **Drum** symbols that triggered the Feature are held in position during the Feature. Each unheld symbol position will spin independently.
- Each **Drum** symbol that triggered the Feature and any **Drum** symbols that land during the Feature will reveal a cash prize or a Star icon.
- If a **Star** icon revealed, it will spin to award the MAJOR (MAJOR prize value = total bet x 100), MINOR (MINOR prize value = total bet x 25) or MINI (MINI prize value = total bet x 10) prize.
- If a **Golden Macaque** symbol lands, it will reveal a prize equal to the sum of all the prizes displayed on all held **Drum** symbols.
- After each respin, if there is one or more new **Drum**, **Golden Macaque** or **Star** symbols, they will be held, and the number of respins remaining will be reset to 3.
- If there are any held **Golden Macaque** or **Star** symbols, there is a chance that these prizes will be added to the prize for the **Golden Macaque** that has just landed.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with held symbols.
- All held prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.

Gong Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Gong Feature** is triggered.
- At the start of the **Gong Feature** the player can select one of 4 available Gongs.
- The selected Gong will award the **Fire Blaze Respin Feature** or 6 free games.
- The reel strips used during the free games do not contain "A", "K", "Q" or "J" symbols.
- During free games the reels spin automatically.

- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 6 additional free games.
- During the free games, the **Fire Blaze Respin Feature** cannot be triggered.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.73%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Grand Junction : Enchanted Inca™

5-reel 25-line slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- The game is played with 25 lines.
- The total bet is equal to 5x coin value.
- To open bet settings, press the **COIN** button and then press – or + to choose the total bet.
- Press **TURBO MODE** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.
- Press **SPIN** to spin the reels with the current bet.
- During the reel spin, the **SPIN** button changes into **STOP**. Clicking **STOP** ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulated winnings.

- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- During autoplay, the number of remaining spins are displayed. Autoplay ends when the reels have spun the number of times specified, when you do not have sufficient funds for the next spin, or when a feature has been triggered. You can end autoplay by pressing the stop button.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered or you do not have sufficient funds for the next spin.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, swipe the screen.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines except Scatters.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel except Scatters which pay ANY.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The Wild symbol is the **TEMPLE**. The Wild symbol can stand for any other symbol, except the **Golden Mask** symbol and the **Grand Junction** symbol, to make the best possible winning combination.

Free Games Feature:

- When 3 or more **Golden Mask** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games **A, K, Q** and **J** on reels 2, 3 and 4, may transform into **Wild** symbol.
- During the free games, any 3 or more **Golden Mask** symbols will award an additional 8 free games.
- During the free games, the **Grand Junction™ Feature** can be triggered.

Grand Junction™ Feature:

- When 5 **Grand Junction** symbols land simultaneously anywhere on the reels, the **Grand Junction™ Feature** is triggered.
- There are two stages to **Grand Junction™ Feature**; stage 1 **Hold and Spin Bonus** and stage 2 **Bonus Game**.
- 3 or more **Train** symbols collected during the **Hold and Spin Bonus** advances play to the **Bonus Game**.

Hold and Spin Bonus:

- 9 free spins are awarded.
- Each **Coin** symbol that lands during a free spin is held for the remaining free spins.
- Each **Train** symbol that lands during a free spin is held for the remaining free spins.
- Each **Conductor** symbol that lands during a free spin awards an additional 3 spins. **Conductor** symbols are not held.
- At the end of the free spins, all **Coin** prizes are added to the total win and if 3 or more **Train** symbols are collected, play advances to the **Bonus Game**.
- **Coin** prizes are 1x, 2x ,3x or 5x total bet.

Bonus Game:

- 3,4,5 or 6 **Train** symbols collected during **Hold and Spin Bonus** awards the Mini, Minor, Major or Grand Bonus game respectively.
- 1 free spin is awarded
- Each reel will reveal a **Number** of 3,4,5,6,7 or a **Train** symbol.
- At the end of the free spin, each **Train** symbol will animate to reveal either 8, 9 or 10.
- The numbers added together across all five reels determines the score and the resulting prize amount according to the meter above the reels.

- Maximum GRAND prize value = 2000x total bet
- Grand Game prizes can be 130x, 300x, 600x or 2000x total bet.
- Maximum MAJOR prize value = 500x total bet
- Major Game prizes can be 50x, 75x, 125x or 500x total bet.
- Maximum MINOR prize value = 100x total bet
- Minor Game prizes can be 25x, 45x or 100x total bet.
- Maximum MINI prize value = 20x total bet
- MINI Game prizes can be 10x or 20x total bet.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.45%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Grand Junction : Enchanted Inca™

5-reel 25-line slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- The game is played with 25 lines.
- The total bet is equal to 5x coin value.
- To open bet settings, press the **COIN** button and then press – or + to choose the total bet.
- Press **TURBO MODE** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.
- Press **SPIN** to spin the reels with the current bet.
- During the reel spin, the **SPIN** button changes into **STOP**. Clicking **STOP** ends the spin animation and immediately displays the spin result.

- In the case of a winning spin, the **WIN** field displays the accumulated winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- During autoplay, the number of remaining spins are displayed. Autoplay ends when the reels have spun the number of times specified, when you do not have sufficient funds for the next spin, or when a feature has been triggered. You can end autoplay by pressing the stop button.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered or you do not have sufficient funds for the next spin.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, swipe the screen.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines except Scatters.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel except Scatters which pay ANY.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The Wild symbol is the **TEMPLE**. The Wild symbol can stand for any other symbol, except the **Golden Mask** symbol and the **Grand Junction** symbol, to make the best possible winning combination.

Free Games Feature:

- When 3 or more **Golden Mask** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games **A, K, Q** and **J** on reels 2, 3 and 4, may transform into **Wild** symbol.
- During the free games, any 3 or more **Golden Mask** symbols will award an additional 8 free games.
- During the free games, the **Grand Junction™ Feature** can be triggered.

Grand Junction™ Feature:

- When 5 **Grand Junction** symbols land simultaneously anywhere on the reels, the **Grand Junction™ Feature** is triggered.
- There are two stages to **Grand Junction™ Feature**; stage 1 **Hold and Spin Bonus** and stage 2 **Bonus Game**.
- 3 or more **Train** symbols collected during the **Hold and Spin Bonus** advances play to the **Bonus Game**.

Hold and Spin Bonus:

- 9 free spins are awarded.
- Each **Coin** symbol that lands during a free spin is held for the remaining free spins.
- Each **Train** symbol that lands during a free spin is held for the remaining free spins.
- Each **Conductor** symbol that lands during a free spin awards an additional 3 spins. **Conductor** symbols are not held.
- At the end of the free spins, all **Coin** prizes are added to the total win and if 3 or more **Train** symbols are collected, play advances to the **Bonus Game**.
- **Coin** prizes are 1x, 2x ,3x or 5x total bet.

Bonus Game:

- 3,4,5 or 6 **Train** symbols collected during **Hold and Spin Bonus** awards the Mini, Minor, Major or Grand Bonus game respectively.
- 1 free spin is awarded
- Each reel will reveal a **Number** of 3,4,5,6,7 or a **Train** symbol.
- At the end of the free spin, each **Train** symbol will animate to reveal either 8, 9 or 10.
- The numbers added together across all five reels determines the score and the resulting prize amount according to the meter above the reels.

- Maximum GRAND prize value = 2000x total bet
- Grand Game prizes can be 130x, 300x, 600x or 2000x total bet.
- Maximum MAJOR prize value = 500x total bet
- Major Game prizes can be 50x, 75x, 125x or 500x total bet.
- Maximum MINOR prize value = 100x total bet
- Minor Game prizes can be 25x, 45x or 100x total bet.
- Maximum MINI prize value = 20x total bet
- MINI Game prizes can be 10x or 20x total bet.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.45%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Grand Junction : Golden Guns™

5-reel 243-ways slot

To play the game:

On the entry screen, press CONTINUE to start the game.

The game is played with 243 ways to win.

The total bet is equal to 5x coin value.

To open bet settings, press the COIN button and then press – or + to choose the total bet.

Press SPIN to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulated winnings.

Only the highest winning combination per symbol is paid.

Wins are calculated according to the payable.

Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel.

Ways wins are multiplied by your coin value.

Scatter wins can form from symbols in any position.

Scatter wins are multiplied by your total bet.

Paytable:

To open the payable, press I.

To navigate the payable, swipe the screen.

To close the payable and return to the game, press the back arrow button.

Ways Wins:

Active Ways wins are represented by symbol frames that appear over winning symbol positions.

Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.

There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 5. Ways win payouts are equal to the value shown in the payable.

The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The Wild symbol is the Badge. The Wild symbol can stand for any other symbol, except the Safe symbol and the Grand Junction symbol, to make the best possible winning combination.

The Wild Symbol, Badge, appears on reel2 and reel4 only.

Free Games Feature:

When 3 or more Safe symbols land simultaneously anywhere on the reels, the Free Games Feature is triggered.

12 free games are awarded.

During free games the reels spin automatically.

The free games are played with the same bet that was placed on the spin that triggered them.

Wins with Badge substituting on reel 2 are multiplied by 3.

Wins with Badge substituting on reel 4 are multiplied by 5.

Wins with Badge substituting on reel 2 and reel 4 are multiplied by 15.

During the free games, any 3 or more Safe symbols will award an additional 12 free games.

During the free games, the Grand Junction Bonus Feature can be triggered.

Grand Junction Feature:

When 5 Grand Junction symbols land simultaneously anywhere on the reels, the Grand Junction Feature is triggered.

There are two stages to Grand Junction Feature; stage 1 Hold and Spin Bonus and stage 2 Bonus Game.

3 or more Train symbols collected during the Hold and Spin Bonus advances play to the Bonus Game.

Hold and Spin Bonus:

9 free spins are awarded.

Each Coin symbol that lands during a free spin is held for the remaining free spins.

Each Train symbol that lands during a free spin is held for the remaining free spins.

Each Conductor symbol that lands during a free spin awards an additional 3 spins. Conductor symbols are not held.

At the end of the free spins, all Coin prizes are added to the total win and if 3 or more Train symbols are collected, play advances to the Bonus Game.

Coin prizes are 1x, 2x, 3x or 5x total bet.

Bonus Game:

3, 4, 5 or 6 Train symbols collected during Hold and Spin Bonus awards the Mini, Minor, Major or Grand Bonus game respectively.

1 free spin is awarded.

Each reel will reveal a Number of 3, 4, 5, 6, 7 or a Train symbol.

At the end of the free spin, each Train symbol will animate to reveal either 8, 9 or 10.

The numbers added together across all five reels determines the score and the resulting prize amount according to the meter above the reels.

Maximum GRAND prize value = 2000x total bet

Grand Game prizes can be 130x, 300x, 600x or 2000x total bet.

Maximum MAJOR prize value = 500x total bet

Major Game prizes can be 50x, 75x, 125x or 500x total bet.

Maximum MINOR prize value = 100x total bet

Minor Game prizes can be 25x, 45x or 100x total bet.

Maximum MINI prize value = 20x total bet

MINI Game prizes can be 10x or 20x total bet.

Return to Player:

The theoretical percentage return to player (RTP) is 96.41%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Heroes Arrow™

5-reel 20-line slot

The objective of the **Heroes Arrow™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 20.
- The total bet is equal to 10x coin value.

- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Castle** symbol, the **Hero** symbol and the **Target** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5.

Castle Symbol:

- 3 or more **Castle** symbols in any positions trigger the **Free Games Feature**.

Hero Symbol:

- The **Hero** symbol only appears on reels 1, 2, 3 and 4. The **Hero** symbol can be **Green** or **Red**. If the **Hero** symbol appears on a row with the **Target** symbol, the **Arrow Shot** Feature is triggered.

Target Symbol:

- The **Target** symbol only appears on reel 5. If the **Target** symbol appears on a row with a **Hero** symbol, the **Arrow Shot Feature** is triggered.

Arrow Shot Feature:

- If a **Hero** symbol lands on the same row as a **Target** symbol, the **Arrow Shot Feature** is triggered.
- The **Hero** will fire an arrow, hitting the **Target**, and a prize will be awarded.
- If the **Hero** symbol is **Green**, possible prizes are total bet times 2x, 3x, 4x, 5x and 8x.
- If the **Hero** symbol is **Red**, possible prizes are total bet times 10x, 15x, 20x (MINOR), 100x (MAJOR) and 500x (GRAND).
- The **Arrow Shot** Feature can be triggered multiple times from the same spin.

Free Games Feature:

- When 3 or more **Castle** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 Free Games are awarded.
- During the Free Games, there is a tally meter above reel 5 that is set to zero at the beginning of the feature.

- During the Free Games, if the **Arrow Shot Feature** awards the MINOR, MAJOR or GRAND, this prize will be awarded directly to the player.
- However, if the **Arrow Shot Feature** awards any other prize, this will be added to the tally meter instead.
- If one or more **Arrow Shot Features** is played for a given Free Game, the value of the tally meter will be awarded to the player once all **Arrow Shot Features** are played.
- During the Free Games, 3 or more **Castle** symbols landing simultaneously anywhere on the reels will award 8 additional Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.38%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Hit Bar™

5-Reel, 10-Line Slot

- The objective of **Hit Bar™** is to obtain winning symbol combinations by spinning the reels.

To Play the Game:

- Press ► on the entry screen to enter the main game. You can also press **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- To open bet settings, press the **coin** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the lightning bolt button to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.

- During the reel spin, the **SPIN** button becomes disabled.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Hit Bar Respin** feature is triggered or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the payable, press the **INFO** button.
- The payable is scrollable.
- To close the payable and return to the game, press the back-arrow button.

Paylines:

- There are 10 fixed lines in this game.
- Total bet = line bet × number of lines.
- Line bet = total bet / number of lines.
- Only highest win pays per line. Win combinations pay left to right. Line wins are multiplied by the line bet.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol

- The symbol with the word 'WILD' is the **WILD** symbol in the game.
- **WILD** symbols substitute for any other symbol, except for the **HIT BAR** symbol, to form the best possible winning combination.

Scatter Symbol

- The symbol with the words 'HIT BAR' is the **SCATTER** symbol in the game.
- Whenever 5 or more **HIT BAR** symbols land anywhere on the reels during the main game, the **Hit Bar Respin** feature is triggered.

Hit Bar Respin

- The **Hit Bar Respin** feature is triggered when 5 or more **HIT BAR** symbols land on the reels. All symbols lock in position.
- During the feature, each cell spins on its own and only **HIT BAR** symbols are visible.
- Any additional **HIT BAR** symbol that lands during the **Hit Bar Respin** feature is held in position and retriggers the respin.
- Up to 15 **HIT BAR** symbols can be collected during the feature.
- **Note:** The payout ladder shows the current win. The payout ladder is located to the left of the reels.
- The feature will end when no new **HIT BAR** symbols land on the reels.
- After all respins have been completed, a winnings summary screen shows the feature win.
- Press the ► button to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 96%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Jane Jones - Book of Kings 2™

5-reel 10-line slot

The objective of the **Jane Jones - Book of Kings 2™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 10.

- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel.
- **Scatter** wins can form from **Day Book** or **Night Book** symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the paytable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.

- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Day Book Symbol:

- The **Day Book** symbol can stand for any other symbol, except the **Night Book** symbol, to make the best possible winning combination.
- 3 or more **Day Book** symbols in any position trigger the **Day Free Games Feature** with 10 Free Games.
- The **Day Book** symbol only appears when the game is in **Day Mode**.

Night Book Symbol:

- The **Night Book** symbol can stand for any other symbol, except the **Day Book** symbol, to make the best possible winning combination.
- 2 **Night Book** symbols in any position trigger the **Night Free Games Feature** with 5 Free Games.
- 3 or more **Night Book** symbols in any position trigger the **Night Free Games Feature** with 10 Free Games.
- The **Night Book** symbol only appears when the game is in **Night Mode**.

Day Free Games:

- When 3 or more **Day Book** symbols land simultaneously anywhere on the reels, the **Day Free Games Feature** is triggered.
- At the beginning of the feature a symbol will be chosen randomly to be the **special expanding symbol** for duration of the Free Games.
- The **Day Book** symbol cannot be chosen as the **special expanding symbol**.
- 10 Free Games are awarded.
- Throughout the Free Games, gameplay will be in **Day Mode**.
- During the Free Games, after the payout of regular symbols, each **special expanding symbol** may expand to cover all 3 positions on its reel.
- For each win line, any **special expanding symbols** will then be re-evaluated as if they appeared in sequence, starting from the leftmost reel.
- The **special expanding symbol** will expand only when additional wins can be awarded.
- The Free Games are played with the same bet that was placed on the spin that triggered them.
- During the Free Games, any 3 or more **Day Book** symbols landing simultaneously anywhere on the reels will award 10 additional **Day Mode** Free Games.
- The **Night Book** symbol does not appear in the **Day Free Games Feature**.

Day and Night Mode:

- By default, games are played in **Day Mode**.

- On any main game spin, **Night Mode** may be triggered randomly.
- During **Night Mode**, all spins are free.
- Once triggered, **Night Mode** will remain for at least 3 spins, unless the **Night Free Games Feature** is triggered.
- During **Night Mode** spins, the total bet cannot be changed.
- During **Night Mode**, 2 or more scattered **Night Book** symbols will trigger the **Night Free Games Feature**.

Night Free Games:

- When 2 or more **Night Book** symbols land simultaneously anywhere on the reels, the **Night Free Games Feature** is triggered.
- 2 triggering **Night Book** symbols award 5 Free Games.
- 3 or more triggering **Night Book** symbols award 10 Free Games.
- At the beginning of the feature a symbol will be chosen randomly to be the **special expanding symbol** for duration of the Free Games.
- The **Night Book** symbol cannot be chosen as the **special expanding symbol**.
- Throughout the Free Games, gameplay will be in **Night Mode**.
- During the Free Games, after the payout of regular symbols, each **special expanding symbol** may expand to cover all 3 positions on its reel.
- For each win line, any **special expanding symbols** will then be re-evaluated as if they appeared in sequence, starting from the leftmost reel.
- The **special expanding symbol** will expand only when additional wins can be awarded.
- The Free Games are played with the same bet that was placed on the spin that triggered them.
- During the Free Games, any 2 **Night Book** symbols landing simultaneously anywhere on the reels will award 3 additional **Night Mode** Free Games.
- During the Free Games, any 3 or more **Night Book** symbols landing simultaneously anywhere on the reels will award 10 additional **Night Mode** Free Games.
- The **Day Book** symbol does not appear in the **Night Free Games Feature**.
- When the **Night Free Games** are completed, the main game will return to **Day Mode**.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.

- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Joker Rush™

5-Reel, 10-Line Slot

- The objective of **Joker Rush™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- Press ► on the entry screen to enter the main game. You can also press **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- To open bet settings, press the **coin** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the lightning bolt button to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button becomes disabled.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press the **INFO** button.
- The paytable is scrollable.
- To close the reference page and return to the game, press the back-arrow button.

About Payouts:

- Wins are calculated according to the paytable. Wins are multiplied by the line bet. The line bet is the total bet divided by 10.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol

- The **Joker** symbol is the **WILD** symbol in the game.
- The **WILD** symbol can stand for any symbol to make the best possible winning combination.
- The **WILD** symbol appears on all reels.

Free Games

- The **Free Games** feature is triggered when 3 or more **WILD** symbols land simultaneously on the reels during the main game.
- The more **WILD** symbols that appear on the reels, the more free games you win:
 - 3 **WILD** symbols trigger 6 free games.
 - 4 **WILD** symbols trigger 8 free games.
 - 5 **WILD** symbols trigger 12 free games.
- Upon triggering the feature, press the ► button to begin.
- During the **Free Games** feature, all **WILD** symbols freeze in place till the feature ends.
- 3 more free games are awarded if an additional **WILD** symbol lands on the same place as an existing frozen **WILD**.
- During the feature, the number of remaining free games and the **FEATURE WIN** is displayed.
- At the end of **Free Games**, a pop-up message appears showing the results. Press the ► button to continue.

Return to Player:

- The theoretical percentage return to player (RTP) is 96%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Jurassic Island II™

4×5, 1024 ways slot.

The objective of Jurassic Island II™ is to obtain winning symbol combinations by spinning the reels.

To play the game:

The entry screen displays the game's features.

Press the START button to start the game.

You can also click on DON'T SHOW NEXT TIME to skip the entry screen the next time you play.

Press - or + beside TOTAL BET to choose the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

Wins are calculated according to the paytable.

Paytable:

To open the paytable, press the i button.

To navigate the paytable, press the arrow buttons.

To close the paytable and return to the game, press X.

Ways:

The game is played with 1024 ways to win.

Winning combinations must start from the leftmost reel, with 3 or more matching symbols on consecutive reels.

2 Tyrannosaurus rex symbols starting from the leftmost reel can also form a win.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The dinosaur egg and hatchling symbol is the WILD symbol in the game.

The WILD symbol can land on reels 2, 3 and 4 only.

The WILD symbol substitutes for any other symbol, except SCATTER symbols, to make the best possible winning combination.

Scatter Symbol:

The basket of dinosaur eggs symbol is the SCATTER symbol in the game.

The SCATTER symbol can only appear on reel 5.

Wild Trail Feature:

When a SCATTER symbol lands on the third or fourth row of reel 5, the Wild Trail Feature triggers.

Press anywhere on the congratulatory pop-up to begin.

A free respin triggers and a random WILD symbol locks to reel 4.

If this respin does not result in a win, a second respin triggers, and a random WILD symbol locks to reel 3.

If this respin does not result in a win, a third and final respin triggers, and a random WILD symbol locks to reel 2.

During the Wild Trail Feature, any WILD can appear as a 2×, 3× or 5× multiplier WILD.

Note: regular WILD symbols can land during the feature as well.

The Wild Trail Feature ends after the third respin, or when a respin results in a win.

When the feature ends, press anywhere to close the resulting pop-up and return to the main game.

Return to Player:

The theoretical percentage return to player (RTP) is 95.70%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Legacy of the Wild 2™

5-reel, 60-line slot.

The objective of Legacy of the Wild 2™ is to obtain winning symbol combinations by spinning the reels.

To play the game:

Press START on the entry screen to enter the main game. You can also click on Do not show this again to skip the entry screen the next time you play.

This game is played with a fixed number of 60 active paylines. The total bet per game round is the line bet × 15.

Click the '+' and '-' buttons to select the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

Paytable:

To open the paytable, press INFO.

To navigate the paytable, press the arrow buttons.

Payouts are listed on the HIGH-WIN SYMBOLS, LOW-WIN SYMBOLS and WILD SYMBOLS screens. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout.

There is also a separate payout for 3 or more Wild symbols on an active payline, as seen in the paytable. This is paid out instead of the regular symbol win if the win amount from Wilds is larger than the win from the regular symbols (by Wild standing in).

To close the paytable and return to the game, press the X button.

Paylines:

This game is played with a fixed number of 60 active paylines. The total bet per game round is the line bet × 15.

Paylines are represented by lines that appear over the reels as illustrated in the paytable.

Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.

There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

There are 2 types of WILD symbols in this game. the normal WILD is the word wild.

The BOOK OF WILD is the book with wild on top of it.

The normal WILD symbol can stand for any other symbol, except BOOK OF WILD, to make the best possible winning combination.

The BOOK OF WILD symbol can stand for any other symbol to make the best possible winning combination.

Whenever a BOOK OF WILD symbol lands on the reels during the base game, all instances of 1 or 2 low win symbols are removed from the reels for the remaining waves of the spin when the reels collapse.

Collapsing Reels

Any win on the reels will trigger a collapse.

All symbols participating in a win will disappear.

All symbols that do not participate in a win will stay on the reels. If a symbol under it participated in a win and disappears, the symbol that did not participate in a win will collapse.

New symbols will fall from the top of the reels.

Any new wins this collapse creates will cause another collapse.

When a collapse results in no new wins, no more collapses will be triggered.

5 or more wins from a single spin triggers the Free Games feature

Free Games

5 or more wins from a single spin triggers the Free Games feature

5 consecutive wins on a single spin award 8 free games.

6 consecutive wins on a single spin award 10 free games.

7 consecutive wins on a single spin award 15 free games.

8 consecutive wins on a single spin award 20 free games.

9 consecutive wins on a single spin award 30 free games.

10 or more consecutive wins on a single spin award 50 free games.

Whenever a BOOK OF WILD symbol lands on the reels during Free Games, all low-win symbols are removed from the reels for the remaining waves of the spin when the reels collapse.

The number of waves is capped to 10 during Free Games.

This feature cannot be retriggered.

Return to Player:

The theoretical percentage return to player (RTP) is 96.36%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

Malfunction voids all pays and plays.

Leprechaun's Luck: Cash Collect™

5-reel 30-line slot

To play the game:

- Press ► on the entry screen to enter the main game.
- You can also click on **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- The number of active paylines is permanently set at 30. Wins can form on any payline.
- To open bet settings, press the **BET** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press **TURBO** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.

- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **FREE GAMES** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press **INFO**.
- To navigate the paytable, scroll up or down, or swipe the screen.
- Feature and symbol payouts are listed in the paytable. To find the possible win amount for any given symbol combination, the line value must be multiplied by the payout.
- To close the paytable and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines. The total bet per game round is the line bet × 30.
- Paylines are represented by frames that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The green clover with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **Cash Collect™**, **Cash Prize**, **Diamond** and **Free Games** symbols.

Cash Collect™ Symbol:

- The symbol with words 'Cash Collect' on it is the **Cash Collect™** symbol in the game.
- The **Cash Collect™** symbol can land on reel #5 only during the main game, and on any reel during the **Free Games** feature.

- During the main game, landing a **Cash Collect™** symbol on reel #5 will collect all coin symbols - **Cash Prize, Diamond** and **Free Games** - which landed on the reels on that spin.

Cash Collect™ Feature

- The **Cash Collect™ Feature** is triggered by simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on reels #1-#5 during the **Free Games**, and a coin symbol anywhere on the reels on the same spin.
- There are 3 coin symbols in the game:
 - The symbol with cash value on it is the **Cash Prize** symbol. For example, **3.00** symbol. The cash prizes are depended to the player's total bet.
 - The symbol with the **+(number)** on it is the **Free Games** symbol. For example, **+2** symbol.
 - The symbol with the diamond on it is the **Diamond** symbol.
- Each instance of a coin symbol awards you with the cash prize, number of free games or a cash prize accordingly.
- When initiating a new spin, all the coin symbols will reset.
- **Note: Cash Prize** symbols contain values of x1, x2, x3, x5, x10, x15 multiplied by total bet.
- **Note: Free Games** symbols contain values of +3, +4, +5, +7, +10.

Free Games Feature

- During the main game, when a **Cash Collect™** symbol lands on reel 5 and 1 or more **Free Games** coin symbol lands anywhere on the reels, the **Free Games** feature is triggered.
- Each **Free Games** coin symbol that land awards the number of free games shown on it. If 2 or more **Free Games** coin symbols land on the reels, the total number of free games won equals the sum of all numbers on each **Free Games** coin symbol
- Press ► to start the **Free Games** feature.
- During **Free Games**, the **Cash Collect™** symbol locks on the reels and shifts 1 position to the left for each spin until it exists the reels.
- **Note:** More than 1 **Cash Collect™** symbol can be on the reels at a time.
- **Note:** New **Cash Collect™** symbols cannot land on the same position as an existing **Cash Collect™** symbol.
- During free games, each **Cash Collect™** symbols collect all **Cash Prize, Diamond** and/or **Free Games** symbols that land, awarding the respective prize once for each **Cash Collect™** symbol on the reels.
- **Free Games** can be retriggered by simultaneously landing a **Cash Collect™** and a **Free Games** coin symbol anywhere on the reels.
- Press ► on the winning summary screen to return to the main game.

Cash Collect™ Prizes

- Simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on any reel during **Free Games**, and a **Diamond** coin symbol anywhere on the reels trigger a **Cash Collect™ Prize**.
- There are 4 types of prizes that can be won: **GRAND, MAJOR, MINOR** and **MINI**.

- Each prize is a fixed amount based on the bet value.
- The awarded prize is selected randomly.
- Each prize can be won multiple times if more than 1 **Cash Collect™** is locked on the reels during Free Games.
- Multiple **Diamond** symbols can land on the same spin.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.38%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Lucky Lucky Blackjack

Get closer to 21 than the dealer without going over.

Lucky Lucky Blackjack is a variant of standard Blackjack that features the Lucky Lucky side game. For information on the rules and differences to the standard game, proceed straight to the “Rules” section.

TO PLAY THE GAME

- This game can be played with up to 5 hands. In order to play, you must place a bet on at least one of your hands. Every hand may have a different bet amount.
- To place a bet, click on a chip in the bottom left of the screen to select your chip value. Click on 1 of the available betting areas (the 5 larger circles) to place the bet. Every click increases your bets by the value of the selected chip.
- Side bets can be placed on the Lucky Lucky betting areas under any of your hands. In each game round, you can place 1 Lucky Lucky side bet for each of your own hands that has a regular bet placed on it.
- You can click **CLEAR BETS** to remove all bets from the table.
- Clicking **DOUBLE** doubles every bet you have placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. 2 cards are dealt to each of the player's hands and to the dealer's hand. The cards are dealt clockwise one at a time to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- If you are playing more than 1 hand, actions are taken for each hand separately, starting from the rightmost hand once the cards have been dealt.
- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure a hand against the dealer having Blackjack or click **APPLY TO ALL** to insure all hands. If you do not want insurance, click **DECLINE** and **APPLY TO ALL** to decline insurance for all hands.
- If your first 2 cards have the same value, you can split your hand by clicking **SPLIT**.
- Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- When you have played your final hand the dealer then reveals the dealer's face down card and may draw additional cards, in accordance with the rules.
- When the dealer has stopped taking cards each of your hands is compared to the dealer's hand. If your hand has a higher value than the dealer's and has not exceeded 21, you win with that hand.
- If any hand value reaches 22 or more, it is bust and automatically loses.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round and, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round or **DOUBLE & DEAL** to place bets that are double the size of the bets placed in the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

UNDO – Remove your last bet.

HIT - Request 1 more card.

STAND - Draw no more cards and end your turn.

DOUBLE – When no cards have been dealt yet, this button doubles all bets on the table. When cards have been dealt, this button doubles the bet on the selected hand and requests a third and final card.

SPLIT – Split the hand into two if you hold a pair.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL – Double your bets from the previous round and deal the cards.

ACCEPT – Click to accept Insurance and protect your bet for the current hand in case the dealer has Blackjack.

DECLINE – Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hand.

APPLY TO ALL – Click to either accept or decline Insurance for all hands against the dealer having Blackjack.

RULES

The object of Lucky Lucky Blackjack is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21.

The value of a hand is the sum of the individual cards values. Blackjack is the highest hand and consists of two cards: an ace and any 10-point card. Blackjack beats a score of 21.

You can choose 1 to 5 hands to play on in a game round. The chosen hands are played clockwise, starting from your rightmost hand. The dealer's hand is played last. You may split, double and take insurance, just like in standard Blackjack.

Lucky Lucky Blackjack is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- Aces count as either 1 or 11, face cards count as 10 and number cards count at their face values.
- The player may not split a split hand.
- Only 1 card is drawn to each Ace in a split hand.
- The player may double after splitting.
- The dealer will not automatically check for Blackjack, regardless of the value of the dealer's first face-up card.
- Ace and a 10-point card after a split are considered 21, and not Blackjack.
- Blackjack pays 1.5 times the bet amount (3 to 2).
- If the total value of the player's cards is closer to 21 than the dealer's after the dealer has stopped taking cards, the player wins the bet amount (1 to 1).
- If the total of the player's cards is more than 21, the player's hand is "bust" and the player automatically loses the bet for that hand.
- If the player and the dealer have the same point total (17 to 21), neither of them wins and the player's bet is returned to the player in a "push".
- The dealer always draws to 16. The dealer stands when the dealer's hand has a value of 17 or greater (including soft 17). The dealer does not draw when the player is "bust".
- If the dealer's first card is an Ace, and the player then doubles, and the dealer then reveals Blackjack, then the player loses the doubled bet.
- If the dealer's first card has a 10-point value, and the player then doubles, and the dealer then reveals Blackjack, then the doubled bet is returned to the player.
- Blackjack beats a score of 21.

SPLIT

If your first 2 cards have the same value then you may split them into 2 separate hands. The second hand will have the same bet as the hand it was split from. You will then draw additional cards to each hand. You may

draw as many cards as you like on each split hand, unless you split 2 aces (in which case you can receive only 1 additional card for each ace). If you receive an ace and a 10-value card in a split hand, it is considered 21 and not Blackjack.

DOUBLE

You can double your bet on a hand before you take a third card. You cannot double the bet on a hand after taking a third card. After doubling a bet, a third and final card will be dealt to you automatically. You can double on all your hands, if you wish. You can also double your bet on a split hand.

INSURANCE

If the dealer's first face up card is an Ace you will be given a chance to insure each of your regular bets against the dealer having Blackjack. If you take Insurance then an amount equal to half your original bet will be deducted from your balance and placed separately on the table. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. If the dealer does not have Blackjack, you lose the insurance amount. Insurance does not affect any side bets.

10-CARD CHARLIE

10-Card Charlie refers to the player drawing 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet to get an extra win even if your regular game hand does not win. The side bet payout depends on the combination that the cards form.

Lucky Lucky

You can place a Lucky Lucky side bet on the Lucky betting area, found beneath each regular betting area, for each of your hands that has a regular bet placed on it. This side bet wins if your first 2 cards and the dealer's first card form a Suited 777, a Suited 678, an Unsuted 777, an Unsuted 678, a Suited 21, an Unsuted 21, Any 20 and Any 19 combination.

The Suited 777, Suited 678, Unsuted 777, Unsuted 678, Suited 21, Unsuted 21, Any 20 and Any 19 combinations pay in accordance with the payable below.

Side bets cannot be placed without placing a regular bet. All types of side bets can be placed at the same time.

PAYTABLE

Winnings	Pays
Winning Hand	1:1
Insurance	2:1
Blackjack	3:2
Suited 777	200:1
Suited 678	100:1
Unsuted 777	50:1

Unsuited 678	25:1
Suited 21	15:1
Unsuited 21	3:1
Any 20	2:1
Any 19	2:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 99.58%.

The theoretical percentage return to player (RTP) for the Lucky Lucky side bet is 96.05%.

Mayan Blocks™

6-Reel, 7-Row Cluster Slot

- The objective of **Mayan Blocks™** is to obtain winning symbol combinations by spinning the reels.

To Play the Game:

- Press ► on the entry screen to enter the main game. You can also press **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- To open bet settings, press the **coin** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable.

Paytable:

- To open the payable, press the **INFO** button.
- The payable is scrollable.

- To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

- The accumulating winnings and all wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Cluster wins:

- Wins are achieved when 5 or more matching symbols land on adjacent symbol positions horizontally and/or vertically.
- Winning symbols are removed, and new symbols will fall to fill the gaps.
- All symbols that do not participate in a win will stay on the reels. If a symbol under it participated in a win and disappears, the symbol that did not participate in a win will collapse.
- The **WILD** symbol that participates in more than 1 collapse, will not collapse in the first win calculation and will also affect the second win calculation.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet / 10.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.
- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol

- The symbol with the letter 'W' on it is the **WILD** symbol in the game.
- The **WILD** symbol substitutes for all other symbols, except for **BONUS** symbols, to form the best possible winning combination.

Bonus Symbol

- The crystal symbol is the **BONUS** symbol in the game.
- When 4 or more **BONUS** symbols land simultaneously anywhere on the reels, the **Free Games + Multiplier Boost Spin** feature is triggered.
- The feature can be triggered during the main game only.

Retrigger Symbol

- The crystal with a '+1' on it is the **RETRIGGER** symbol in the game.
- The **RETRIGGER** symbol awards 1 extra free game per each **RETRIGGER** symbol that lands during the **Free Games + Multiplier Boost Spin** feature.
- The **RETRIGGER** symbol appears during the feature only.

Mega Symbols

- Every symbol in the game, except for **WILD**, **BONUS**, and **RETRIGGER** symbols, can appear as 2x2, or 3x3 **MEGA** symbols.
- **MEGA** symbols are calculated as following:

- 2×2 **MEGA** symbol is counted as 4 adjacent symbols of a kind.
- 3×3 **MEGA** symbol is counted as 9 adjacent symbols of a kind, which forms a cluster win.

Collapsing Reels:

- Any win triggers the collapsing reels feature.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- The reels will continue to collapse until no new winning combinations are formed.
- Symbols disappear in the order of their value. Low-win symbols disappear first, then the high-win symbols disappear.
- The reels can collapse up to 50 times in a single spin.

Mystery Random Wild Symbols

- **Mystery Random Wild** symbols spread on the reels after all wins are calculated and the reels stop collapsing.
- The **Mystery Random Wild** feature can potentially form more additional wins, triggering more collapses.

Win Multiplier:

- Each win is multiplied by the win multiplier.
- Each win increases the win multiplier by +X1.
- The win multiplier resets to ×1 when no new wins are formed in the main game and the reels stop collapsing.

Free Games + Multiplier Boost Spin

- When 4 or more **BONUS** symbols simultaneously appear anywhere on the reels, 8 free games are triggered.
- To start **Free Games** feature, press ► on the pop-up window.
- **MEGA** symbols and **Mystery Random Wild** symbols can appear during **Free Games**.
- During **Free Games**, the win multiplier does not reset between spins and can only grow.
- The **Multiplier Boost Spin** is triggered on the last **Free Games** spin.
- During the **Multiplier Boost Spin**, the win multiplier can be boosted to a random win multiplier up to ×20.
- When the **Free Games** feature ends, press the ► button on the resulting pop-up screen to return to regular gameplay.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.36%.

Note on disconnections:

- If you are disconnected from the internet during:

- A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mega Fire Blaze™: Big Circus!™

5-reel 30-line slot

The objective of the **Mega Fire Blaze™: Big Circus!™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 30.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.

- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Ring Master**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, the **Cannon** symbol and the **Target** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5.

Scatter Symbol:

- The **Scatter** symbol is the **Game Logo**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Target Symbol and Cannon Symbol:

- Any combination of 6 or more **Target** and **Cannon** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 5 Free Games are awarded.
- During each Free Games spin, all **Wild** symbols participating in a line win will double the value of that win.

- During Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 5 additional Free Games.
- During Free Games, any combination of 6 or more **Target** and **Cannon** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.
- Free Games are played with the same bet that was placed on the spin that triggered them.

Mega Fire Blaze Respin Feature:

- Any combination of 6 or more **Target** and **Cannon** symbols in any position trigger the **Mega Fire Blaze Respin Feature**.
- At the beginning of the feature, all triggering **Target** and **Cannon** symbols are held in place, and 5 additional symbol rows are displayed, each with 2 padlocks.
- Any symbols landing on padlocked rows do not contribute to any prizes awarded.
- At the beginning of the feature, 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new active symbols on an unlocked row, it will be held, and the number of respins remaining will be reset to 3.
- Active symbols include **Target**, **Cannon**, **Strongman**, **Trapeze Woman** and **Clown**.
- Any **Cannon** symbol that contributes to the feature trigger or that lands on an unlocked row will remove one padlock from the lowest locked row. The **Cannon** symbol will then transform into a held **Target** symbol with a prize.
- When both padlocks are removed from a locked row, it will unlock.
- Any **Strongman** symbol that lands on an unlocked row will increase the value of up to 10 other held symbols. The **Strongman** symbol will then transform into a held **Target** symbol with a prize.
- Any **Trapeze Woman** symbol that lands on an unlocked row will accumulate the sum of prize values from up to 10 other held symbols. The **Trapeze Woman** symbol will then transform into a held **Target** symbol with a prize equal to the accumulated sum.
- Any **Clown** symbol that lands on an unlocked row will award up to 5 additional held **Target** symbols. The **Clown** symbol will then transform into a held **Target** symbol with a prize.
- If all available symbol positions are locked or if 4 locked rows become unlocked in the course of the feature, the curtains covering the symbol position at the top of the reels will be opened.
- Every respin with the curtains opened will give the player a chance to win the GRAND prize (GRAND prize value = total bet x 2000).
- The GRAND prize can only be won once per feature.
- When all 3 respins have been used or when all available symbol positions, including the top symbol position, have been filled, the respins will be complete.
- All prizes displayed on unlocked symbol positions will be awarded and the feature will end.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.37%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mega Fire Blaze™: Khonsu God of Moon™

5-reel 30-line slot

To play the game:

- The entry screen displays the game's features.
- Press the **START** button to start the game.
- Press - or + next to **TOTAL BET** to choose the total bet.
- Press the fast-forward button to activate **TURBO MODE**, making the reels spin faster. Pressing the button again ends the **TURBO MODE** session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into ■. Clicking ■ ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- 3 or more symbols anywhere on consecutive reels from left to right trigger a win.
- Wins are calculated according to the payable. Wins are multiplied by the line bet. The line bet is the total bet divided by 30.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, press the button with 2 revolving arrows and use the slider to select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until either the **Mega Fire Blaze Feature** or **Free Games** features are triggered, or you do not have sufficient funds for the next spin.

- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the paytable, press the **I** button.
- To navigate the paytable, scroll up or down, or swipe the screen.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines. The total bet per game round is the line bet × 30.
- Paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet except scatter which pays in total bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The man symbol is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **SCATTER** and **Moon** (cash) symbols.

Scatter Symbol:

- The sphinx symbol is the **SCATTER** symbol in the game.
- The **SCATTER** symbol appears on all reels during the main game.
- 3 or more **SCATTER** symbols anywhere on the reels during the main game trigger the **Free Games** feature.

Free Games:

- 3 or more **SCATTER** symbols anywhere on the reels trigger 6 **Free Games**.
- During **Free Games**, 3 or more **SCATTER** symbols landing on the reels will award 6 additional free games.
- Reels 2, 3 and 4 are marked with a special frame during **Free Games**.

- Every **WILD** symbol and/or **Moon** symbol that lands on those reels will expand and fill the reel for a bigger chance to form a win or trigger the **Fire Blaze Respin Feature**.

Fire Blaze Respin Feature:

- When 6 or more **Moon** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Moon** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Prize Star icon.
- Any **Moon** symbol that triggered the feature, and the prizes that appeared on them, lock in position during the feature.
- 3 respins are awarded. Each unlocked symbol position will spin independently.
- After each respin, if there is 1 or more new **Moon** symbol, it will lock in place, and the number of respins remaining will be reset to 3.
- Every additional row is unlocked by collecting 2 **Moon** symbols with a key.
- The values of any locked **Moon** symbols on the 7th row are multiplied by x2.
- The values of any locked **Moon** symbols on the 8th row are multiplied by x5.
- The values of any locked **Moon** symbols on the 9th row are multiplied by x10.
- **Note:** Prize Star icons that lands on rows 7, 8 and 9 will multiplied as well.
- All prizes are awarded once after all respins have been completed.

Fire Blaze Prize:

- There are 4 types of Fire Blaze prizes that can be won: GRAND, MAJOR, MINOR and MINI.
- Any held Prize Star icon will transform to award the GRAND, MAJOR, MINOR or MINI prize:
 - The GRAND prize value = total bet x 2,000
 - The MAJOR prize value = total bet x 500
 - The MINOR prize value = total bet x 100
 - The MINI prize value = total bet x 20
- These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Return to Player:

The theoretical percentage return to player (RTP) is 96.49%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mega Fire Blaze™: Legacy of the Tiger™

5-reel 50-line slot

To play the game:

- The entry screen displays the game's features.
- Press the **START** button to start the game.
- Press - or + next to **TOTAL BET** to choose the total bet.
- Press the fast-forward button to activate **TURBO MODE**, making the reels spin faster. Pressing the button again ends the **TURBO MODE** session.
- Press the **SPIN** button to spin the reels with the current bet.
- During the reel spin the **SPIN** button changes into ■. Clicking ■ ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- 3 or more symbols anywhere on consecutive reels from left to right trigger a win.
- Wins are calculated according to the payable. Wins are multiplied by the line bet. The line bet is the total bet divided by 50.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, press the button with 2 revolving arrows and use the slider to select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until either the **Mega Fire Blaze Feature** or **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the payable, press the I button.
- To navigate the payable, scroll up or down, or swipe the screen.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 50 active paylines. The total bet per game round is the line bet × 50.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet except scatter which pays in total bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The tiger symbol is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **SCATTER** and **Moon** (cash) symbols.

Scatter Symbol:

- The female symbol is the **SCATTER** symbol in the game.
- The **SCATTER** symbol appears on all reels during the main game. During the **Free Games** feature the **SCATTER** symbols appear on all reels, except reel 3.
- 3 or more **SCATTER** symbols anywhere on the reels during the main game trigger the **Free Games**.

Free Games:

- 3 or more **SCATTER** symbols anywhere on the reels trigger 8 **Free Games**.
- During the **Free Games**, 3 or more **SCATTER** symbols landing on the reels will award 8 additional free spins.
- The third reel marked with a special frame during the **Free Games** feature. It contains **Wild** and **Moon** symbols only, for a bigger chance to win and to trigger the **Mega Fire Blaze Prize**.

Fire Blaze Respin Feature:

- When 6 or more Moon symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Moon** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Prize Star icon.
- Any **Moon** symbol that triggered the feature, and the prizes that appeared on them, lock in position during the feature.
- 3 respins are awarded. Each unlocked symbol position will spin independently.
- After each respin, if there is 1 or more new **Moon** symbol, it will lock in place, and the number of respins remaining will be reset to 3.

- Every additional row is unlocked by collecting 2 **Moon** symbols with a key.
- The values of any locked **Moon** symbols on the 7th row are multiplied by x2, except Prize Star icons.
- The values of any locked **Moon** symbols on the 8th row are multiplied by x5, except Prize Star icons.
- All locked **Moon** symbols on the 9th row are transformed to Prize Star icons.
- All prizes are awarded once after all respins have been completed.

Prize:

- There are 4 types of prizes that can be won: GRAND, MAJOR, MINOR and MINI.
- Any held Prize Star icon will transform to award the GRAND, MAJOR, MINOR or MINI prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.59%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Mega Fire Blaze™: Wild Pistolero™

5-reel 30-line slot

The objective of the **Mega Fire Blaze™: Wild Pistolero™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 30.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.

- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Logo**. The **Wild** symbol can stand for any other symbol, except the **Gun Cylinder** symbol, the **Saloon** symbol and the **Bullet** symbols, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5.

Saloon Symbol:

- The **Saloon** symbol is the **Scatter** symbol. 3 or more **Saloon** symbols in any position trigger the **Free Games Feature**.
- **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.

Gun Cylinder Symbol, 1 Bullet Symbol and 2 Bullets Symbol:

- Any combination of 6 or more **Gun Cylinder**, **1 Bullet** and **2 Bullets** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.

Free Games Feature:

- When 3 or more **Saloon** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 5 Free Games are awarded.
- The **Gun Cylinder** symbol will not appear on the reels during Free Games.
- During Free Games, 3 or more **Saloon** symbols landing simultaneously anywhere on the reels will award 5 additional Free Games.
- During Free Games, any combination of 6 or more **1 Bullet** and **2 Bullets** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.
- Free Games are played with the same bet that was placed on the spin that triggered them.

Mega Fire Blaze Respin Feature:

- Any combination of 6 or more **Gun Cylinder**, **1 Bullet** and **2 Bullets** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.
- At the beginning of the feature, all triggering **Gun Cylinder**, **1 Bullet** and **2 Bullets** symbols are held in place, and 5 additional symbol rows are displayed, each with 2 padlocks.
- Any symbols landing on padlocked rows do not contribute to any prizes awarded.
- At the beginning of the feature, 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new active symbols on an unlocked row, it will be held, and the number of respins remaining will be reset to 3.
- Active symbols include **Gun Cylinder**, **1 Bullet**, **2 Bullets**, **Cowboy**, **Woman** and **Banker**.
- Any **Gun Cylinder** symbol will display a cash prize or the Star icon. If the Star icon is displayed, this will transform into the MINI (MINI prize value = total bet x 20), MINOR (MINOR prize value = total bet x 100) or MAJOR (MAJOR prize value = total bet x 500) prize at the end of the feature.
- Any **1 Bullet** or **2 Bullets** symbols that contributed to the feature trigger or that land on an unlocked row during a respin will remove one padlock per bullet from the lowest locked row. The **1 Bullet** symbol will remove 1 padlock. The **2 Bullets** symbol will remove 2 padlocks. After removing a padlock, the **1 Bullet** and **2 Bullets** symbols will transform into a held **Gun Cylinder** symbol with a prize.
- When both padlocks are removed from a locked row, it will unlock.
- Any **Cowboy** symbol that lands on an unlocked row will increase the value of up to 10 other held symbols. The **Cowboy** symbol will then transform into a held **Gun Cylinder** symbol with a prize.
- Any **Woman** symbol that lands on an unlocked row will award a multiplier for the row she lands on. This multiplier will be applied to all wins on that row at the end of the feature. The **Woman** symbol will transform into a held **Gun Cylinder** symbol with a prize after the multiplier is revealed.

- If more than 1 **Woman** symbol lands on the same unlocked row, the multiplier for that row will be incremented once for each **Woman** symbol after the first one.
- Any **Banker** symbol that lands on an unlocked row will award a spin of the wheel.
- If 6 or less rows are unlocked, the wheel will highlight a multiplier prize or the Star icon. After the wheel spins, the **Banker** symbol will then transform into a held **Gun Cylinder** symbol with a prize equal to the highlighted wheel prize. This prize will be paid once only, at the end of the feature. If the Star icon is revealed, this will transform into the MINI, MINOR or MAJOR prize at the end of the feature.
- If 7 or more rows are unlocked, the wheel will highlight either the GRAND (GRAND prize value = total bet x 2000) prize or no prize. After the wheel spins, the **Banker** symbol will transform into a 1x total bet prize.
- If all available symbol positions are locked and the GRAND prize has not been awarded, the wheel will spin up to 3 times. On each spin the wheel will highlight either the GRAND prize or no prize. If the GRAND is highlighted, this prize will be awarded and the feature will end.
- The GRAND prize can only be won once per feature.
- The feature will complete when all 3 respins have been used or when all available symbol positions have been filled and the GRAND wheel feature has been played.
- At the completion of the feature, all prizes displayed on unlocked symbol positions will be awarded.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.96%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mighty Hat : Lamp of Gold™

5 reel 243 ways slot

To play the game:

On the entry screen, press CONTINUE to start the game.

The game is played with 243 ways to win.

The total bet is equal to 5x coin value.

To open bet settings, press the COIN button and then press – or + to choose the total bet.

Press SPIN to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulated winnings.

Only the highest winning combination per symbol is paid.

Wins are calculated according to the payable.

Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel.

Ways wins are multiplied by your coin value.

Scatter wins can form from symbols in any position.

Scatter wins are multiplied by your total bet.

Paytable:

To open the payable, press I.

To navigate the payable, swipe the screen.

To close the payable and return to the game, press the back arrow button.

243 Ways:

Active Ways wins are represented by symbol frames that appear over winning symbol positions.

Ways wins can form matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

The Wild symbol, Lamp/Special Lamp, can stand for any other symbol, except the Palace and Stone symbols, to make the best possible winning combination.

When landed, the Special Lamp symbol may award the Respin Feature, the Treasure Chest Feature, the Free Games Feature or the Mighty Hat Feature.

The Special Lamp symbol can only appear on the middle reel.

Bonus Prizes:

There are 4 Bonus Prizes:

The Grand Bonus = 1000x total bet.

The Major Bonus = 500x total bet.

The Minor Bonus = 50x total bet.

The Mini Bonus = 20x total bet.

Respin Feature:

When Special Lamp lands on the middle reel, the Respin Feature may be triggered.

1 respin is awarded.

During the Respin Feature, some reels will be held in position. Each unheld reel will spin.

All ways wins during the Respin Feature will have a multiplier of x1, x2 or x3.

Treasure Chest Feature:

When Special Lamp lands on the middle reel, the Treasure Chest Feature may be triggered.

A Treasure Chest containing up to 5 prizes will be awarded.

The prizes can be Grand Bonus, Major Bonus, Minor Bonus, Mini Bonus, a cash prize, the Free Games Feature or the Mighty Hat Feature.

The cash prizes can be 1x, 2x, 5x or 10x total bet.

All prizes will be paid after all the prizes have been revealed. The feature will then be complete.

Free Games Feature:

When Special Lamp lands on the middle reel, the Free Games Feature may be triggered.

5 free games are awarded.

During free games the reels spin automatically.

The free games are played with the same bet that was placed on the spin that triggered them.

During the free games, 3, 4 or 5 Palace will award 3, 4 or 5 prizes respectively in addition to any scatter pays.

The prizes can be Grand Bonus, Major Bonus, Minor Bonus, Mini Bonus or a cash prize; or 5 additional free games.

The cash prizes can be 1x, 2x, 5x or 10x total bet.

During the free games, the Special Lamp symbol landing on the middle reel may award the Respin Feature, the Treasure Chest Feature or the Mighty Hat Feature; or 5 additional free games.

Mighty Hat Feature:

When Special Lamp lands on the middle reel, the Mighty Hat Feature may be triggered.

9 special spins are awarded.

During special spins the reels spin automatically.

The Special Lamp symbol that triggered the feature will transform into a Gold border.

During the feature, all borders are held in position.

During the feature, any Stone that land on an empty position will award a Silver border.

During the feature, any Stone that land on a position with a Silver border will upgrade the border to a Gold border.

During the feature, any Stone that land on a position with a Gold border will upgrade the border to a Red border.

During the feature, three Stone landing on one or more reels will award an additional 3 special spins.

All borders will reveal prizes when there are no special spins remaining. Each prize will then be paid. The feature will then be complete.

The prizes will be Grand Bonus, Major Bonus, Minor Bonus, Mini Bonus for Red borders; or a cash prize for Gold or Silver borders.

The cash prizes can be 1x, 2x, 5x or 10x total bet.

Return to Player: The theoretical percentage return to player (RTP) is 96.24%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the spin will be automatically completed, and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mighty Hat : Mine O'Mine™

5 reel 243 ways slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- The game is played with 243 ways to win.

- The total bet is equal to 5x coin value.
- To open bet settings, press the **COIN** button and then press – or + to choose the total bet.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulated winnings.
- Only the highest winning combination per symbol is paid.
- Wins are calculated according to the paytable.
- Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel.
- Ways wins are multiplied by your coin value.
- Scatter wins can form from symbols in any position.
- Scatter wins are multiplied by your total bet.

Paytable:

- To open the paytable, press I.
- To navigate the paytable, swipe the screen.
- To close the paytable and return to the game, press the back arrow button.

243 Ways:

- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the paytable.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The **Wild** symbol, **Lamp/Special Lamp**, can stand for any other symbol, except the **Mine Cart** and **Stone** symbols, to make the best possible winning combination.
- When landed, the **Special Lamp** symbol may award the **Respin Feature**, the **Treasure Chest Feature**, the **Free Games Feature** or the **Mighty Hat Feature**.
- The **Special Lamp** symbol can only appear on the middle reel.

Bonus Prizes:

- There are 4 Bonus Prizes:
- The **Grand** Bonus = 1000x total bet.
- The **Major** Bonus = 500x total bet.
- The **Minor** Bonus = 50x total bet.
- The **Mini** Bonus = 20x total bet.

Respin Feature:

- When **Special Lamp** lands on the middle reel, the **Respin Feature** may be triggered.
- 1 respin is awarded.
- During the **Respin Feature**, some reels will be held in position. Each unheld reel will spin.
- All ways wins during the **Respin Feature** will have a multiplier of x1, x2 or x3.

Treasure Chest Feature:

- When **Special Lamp** lands on the middle reel, the **Treasure Chest Feature** may be triggered.
- A **Treasure Chest** containing up to 5 prizes will be awarded.
- The prizes can be **Grand Bonus**, **Major Bonus**, **Minor Bonus**, **Mini Bonus**, a cash prize, the **Free Games Feature** or the **Mighty Hat Feature**.
- The cash prizes can be 1x, 2x, 5x or 10x total bet.
- All prizes will be paid after all the prizes have been revealed. The feature will then be complete.

Free Games Feature:

- When **Special Lamp** lands on the middle reel, the **Free Games Feature** may be triggered.
- 12 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games **Dynamite** may appear on reels 2, 3, 4 and 5. At the end of each spin any **Dynamite** will explode to reveal **Lamp**, **Ace**, **King**, **Queen**, **Jack**, **Ten** or **Nine**.
- During the free games, the **Special Lamp** symbol landing on the middle reel may award the **Respin Feature**, the **Treasure Chest Feature** or the **Mighty Hat Feature**; or 12 additional free games.

Mighty Hat Feature:

- When **Special Lamp** lands on the middle reel, the **Mighty Hat Feature** may be triggered.
- 9 special spins are awarded.
- During special spins the reels spin automatically.
- The **Special Lamp** symbol that triggered the feature will transform into a Gold border.
- During the feature, all borders are held in position.
- During the feature, any **Stone** that land on an empty position will award a Silver border.
- During the feature, any **Stone** that land on a position with a Silver border will upgrade the border to a Gold border.
- During the feature, any **Stone** that land on a position with a Gold border will upgrade the border to a Red border.
- During the feature, three **Stone** landing on one or more reels will award an additional 3 special spins.
- All borders will reveal prizes when there are no special spins remaining. Each prize will then be paid. The feature will then be complete.

- The prizes will be **Grand Bonus**, **Major Bonus**, **Minor Bonus**, **Mini Bonus** for Red borders; or a cash prize for Gold or Silver borders.
- The cash prizes can be 1x, 2x, 5x or 10x total bet.

Return to Player: The theoretical percentage return to player (RTP) is 96.25%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mighty Hat : Mystic Tales™

5-reel 243-ways slot

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- The game is played with 243 ways to win.
- The total bet is equal to 5x coin value.
- To open bet settings, press the **COIN** button and then press – or + to choose the total bet.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulated winnings.
- Only the highest winning combination per symbol is paid.
- Wins are calculated according to the paytable.
- Ways wins can form from matching symbols in any position on adjacent reels, starting from the leftmost reel.
- Ways wins are multiplied by your coin value.
- Scatter wins can form from symbols in any position.
- Scatter wins are multiplied by your total bet.

Paytable:

- To open the paytable, press I.
- To navigate the paytable, swipe the screen.
- To close the paytable and return to the game, press the back arrow button.

243 Ways:

- Active **Ways** wins are represented by symbol frames that appear over winning symbol positions.
- **Ways** wins can form matching symbols in any position on adjacent reels, starting from the leftmost reel, according to the payable.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

- The **Wild** symbol, **Acorn/Special Acorn**, can stand for any other symbol, except the **House** and **Stone** symbols, to make the best possible winning combination.
- When landed, the **Special Acorn** symbol may award the **Respin Feature**, the **Treasure Chest Feature**, the **Free Games Feature** or the **Mighty Hat Feature**.
- The **Special Acorn** symbol can only appear on the middle reel.

Bonus Prizes:

- There are 4 Bonus Prizes:
- The **Grand Bonus** = 1000x total bet.
- The **Major Bonus** = 500x total bet.
- The **Minor Bonus** = 50x total bet.
- The **Mini Bonus** = 20x total bet.

Respin Feature:

- When **Special Acorn** lands on the middle reel, the **Respin Feature** may be triggered.
- 1 respin is awarded.
- During the **Respin Feature**, some reels will be held in position. Each unheld reel will spin.
- All ways wins during the **Respin Feature** will have a multiplier of x1, x2 or x3.

Treasure Chest Feature:

- When **Special Acorn** lands on the middle reel, the **Treasure Chest Feature** may be triggered.
- A **Treasure Chest** containing up to 5 prizes will be awarded.
- The prizes can be **Grand Bonus**, **Major Bonus**, **Minor Bonus**, **Mini Bonus**, a cash prize, the **Free Games Feature** or the **Mighty Hat Feature**.
- The cash prizes can be 1x, 2x, 5x or 10x total bet.
- All prizes will be paid after all the prizes have been revealed. The feature will then be complete.

Free Games Feature:

- When **Special Acorn** lands on the middle reel, the **Free Games Feature** may be triggered.
- 12 free games are awarded.

- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, landed **Acorn** and **Special Acorn** will become sticky and be held in place for one spin.
- During the free games, the **Special Acorn** symbol landing on the middle reel may award the **Respin Feature**, the **Treasure Chest Feature** or the **Mighty Hat Feature**; or 12 additional free games.
- Landed **Acorn** and **Special Acorn** will also become sticky during **Respin Feature** won inside the Free Games.

Mighty Hat Feature:

- When **Special Acorn** lands on the middle reel, the **Mighty Hat Feature** may be triggered.
- 9 special spins are awarded.
- During special spins the reels spin automatically.
- The **Special Acorn** symbol that triggered the feature will transform into a Gold border.
- During the feature, all borders are held in position.
- During the feature, any **Stone** that land on an empty position will award a Silver border.
- During the feature, any **Stone** that land on a position with a Silver border will upgrade the border to a Gold border.
- During the feature, any **Stone** that land on a position with a Gold border will upgrade the border to a Red border.
- During the feature, three **Stone** landing on one or more reels will award an additional 3 special spins.
- All borders will reveal prizes when there are no special spins remaining. Each prize will then be paid. The feature will then be complete.
- The prizes will be **Grand Bonus**, **Major Bonus**, **Minor Bonus**, **Mini Bonus** for Red borders; or a cash prize for Gold or Silver borders.
- The cash prizes can be 1x, 2x, 5x or 10x total bet.

Return to Player: The theoretical percentage return to player (RTP) is 95.66%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Mobile Blackjack

Get closer to 21 than the dealer without going over.

We offer six-deck Blackjack. If you are not familiar with Blackjack, proceed straight to the 'Rules' section.

TO PLAY THE GAME

- Click on a chip to select it. Click on the available hand positions (the circles on the table). Every click increases your bet by the value of the selected chip. Bets can be placed on any of the hands to play on only one or up to five hands simultaneously.
- You can click **CLEAR BETS** to remove all bets from the table.
- Clicking **DOUBLE** doubles the bets you have placed on the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table. The limits apply to the initial bet only. Actions (such as Split, etc.) that require an additional bet can still be used even if you placed a bet equal to the maximum bet.
- Click the **DEAL** button to deal the cards. A two-card hand is dealt to each participating hand and to the dealer. The cards are dealt one by one to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the right-most hand.
- If the dealer's face up card is an Ace, you are offered insurance. Click **YES** to insure a hand against the dealer having Blackjack or click **YES TO ALL** to insure all participating hands. If you do not want insurance, click **NO** or **NO TO ALL**.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- The dealer reveals the face down card and draws additional cards according to the rules.
- Your hand is compared to the dealer's hand.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

HIT - Request one more card.

STAND - Draw no more cards and end your turn.

DOUBLE - If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on a hand in question and requests a third card.

YES / YES TO ALL / NO / NO TO ALL - If you are offered insurance, you can protect your bet against the dealer having Blackjack.

SPLIT - Split the hand into two.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

UNDO - Remove your last bet.

RULES

The object of Blackjack is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21. In Blackjack, Aces count as either 1 or 11, face cards as 10, and number cards at their face value.

If you receive an Ace and a ten-value card as your first two cards, you have Blackjack and win 1.5 times your bet (if your bet was 10, you receive 25). If the total value of your cards is closer to 21 than the dealer's, you win your bet amount (if your bet was 10, you receive 20). If the total of your cards is more than 21, you 'bust' and automatically lose your bet. If you and the dealer have the same card total (17 to 21), neither of you win and your bet is returned to you in a 'push'. Blackjack beats a score of 21.

Our Blackjack follows the standard 'Las Vegas Strip' rules, with the following exceptions:

- After each round, used cards are returned to the deck and the deck is shuffled.
- The player may not split a split hand.
- The player can double down only once per hand.
- Only one card is drawn to split Aces.
- The player may double after splitting.
- The dealer will not check for Blackjack in any case.
- The dealer draws an additional card when the total of the dealer's cards is 16 or less and stands when the total is 17 or greater (including soft 17s). The dealer does not draw when the player is 'bust'.
- If the player doubles and the dealer's first card is of value 11 (ACE), and the dealer gets Blackjack, the player loses both his bets. If the dealer's first card is of value 10, and the dealer gets Blackjack, the player gets the Double bet back.

SPLIT

If your first two cards have the same value, you may split them into two separate hands by placing a second bet equal to the original bet. You will then draw additional cards to each hand. You may draw as many cards as you like on each split hand, but if you split two Aces, you receive only one additional card for each Ace. If you receive an Ace and a ten-value card in a split hand, it is considered 21 and not Blackjack. The player can double down only once per hand and never on a Blackjack or after splitting two Aces.

DOUBLE

If, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand, you can double your bet. The bet amount becomes twice the original (with the difference taken out of your balance), and you are dealt one more card.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer does have Blackjack, you are paid 2 to 1 on your insurance. This way you do not lose your

original bet (because you get the 2x half your original bet, plus the insurance amount back). If the dealer does not have Blackjack, you lose the insurance amount.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack.

10-Card Charlie is also applicable on a split hand.

PAYTABLE

Winnings	Pays
----------	------

Winning Hand	1:1
--------------	-----

Insurance	2:1
-----------	-----

Blackjack	3:2
-----------	-----

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) in case of using an optimal game strategy is 99.58%.

Monster Multipliers™

6-reel, pay-anywhere game with collapsing reels

To play the game:

- The entry screen displays the game's features.
- Press the ► button to start the game.
- To open bet settings, press the coin button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the coin button, and then press **TURBO**, to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.

- During the reel spin the **SPIN** button changes into ■. Pressing ■ ends the spin animation and immediately displays the spin result.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable. Wins are multiplied by the coin bet.
- The **BONUS** and **Multiplier** symbols are an exception of these rules.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button and use the slider. Press to select the number of spins to be played automatically and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until **Free Games** is triggered or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the paytable, press the **i** button.
- To navigate the paytable, scroll up or down.
- To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

- 8 or more matching symbols anywhere in view trigger a win. The **BONUS** and **Multiplier** symbols are an exception to this rule. 4, 5 or 6 **BONUS** symbols anywhere in view trigger a win.
- Wins are calculated according to the Paytable, which can be accessed via the Menu.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Bonus Symbol:

- The symbol with the word 'BONUS' is the **BONUS** symbol in the game.
- 4 or more **BONUS** symbols on the reels during the main game trigger the **Free Games**.

Multiplier Symbol:

- The pink slime king is the game's multiplier symbol, which appears only during the **Free Games** feature.
- The minimum value a multiplier symbol can appear with is ×2.
- The maximum value a multiplier symbol can appear with is ×100.

Collapsing Reels:

- Any win triggers the **Collapsing Reels** feature.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- The reels will continue to collapse until no new winning combinations are formed.
- **Notes:** **BONUS** symbols and **Multiplier** symbols do not disappear.
- **Notes:** **Multiplier** symbols do not collapse.
- **Notes:** **BONUS** symbols do collapse.

Free Games:

- 4 or more **BONUS** symbols during the main game trigger 10 **Free Games**.
- Landing 3 or more **BONUS** symbols during **Free Games** retriggers the feature and awards 5 extra free games.
- Several multiplier symbols can land simultaneously during the feature.
- The total sum of all win multipliers in view multiplies the total win of the spin result.
- **Note:** Payouts from **BONUS** symbols are not multiplied.
- The results pop-up window appears on the screen when the **Free Games** feature ends.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.7%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

Panther Pays™

5-reel 50-line slot

Join in the Hunt with this 50-line slot. Win up to 250x your total bet with stacked **Panther** symbols on every reel. During the free games, at the beginning of each spin, one additional **Wild** symbol will be added to each reel strip for reels 2, 3, 4 and 5.

The objective of the Panther Pays™ slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- Panther Pays™ is a 5-reel, 4-row slot game with a free games feature.
- The number of active paylines is permanently set at 50.
- The total bet is equal to 50x coin value.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- Scatter wins can form from symbols in **any** position. Scatter wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the paytable.
- Line wins will equal your coin value multiplied by the corresponding value according to the paytable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the paytable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press i.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the paytable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Scatter** symbols, to make the best possible winning combination.

Free games:

- When 3 or more **Scatter** symbols land simultaneously on any reels, free games are triggered.
- 10 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously on any reels, will award an additional 5 free games.
- During the free games, at the beginning of each spin, one additional **Wild** symbol will be added to each reel strip for reels 2, 3, 4 and 5.
- A maximum of 10 additional **Wild** symbols can be added to each reel strip.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 96.25%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Pearls Pearls Pearls™

5-reel 30-line slot

The objective of the **Pearls Pearls Pearls™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 30.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.

- A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is equal to your total bet divided by 10. Line win payouts are equal to the value shown in the paytable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Mermaid**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Pearl** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Treasure Chest**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Pearl** is the **Bonus** symbol in the game. When 6 or more **Pearl** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Pearl** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Pearl** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Pearl** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the feature when all symbol positions are filled with **Pearl** symbols.

- All **Pearl** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 6 free games are awarded.
- During each free game, all **Wild** symbols that appear on reel 3 have a multiplier attached. Possible multiplier values are 2, 4, 8 or 16. Any line win that includes a **Wild** with a multiplier, will pay the normal win multiplied by the multiplier.
- During free games, when 6 or more **Pearl** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- During free games, **Pearl** symbols on the reel 3 will have higher prize values, on average, than other **Pearl** symbols.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 6 additional free games.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Penny Roulette

Penny Roulette is a fixed odds betting game, based on roulette with 3D roulette wheel.

The Roulette wheel has 37 numbered slots, from 0 to 36, each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the numbered slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

1. The Betting Table, where bets can be placed.
2. The Neighbors Table, where Neighbors bets can be placed.
3. 3D Wheel where the Roulette wheel is visible.

Additionally, you can switch the Turbo mode on or off. When turned on, some win animations and sounds are skipped and the wheel spins faster. The Turbo mode button appears beside the betting table.

THE BETTING TABLE

- To place a bet, click the desired chip value then click on the number or numbers you would like to bet on. The chosen number(s) will be highlighted in white until you release your finger. The chip tray is scrollable.
 - There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the paytable section below.
- You may place as many different bets of as many different values you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, click a chip of a different value.
- The total amount you have bet will be shown in the **TOTAL BET** field at the bottom right of the screen.
- Click the **DOUBLE** button to double all bets currently placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- Click **CLEAR BETS** to remove all bets currently on the table.
- The minimum and maximum total bets are shown beside the table. If you click on this text a pop-up window will appear that details all the table limits.
- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The **TABLE COVERAGE** percentage bar shows the percentage of the total possible bets that your chips on the table cover.
- The result history shows the previous game results. It is on the right of the wheel.
- Clicking the **WHEEL** button will change your view to the Roulette Wheel.
- Once you have placed your bet, click **SPIN** to start the game.

THE ROULETTE WHEEL

- Clicking **SPIN** after making a bet will automatically transition the screen to show the Roulette wheel. The Roulette Wheel view can also be accessed by clicking **WHEEL** on the Betting Table view.
- The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots.

- If the ball lands in a numbered slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in will be shown in the bottom left of the screen.
- After the ball has landed, the **DOUBLE & SPIN** and **REBET & SPIN** buttons will appear.
 - Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.
- Clicking the **BACK** button will return you to the Betting Table view. A marker will be placed on the winning number from the last spin. The **REBET & SPIN** and **DOUBLE & SPIN** buttons will also appear on the Betting Table.

THE NEIGHBORS TABLE (NEIGHBORS TABLE)

- The Neighbors Table view can be accessed by clicking **NEIGHBORS** on the Betting Table view. The Neighbors Table allows you to make several types of bets unavailable on the Betting Table.
- There are 5 numbered **NEIGHBORS** buttons. Click a **NEIGHBORS** button then click on a number on the racecourse to bet on that number and the numbers neighboring it to the left and the right. For example, clicking the **NEIGHBORS** button labelled 1 then clicking on the number 2 on the racecourse will be on the number 2 and the numbers to the immediate right and left of 2 (21 to the right and 25 to the left). Clicking on the **NEIGHBORS** button labelled 4 then clicking on the number 2 on the racecourse will be on the number 2 and the 4 numbers to the immediate right and left of 2 (21, 4, 19 and 15 to the right, and 25, 17, 34 and 6 to the left.).
- Clicking on **Tier**, **Orphelins** or **Voisins Du Zero** will place special bets, as detailed in the payable below.
- Once you have placed your bet, click **SPIN** to start the game.

AUTOPLAY

The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.

Place a bet, then hold the **SPIN** button to open the Autoplay panel. The Autoplay panel has a slider which can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then click the **START AUTOPLAY** button to begin those games.

During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

The Autoplay panel can also be opened by holding the **HOLD FOR AUTOPLAY/SPIN** button.

BUTTONS

DOUBLE - Doubles all current bets (if the set limit is not exceeded).

CLEAR BETS - Removes all bets from the table.

SPIN - Spins the roulette wheel with any current bets.

HOLD FOR AUTOPLAY/SPIN - Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.

REBET - Places the same bets as in the previous round.

DOUBLE & SPIN - Doubles all current bets (if the set limit is not exceeded) and spins the wheel. When no new bets have been placed, clicking this button repeats and doubles the previous bets and spins the reel.

REBET & SPIN - Places the same bets as in the previous round and spins the roulette wheel. Holding this button opens the Autoplay Panel.

START AUTOPLAY - Starts the selected number of Autoplay games.

STOP AUTOPLAY - Cancels the active Autoplay session.

UNDO - When clicked, the last bet is removed from the table.

BET TYPES AND PAYTABLE

Please note that the “How To Place” descriptions below apply to the game when viewed in landscape mode.

Bet Type	Covers	Description	How to Place	Payout
Straight Up (Straight Up)	1 number	A bet on a single number being the winning number.	Click on a number.	35:1
Split (Split)	2 numbers	A bet on two numbers next to each other on the table.	Click between two numbers.	17:1
Street (Street)	3 numbers	A bet on a row of three numbers (e.g. 1, 2, and 3).	Click on the bottom edge of the lowest number in a vertical row.	11:1
Corner/Four (Corner/Four)	4 numbers	A bet covering four numbers next to each other on the table.	Click at the corner of four numbers.	8:1
Line (Line)	6 numbers	A bet covering two Streets - six different numbers in two rows of three numbers (e.g. 1, 2, and 3 + 4, 5 and 6).	Click between two street bets (at the bottom corner of two numbers at the bottom of a vertical row).	5:1
Column (Column)	12 numbers	A bet covering an entire horizontal column of twelve numbers.	Click on one of the areas marked “2 TO 1”.	2:1
1st 12 (1st 12)	12 numbers	A bet on the winning number being between 1 and 12.	Click on the area marked “1st 12”.	2:1
2nd 12 (2nd 12)	12 numbers	A bet on the winning number	Click on the area marked “2nd 12”.	2:1

		being between 13 and 24.		
3rd 12 (3rd 12)	12 numbers	A bet on the winning number being between 25 and 36.	Click on the area marked "3rd 12".	2:1
1-18 (Low)	18 numbers	A bet on the winning number being between 1 and 18.	Click on the area marked "1-18".	1:1
19-36 (High)	18 numbers	A bet on the winning number being between 19 and 36.	Click on the area marked "19-36".	1:1
Red (Red)	18 numbers	A bet on the winning number being red.	Click on the area marked with a red diamond.	1:1
Black (Black)	18 numbers	A bet on the winning number being black.	Click on the area marked with a black diamond.	1:1
Even (Even)	18 numbers	A bet on the winning number being even.	Click on the area marked with "EVEN".	1:1
Odd (Odd)	18 numbers	A bet on the winning number being odd.	Click on the area marked with "ODD".	1:1

Neighbor Bets	Covers	Description	How to Place	Payout
Neighbors	3 to 11 numbers	A bet on a number and its neighbors.	Click one of the numbered NEIGHBORS buttons to select how many additional adjacent numbers you want to bet on, then click on the Neighbor Bets table to place a bet on that number and its neighbors.	35:1

Voisins du Zero	17 numbers	Voisins du Zero means “Neighbors of Zero”. These are the numbers positioned between 22 and 25 on the wheel. Nine chips are staked: two on 0/2/3; one on 4/7; one on 12/15; one on 18/21; one on 19/22; two on 25/26/28/29; and one on 32/35. These pay as Split bets.	Click the area marked “Voisins Du Zero”.	11:1 / 17:1 / 8:1
Tiers	12 numbers	Tiers means one-third and is the name for the numbers which are positioned on the third of the wheel opposite 0, i.e. between 27 and 33. Six chips are staked: one on each of the following splits: 5/8; 10/11; 13/16; 23/24; 27/30; 33/36. These pay as Split bets.	Click the area marked “Tiers”.	17:1
Orphelins	8 numbers	Orphelins means “Orphans” these numbers make up the two areas of the wheel that are not included in either Tiers or Voisins. They contain a total of eight numbers, comprising 17/34/6 and 1/20/14/31/9. Five chips are staked: one straight-up on 1,	Click the area marked “Orphelins”.	17:1 / 35:1

		which pays as a Straight bet, plus one chip on each of the splits: 6/9, 14/17, 17/20 and 31/34, which all pay as Split bets.		
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Notes:

- A win will return any chips bet on the winning number and award a payout based on the type of bet.
- The actual payout depends on the number of chips involved in the bet. For example, if the bet is placed on five consecutive numbers and one of them is hit, the payout is $35 + 1 - 5 = 31$ chips.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 97.30%.

Perfect Blackjack

Get closer to 21 than the dealer without going over.

Perfect Blackjack is a variant of standard Blackjack that features the Perfect Pair side game. For information on the rules and differences to the standard game, proceed straight to the 'Rules' section.

TO PLAY THE GAME

- This game can be played with up to five hands. In order to play, you must place a bet on at least one of your hands. Every hand may have a different bet amount.
- To place a bet, click on a chip in the bottom left of the screen to select your chip value. Click on one of the available betting areas (the 5 larger circles). Every click increases your bets by the value of the selected chip.
- Side bets can be placed on the 'Player's Perfect Pair' betting area under any of your hands as well as on the 'Dealer's Perfect Pair' betting area near the dealer's hand. In each game round, you can place one 'Dealer's Perfect Pair' side bet, and as many side bets on your own hands as you have placed a regular bet on.
- You can click **CLEAR BETS** to remove all bets from the table.

- Clicking **DOUBLE** doubles the bets you have placed on the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions (such as Split, etc.) that require an additional bet can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. 2 cards are dealt to each of the player's hands and to the dealer's hand. The cards are dealt clockwise 1 by 1 to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the rightmost hand once the cards have been dealt.
- If the dealer's face up card is an Ace, you are offered insurance. Click **YES** to insure a hand against the dealer having Blackjack or click **YES TO ALL** to insure both hands. If you do not want insurance, click **NO** or **NO TO ALL**.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**. Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- The dealer reveals the face down card and draws additional cards according to the rules.
- Your hand is compared to the dealer's hand. If a hand has a higher value than the dealer's and has not gone bust, you win with that hand.
- If any hand value reaches 22 or more, it is bust.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately.

BUTTONS

DEAL – Deal the cards.

CLEAR BETS – Clear the table of all bets.

HIT – Request one more card.

STAND – Draw no more cards and end your turn.

DOUBLE – If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on a hand in question and requests a third card.

YES / YES TO ALL / NO / NO TO ALL – If you are offered insurance, you can protect your bet against the dealer having Blackjack.

SPLIT – Split the hand into two.

REBET – Place the same bets as in the previous round.

REBET & DEAL – Place the same bets as in the previous round and deal the cards.

UNDO – Remove your last bet.

RULES

The object of Perfect Blackjack is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21. Aces count as either 1 or 11, face cards as 10, and number cards at their face value.

You can choose 1 to 5 hands to play on in a game round. The chosen hands are played clockwise, starting from your rightmost hand. The dealer's hand is played last. You may split, double, take insurance, and so on, just like in standard Blackjack.

If you get Blackjack (Ace and a 10-value card), you win 1.5 times your bet amount (if your bet was 10, you receive 25). If the total value of your cards is closer to 21 than the dealer's, you win an amount equal to your bet (if your bet was 10, you receive 20). If the total of your cards is more than 21, you 'bust' and automatically lose your bet. If you and the dealer have the same point total (17 to 21), neither of you win and your bet is returned to you in a 'push'.

Perfect Blackjack is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- The player may not split a split hand.
- Only one card is drawn to split Aces.
- The player may double after splitting.
- The dealer will not check for Blackjack in any case.
- Ace and a 10-point card after a split are considered 21.
- Blackjack pays 1.5 times the bet amount (3 to 2).
- The dealer always hits soft 17. The dealer does not draw when the player is 'bust'.
- If the dealer's first card is an Ace, the player doubles, and the dealer gets Blackjack, the player loses both bets.
- If the dealer's first card is of value 10, the player doubles, and the dealer gets Blackjack, the double bet is returned to the player.
- Blackjack beats a score of 21.

SPLIT

If your first 2 cards have the same value, you may split them into 2 separate hands by placing a second bet equal to the original bet. You will then draw additional cards to each hand. You may draw as many cards as you like on each split hand, but if you split 2 Aces, you receive only 1 additional card for each Ace. If you receive an Ace and a 10-value card in a split hand, it is considered 21 and not Blackjack.

DOUBLE

If, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand, you can double your bet. The bet amount becomes twice the original (with the difference taken out of your balance), and you are dealt one more card. You can double on all your hands, if you wish. You can also double down after splitting a pair.

INSURANCE

If the dealer shows an Ace in their initial hand, you are given a chance to insure your bet against the dealer having a Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer does have Blackjack, you are paid 2 to 1 on your insurance. This way you do not lose your

original bet (because you get two times half your original bet, plus the insurance amount back). If the dealer does not have Blackjack, you lose the insurance amount.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet. You can bet that your own first two cards or the dealer's first two cards form a pair, and get an extra win - even in the case when your Blackjack hand does not win. The side bet payout depends on the pair that the cards form.

Player's Perfect Pair / Dealer's Perfect Pair Rules:

- Side bets cannot be placed without placing a regular bet.
- Both Player's Perfect Pair and Dealer's Perfect Pair side bets can be placed at the same time.
- In each game round, the player can place one Dealer's Perfect Pair side bet, and as many side bets on their own hands as they have placed a regular bet on.
- The Player's Perfect Pair side bet wins if the first two player's cards in the corresponding hand form a Perfect Pair, Colored Pair, or a Red/Black Pair.
- The Dealer's Perfect Pair side bet wins if the first two dealer's cards form a Perfect Pair, Colored Pair, or a Red/Black Pair.
- Perfect Pair means that the first two player's or dealer's cards form a pair of the same suit (for example, a pair of 4 of Diamonds).
- Colored Pair means that the first two player's or dealer's cards form a pair of the same color but different suit (for example, 4 of Diamonds and 4 of Hearts).
- Red/Black Pair means that the first two player's or dealer's cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).
- The Perfect Pair, Colored Pair and Red/Black Pair combinations win according to the payable.

PAYTABLE

Winnings	Pays
Winning Hand	1:1
Insurance	2:1
Blackjack	3:2
Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 99.58%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Pharaoh's Daughter™

5-reel 50-line slot

The objective of the **Pharaoh's Daughter™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.

- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the paytable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Queen**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Sun** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Pyramid**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Sun** is the **Bonus** symbol in the game. When 6 or more **Sun** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Sun** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Sun** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Sun** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Sun** symbols.
- All **Sun** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During each free game, a wandering reel that contains either **Sun** symbols or **Wild** symbols will land in a random reel position before the reel spin stops.
- During free games, when 6 or more **Sun** Symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 8 additional free games.
- During free games the reels spin automatically.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.

- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Pharaoh's Daughter™

5-reel 50-line slot

The objective of the **Pharaoh's Daughter™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press i and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.

- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the paytable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Queen**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Sun** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Pyramid**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Sun** is the **Bonus** symbol in the game. When 6 or more **Sun** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Sun** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Sun** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.

- After each respin, if there is one or more new **Sun** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Sun** symbols.
- All **Sun** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During each free game, a wandering reel that contains either **Sun** symbols or **Wild** symbols will land in a random reel position before the reel spin stops.
- During free games, when 6 or more **Sun** Symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 8 additional free games.
- During free games the reels spin automatically.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.5%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Pigeons From Space!™

5-reel, 36-line slot

The objective of the **Pigeons From Space!™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 36.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- To open bet settings, press the **coin** button.
- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Crop Circle** symbol, the **Blue Pigeon**, and the **Purple Pigeon**, to make the best possible winning combination. The **Wild** symbol does not appear on the spinning reels. **Wild** symbols only appear when they are dropped by the **Blue Pigeon**.

Crop Circle symbol:

- The **Crop Circle** symbol is dropped by the **Purple Pigeon** as part of a **Respin Feature** or a **Free Games Feature**.

- The cash value displayed on the **Crop Circle** symbol is paid once at the end of the **Respin Feature** or **Free Games Feature**.

Blue Pigeon symbol:

- If a **Blue Pigeon** lands on the reels in the main game, either the **Respin Feature** or the **Free Games Feature** will be triggered.
- If a **Blue Pigeon** lands on the reels, the symbol position it lands on will become a **Wild** symbol. 1 to 3 adjacent symbol positions will also become **Wild** symbols.

Purple Pigeon symbol:

- If a **Purple Pigeon** lands on the reels in the main game, either the **Respin Feature** or the **Free Games Feature** will be triggered.
- If a **Purple Pigeon** lands on the reels during a spin, the symbol position it lands on will become a **Crop Circle** symbol, displaying a cash value equal to the sum of its own cash value, all coinciding line wins for that spin, and all **Crop Circle** symbol cash prizes that were already on the reels.

Respin Feature:

- When a **Blue Pigeon** OR a **Purple Pigeon** lands during a main game spin, the **Respin Feature** is triggered.
- When both a **Blue Pigeon** AND a **Purple Pigeon** land in a main game spin, the **Respin Feature** is not triggered.
- One respin will be awarded.
- If a **Blue Pigeon** lands, all the **Wild** symbols it drops will remain on-screen during the **Respin Feature**.
- If a **Purple Pigeon** lands, the **Crop Circle** symbol it drops will remain on-screen during the **Respin Feature**. The value of the **Crop Circle** symbol will be paid once, at the end of the feature.
- During the respin, another **Pigeon** may land, awarding one additional respin.
- If no **Pigeon** lands during the respin, the feature will end after the respin is evaluated.

Free Games Feature:

- When both a **Blue Pigeon** AND a **Purple Pigeon** land in a main game spin, the **Free Games Feature** is triggered.
- As part of the trigger spin, the **Blue Pigeon** will drop **Wild** symbols, and the **Purple Pigeon** will drop a **Crop Circle** symbol.
- 6 **Free Games** are awarded.
- During **Free Games**, any **Wild** symbols or **Crop Circle** symbols that are dropped will remain on-screen until the end of the feature.
- The cash prizes displayed on any **Crop Circle** symbols will be paid once, at the end of the feature.
- Free Games cannot be retriggered during Free Games.
- The Respin Feature cannot be triggered during Free Games.
- Free Games are played with the same bet that was placed on the spin that triggered them.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.97%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Plunder Ahoy! Thundershots™

5-reel 40-line slot

To play the game:

- On the entry screen, press **PLAY** to start the game.
- Press - or + below **TOTAL BET** to choose the total bet.
- The total bet shows how much is being bet in total on a single spin.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- All wins shown in the payable are relative to the current bet.

Paytable:

- To open the payable, press **HELP**.
- To navigate the payable, press the arrow buttons.
- To close the payable and return to the game, press **EXIT**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the payable.
- Wins can only form on active paylines.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The Skull Wild and Cannonball Wild symbols can stand for any other symbol, to make the best possible winning combination.
- There is also a separate payout for 3 or more Wild symbols on an active payline, as seen in the payable. This is paid out instead of the regular symbol win if the win amount from Wilds is larger than the win from the regular symbols (by Wild standing in).

Cascading reels:

- Any winning combination triggers the reels to cascade.
- All winning combinations explode after paying out.
- Each wave can create new winning combinations for another wave and even more wins.

X symbols:

- During the base game and in free games, 3 X symbols move to random positions before the reel symbols land. During cascades, the X symbols remain locked in position.
- Achieving a winning symbol combination above an X symbol will trigger a dig, revealing a map piece and removing the X symbol from the reels.
- Collecting all 3 map pieces in a single base game spin triggers free games.
- During free games, digs reveal chests which contain prizes.
- Digs can only occur once per X symbol, per spin.

Free Games:

- Collecting all 3 map pieces from digs in the base game will award 10 free games.
- During free games, digs reveal chests which may contain:
 - Cash prizes - Awarded to total win.
 - Multipliers - Once collected, apply to all subsequent reels wins.
 - Skull Wilds - Substitute for all symbols and remain persistent for the remainder of free games, spawning in random positions for every new free game.
 - Free games - Awards extra free games.
 - Thundershots™ - Awards 5 Thundershots™ spins.
- Free games ends when there are no games remaining.
- Digs can only occur once per X symbol per spin.
- Multipliers do not apply to chest wins.
- Skull Wilds spawn in random positions on a new free game, and not on any subsequent cascade.
- A maximum of 10 Skull Wilds can be awarded during free games.
- Free games cannot retrigger during free games.

Fire the Cannon:

- During any spin or cascade, including during free games, a cannon may randomly appear.
- The fuse will start burning. If the fuse burns all the way down, then the cannon will randomly fire up to a maximum of 15 Wild symbols onto the reels, replacing symbols already there.
- Wild symbols substitute for all symbols.

Thundershots™:

- Thundershots™ can be won from a chest in free games.
- Thundershots™ will begin after all free games have been played.
- Press the spin button to spin the Thundershots™ wheel, or press and hold to make the wheel spin automatically.
- Prizes on the wheel consist of cash wins, extra Thundershots™ spins, and free games.
- The first time you land on a feature segment, you will win the feature, which will be played at the end of the Thundershots™ feature.
- Landing on the same feature segment again will increase the multiplier you play the feature with by one.
- During free games, the Thundershots™ feature can be won again.
- Nothing is awarded for landing on an empty segment.
- The outcome of any spin is not necessarily that shown by the odds displayed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.51%.
- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Power Zones™: Ishtar

6-reel 15,625-ways slot

To play the game:

- The entry screen displays the game's features.
- Pressing the arrow buttons enables you to navigate between the pages.
- Press the **PLAY** button to start the game.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- 3 or more symbols anywhere on consecutive reels from left to right trigger a win.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet divided by 40.

Paytable:

- To open the payable, press the **i** button.
- To navigate the payable, press the arrow buttons.
- To close the reference pages and return to the game, press the **PLAY** button.

Ways:

- This game is played with a fixed number of 15,625 ways to win.
- Winning combinations must start from the leftmost reel, with 3 or more matching symbols on consecutive reels.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol

- The yellow and blue 'W' symbol with a diamond is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols.
- **WILD** symbols can only appear via the **Random Wilds** feature.

Power Zones™

- On any main game spin, a random number of 1 type of symbol may appear as charged symbols. These symbols cannot be **WILD**.
- Charged symbols appear visually distinct with a special graphic appearing around them. Charged symbols lock **Power Zones™** on the symbol position they land on.
- **Power Zones™** connect with each other horizontally and vertically. Landing a charged symbol horizontally or vertically next to a **Power Zone™** will expand the **Power Zone™**.
- When a charged symbol lands in a **Power Zone™**, all symbols in that zone transform into the same symbol type as the charged symbol.
- Charged symbols cannot land simultaneously on a spin that triggers the Random Wilds feature.
- **Power Zones™** are removed after the symbols have transformed.

- The positions of all **Power Zones™** on the reels are saved per bet amount.
- Changing the total bet will revert any positions with **Power Zones™** on them to the state saved at that total bet.
- The mode of the game is also saved per bet.
- Changing the total bet will revert saved mode.

Flames of Ishtar

- On any main game spin, the colour of the torches on the sides of the reels indicate which feature has been triggered: **Random Wilds**, **Goddess Mode** or **Fire Spin**.
- Each feature is triggered randomly.

Random Wilds

- When the torches on the sides of the reels burn blue, the **Random Wilds** feature is activated.
- The **Random Wilds** feature adds random **WILD** symbols to the reels for that spin result.
- These symbol positions can be symbol positions that have **Power Zones™** on them.
- Charged symbols cannot land on the same spin as the **Random Wilds** feature, nor can **WILD** symbols appear as charged symbols.

Goddess Mode

- When the torches on the sides of the reels burn green, the **Goddess Mode** feature is activated.
- **Goddess Mode** lasts for a random number of spins.
- The **Fire Spin** is always triggered after **Goddess Mode**.
- The **Random Wilds** feature cannot trigger during **Goddess Mode**.
- The value of the win multiplier always starts at x2, which is shown above the reels.
- During the **Goddess Mode**, all **Power Zones™** turn into **Multiplier Power Zones™**.
- If a charged symbol lands anywhere on the reels, the charged symbol creates a **Multiplier Power Zone™**.
- If the charged symbol lands on a space adjacent to an existing **Multiplier Power Zone™**, the **Power Zone™** expands to include the newly landed symbol position.
- If a charged symbol lands inside a **Multiplier Power Zone™**, all the symbols inside the **Multiplier Power Zone™** transform into the same type of symbol as the charged symbol that landed inside it.
 - If this happens, the win is multiplied by the value shown.
- **Multiplier Power Zones™** are removed after the symbol(s) inside them transform.
- The win multiplier increases by 1 per zone that triggered a transformation.

Fire Spin

- When the torches on the sides of the reels burn red, the **Fire Spin** feature is activated.
- During the **Fire Spin**, all **Power Zones™** turn into **Fire Power Zones™**.

- During the **Fire Spin**, charged symbols cannot land on the reels, nor can any other feature trigger on the same spin.
- If the feature was triggered during the **Goddess Mode**, the win multiplier above the reels is applied to the **Fire Spin**.
 - If the **Fire Spin** is triggered during the **Goddess Mode**, both features end when the **Fire Spin** is complete.
- Every symbol inside a **Fire Power Zones™** transforms into a mystery symbol of the same type when the reels land.
- **Fire Power Zones™** disappear after transforming.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.52%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Power Zones™: Thunder Birds

8-reel, cluster game with collapsing reels

To play the game:

The entry screen displays the game's features.

On the entry screen, press the ► button to enter the main game.

Press - or + beside TOTAL BET to choose the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

Wins are calculated according to the payable.

5 or more matching symbols vertically and/or horizontally adjacent anywhere form a win. Winning symbols are removed after they pay out causing symbols above them to drop and new symbols to fall from above.

Wins are multiplied by the coin bet. The coin bet is the total bet / 10.

The BONUS symbol is an exception to these rules.

Paytable:

To open the paytable, press the i button.

To navigate the paytable, scroll up or down, or swipe the screen.

To close the reference pages and return to the game, press the back-arrow button.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00.

Bonus Symbol:

The egg symbol showing 'BONUS' is the BONUS symbol in the game.

The BONUS symbol appears on all reels during the main game and Free Games.

When 4 or more BONUS symbols land anywhere on the reels, the Free Games feature is triggered.

Multiplier Symbol:

The chicken symbol holding a sign is the MULTIPLIER symbol in the game.

The MULTIPLIER symbol can land anywhere on the reels to multiply the win by the value shown.

Multiplier values are additive.

The MULTIPLIER symbol appears only during Free Games.

Power Zones™ and Meter:

At the start of every spin, there are 16 Power Zones™ on the centre of the reels.

Each win fries a bird and adds 1 drumstick to the meter beside the reels.

The drumsticks in the meter are cleared on every new spin.

Every 4 drumsticks increase the number on the meter by 1.

If a number is on the meter when the reels stop collapsing, a symbol is revealed, and the number on the meter decreases by 1.

If the revealed symbol is on a position without a Power Zone™, a Power Zone™ forms on that position. If this position is adjacent to an existing Power Zone™, the existing Power Zone™ expands to include it.

If the revealed symbol is in a Power Zone™, every position inside the zone transforms into that symbol.

If there is no number on the meter when the reels stop collapsing, the spin ends, any drumsticks in the meter disappear, and the number of Power Zones™ on the reels reset to 16.

Free Games:

When 4 or more BONUS symbols land anywhere on the reels, the Free Games feature is triggered.

More BONUS symbols trigger more Free Games.

4 BONUS symbols trigger 8 Free Games.

5 BONUS symbols trigger 9 Free Games.

6 BONUS symbols trigger 10 Free Games.

7 BONUS symbols trigger 11 Free Games.

8 or more BONUS symbols trigger 12 Free Games.

When the feature starts, the number of Power Zones™ on the reels reset to 16.

During Free Games, a MULTIPLIER symbol can land anywhere on the reels and multiply the win by up to 100x.

The multiplier values that can appear on a MULTIPLIER symbol are 2x, 3x, 4x, 5x, 10x, 20x, 25x, 30x, 50x and 100x.

At the end of Free Games, a pop-up message appears showing the results. Press the OK button to continue.

Return to Player:

The theoretical percentage return to player (RTP) is 96.42%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Premium American Roulette

Premium American Roulette is a fixed odds betting game based on roulette.

The Roulette wheel has 38 numbered slots, from 0 to 36 and 00, each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the numbered slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

1. The Betting Table, where bets can be placed.
2. The Neighbors Table, where Neighbors bets can be placed.
3. 3D Wheel where the Roulette wheel is visible.

THE BETTING TABLE

- The different chip values that can be used to place bets appear in the chip tray. Click a chip in the chip tray to select it.
- To place a bet, click the desired chip value then click on the number or numbers you would like to bet on. The chosen number(s) will be highlighted in white until you release your mouse.
 - There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the paytable section below.
- You may place as many different bets of as many different values you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, click a chip of a different value.
- The total amount you have bet will be shown in the **TOTAL BET** field at the bottom right of the screen.
- Click the **DOUBLE** button to double all bets currently placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- Click **CLEAR BETS** to remove all bets currently on the table.
- The minimum and maximum total bets are shown beside the table. If you click on this text a pop-up window will appear that details all the table limits.
- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The percentage bar shows the percentage change of your current bet resulting in a win.
- The result history shows the previous game results. It is on the right of the wheel.
- Once you have placed your bet, click **SPIN** to start the game.

THE ROULETTE WHEEL

- The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots.
- If the ball lands in a numbered slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in will be shown in the top left of the screen.
- After the ball has landed, the **DOUBLE & SPIN**, **REBET & SPIN** buttons will appear.
 - Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.

THE NEIGHBORS TABLE

- There are 5 numbered **NEIGHBORS** buttons. Click a **NEIGHBORS** button and then click on a number on the racecourse to bet on that number and the numbers neighboring it to the left and the right. For

example, clicking the **NEIGHBORS** button labelled 1 and then clicking on the number 2 on the racecourse will bet on the number 2 and the numbers to the immediate right and left of 2 (14 to the right and 0 to the left). Clicking on the **NEIGHBORS** button labelled 4 and then clicking on the number 2 on the racecourse will bet on the number 2 and the four numbers to the immediate right and left of 2 (26, 9, 28 and 0 to the right, and 14, 35, 23 and 4 to the left.).

- Once you have placed your bet, click **SPIN** to start the game.

AUTOPLAY

The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.

Place a bet, then hold the **SPIN** button to open the Autoplay panel. The Autoplay panel has a slider that can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then click the **START AUTOPLAY** button to begin those games.

During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom-right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

The Autoplay panel can also be opened by holding the **HOLD FOR AUTOPLAY/SPIN** button.

BUTTONS

DOUBLE - Doubles all current bets (if the set limit is not exceeded).

CLEAR BETS - Removes all bets from the table.

HOLD FOR AUTOPLAY/SPIN – Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.

REBET – Places the same bets as in the previous round.

DOUBLE & SPIN – Doubles all current bets (if the set limit is not exceeded) and spins the wheel. When no new bets have been placed, clicking this button repeats and doubles the previous bets and spins the wheel.

REBET & SPIN – Places the same bets as in the previous round and spins the roulette wheel.

START AUTOPLAY – Starts the selected number of Autoplay games.

STOP AUTOPLAY – Cancels the active Autoplay session.

UNDO – When clicked , the last bet is removed from the table.

BET TYPES AND PAYTABLE

Bet Type	Covers	Description	How to Place	Payout
Straight Up	1 number	A bet on a single number being the winning number.	Click on a number.	35:1
Split	2 numbers	A bet on two numbers next to each other on the table.	Click between two numbers.	17:1
Street	3 numbers	A bet on a row of three numbers (e.g. 1, 2, and 3).	Click on the bottom edge of the lowest number in a vertical row.	11:1

Corner/Four	4 numbers	A bet covering four numbers next to each other on the table.	Click at the corner of four numbers.	8:1
Five	5 numbers	A bet on the winning number being 0, 00, 1, 2 or 3.	Click at the corner of 0 and 1.	6:1
Line	6 numbers	A bet covering two Streets - six different numbers in two rows of three numbers (e.g. 1, 2, and 3 + 4, 5 and 6).	Click between two street bets (at the bottom corner of two numbers at the bottom of a vertical row).	5:1
Column	12 numbers	A bet covering an entire horizontal column of twelve numbers.	Click on one of the areas marked "2 TO 1".	2:1
1st 12	12 numbers	A bet on the winning number being between 1 and 12.	Click on the area marked "1st 12".	2:1
2nd 12	12 numbers	A bet on the winning number being between 13 and 24.	Click on the area marked "2nd 12".	2:1
3rd 12	12 numbers	A bet on the winning number being between 25 and 36.	Click on the area marked "3rd 12".	2:1
1-18 (Low)	18 numbers	A bet on the winning number being between 1 and 18.	Click on the area marked "1-18".	1:1
19-36 (High)	18 numbers	A bet on the winning number being between 19 and 36.	Click on the area marked "19-36".	1:1
Red	18 numbers	A bet on the winning number being red.	Click on the area marked with a red diamond.	1:1
Black	18 numbers	A bet on the winning number being black.	Click on the area marked with a black diamond.	1:1
Even	18 numbers	A bet on the winning number being even.	Click on the area marked with "EVEN".	1:1

Odd	18 numbers	A bet on the winning number being odd.	Click on the area marked with "ODD".	1:1
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Neighbors Bets:

Neighbors bets cover 3 to 11 adjacent numbers (a bet on a number and its neighbors). Neighbors bets can be placed in the track view, accessed by clicking the track view tab above the betting table. To place a Neighbors bet click one of the numbered Neighbors buttons to select the number of adjacent numbers you wish to bet on, then click on a number on the table. A bet will be placed on the number clicked as well as the numbers adjacent to it. For example, if the Neighbors button 1 is selected and a bet is placed on the number 1, a bet will also be placed on the numbers 13 and 00. If the Neighbors button 5 is selected and a bet is placed on the number 1, a bet will also be placed on the numbers 15, 3, 24, 36, 13, 00, 27, 10, 25 and 29. If any of the numbers in a Neighbors bet win, a payout of 35:1 is awarded.

Notes:

- A win will return any chips bet on the winning number and award a payout based on the type of bet.
- The actual payout depends on the number of chips involved in the bet. For example, if the bet is placed on five consecutive numbers and one of them is hit, the payout is $35 + 1 - 5 = 31$ chips.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 92.11% on the Five Bet and 94.74% on all other bets.

Premium Blackjack Single Hand

The objective of the game is to get closer to 21 than the dealer without going over.

TO PLAY THE GAME

- This game is played with a single player's hand. In order to play, you must place a bet on your hand.
- To see all the chip values available swipe left or right on the chips visible at the bottom of the screen.
- To place a bet on your hand, tap on a chip at the bottom of the screen to select your chip value and then tap on the large circle on the table. Every tap on the large circle increases your bet by the value of the selected chip.

- To place a side bet tap on a chip at the bottom of the screen to select your chip value and then tap on the area marked "Player's Pair", "21+3" or "Dealer's Pair". You can place multiple side bets in the same round. You cannot place side bets without also placing a bet on your hand.
- Tap **CLEAR BETS** to remove all bets from the table.
- Tap **DOUBLE** to double all bets on the table.
- Tap **UNDO** to remove the last bet placed on the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Tap the **DEAL** button to deal the cards. 2 cards are dealt to the player's hand and 2 cards are dealt to the dealer's hand. The cards are dealt clockwise one at a time. The first card goes to the player's hand. The last card goes to the dealer's hand and is dealt face down.
- If the dealer's face up card is an Ace, you will be offered insurance. Tap **ACCEPT** to insure a hand against the dealer having Blackjack. If you do not want insurance, tap **DECLINE**.
- If your first two cards have the same value, you can split your hand by tapping **SPLIT**.
- Tap **HIT** to request another card.
- Tap **DOUBLE** after your cards have been dealt to double your bet and receive a third card. It is not possible to draw another card after tapping **DOUBLE**. The **DOUBLE** option isn't available after tapping **HIT**.
- If you do not want any more cards, tap **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- The dealer reveals the face down card and draws additional cards according to the rules.
- Your hand is compared to the dealer's hand. If your hand has a higher value than the dealer's and has not gone bust, you win with that hand.
- If any hand value reaches 22 or more, it is bust.
- If you want to play another round, place bets as described above or tap **REBET** to place the same bets as in the previous round. Tap **REBET & DEAL** to place the same bets as in the previous round and deal cards immediately.

BUTTONS

DEAL – Deal the cards.

CLEAR BETS – Clear the table of all bets.

UNDO – Remove your last bet.

HIT – Request one more card.

STAND – Draw no more cards and end your turn.

DOUBLE – If no cards have been dealt yet, this button doubles all bets on the table. If cards have been dealt, this button doubles the bet on your hand and requests a third card.

SPLIT - Split the hand into two if you hold a pair or cards of the same value.

REBET – Place the same bets as in the previous round.

REBET & DEAL – Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL – Double your bets from the previous round and deal the cards.

ACCEPT – Tap to take insurance on your bet for the current hand in case the dealer has Blackjack.

DECLINE – Tap to decline insurance for your bet on the current hand in case the dealer has Blackjack.

RULES

The object of Premium Blackjack Single Hand is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21.

The value of a hand is the sum of the individual cards' values. Blackjack is an exception: it is the highest hand and consists of an ace and any 10-point card.

Premium Blackjack Single Hand is a variant of Premium Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the decks and the decks are shuffled.
- Aces count as either 1 or 11, face cards count as 10, and number cards count as their face values.
- The player may not split a split hand.
- Only one card is drawn to split aces.
- The player may double one or both split hands.
- The dealer will not check for Blackjack in any case.
- Ace and a 10-point card after a split are considered 21.
- Blackjack pays 1.5 times the bet amount (3 to 2).
- If the total value of the player's cards is closer to 21 than the dealer's, the player wins the bet amount (1 to 1).
- If the total of the player's cards is more than 21, the player is “bust” and automatically loses the bet.
- If the player and the dealer reach the same point total (17 to 21), neither of them wins and the player's bet is returned to the player in a “push”.
- The dealer always draws to 16 and stands on 17 or greater (including soft 17). The dealer does not draw when the player is “bust”.
- If the dealer's first card is an ace, the player doubles, and the dealer gets Blackjack, then the player loses the doubled bet.
- If the dealer's first card is of value 10, the player doubles, and the dealer gets Blackjack, then the doubled bet is returned to the player.
- Blackjack beats a score of 21.

SPLIT

If your first 2 cards have the same value, you may split them into 2 separate hands by placing a second bet equal to the original bet. You will then draw additional cards to each hand. You may draw as many cards as you

like on each split hand, but if you split 2 aces, you receive only 1 additional card for each ace. A split hand that contains an ace and a 10-point card is considered 21 and not Blackjack.

DOUBLE

You may wish to double your bet if, after you are dealt your first two cards, you think that the third card will allow you to beat the dealer's hand. By choosing to double the bet amount becomes twice the original (with the difference taken out of your balance), and you are dealt one more card. You can also double down after splitting a pair.

INSURANCE

If the dealer shows an ace in their initial hand, you are given a chance to insure your bet against the dealer having Blackjack. If you get Insurance, an amount equal to half your original bet is placed separately on the table. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. If the dealer does not have Blackjack, you lose the insurance amount.

If you decide to deactivate the insurance offering during the existing game session, insurance will not be offered. In order to use insurance again, it must be reactivated through the game settings dialog accessible by tapping the **MENU** button.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet to get an extra win even if your hand does not beat the dealer's. The side bet payout depends on the combination that the cards form.

You can place the Player's Perfect Pair side bet on the "Player's Pair" betting area. The Dealer's Perfect Pair side bet can be placed on the "Dealer's Pair" betting area. The Player's Perfect Pair side bet wins if your first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair. The Dealer's Perfect Pair side bet wins if the dealer's first two cards form a Perfect Pair, Colored Pair, or a Red/Black Pair.

A "21+3" side bet can be placed on the "21+3" betting area. This side bet wins if your first two cards and the dealer's first card form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

- Perfect Pair means that your or dealer's first two cards form a pair of the same suit (for example, a pair of 4 of Diamonds).
- Colored Pair means that your or dealer's first two cards form a pair of the same color but different suit (for example, 4 of Diamonds and 4 of Hearts)
- Red/Black Pair means that your or dealer's first two cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).
- 21+3 means that your first two cards and dealer's first card form a Flush, Straight, Straight Flush, Suited Three of a Kind or Three of a Kind combination.

The Perfect Pair, Colored Pair, Red/Black Pair, and 21+3 combinations win according to the payable.

Side bets cannot be placed without placing a regular bet. All three types of side bets can be placed at the same time.

PAYTABLE

Winnings

Pays

Winning Hand	1:1
Insurance	2:1
Blackjack	3:2
Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1
Suited Three of a Kind	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

SIDE BETS

These are wagers that you can make beyond the main game bet. These cannot be placed without the main bet.

These bets are not affected by multipliers.

21+3

This is a type of a side bet that allows the players to bet that the first two cards dealt to the player, combined with the first card dealt to the dealer, will make a three card poker hand against the following list of winning hands:

- **Suited Three of a Kind** - All three cards of the same suit and value
- **Straight Flush** - All three in sequence and of the same suit
- **Three of a Kind** - All three of the same ranking
- **Straight** - All three cards in sequence but not the same suit
- **Flush** - All three cards of the same suit

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return (RTP) in case of optimal players strategy is 99.58% on the main game.

The theoretical percentage return to player (RTP) for the 21+3 side bet is 95.38%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Premium Blackjack

Get closer to 21 than the dealer without going over.

Premium Blackjack is a variant of standard Blackjack that features the Perfect Pair and 21+3 side games. For information on the rules and differences to the standard game, proceed straight to the "Rules" section.

TO PLAY THE GAME

- This game can be played with up to five hands. In order to play, you must place a bet on at least one of your hands. Every hand may have a different bet amount.
- To place a bet, click on a chip in the bottom left of the screen to select your chip value. Click on one of the available betting areas (the 5 larger circles) to place the bet. Every click increases your bets by the value of the selected chip.
- Side bets can be placed on the 'Player's Pair' or the '21+3' betting areas under any of your hands to the left or right respectively, as well as on the 'Dealer's Pair' betting area near the dealer's hand. In each game round, you can place one 'Dealer's Pair' side bet, and a 'Player's Pair' and '21+3' side bet for each of your own hands that has a regular bet placed on it.
- You can click **CLEAR BETS** to remove all bets from the table.
- Clicking **DOUBLE** doubles every bet you have placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. 2 cards are dealt to each of the player's hands and to the dealer's hand. The cards are dealt clockwise one at a time to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the rightmost hand once the cards have been dealt.
- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands, click the **ACCEPT ALL**. If you do not

want to insure the selected hand, click **DECLINE**. To decline Insurance against the dealer having Blackjack and skip bet protection for the current hands click **DECLINE ALL**.

- If your first two cards have the same value, you can split your hand by clicking **SPLIT**.
- Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- When you have played your final hand the dealer then reveals the dealer's face down card and may draw additional cards, in accordance with the rules.
- When the dealer has stopped taking cards each of your hands is compared to the dealer's hand. If your hand has a higher value than the dealer's and has not exceeded 21, you win with that hand.
- If any hand value reaches 22 or more, it is bust and automatically loses.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round or **DOUBLE & DEAL** to place doubled bets of the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

UNDO - Remove your last bet.

HIT - Request one more card.

STAND - Draw no more cards and end your turn.

DOUBLE - When no cards have been dealt yet, this button doubles all bets on the table. When cards have been dealt, this button doubles the bet on the selected hand and requests a third and final card.

SPLIT - Split the hand into two if you hold a pair of cards of the same value.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL - Double your bets from the previous round and deal the cards.

ACCEPT - Click to accept Insurance and protect your bet for the current hand in case the dealer has Blackjack.

DECLINE - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hand.

ACCEPT ALL - Click to accept Insurance for all hands against the dealer having Blackjack.

DECLINE ALL - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hands.

RULES

The object of Premium Blackjack is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21.

The value of a hand is the sum of the individual cards values. Blackjack is the highest hand and consists of two cards: an ace and any 10-point card. Blackjack beats a score of 21.

You can choose 1 to 5 hands to play on in a game round. The chosen hands are played clockwise, starting from your rightmost hand. The dealer's hand is played last. You may split, double and take insurance, just like in standard Blackjack.

Premium Blackjack is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- Aces count as either 1 or 11, face cards count as 10 and number cards count at their face values.
- The player may not split a split hand.
- Only one card is drawn to each Ace in a split hand.
- The player may double after splitting.
- The dealer will not automatically check for Blackjack, regardless of the value of the dealer's first face-up card.
- Ace and a 10-point card after a split are considered 21, and not Blackjack.
- Blackjack pays 1.5 times the bet amount (3 to 2).
- If the total value of the player's cards is closer to 21 than the dealer's after the dealer has stopped taking cards, the player wins the bet amount (1 to 1).
- If the total of the player's cards is more than 21, the player's hand is "bust" and the player automatically loses the bet for that hand.
- If the player and the dealer have the same point total (17 to 21), neither of them wins and the player's bet is returned to the player in a "push".
- The dealer always draws to 16. The dealer stands when the dealer's hand has a value of 17 or greater (including soft 17). The dealer does not draw when the player is "bust".
- If the dealer's first card is an Ace, and the player then doubles, and the dealer then reveals Blackjack, then the player loses the doubled bet.
- If the dealer's first card has a 10-point value, and the player then doubles, and the dealer then reveals Blackjack, then the doubled bet is returned to the player.
- Blackjack beats a score of 21.

SPLIT

If your first 2 cards have the same value then you may split them into 2 separate hands. The second hand will have the same bet as the hand it was split from. You will then draw additional cards to each hand. You may draw as many cards as you like on each split hand, unless you split 2 aces (in which case you can receive only 1 additional card for each ace). If you receive an ace and a 10-value card in a split hand, it is considered 21 and not Blackjack.

DOUBLE

You can double your bet on a hand before you take a third card. You cannot double the bet on a hand after taking a third card. After doubling a bet, a third and final card will be dealt to you automatically. You can double on all your hands, if you wish. You can also double your bet on a split hand.

INSURANCE

If the dealer's first face up card is an Ace you will be given a chance to insure each of your regular bets against the dealer having Blackjack. If you take Insurance then an amount equal to half your original bet will be deducted from your balance and placed separately on the table. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. This way you do not lose your original bet (because you receive the value of your original bet plus the insurance amount back). If the dealer does not have Blackjack, you lose the insurance amount. Insurance does not affect any side bets.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet to get an extra win even if your regular game hand does not win. The side bet payout depends on the combination that the cards form.

PERFECT PAIRS

You can place a Player's Pair side bet on the 'Player's Pair' betting area, found beneath each regular betting area, for each of your hands that has a regular bet placed on it. The Dealer's Pair side bet can be placed on the 'Dealer's Pair' betting area near the dealer's hand once per game round. This type of side bet wins when the first two cards in the hand form a Perfect Pair, a Colored Pair or a Red/Black Pair.

- Perfect Pair means that your, or the dealer's, first two cards form a pair of the same suit (for example, two 4 of Diamonds cards).
- Colored Pair means that your, or the dealer's, first two cards form a pair of the same color but different suits (for example, 4 of Diamonds and 4 of Hearts).
- Red/Black Pair means that your, or dealer's first two cards form a pair, but with different colors and suits (for example, 4 of Diamonds and 4 of Spades).

21+3 BETS

You can place a 21+3 side bet on the '21+3' betting area, found beneath each regular betting area, for each of your hands that has a regular bet placed on it. This side bet wins if your first two cards and the dealer's first card form a Flush, Straight, Three of a Kind, Straight Flush or Suited Three of a Kind combination.

The Perfect Pair, Colored Pair, Red/Black Pair, and 21+3 combinations pay in accordance with the payable below.

Side bets cannot be placed without placing a regular bet. All types of side bets can be placed at the same time.

PAYTABLE

Winnings	Pays
Winning Hand	1:1
Insurance	2:1
Blackjack	3:2

Perfect Pair	25:1
Colored Pair	12:1
Red/Black Pair	6:1
Suited Three of a Kind	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

SIDE BETS

These are wagers that you can make beyond the main game bet. These cannot be placed without the main bet.

These bets are not affected by multipliers.

21+3

This is a type of a side bet that allows the players to bet that the first two cards dealt to the player, combined with the first card dealt to the dealer, will make a three card poker hand against the following list of winning hands:

- **Suited Three of a Kind** - All three cards of the same suit and value
- **Straight Flush** - All three in sequence and of the same suit
- **Three of a Kind** - All three of the same ranking
- **Straight** - All three cards in sequence but not the same suit
- **Flush** - All three cards of the same suit

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return (RTP) in case of optimal players strategy is 99.58% on the main game.

The theoretical percentage return to player (RTP) for the 21+3 side bet is 95.38%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Premium European Roulette

Premium European Roulette is a fixed odds betting game, based on roulette with 3D roulette wheel.

The Roulette wheel has 37 numbered slots, from 0 to 36, each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the numbered slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

1. The Betting Table, where bets can be placed.
2. The Neighbors Table, where Neighbors bets can be placed.
3. 3D Wheel where the Roulette wheel is visible.

THE BETTING TABLE

- The different chip values that can be used to place bets appear in the chip tray. Click a chip in the chip tray to select it.
- To place a bet, click the desired chip value then click on the number or numbers you would like to bet on. The chosen number(s) will be highlighted in white until you release your mouse.
 - There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the payable section below.
- You may place as many different bets of as many different values you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, click a chip of a different value.
- The total amount you have bet will be shown in the **TOTAL BET** field at the bottom right of the screen.
- Click the **DOUBLE** button to double all bets currently placed on the table.
- Click **UNDO** to remove the last bet made from the table.
- Click **CLEAR BETS** to remove all bets currently on the table.
- The minimum and maximum total bets are shown beside the table. If you click on this text a pop-up window will appear that details all the table limits.
- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The percentage bar shows the percentage change of your current bet resulting in a win.

- The result history shows the previous game results. It is on the right of the wheel.
- Once you have placed your bet, click **SPIN** to start the game.

THE ROULETTE WHEEL

- The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots.
- If the ball lands in a numbered slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in will be shown in the dedicated result window.
- After the ball has landed, the **DOUBLE & SPIN**, **REBET & SPIN** and **REBET** buttons will appear.
 - Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.

THE NEIGHBORS TABLE

- There are 5 numbered **NEIGHBORS** buttons. Click a **NEIGHBORS** button then click on a number on the racecourse to bet on that number and the numbers neighboring it to the left and the right. For example, clicking the **NEIGHBORS** button labelled 1 then clicking on the number 2 on the racecourse will be on the number 2 and the numbers to the immediate right and left of 2 (21 to the right and 25 to the left). Clicking on the **NEIGHBORS** button labelled 4 then clicking on the number 2 on the racecourse will be on the number 2 and the 4 numbers to the immediate right and left of 2 (21, 4, 19 and 15 to the right, and 25, 17, 34 and 6 to the left.).
- Clicking on **Tier**, **Orphelins** or **Voisins Du Zero** will place special bets, as detailed in the payable below.
- Once you have placed your bet, click **SPIN** to start the game.

AUTOPLAY

The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.

Place a bet, then hold the **SPIN** button to open the Autoplay panel. The Autoplay panel has a slider which can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then click the **START AUTOPLAY** button to begin those games.

During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

BUTTONS

DOUBLE - Doubles all current bets (if the set limit is not exceeded).

CLEAR BETS - Removes all bets from the table.

SPIN - Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.

REBET - Places the same bets as in the previous round.

DOUBLE & SPIN - Doubles all current bets (if the set limit is not exceeded) and spins the wheel. When no new bets have been placed, clicking this button repeats and doubles the previous bets and spins the reel.

REBET & SPIN - Places the same bets as in the previous round and spins the roulette wheel. Holding this button opens the Autoplay Panel.

START AUTOPLAY - Starts the selected number of Autoplay games.

STOP AUTOPLAY - Cancels the active Autoplay session.

UNDO - When clicked, the last bet is removed from the table.

BET TYPES AND PAYTABLE

Please note that the “How to Place” descriptions below apply to the game.

Bet Type	Covers	Description	How to Place	Payout
Straight Up	1 number	A bet on a single number being the winning number.	Click on a number.	35:1
Split	2 numbers	A bet on two numbers next to each other on the table.	Click between two numbers.	17:1
Street	3 numbers	A bet on a row of three numbers (e.g. 1, 2, and 3).	Click on the bottom edge of the lowest number in a vertical row.	11:1
Corner/Four	4 numbers	A bet covering four numbers next to each other on the table.	Click at the corner of four numbers.	8:1
Line	6 numbers	A bet covering two Streets - six different numbers in two rows of three numbers (e.g. 1, 2, and 3 + 4, 5 and 6).	Click between two street bets (at the bottom corner of two numbers at the bottom of a vertical row).	5:1
Column	12 numbers	A bet covering an entire horizontal column of twelve numbers.	Click on one of the areas marked “2 to 1”.	2:1
1st 12	12 numbers	A bet on the winning number being between 1 and 12.	Click on the area marked “1st 12”.	2:1
2nd 12	12 numbers	A bet on the winning number being between 13 and 24.	Click on the area marked “2nd 12”.	2:1
3rd 12	12 numbers	A bet on the winning number being between 25 and 36.	Click on the area marked “3rd 12”.	2:1
1-18 (Low)	18 numbers	A bet on the winning number being between 1 and 18.	Click on the area marked “1-18”.	1:1

19-36 (High)	18 numbers	A bet on the winning number being between 19 and 36.	Click on the area marked "19-36".	1:1
Red	18 numbers	A bet on the winning number being red.	Click on the area marked with a red diamond.	1:1
Black	18 numbers	A bet on the winning number being black.	Click on the area marked with a black diamond.	1:1
Even	18 numbers	A bet on the winning number being even.	Click on the area marked with "EVEN".	1:1
Odd	18 numbers	A bet on the winning number being odd.	Click on the area marked with "ODD".	1:1

Neighbor Bets:

1. **Neighbors** bets cover 3 to 11 adjacent numbers (a bet on a number and its neighbors). Neighbors bets can be placed in the track view, accessed by clicking the track view tab above the betting table. To place a Neighbors bet click one of the numbered Neighbors buttons to select the number of adjacent numbers you wish to bet on, then click on a number on the table. A bet will be placed on the number clicked as well as the numbers adjacent to it. For example, if the Neighbors button 1 is selected and a bet is placed on the number 1, a bet will also be placed on the numbers 33 and 20. If the Neighbors button 5 is selected and a bet is placed on the number 1, a bet will also be placed on the numbers 10, 5, 24, 16, 33, 20, 14, 31, 9 and 22. If any of the numbers in a Neighbors bet win, a payout of 35:1 is awarded.
2. **Voisins du Zero** means "Neighbors of Zero". These are the numbers positioned between 22 and 25 on the wheel. Click Voisins Du Zero on the track view to place the bet. 9 chips of the selected value are staked in total:
 - 2 chips are staked as a triplet bet on 0/2/3
 - 1 chip is staked as a split bet on 4/7
 - 1 chip is staked as a split bet on 12/15
 - 1 chip is staked as a split bet on 18/21
 - 1 chip is staked as a split bet on 19/22
 - 2 chips are staked as a corner bet on 25/26/28/29
 - 1 chip is staked as a split bet on 32/35

The payouts for a Voisins du Zero bet are as follows:

Winning Number	Payout
----------------	--------

0, 2, or 3	22 chips (11:1) + 2 chips
4, 7, 12, 15, 18, 19, 21, 22, 32, or 35	17 chips (17:1) + 1 chip
25, 26, 28, or 29	16 chips (8:1) + 2 chips

3. **Tiers** bets cover one-third of the table, the numbers which are positioned on the third of the wheel opposite 0, i.e. between 27 and 33. Click Tier on the track view to place the bet. 6 chips of the selected value are staked in total:

- 1 chip is staked as a split bet on 5/8
- 1 chip is staked as a split bet on 10/11
- 1 chip is staked as a split bet on 13/16
- 1 chip is staked as a split bet on 23/24
- 1 chip is staked as a split bet on 27/30
- 1 chip is staked as a split bet on 33/36

The payout for a Tiers bet is as follows:

Winning Number	Payout
5, 8, 10, 11, 13, 16, 23, 24, 27, 30, 33, 36	17 chips (17:1) + 1 chip

4. **Orphelins** bets covers 8 numbers. Orphelins means “Orphans”; these numbers make up the two areas of the wheel that are not included in either Tiers or Voisins du Zero bets. Click Orphelins on the track view to place the bet. 5 chips of the selected value are staked in total:

- 1 chip is staked as a straight bet on 1
- 1 chip is staked as a split bet on 6/9
- 1 chip is staked as a split bet on 14/17
- 1 chip is staked as a split bet on 17/20
- 1 chip is staked as a split bet on 31/34

Note that number 17 participates in two splits (14/17 and 17/20). The payouts for Orphelins bet are as follows:

Winning Number	Payout
6, 9, 14, 20, 31, 34	17 chips (17:1) + 1 chip
1	35 chips (35:1) + 1 chip
17	34 chips (17:1) + 2 chips

Notes:

- A win will return any chips bet on the winning number and award a payout based on the type of bet.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The average theoretical percentage return to player (RTP) is 97.30%.

Premium French Roulette

Premium French Roulette is a fixed odds betting game based on roulette.

The Roulette wheel has 37 numbered slots, from 0 to 36, each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the numbered slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

Premium French Roulette is played in landscape and portrait modes on smartphones and on tablets.

- There are four views for smartphones:
 1. The Betting Table, where bets can be placed.
 2. The Neighbors Table, where Neighbors bets can be placed.
 3. The Announce Bets Table, where special bets can be placed.
 4. 3D Wheel where the Roulette wheel is visible.
 - Swiping left and right or tapping the **WHEEL** and **BACK** buttons on the sides of the screen will change your view between the 3D Wheel and Tables.
 - Swiping up and down or tapping the **NEIGHBORS**, **ANNOUNCE BETS** and **BACK** buttons on the right of the screen will change your view between tables.
- There is only one view for tablets and desktop. In this view the 3D Wheel is always visible and the Betting Table, Neighbors Table and Announce Bets Table can be displayed one at a time.
 - On tablets tapping the **TABLE**, **NEIGHBORS** or **ANNOUNCE BETS** tab will change your table in the game.
 - The **WHEEL** and **BACK** buttons are not presented on tablets.
- The different chip values that can be used to place bets appear in the chip tray. Tap a chip in the chip tray to select it.

- In landscape mode on smartphones the chip tray appears beneath the currently selected table. On tablets the chip tray is to the left of the currently selected table.
- In portrait mode for smartphones the chip tray appears to the left of the currently selected table.
- In landscape and in portrait modes the chip tray position can be changed with the left or right hand function, accessed by tapping the left menu button.
- To place a bet, tap the desired chip value then tap on the number or numbers you would like to bet on. The chosen number(s) will be highlighted until you release your finger. The chip tray is scrollable.
 - There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the 'BET TYPES AND PAYTABLE' section below.
- You may place as many different bets of as many different values you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, tap a chip of a different value.
- The total amount you have bet will be shown in the **TOTAL BET** field at the bottom right of the screen.
- Tap **UNDO** to remove the last bet made from the table.
- Tap **CLEAR BETS** to remove all bets currently on the table.
- Tap the **DOUBLE** button to double all bets currently placed on the table.
- The minimum and maximum total bets are shown beside the table. If you tap on this text a pop-up window will appear that details all the table limits.
- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The percentage bar shows the percentage change of your current bet resulting in a win. On smartphones it is in the top right of the screen and on tablets it is in the center of the screen.
- Tap the **HOLD FOR AUTOPLAY/SPIN** button to spin the roulette wheel with any current bets.
- After the ball has landed, a marker will be placed on the winning number from the last spin in the Betting Table view and the **REBET**, **DOUBLE & SPIN** and **REBET & SPIN** buttons will appear.
 - Tap **REBET** to place the same bets as in the previous round.
 - Tap **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Tap **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.
- The result history shows the previous game results. It is at the top of the screen on smartphones and to the right of the wheel on tablets.

AUTOPLAY

- The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.
- Place a bet, then hold the **HOLD FOR AUTOPLAY/SPIN** button to open the Autoplay panel. The Autoplay panel has a slider which can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then tap the **START AUTOPLAY** button to begin those games.

- During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

BUTTONS

- **DOUBLE** - Doubles all current bets (if the set limit is not exceeded).
- **CLEAR BETS** - Removes all bets from the table.
- **HOLD FOR AUTOPLAY/SPIN** - Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.
- **REBET** - Places the same bets as in the previous round.
- **DOUBLE & SPIN** - Doubles all current bets (if the set limit is not exceeded) and spins the wheel. When no new bets have been placed, tapping this button repeats and doubles the previous bets and spins the reel.
- **REBET & SPIN** - Places the same bets as in the previous round and spins the roulette wheel.
- **START AUTOPLAY** - Starts the selected number of Autoplay games.
- **STOP AUTOPLAY** - Cancels the active Autoplay session.
- **UNDO** - When tapped, the last bet is removed from the table.

THE BETTING TABLE

- The Betting Table view allows you to make a wide range of standard bets:
 - Plein (Straight Up)
 - Cheval (Split Bet)
 - Transversale Pleine (Street Bet)
 - Carré (Corner Bet)
 - Transversale de Quatre (Four Bet)
 - Transversale Simple (Line Bet)
 - Colonne (Column Bet)
 - Douzaine (Dozen Bet)
 - Rouge/Noir (Red/Black)
 - Pair/Impair (Even/Odd Bet)
 - Manque (1-18)/Passe (19-36) (Low/High Bet)
- More information about the bets can be found in the BET TYPES AND PAYTABLE section below.
- Once you have placed your bet, tap **SPIN** to start the game.

THE NEIGHBORS TABLE

- The Neighbors Table view can be accessed by tapping **NEIGHBORS** on the Betting Table view or swiping down the screen.

- The Neighbors Table allows you to make several types of bets that are unavailable on the Betting Table. These special bets are:
 - Neighbors
 - Tiers
 - Orphelins
 - Voisins du Zero
 - Jeu 0
- More information about the bets can be found in the BET TYPES AND PAYTABLE section below.
- Once you have placed your bet, tap **SPIN** to start the game.

THE ANNOUNCE BETS TABLE

- The Announce Bets Table view can be accessed by tapping **ANNOUNCE BETS** on the Betting Table view or swiping up the screen.
- The Announce Bets Table allows you to make two types of bets that are unavailable on the Betting Table. These special bets are:
 - Finales en Plein
 - Finales a Cheval
- More information about the bets can be found in the BET TYPES AND PAYTABLE section below.
- Once you have placed your bet, tap **SPIN** to start the game.

THE ROULETTE WHEEL

- Tapping **SPIN** after making a bet will spin the ball in the Roulette wheel.
 - On smartphones tapping **SPIN** after making a bet will automatically transition the screen to show the Roulette wheel. The Roulette Wheel view can also be accessed by tapping **WHEEL** on the Betting Table view.
 - On tablets both table view and the Roulette Wheel view are visible.
- The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots.
- If the ball lands in a numbered slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in will be shown in the bottom corner of the screen on smartphones and in the top-left on tablets.
- After the ball has landed, the **DOUBLE & SPIN** and **REBET & SPIN** uttons will appear.
 - Tap **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Tap **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.
- On smartphones tapping the **BACK** button will return you to the Betting Table view. A marker will be placed on the winning number from the last spin. The **REBET & SPIN** and **DOUBLE & SPIN** buttons will also appear on the Betting Table.

BET TYPES AND PAYTABLE

Please note that the “How To Place” descriptions below apply to the game when viewed in landscape mode.

THE BETTING TABLE

Bet Type	Covers	Description	How to Place	Payout
Plein (Straight Up)	1 number	An inside bet on a single number.	Tap entirely in the middle of a number (including 0) on the Roulette table.	35:1
Cheval (Split Bet)	2 numbers	An inside bet on two neighboring numbers, either on the vertical or the horizontal direction.	Tap on the line that divides the two numbers.	17:1
Transversale Pleine (Street Bet)	3 numbers	An inside bet on three numbers on a single vertical line (a street). A bet on three numbers 0, 1 and 2 or 0, 2 and 3 is a special Street Bet.	Tap on the bottom edge of the lowest number in a vertical row to place a Street Bet. Tap on the T-section where the three numbers meet to place a special Street Bet.	11:1
Carré (Corner Bet)	4 numbers	An inside bet on four numbers.	Tap at the cross where the four numbers meet.	8:1
Transversale de Quatre (Four Bet)	4 numbers	An inside bet on the numbers 0, 1, 2, and 3.	Tap on the lower edge of the board, at the end of the line between 0 and the first row.	8:1
Transversale Simple (Line Bet)	6 numbers	An inside bet on six numbers (two neighboring streets).	Tap on the lower edge of the Roulette table, at the T-section where the two Streets meet.	5:1
Colonne (Column Bet)	12 numbers	An outside bet on all twelve numbers on any of the three horizontal lines. 0 is a losing number.	Tap on one of the three unlabeled boxes next to the columns on the right side of the Roulette table.	2:1
Douzaine (Dozen Bet)	12 numbers	An outside bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers. 0 is a losing number.	Tap on the 'P12' box for the first group of twelve numbers (1-12). Tap on the 'M12' box for the second group of twelve numbers (13-24).	2:1

			Tap on the 'D12' box for the third group of twelve numbers (25- 36).	
Rouge/Noir (Red/Black)	18 numbers	An outside bet on the outcome of a particular color, either red or black. If the outcome is 0, you get half your bet back (for further information, see the La Partage Rule, below).	Tap on the area marked with a red or black diamond.	1:1
Pair/Impair (Even/Odd Bet)	18 numbers	An outside bet on the outcome of either an even or an odd number. If the outcome is 0, you get half your bet back (for further information, see the La Partage Rule, below).	Tap on the area marked with 'PAIR (Even)' or 'IMPAIR (Odd)' on the Roulette table.	1:1
Manque (1-18)/Passe (19-36) (Low/High Bet)	18 numbers	An outside bet on whether the outcome of the next spin will be low (numbers 1 to 18) or high (numbers 19 to 36). If the outcome is 0, you get half your bet back (for further information, see the La Partage Rule, below).	Tap on the area marked with 'MANQUE (1-18)' or 'PASSE (19-36)'.	1:1

THE NEIGHBORS TABLE

Bet Type	Covers	Description	How to Place	Payout
Neighbors	3 to 11 numbers	A bet on a number and its neighbors. For example, if the Neighbors button 1 is selected and a bet is placed on the number 1, a bet will also be placed on the numbers 33 and 20.	There are 5 numbered NEIGHBORS buttons. Tap one of the numbered NEIGHBORS buttons to select how many additional adjacent numbers you want to bet on, then tap on the Neighbor Bets table to place a bet on that number and its neighbors.	35:1
Voisins du Zero	17 numbers	Voisins du Zero means “Neighbors of Zero”. These are the numbers positioned between 22 and 25 on the wheel. Nine chips are staked: two on 0/2/3, one on 4/7, one on 12/15, one on 18/21, one on 19/22, two on 25/26/28/29 and one on 32/35. These pay as Split bets.	Tap the area marked “Voisins Du Zero”.	11:1 / 17:1 / 8:1

Jeu 0	7 numbers	Jeu 0 bets cover 7 numbers within Voisins Du Zero bets section. This is a series of numbers surrounding zero, positioned between 12 and 15 on the wheel. 4 chips are staked: one on 0/3, one on 12/15 and one on 32/35. These pay as Split bets, and one straight-up on 26.	Tap the area marked "Jeu 0".	17:1 / 35:1
Tiers	12 numbers	Tiers means one-third and is the name for the numbers that are positioned on the third of the wheel opposite 0, i.e. between 27 and 33. Six chips are staked: one on each of the following splits: 5/8; 10/11; 13/16; 23/24; 27/30 and 33/36. These pay as Split bets.	Tap the area marked "Tiers".	17:1
Orphelins	8 numbers	Orphelins means "Orphans": these numbers make up the two areas of the wheel that are not included in either Tiers or Voisins. They contain a total of eight numbers, comprising 17/34/6 and 1/20/14/31/9. Five chips are staked: one straight-up on 1, which pays as a Straight bet, plus one chip on each of the splits: 6/9, 14/17, 17/20 and 31/34, which all pay as Split bets.	Tap the area marked "Orphelins".	17:1 / 35:1

THE ANNOUNCE BETS TABLE

Bet Type	Covers	Description	How to Place	Payout
Finales en Plein	3 to 4 numbers	A bet on all numbers ending in the numeral specified on the button. For example, tapping the FINALES EN PLEIN button labelled 1 will place a bet on all numbers ending in 1, with one chip per number: 1, 11, 21 and 31.	There are 10 numbered FINALES EN PLEIN buttons, from 0 to 9. Tap one of the numbered FINALES EN PLEIN buttons.	35:1
Finales a Cheval	6 to 8 numbers	A bet on all numbers ending in the numeral specified on the button. For example, tapping the FINALES A CHEVAL button labelled 1/2 will place a bet on all numbers ending in 1 and 2: 1/2, 11/12, 21, 22 and 31/32. The exceptions:	There are 20 numbered FINALES A CHEVAL buttons with two numerals specified on each. Tap one of the numbered	17:1 / 35:1

		• 9/10 – All numbers ending in 9 and the numbers 10, 20 and 30 • 4/7 – All numbers ending in 4 and 7 (except 34) • 5/8 – All numbers ending in 5 and 8 (except 35) • 6/9 – All numbers ending in 6 and 9 (except 36) • 7/10 – All numbers ending in 7 and the numbers 10, 20 and 30 • 8/11 – All numbers ending in 8 and the numbers 11, 21 and 31 • 9/12 – All numbers ending in 9 and the numbers 12, 22 and 32	FINALES A CHEVAL buttons.	
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Notes:

- A win will return any chips bet on the winning number and award a payout based on the type of bet.
- The actual payout depends on the number of chips involved in the bet. For example, if the bet is placed on five consecutive numbers and one of them is hit, the payout is $35 + 1 - 5 = 31$ chips.

LA PARTAGE RULE

The game uses the La Partage rule. According to this rule, you lose only half of your even-money bets (PasseManque, PairImpair and BlackRed) when the spin result is zero.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 98.65% on even money bets (see La Partage Rule) and 97.30% on all other bets.

Pyramid LinX™

5-reel 20-line slot

The objective of the Pyramid LinX™ slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

The number of active paylines is permanently set at 20.

The total bet is equal to 10x coin value.

On the entry screen, press the START button to start the game.

Press the + and - buttons to select a total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the TOTAL WIN field displays the accumulated line and Scatter winnings.

Wins are calculated according to the payable.

For information on paylines, press i and scroll to Winning Bet Lines.

Paytable:

To open the payable, press i.

To navigate the payable, use the scroll bar.

To close the payable and return to the game, press X.

Paylines:

Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.

Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

X symbol:

The X symbol can stand for any other symbol, except the Gold X symbol, the Circle symbol, the Pyramid symbol and the Wild Pyramid symbol, to make the best possible winning combination.

The X symbol only appears in the main game and X Free Games.

The X symbol only appears on reels 2, 3, 4 and 5.

Gold X symbol:

The Gold X symbol can stand for any other symbol, except the X symbol, the Circle symbol, the Pyramid symbol and the Wild Pyramid symbol, to make the best possible winning combination.

The Gold X symbol only appears in the main game and X Free Games.

The Gold X symbol only appears on reels 2, 3, 4 and 5.

Circle symbol:

The Circle symbol only appears in the main game and X Free Games.

The Circle symbol only appears on reels 1 and 2.

Pyramid Symbol:

The Pyramid symbol is the Scatter. 3 or more Pyramid symbols in any position trigger the Free Games Feature.

The Pyramid symbol only appears in the main game and X Free Games.

Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet. Only the highest Scatter win pays.

Wild Pyramid symbol:

The Wild Pyramid symbol can stand for any other symbol, except the Circle symbol, the X symbol and the Gold X symbol, to make the best possible winning combination.

The Wild Pyramid symbol is also a Scatter, and 3 or more Wild Pyramid symbols in any position will award a Scatter pay according to the payable. Only the highest Scatter win pays.

The Wild Pyramid symbol only appears in the Book Free Games.

Free Games Feature:

When 3 or more Pyramid symbols land simultaneously anywhere on the reels, the Free Games Feature is triggered.

The player must select between 2 options - the Book Free Games and the X Free Games.

Book Free Games:

If the Book Free Games is selected, 10 Free Games are awarded.

During the Book Free Games, each reel has 3 rows. The paylines and symbol payable are different from the main game. See the Paytable for more details.

During the Book Free Games, all Pyramid symbols are replaced with Wild Pyramid symbols.

3 or more Wild Pyramid symbols in any position award 10 additional Book Free Games.

At the beginning of the feature, a symbol will be chosen randomly to be the special expanding symbol for duration of the feature.

The Pyramid, X, Gold X, Circle and Wild Pyramid cannot be chosen as the special expanding symbol.

During each Book Free Game, after the payout of regular symbols, each special expanding symbol may expand to cover all 3 positions on its reel.

For each win line, any special expanding symbols will then be re-evaluated as if they appeared in sequence, starting from the leftmost reel.

Any Wild Pyramid symbols on-screen do not participate in this special evaluation.

The special expanding symbol will expand only when additional wins can be awarded.

X Free Games:

If the X Free Games is selected, 5 Free Games are awarded.

During the X Free Games, there is an increased chance of triggering the Wild LinX Feature.

During the X Free Games, 3 or more Pyramid symbols landing simultaneously anywhere on the reels will award 5 additional Free Games.

The X Free Games are played with the same paylines and symbol payable as the main game.

Wild LinX Feature:

When all 5 reels land at least 1 Circle symbol, X symbol or Gold X symbol, the Wild LinX Feature is triggered.

After the feature is triggered, the Circle symbol cash prizes are added to the feature tally.

The player must select each X and Gold X symbol in turn until all have revealed a prize. Revealed prizes are added to the feature tally.

An X symbol may become a Gold X symbol when selected.

Once all X and Gold X symbols have been selected, the tallied prize will be awarded, and the feature will end.

Circle symbols may award 1x, 2x, 3x, 5x, 8x, 10x, 15x, 25x or 50x total bet.

X symbols may reveal 1x, 2x, 3x, 5x, 8x or 10x total bet.

Gold X symbols may reveal the MINI (20x total bet), MINOR (100x total bet), MAJOR (500x total bet) or GRAND (2000x total bet) award.

Return to Player:

The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 5000000000 simulated game rounds.

The theoretical percentage return to player (RTP) is 95.95%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the spin will be automatically completed, and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Pyramid Valley™: Power Zones™

6-reel 15,625-ways Slot

To play the game:

- Press ► on the entry screen to enter the main game.
- You can also click on **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- This game is played with **15,625 ways-to-win**.
- To open bet settings press the coin button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- 3 or more symbols anywhere on consecutive reels from left to right trigger a win.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet divided by 40.
- The **BONUS** symbol is an exception of these rules.

Paytable:

- To open the paytable, press the **i** button.
- To navigate the paytable, use the scroll bar.
- To close the reference pages and return to the game, press the back-arrow button.

Ways:

- This game is played with a fixed number of 15,625 ways to win.
- Winning combinations must start from the leftmost reel, with 3 or more matching symbols on consecutive reels.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

- The symbol with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **BONUS** symbols.

Bonus Symbol:

- The pyramid symbol is the **BONUS** symbol in the game.
- The **BONUS** symbol appears on all reels during the main game and **Free Games**.
- 3 or more **BONUS** symbols anywhere on the reels trigger the **Free Games + Mega Spin** feature.

Power Zones™:

- On any main game or free games spin, any symbol, except **WILD** or **BONUS** symbols, can appear as charged symbols.
- Charged symbols appear visually distinct with a golden circle appearing around them.
- Charged symbols lock **Power Zones™** on the symbol position they land on and leave a scarab on that position.
 - On the following spin the scarab will choose shift to an adjacent symbol position or to leave the screen.
 - **Note:** Scarabs will move up to 6 times before disappearing.
- Landing a charged symbol horizontally or vertically next to a **Power Zone** will expand the **Power Zone**.
- When a charged symbol lands in a **Power Zone**, all symbols in that zone, that are connected horizontally and vertically, will transform into the same symbol type as the charged symbol.
- **Power Zones™** are removed after the symbols have transformed.
- The positions of all **Power Zones™** on the reels are saved per bet amount.
- Changing the total bet will revert any positions with **Power Zones™** on them to the state saved at that total bet.

Scarab Strike Feature

- On any main game or **Free Games** spin, any scarab on the reels can randomly create 1 or 2 new scarabs.
- The new scarabs will lock new **Power Zone** positions and start new **Power Zones™** trails.

Free Games + Mega Spin Feature

- 3 or more **BONUS** symbols trigger the **Free Games + Mega Spin** feature.
 - 3 **BONUS** symbols trigger 10 free games
 - 4 **BONUS** symbols trigger 15 free games
 - 5 **BONUS** symbols trigger 20 free games
 - 6 **BONUS** symbols trigger 30 free games
- When **Free Games** begin, triggering **BONUS** symbols create **Power Zone** on their symbol positions.
- **Power Zones™** are not removed during **Free Games**.
- Landing 2 or more **BONUS** symbols during **Free Games** retriggers the feature and awards an extra number of free games.
 - 2 **BONUS** symbols retrigger +3 free games;

- 3 **BONUS** symbols retrigger +10 free games;
- 4 **BONUS** symbols retrigger +15 free games;
- 5 **BONUS** symbols retrigger +20 free games;
- 6 **BONUS** symbols retrigger +30 free games;
- When the number of free games left reaches 0, the **Mega Spin** is triggered.
- During the **Mega Spin**, symbols in all **Power Zones™** transform into the same mystery symbol.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.36%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Qin's Empire : Caishen's Temple™

5-reel 50-line slot

To play the game:

On the entry screen, press CONTINUE to start the game.

The game is played with 50 lines

The total bet is equal to 10x coin value

To open bet settings, press the COIN button and then press – or + to choose the total bet.

Press SPIN to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulated winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable.

Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet.

For information on paylines, press i and scroll to PayLines.

Paytable:

To open the paytable, press I.

To navigate the paytable, swipe the screen.

To close the paytable and return to the game, press the back arrow button.

Paylines:

Active paylines are represented by lines that appear over the reels as illustrated in the paytable.

Wins can only form on active paylines except Scatters.

Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel except Scatters which pay ANY.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The Wild symbol is the Caishen symbol. The Wild symbol can stand for any other symbol, except the Temple symbol and the Cauldron symbol, to make the best possible winning combination.

Wild symbol appears on reel 2,3 and 4 only.

Cauldron

During any spin, Gold Cauldron may replace Jade Cauldron except in Qin's Empire Feature

Free Games Feature:

When 3 or more Temple symbols land simultaneously anywhere on the reels, the Free Games Feature is triggered.

9 free games are awarded.

5 or more Cauldrons trigger Qin's Empire Feature.

During free games:

The Caishen symbol expands to fill the entire reel.

The reels spin automatically.

Any 3 or more Temple symbols will award an additional 9 free games.

The Qin's Empire Feature can be triggered.

The free games are played with the same bet that was placed on the spin that triggered them.

Qin's Empire Feature: Collect and Unlock

Jade Cauldron

When 6 or more Jade Cauldron symbols land simultaneously anywhere on the reels, the Qin's Empire Feature is triggered.

Initially 1 screen is unlocked.

8 or more Jade Cauldrons collected in the initial screen, unlocks a 2nd screen.

16 or more Jade Cauldrons collected in unlocked screens, unlocks a 3rd screen.

36 or more Jade Cauldrons collected in unlocked screens, unlocks the final screen.

Gold Cauldron:

When 6 or more Gold Cauldrons symbols land simultaneously anywhere on the reels, the Qin's Empire Feature is triggered with all 4 screens unlocked.

Number of spins is reset to 3 with any additional Cauldron collected in the unlocked screens.

At the end of the Collect & Unlock, all Cauldron prizes are added to the total win.

Possible Cauldron prizes are 1,2,3,4,5,10,15,20(Mini),100(Minor) or 500(Major) x total bet.

Grand Bonus:

Grand Bonus is won by collecting 15 Cauldron symbols in any one unlocked screen.

Grand Bonus can be won only once per Qin's Empire Feature.

Grand Bonus = 2000 x total bet.

Return to Player:

The theoretical percentage return to player (RTP) is 96.46%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Qin's Empire : Celestial Guardians™

5-reel 25-line slot

To play the game:

On the entry screen, press CONTINUE to start the game.

The game is played with 25 lines

The total bet is equal to 5x coin value

To open bet settings, press the COIN button and then press – or + to choose the total bet.

Press SPIN to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulated winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the paytable.

Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.

Scatter wins can form from symbols in any position. Scatter wins are multiplied by your total bet.

For information on paylines, press i and scroll to PayLines.

Paytable:

To open the paytable, press I.

To navigate the paytable, swipe the screen.

To close the paytable and return to the game, press the back arrow button.

Paylines:

Active paylines are represented by lines that appear over the reels as illustrated in the paytable.

Wins can only form on active paylines except Scatters.

Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel except Scatters which pay ANY.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The Wild symbol is the YinYang symbol. The Wild symbol can stand for any other symbol, except the Fortune symbol and the Cauldron symbol, to make the best possible winning combination.

Cauldron

During any spin, Gold Cauldron may replace Jade Cauldron except in Qin's Empire Feature

Free Games Feature:

When 3 or more Fortune symbols land simultaneously anywhere on the reels, the Free Games Feature is triggered.

5 free games are awarded.

50 Jade Cauldrons are added to reels

A, K, Q and J do not appear in the free games.

During free games:

The reels spin automatically.

Any 3 or more Fortune symbols will award an additional 5 free games.

The Qin's Empire Feature can be triggered.

The free games are played with the same bet that was placed on the spin that triggered them.

Qin's Empire Feature: Collect and Unlock

Jade Cauldron

When 6 or more Jade Cauldron symbols land simultaneously anywhere on the reels, the Qin's Empire Feature is triggered.

Initially 1 screen is unlocked.

8 or more Jade Cauldrons collected in the initial screen, unlocks a 2nd screen.

16 or more Jade Cauldrons collected in unlocked screens, unlocks a 3rd screen.

36 or more Jade Cauldrons collected in unlocked screens, unlocks the final screen.

Gold Cauldron:

When 6 or more Gold Cauldrons symbols land simultaneously anywhere on the reels, the Qin's Empire Feature is triggered with all 4 screens unlocked.

Number of spins is reset to 3 with any additional Cauldron collected in the unlocked screens.

At the end of the Collect & Unlock, all Cauldron prizes are added to the total win.

Possible Cauldron prizes are 1,2,3,4,5,10,15,20(Mini),100(Minor) or 500(Major) x total bet.

Grand Bonus:

Grand Bonus is won by collecting 15 Cauldron symbols in any one unlocked screen.

Grand Bonus can be won only once per Qin's Empire Feature.

Grand Bonus = 2000 x total bet.

Return to Player:

The theoretical percentage return to player (RTP) is 96.45%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Roulette Deluxe

Roulette Deluxe is a fixed odds betting game based on roulette.

The Roulette wheel has 37 numbered slots, 0 to 36 each of which can be bet on. The wheel is spun in one direction and a ball is spun in the wheel in the opposite direction. The ball will land in one of the numbered slots. If you bet on the slot the ball has landed in, you will win a payout.

TO PLAY THE GAME

- There are two tables and the wheel:
 1. The Betting Table, where bets can be placed.
 2. The Neighbors Table, where Neighbors bets can be placed.
 3. The Roulette wheel.
 - The Neighbors table can be accessed by clicking the small picture of it above the Betting Table, and the Betting Table can be accessed by clicking the small picture of it above the Neighbors Table.
- The different chip values that can be used to place bets appear in the chip tray. Click a chip in the chip tray to select it.
 - The chip tray appears to the left of the currently selected table.

- To place a bet, click the desired chip value and then click on the number or numbers you would like to bet on. The chosen number(s) will be highlighted until you release your mouse cursor. The chip tray is scrollable.
- There are many different types of bets in Roulette, including bets placed on multiple numbers with a single chip. All bets are listed in the BET TYPES AND PAYTABLE section below.
- Roulette Deluxe offers a variety of betting modes. Click on SPECIAL BETS on the left of the screen, to see all possible modes.
 - Regular mode used to place regular bets. And painting mode (click, hold and move the pointer to leave a trail of chips).
 - All Around - will place the same chip on all the surrounding split and corners betting positions.
 - Lucky Chip - every bet will place the chosen chip on the touched area and 9 more chips with the same amount randomly (random betting positions include 0-36, Split and Corner). In this mode a chip can be placed on a specific number on Split or on Corner.
 - Lucky Line - betting on a specific number will also bet 6 more chips, 3 on each side in a line shape.
 - Finale Bets - betting on a specific number will also bet on all the numbers that ends with the same number the player placed his chip on. For example, if you bet on the number 3, the same chips will be placed on 13, 23 and 33.
 - Favorite Bets - Click and hold on one of the numbers to save the current bets on the table. You can save up to 4 different favorite bets at a time.
 - Info button - open the instructions on how to place bets in the different modes.
- SPECIAL BETS are disabled on the Neighbors table.
- You may place as many different bets of as many different values as you like on each game, provided the potential winnings from the bet do not exceed the maximum payout from a single game.
- If you wish to place an additional bet of a different value, click a chip of a different value. When you put a mouse over on a possible bet, a pop up with bet details will be visible.
- Click **UNDO** to remove the last bet made from the table.
- Click **CLEAR BETS** to remove all bets currently on the table.
- Click the **DOUBLE** button to double all bets currently placed on the table.
- The minimum and maximum total bets are shown beside the table. If you click on this text a pop-up window will appear that details all the table limits.
- Each position on the table has a minimum bet and a maximum bet. If you attempt to bet higher than the maximum or lower than the minimum, the bet will not be accepted and a small message will appear to inform you of this.
- The **TABLE COVERAGE** percentage bar shows the percentage of the total possible bets that your chips on the table cover. The bar is between the table and table limits.
- Click the **HOLD FOR AUTOPLAY/SPIN** button to spin the roulette wheel with any current bets.
- After the ball has landed, a marker will be placed on the winning number from the last spin in the Betting Table view and the **REBET**, **DOUBLE & SPIN** and **REBET & SPIN** buttons will appear.

- Click **REBET** to place the same bets as in the previous round.
- Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
- Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.

Note: when you move the mouse cursor over the button the previous bet positions will be highlighted.

- The Win screen shows you the total win and the winning number.
- At the bottom of this screen you can see a more detailed summary of the total win. This text moves left and right automatically and also can be scrolled manually. The result history in the top right corner of the screen shows the previous game results.
- You can also bet on **Hot** and **Cold** numbers. The **Hot** number - is the number that was hit the most during the last 100 spins (or fewer, if the player hasn't bet on 100 spins). Up to 7 Hot numbers may be shown. The **Cold** number - is a number that hasn't been hit in the last 20 spins or more.
- You can press the **SPIN** button and then touch anywhere on the screen to stop the ball (It will skip the spin animation and show the final result). This is called the Snapper feature.

AUTOPLAY

- The **AUTOPLAY** mode can be used to play several games in a row with the same bet automatically.
- Place a bet, then hold the **HOLD FOR AUTOPLAY/SPIN** button to open the Autoplay panel. The Autoplay panel has a slider which can be moved to select the number of games to be played automatically. Slide the slider to the desired number of automatic games, then click the **START AUTOPLAY** button to begin those games.
- During the Autoplay games, the number of remaining games will be shown on the **STOP AUTOPLAY** button at the bottom right of the screen. Press the **STOP AUTOPLAY** button at any time to end the Autoplay games.

BUTTONS

- **DOUBLE** - Doubles all current bets (if the set limit is not exceeded).
- **CLEAR BETS** - Removes all bets from the table.
- **HOLD FOR AUTOPLAY/SPIN** - Spins the roulette wheel with any current bets. Holding this button opens the Autoplay Panel.
- **REBET** - Places the same bets as in the previous round.
- **DOUBLE & SPIN** - Doubles all current bets (if the set limit is not exceeded) and spins the wheel. When no new bets have been placed, clicking this button repeats and doubles the previous bets and spins the roulette wheel.
- **REBET & SPIN** - Places the same bets as in the previous round and spins the roulette wheel.
- **START AUTOPLAY** - Starts the selected number of Autoplay games.
- **STOP AUTOPLAY** - Cancels the active Autoplay session.
- **UNDO** - When clicked, the last bet is removed from the table.

THE BETTING TABLE

- The Betting Table view allows you to make a wide range of standard bets:

- Straight Up
 - Split
 - Street
 - Corner/Four
 - Line
 - Column/Dozen
 - 1st 12
 - 2nd 12
 - 3rd 12
 - 1-18
 - 19-36
 - Red/Black
 - Even/Odd
- More information about the bets can be found in the BET TYPES AND PAYTABLE section below.
 - Once you have placed your bet, click **SPIN** to start the game.

THE NEIGHBORS TABLE

- The Neighbors Table view can be accessed by clicking **NEIGHBORS** on the Betting Table view.
- The Neighbors Table allows you to make several types of bets that are unavailable on the Betting Table. These special bets are:
 - Voisins du Zero
 - Tier
 - Orphelins
- There are 5 numbered **NEIGHBORS** buttons. Click a **NEIGHBORS** button and then click on a number on the table to bet on that number and the numbers neighboring it to the left and the right. For example, clicking the **NEIGHBORS** button labelled 1 and then clicking on the number 2 on the table will place bets on the number 2 and the numbers to the immediate right and left of 2 (21 on the right and 25 on the left). Clicking on the **NEIGHBORS** button labelled 4 and then clicking on the number 2 on the table will place bets on the number 2 and the four numbers to the immediate right and left of 2 (21, 4, 19 and 15 to the right, and 25, 17, 34 and 6 to the left.).
- Clicking on **Tier**, **Orphelins** or **Voisins Du Zero** will place special bets, as detailed in the payable section below.
- Once you have placed your bet, click **SPIN** to start the game.
- More information about the bets can be found in the BET TYPES AND PAYTABLE section below.
- Once you have placed your bet, click **SPIN** to start the game.

THE ROULETTE WHEEL

- Clicking **SPIN** after making a bet will spin the ball in the Roulette wheel.

- If the ball lands in a slot you bet on, you will win a payout according to your bet.
- The slot the ball landed in is shown in the roulette screen.
- After the ball has landed, the **REBET**, **DOUBLE & SPIN** and **REBET & SPIN** buttons will appear.
 - Click **DOUBLE & SPIN** to double the previous bet(s) and start another game.
 - Click **REBET & SPIN** to place the same bet(s) as in the previous game and start another game.
- A marker will be placed on the winning number from the last spin. The **REBET**, **REBET & SPIN** and **DOUBLE & SPIN** buttons will also appear on the Betting Table.

BET TYPES AND PAYTABLE

Please note that the “How to Place” descriptions below apply to the game.

Bet Type	Covers	Description	How to Place	Payout
Straight Up	1 number	A bet on a single number being the winning number (including 0).	Click on a number.	35:1
Split	2 numbers	A bet on two numbers next to each other on the table.	Click between two numbers.	17:1
Street	3 numbers	A bet on a row of three numbers (e.g. 1, 2, and 3).	Click on the bottom edge of the lowest number in a vertical row.	11:1
Corner/Four	4 numbers	A bet covering four numbers next to each other on the table.	Click at the corner of four numbers.	8:1
Line	6 numbers	A bet covering two Streets - six different numbers in two rows of three numbers (e.g. 1, 2, and 3 + 4, 5 and 6).	Click between two street bets (at the bottom corner of two numbers at the bottom of a vertical row).	5:1
Column/Dozen	12 numbers	A bet covering an entire horizontal row of twelve numbers.	Click on one of the areas marked “2 to 1”.	2:1
1st 12	12 numbers	A bet on the winning number being between 1 and 12.	Click on the area marked “1st 12”.	2:1

2nd 12	12 numbers	A bet on the winning number being between 13 and 24.	Click on the area marked "2nd 12".	2:1
3rd 12	12 numbers	A bet on the winning number being between 25 and 36.	Click on the area marked "3rd 12".	2:1
1-18 (Low)	18 numbers	A bet on the winning number being between 1 and 18.	Click on the area marked "1-18".	1:1
19-36 (High)	18 numbers	A bet on the winning number being between 19 and 36.	Click on the area marked "19-36".	1:1
Red	18 numbers	A bet on the winning number being red.	Click on the area marked with a red diamond.	1:1
Black	18 numbers	A bet on the winning number being black.	Click on the area marked with a black diamond.	1:1
Even	18 numbers	A bet on the winning number being even.	Click on the area marked with "EVEN".	1:1
Odd	18 numbers	A bet on the winning number being odd.	Click on the area marked with "ODD".	1:1

Neighbors Bets:

1. Neighbors bets cover 3 to 11 adjacent numbers (a bet on a number and its neighbors). Neighbors bets can be placed in the Neighbors view, accessed by clicking the Neighbors view tab above the betting table. To place a Neighbors bet click one of the numbered Neighbors buttons to select the number of adjacent numbers you wish to bet on and then click on a number on the table. A bet will be placed on the number clicked on as well as the numbers adjacent to it. For example, if the Neighbors button 1 is selected and a bet is placed on the number 1, bets will be placed on the numbers 33 and 20. If the Neighbors button 5 is selected and a bet is placed on the number 1, then bets will be placed on 10, 5, 24, 16, 33, 1, 20, 14, 31, 9 and 22. If any of the numbers in a Neighbors bet win, a payout of 35:1 is awarded.

2. Voisins du Zero means "Neighbors of Zero". These are the numbers positioned between 22 and 25 on the wheel, including 0. Click Voisins Du Zero on the Neighbors table to place the bet. 9 chips of the selected value are staked in total:

- 2 chips are staked as a triplet bet on 0/2/3
- 1 chip is staked as a split bet on 4/7
- 1 chip is staked as a split bet on 12/15

- 1 chip is staked as a split bet on 18/21
- 1 chip is staked as a split bet on 19/22
- 2 chips are staked as a corner bet on 25/26/28/29
- 1 chip is staked as a split bet on 32/35

The payouts for a Voisins du Zero bet are as follows:

Winning Number	Payout
0, 2, or 3	22 chips (11:1) + 2 chips
4, 7, 12, 15, 18, 19, 21, 22, 32, or 35	17 chips (17:1) + 1 chip
25, 26, 28, or 29	16 chips (8:1) + 2 chips

3. Tiers bets cover one-third of the table, the numbers that are positioned on the third of the wheel opposite 0, i.e. between 27 and 33. Click Tier on the Neighbors table to place the bet. 6 chips of the selected value are staked in total:

- 1 chip is staked as a split bet on 5/8
- 1 chip is staked as a split bet on 10/11
- 1 chip is staked as a split bet on 13/16
- 1 chip is staked as a split bet on 23/24
- 1 chip is staked as a split bet on 27/30
- 1 chip is staked as a split bet on 33/36

The payout for a Tiers bet is as follows:

Winning Number	Payout
5, 8, 10, 11, 13, 16, 23, 24, 27, 30, 33, 36	17 chips (17:1) + 1 chip

4. Orphelins bets covers 8 numbers. Orphelins means “Orphans”; these numbers make up the two areas of the wheel that are not included in either Tiers or Voisins du Zero bets. Click Orphelins on the Neighbors table to place the bet. 5 chips of the selected value are staked in total:

- 1 chip is staked as a straight bet on 1
- 1 chip is staked as a split bet on 6/9
- 1 chip is staked as a split bet on 14/17
- 1 chip is staked as a split bet on 17/20
- 1 chip is staked as a split bet on 31/34

Note that number 17 participates in two splits (14/17 and 17/20). The payouts for an Orphelins bet are as follows:

Winning Number	Payout
6, 9, 14, 20, 31, 34	17 chips (17:1) + 1 chip
1	35 chips (35:1) + 1 chip
17	34 chips (17:1) + 2 chips

Notes:

- A win will return any chips bet on the winning number and award a payout based on the type of bet.
- The actual payout depends on the number of chips involved in the bet. For example, if the bet is placed on five consecutive numbers and one of them is hit, the payout is $35 + 1 - 5 = 31$ chips.

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return to player (RTP) is 97.30%.

Sahara Riches: Cash Collect™

5-reel 30-line slot

To play the game:

- Press ► on the entry screen to enter the main game.
- You can also click on **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- The number of active paylines is permanently set at 30. Wins can form on any payline.
- To open bet settings, press the **BET** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press **TURBO** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.

- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **FREE GAMES** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the payable, press **INFO**.
- To navigate the payable, scroll up or down, or swipe the screen.
- Feature and symbol payouts are listed in the payable. To find the possible win amount for any given symbol combination, the coin value must be multiplied by the payout.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines. The total bet per game round is the line bet × 30.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The symbol with the word 'WILD' on it is the **WILD** symbol in the game.

- The **WILD** symbol can substitute for all symbols except **Cash Collect™**, **Cash Prize**, **Diamond** and **Free Games** symbols.

Cash Collect™ Symbol:

- The symbol with words 'Cash Collect' on it is the **Cash Collect™** symbol in the game.
- The **Cash Collect™** symbol can land on reel #5 only during the main game, and on any reel during the **Free Games** feature.
- During the main game, landing a **Cash Collect™** symbol on reel #5 will collect all coin symbols - **Cash Prize**, **Diamond** and **Free Games** - which landed on the reels on that spin.

Cash Collect™ Feature

- The **Cash Collect™ Feature** is triggered by simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on reels #1-#5 during the **Free Games**, and a coin symbol anywhere on the reels on the same spin.
- There are 3 coin symbols in the game:
 - The symbol with cash value on it is the **Cash Prize** symbol. For example, **3.00** symbol. The cash prizes are corresponded to the players total bet.
 - The symbol with the **+(number)** on it is the **Free Games** symbol. For example, **+2** symbol.
 - The symbol with the diamond on it is the **Diamond** symbol.
- Each instance of a coin symbol awards you with the cash prize or the number of free games accordingly.
- When initiating a new spin, all the coin symbols will reset.
- **Note: Cash Prize** symbols contain values of x1, x2, x3, x5, x10, x15 multiplied by total bet.
- **Note: Free Games** symbols contain values of +3, +4, +5, +7, +10.

Free Games Feature

- During the main game, when a **Cash Collect™** symbol lands on reel #5 and 1 or more **Free Games** coin symbol lands anywhere on the reels, the **Free Games** feature is triggered.
- Each **Free Games** coin symbol that lands awards the number of free games shown on it. If 2 or more **Free Games** coin symbols land on the reels, the total number of free games won is equal to the sum of all numbers on each **Free Games** coin symbol.
- During **Free Games**, the **Cash Collect™** symbol can appear on all reels, and locks on the reels for 3 spins whenever it lands.
- **Note:** Each **Cash Collect™** symbol has its own counter of 3 spins on the top-right corner of the symbol.
- **Note:** New **Cash Collect™** symbols cannot land on the same position as an existing **Cash Collect™** symbol.
- During free games, each **Cash Collect™** symbols collect all **Cash Prize**, **Diamond** and/or **Free Games** symbols that land, awarding the respective prize once for each **Cash Collect™** symbol on the reels.
- **Free Games** can be retrIGGERED by simultaneously landing a **Cash Collect™** and a **Free Games** coin symbol anywhere on the reels.

Cash Collect™ Prizes

- Simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on any reel during **Free Games**, and a **Diamond** coin symbol anywhere on the reels trigger a **Cash Collect™ Prize**.
- There are 4 types of prizes that can be won: **GRAND, MAJOR, MINOR** and **MINI**.
- Each prize is a fixed amount based on the bet value.
- The awarded prize is selected randomly.
- Each prize can be won multiple times if more than 1 **Cash Collect™** is locked on the reels during Free Games.
- Multiple **Diamond** symbols can land on the same spin.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.67%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Sahara Riches MegaWays™: Cash Collect™

6-reel slot with up to 86,436 ways to win and collapsing reels

To play the game:

Press ► on the entry screen to enter the main game. You can also press DON'T SHOW NEXT TIME if you want to skip this screen in future.

To open bet settings, press the BET button.

Select your total bet in the drop-down menu and press Confirm.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

Only highest win paid per way.

Wins are calculated according to the payable. Wins are multiplied by the coin value. Coin value is total bet divided by 10.

Paytable:

To open the payable, press INFO.

To navigate the payable, scroll up or down, or swipe the screen.

Feature and symbol payouts are listed in the payable. To find the possible win amount for any given symbol combination, the coin value must be multiplied by the payout.

To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

Wins are calculated according to the Paytable, which can be accessed via the Menu.

Way win = coin bet × corresponding multiplier according to the payable.

The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

If more than one winning combination appears on a win line, only the highest winning combination is paid.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00.

Wild Symbol:

The symbol with the word 'WILD' on it is the WILD symbol in the game.

The WILD symbol can substitute for all symbols except Cash Collect™, Cash Prize, Diamond and Free Games symbols.

Cash Collect™ Symbol:

The symbol with words 'Cash Collect' on it is the Cash Collect™ symbol in the game.

The Cash Collect™ symbol can only land on the top row during the main game and on any position during the Free Games feature.

During the main game, landing a Cash Collect™ symbol on the top row will collect all Cash Prize, Diamond and Free Games symbols that landed on that spin.

Cash Collect™ Feature

The Cash Collect™ Feature is triggered by simultaneously landing a Cash Collect™ symbol on the top row during the main game - or any position during Free Games - and a coin symbol anywhere on the reels.

There are 3 coin symbols in the game:

The symbol with cash value on it is the Cash Prize symbol. For example, 3.00 symbol. The cash prizes are corresponded to the players total bet.

The symbol with the +(number) on it is the Free Games symbol. For example, +2 symbol.

The symbol with the diamond on it is the Diamond symbol.

Each instance of a coin symbol awards you with the cash prize or the number of free games accordingly.

When initiating a new spin, all the coin symbols will reset.

Note: Cash Prize symbols contain values of x0.5, x1, x1.5, x2, x2.5, x3, x5, x7, x10, x12, x15 multiplied by total bet.

Note: Free Games symbols contain values of +3, +4, +5, +7, +10.

MEGAWAYS™

The game is played with a variable number of ways to win.

Reels 1 to 6 show up to 6 symbols.

The top row always shows 4 symbols positioned above reels 2, 3, 4 and 5. The top row spins from right to left.

Depending on the number of symbols appearing, each spin can be played with up to 86,436 ways to win.

Any win triggers the collapsing reels feature.

Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.

The reels will continue to collapse until no new winning combinations are formed.

Note: Cash Collect™ symbols are not removed or affected by collapsing reels.

Free Games Feature

During the main game, when a Cash Collect™ symbol lands on the top row and 1 or more Free Games coin symbol lands anywhere on the reels, the Free Games feature is triggered.

Each Free Games coin symbol that lands awards the number of free games shown on it. If 2 or more Free Games coin symbols land on the reels, the total number of free games won is equal to the sum of all numbers on each Free Games coin symbol.

Press ► to start the Free Games feature.

During Free Games, the Cash Collect™ symbol can appear on all reels, and locks on the reels for 3 spins whenever it lands.

Note: Each Cash Collect™ symbol has its own counter of 3 spins on the top-right corner of the symbol.

Note: New Cash Collect™ symbols cannot land on the same position as an existing Cash Collect™ symbol.

Note: Free Games are capped at 500 spins.

During free games, each Cash Collect™ symbols collect all Cash Prize, Diamond and/or Free Games symbols that land, awarding the respective prize once for each Cash Collect™ symbol on the reels.

Free Games can be retriggered by simultaneously landing a Cash Collect™ and a Free Games coin symbol anywhere on the reels.

Press ► on the winning summary screen to return to the main game.

Cash Collect™ Prizes

Simultaneously landing a Cash Collect™ symbol on the top row during the main game or any reel during Free Games and a Diamond symbol anywhere on the reels awards a Cash Collect™ Prize.

There are 4 types of prizes that can be won: GRAND, MAJOR, MINOR and MINI.

Each prize is a fixed amount based on the bet value.

The awarded prize is selected randomly.

Each prize can be won multiple times if more than 1 Cash Collect™ is locked on the reels during Free Games.

Multiple Diamond symbols can land on the same spin.

Return to Player:

The theoretical percentage return to player (RTP) is 94.88%.

The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Sakura Fortune™ powered by Rarestone™

Sakura Fortune™ powered by Rarestone™ is a 4x5-reel 40-line video slot featuring the **Sakura Fortune Respin Feature** and the **Free Games Feature**.

The objective of the **Sakura Fortune™ powered by Rarestone™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 40.
- The total bet is equal to 20x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line winnings.
- Wins are calculated according to the paytable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Princess Wild symbol:

- The **Princess Wild** symbol is a 4x1 **Wild** symbol.
- The **Princess Wild** symbol can stand for any other symbol, including the **Scatter** symbol, to make the best possible winning combination.
- The **Princess Wild** symbol only appears on reels 2, 3 and 4 in the base game and Free Games.

Bonus Scatter Symbol:

- When 3 or more **Bonus Scatter** symbols land on adjacent reels, starting from the leftmost reel, the **Free Games Feature** is triggered.
- The **Bonus Scatter** symbol appears on all reels in the base game only.

Sakura Fortune Respin Feature:

- 2 full stacks of **Princess Wild** symbols will trigger the **Respin Feature**.
- The total number of respins awarded equals the number of full stacks of **Princess Wild** symbols on the reels when triggered.
- Additional full **Princess Wild** symbol stacks grant additional respins.
- The **Free Games Feature** can be triggered during the feature.

Free Games Feature:

- When 3 or more **Bonus Scatter** symbols land on adjacent reels, starting from the leftmost reel, the **Free Games Feature** is triggered.
- 3, 4 or 5 triggering **Bonus Scatter** symbols will award 7, 9 or 12 Free Games respectively.
- During Free Games any **Princess Wild** symbol landing on the reels will award 1 additional Free Game. The **Princess Wild** symbol will also expand to cover the full reel and will remain for the duration of the **Free Games Feature**.
- Free Games cannot be retriggered during the feature.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Mystery Nudge Feature:

- Any time 2 or more **Princess Wild** symbols land during the base game, there is a chance that they nudge into full stacks, awarding the **Respin Feature**.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.53%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.**Savage Jungle™****5-reel 50-line slot**

The objective of the **Savage Jungle™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- **Savage Jungle™** is a 5 reel, 4 row slot game with a free games feature and a Savage Wild feature.
- The number of active paylines is permanently set at 50.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the payable.
- Line wins will equal your coin value multiplied by the corresponding value according to the payable.

- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Gorilla**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Gemstone**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Savage Wild Feature:

- During the base game, the **Savage Wild** countdown starts randomly from 10, 15, 20, 25, 30, 35, 40, 45 or 50.
- Any **Wild** symbol that lands will leave a Leaf icon at that symbol position showing a multiplier value of 1.
- If a **Wild** symbol lands in a position that already has a Leaf icon, the multiplier value shown on the leaf will be incremented.
- The maximum Leaf multiplier value for any symbol position is 25x.
- When the Savage Wild countdown is 1, the next game spin will trigger the **Savage Wild Feature**.
- During the **Savage Wild Feature**, after any new **Wilds** are collected, all symbols positions with Leaf icons will turn into **Wilds** for the line win evaluation.
- The highest participating Leaf multiplier per line will be applied to the line win.
- During the feature, any **Scatter** symbols in the same position as a Leaf icon can still contribute to a **Scatter** win.
- After the **Savage Wild Feature** is played, all accumulated Leaf icons will be cleared and the next spin will start a new **Savage Wild Feature** countdown.
- If free games are triggered, the current progress of the **Savage Wild Feature** will be saved and be continued after the **Free Games Feature** completed.

Free games:

- When 3 or more **Scatter** symbols land simultaneously on any reels, free games are triggered.
- 10 free games are awarded.
- During free games the reels spin automatically.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously on any reels, will award an additional 5 free games.
- During the free games, any **Wild** symbol that lands will remain locked in that position for the remainder of the free games.
- If a **Wild** symbol lands on the same position as a locked **Wild**, the Wild multiplier for that position will increment by one.
- The maximum multiplier for any symbol position during the free games is 25x.
- Any **Scatter** symbol that lands behind a locked **Wild** symbol can still contribute to a **Scatter** win.
- The highest participating Wild multiplier per line will be applied to the line win.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.54%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Silver Bullet Bandit: Cash Collect™

5-reel 30-line slot

To play the game:

- Press ► on the entry screen to enter the main game.
- You can also click on **DON'T SHOW NEXT TIME** to skip the entry screen the next time you play.
- The number of active paylines is permanently set at 30. Wins can form on any payline.
- To open bet settings, press the **BET** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press **TURBO** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.

- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **FREE GAMES** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press **INFO**.
- To navigate the paytable, scroll up or down, or swipe the screen.
- Feature and symbol payouts are listed in the paytable. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout. The line bet value is the total bet divided by 30.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines. The total bet per game round is the line bet $\times$ 30.
- Paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol:

- The symbol with the word 'WILD' on it is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **Cash Collect™**, **Cash Prize**, **Diamond** and **Free Games** symbols.

Cash Collect™ Symbol:

- The symbol with words 'Cash Collect' on it is the **Cash Collect™** symbol in the game.
- The **Cash Collect™** symbol can land on reel #5 only during the main game, and on any reel during the **Free Games** feature.
- During the main game, landing a **Cash Collect™** symbol on reel #5 will collect all coin symbols - **Cash Prize**, **Diamond** and **Free Games** - which landed on the reels on that spin.

Cash Collect™ Feature

- The **Cash Collect™ Feature** is triggered by simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on reels #1-#5 during the **Free Games**, and a coin symbol anywhere on the reels on the same spin.
- There are 3 coin symbols in the game:
 - The symbol with cash value on it is the **Cash Prize** symbol. For example, **3.00** symbol. The cash prizes are corresponded to the players total bet.
 - The symbol with the **+(number)** on it is the **Free Games** symbol. For example, **+2** symbol.
 - The symbol with the diamond on it is the **Diamond** symbol.
- Each instance of a coin symbol awards you with the cash prize or the number of free games accordingly.
- When initiating a new spin, all the coin symbols will reset.
- **Note: Cash Prize** symbols contain values of x1, x2, x3, x5, x10, x15 multiplied by total bet.
- **Note: Free Games** symbols contain values of +3, +4, +5, +7, +10.

Free Games Feature

- During the main game, when a **Cash Collect™** symbol lands on reel #5 and 1 or more **Free Games** coin symbol lands anywhere on the reels, the **Free Games** feature is triggered.
- Each **Free Games** coin symbol that lands awards the number of free games shown on it. If 2 or more **Free Games** coin symbols land on the reels, the total number of free games won is equal to the sum of all numbers on each **Free Games** coin symbol.
- During **Free Games**, the **Cash Collect™** symbol can appear on all reels and locks on the reels for a random number of spins, up to 10 spins, whenever it lands.
- **Note:** Each **Cash Collect™** symbol has its own counter of spins on the top-right corner of the symbol.
- **Note:** New **Cash Collect™** symbols cannot land on the same position as an existing **Cash Collect™** symbol.
- During free games, each **Cash Collect™** symbols collect all **Cash Prize**, **Diamond** and/or **Free Games** symbols that land, awarding the respective prize once for each **Cash Collect™** symbol on the reels.
- **Free Games** can be retrIGGERED by simultaneously landing a **Cash Collect™** and a **Free Games** coin symbol anywhere on the reels.

Cash Collect™ Prizes

- Simultaneously landing a **Cash Collect™** symbol on reel #5 during the main game, or on any reel during **Free Games**, and a **Diamond** coin symbol anywhere on the reels trigger a **Cash Collect™ Prize**.
- There are 4 types of prizes that can be won: **GRAND**, **MAJOR**, **MINOR** and **MINI**.
- Each prize is a fixed amount based on the bet value.
- The awarded prize is selected randomly.
- Each prize can be won multiple times if more than 1 **Cash Collect™** is locked on the reels during Free Games.

- Multiple **Diamond** symbols can land on the same spin.

Nudge feature

- **Nudge** may happen only during the Main game on the reels 5.
- If you miss the **Cash Collect™** symbol, there is a chance of **Nudge**. Reels will shake and may move up or down to bring the cash collect in to reel 5.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.44%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Sky Queen™

5-reel 50-line slot

To play the game:

- The number of active paylines is permanently set at 50.
- The total bet is equal to 25x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and scatter winnings.
- Wins are calculated according to the paytable.

- Line wins will equal your coin value multiplied by the corresponding value according to the payable.
- Scatter wins will equal your total bet multiplied by the corresponding value according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.
- To navigate the payable, use the scroll bar.
- To close the payable and return to the game, press the **back arrow** button.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the payable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- There is a difference between the coin value and the total bet. The coin value is how much you want to spend on each line in the game. Line win payouts are equal to the value shown in the payable multiplied by the coin value. The total bet shows how much is being bet in total on a single spin.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **Queen**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Sun** symbol, to make the best possible winning combination.

Scatter Symbol:

- The **Scatter** symbol is the **Pyramid**. 3 or more **Scatter** symbols in any positions trigger the **Free Games Feature**.

Fire Blaze Respin Feature:

- The **Sun** is the **Bonus** symbol in the game. When 6 or more **Sun** symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- Each **Sun** symbol that landed during the spin that triggered the feature, and that lands during the respins, will have either a cash prize or a Star icon.
- Any **Sun** symbols that triggered the Feature, and the prizes that appeared on them, are held in position during the Feature.
- 3 respins are awarded. Each unheld symbol position will spin independently.
- After each respin, if there is one or more new **Sun** symbol, it will be held, and the number of respins remaining will be reset to 3.
- The GRAND (GRAND prize value = total bet x 2000) prize is awarded during the Feature when all symbol positions are filled with **Sun** symbols.
- All **Sun** prizes shown on screen are paid when the GRAND prize is won, or when all 3 respins have been used. The feature will then be complete.
- Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize. These prizes can be won multiple times in each **Fire Blaze Respin Feature** session.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 8 free games are awarded.
- During each free game, all stacked symbols, except **Sun** and **Wild**, will be replaced with a randomly chosen symbol.
- During free games, when 6 or more **Sun** Symbols land simultaneously anywhere on the reels, the **Fire Blaze Respin Feature** is triggered.
- The free games are played with the same bet that was placed on the spin that triggered them.
- During the free games, any 3 or more **Scatter** symbols landing simultaneously anywhere on the reels, will award 8 additional free games.
- During free games the reels spin automatically.
- After the last free game has finished a message will appear informing you of your total winnings. Press **Continue** button to return to the main game.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.58%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

The Mummy™ Books of Amun Ra

5-reel 10-line slot

- The objective of **The Mummy™ Books of Amun Ra** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- Press ► on the entry screen to enter the main game.
- To open bet settings, press the **Bet** button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press **TURBO** to activate Turbo Mode, making the reels spin faster. Pressing the **TURBO** button again ends the Turbo Mode session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** feature is triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.

- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, swipe the screen.
- Payouts are listed in the **Paytable** section. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout. The **WILD SCATTER** symbol is an exception to these rules.
- To close the paytable and return to the game, press the **back-arrow** button.

Paylines:

- This game is played with a fixed number of 10 active paylines. The total bet per game round is the line bet × 10.
- Paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Scatter Symbol

- The Golden Book symbol is the **WILD SCATTER** symbol in the game.
- **WILD SCATTER** symbol substitutes for any other symbol to form the best possible winning combination.
- Land 3 or more **WILD SCATTER** symbols to trigger the **Free Games** feature.
- Wild can pay as scatter and as Wild symbol in a single spin.

Free Games Feature

- Before the **Free Game** feature starts, press the **i** button to read more information about each bonus mode from the Paytable.
- If 3 or more **WILD SCATTER** symbols simultaneously land on the reels during the main game, the bonus feature **Free Game** is triggered.
- All **Free Games** modes are available from the start. You can choose the following:

- **Rick O'Connell Free Games**
- **The Scorpion King Free Games**
- **Imhotep Free Games**
- **Anck-Su-Namun Free Games**
- **Evelyn O'Connell Free Games**
- To pick the desired bonus, press on its icon and then press **SELECT**.
- During all **Free Game** modes, the reels are spun automatically using the same bet per line as on the spin that triggered the **Free Games** feature.
- After each spin, the win appears in the **WIN** field.
- The Scorpion King, Imhotep and Anck-Su-Namun symbols replace Evelyn O'Connell symbol each in their own Free Games and pay the same as Evelyn O'Connell symbol.
- The maximum number of spins in Free Games is 100 spins.

Rick O'Connell Free Games

- Select **Rick O'Connell Free Games** from the **selection screen** to trigger 10 free games.
- Before the **Rick O'Connell Free Games** feature starts, 1 special symbol will be chosen.
- When the special symbol lands during **Free Game**, it expands and pay as scatter symbol.
- When the feature ends, the win amount is shown on the **congratulations** screen.

The Scorpion King Free Games

- Select **The Scorpion King Free Games** from the **selection screen** to trigger 8 free games.
- 1 special symbol will be chosen before free games start.
- Each retrigger gives 8 more FG and an additional special symbol.
- When the feature ends, the win amount is shown on the **congratulations** screen.

Imhotep Free Games

- Select **Imhotep Free Games** from the **selection screen** to trigger 12 free games.
- Before **Imhotep Free Games** starts, the player will be presented with a pop-up explaining the feature, and that the special expanding symbol is the J symbol: you always start from the 'J' symbol.
- Every time you win with the special symbol, it changes to the next one and the previous symbol is removed from the reels for the rest of the feature.
- Only royal symbols can be removed from the reels during the feature.
- Retriggers gives 3 Free Games.
- When the feature ends, the win amount is shown on the **congratulations** screen.

Anck-Su-Namun Free Games

- Select **Anck-Su-Namun Free Games** from the **selection screen** to trigger 8 free games.

- At the beginning, there will be a random special symbol chosen. 1 full stack of this special symbol is guaranteed on a random reel during each spin.
- When the feature ends, the win amount is shown on the **congratulations** screen.

Evelyn O'Connell Free Games

- Select **Evelyn O'Connell Free Games** from the **selection screen** to trigger 4 free games.
- At the beginning, there will be a random special symbol chosen.
- If 2 **WILD SCATTER** symbols land anywhere during the feature, it will increase the grid by 1 row and award 1 extra free game.
- If 3 or more **WILD SCATTER** symbols land, it will increase the grid by 1 row and award 4 extra free games.
- Reels will grow up to 6 rows. Each row adds 2 more paylines.
- When the feature ends, the win amount is shown on the **congratulations** screen.

Return to Player:

- The minimum theoretical percentage return to player (RTP) is 95.86% and the maximum theoretical percentage return to player (RTP) is 95.97%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.

Malfunction voids all pays and plays.

The Walking Dead™ 2

5-reel, 25-line slot.

The objective of **The Walking Dead™ 2** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The entry screen displays the game's features.
- Press **CONTINUE** on the entry screen to enter the main game. You can also press **Do not show again** to skip the entry screen next time you play.
- To open bet settings, press the coin button.
- Press - or + beside **TOTAL BET** to choose the total bet.
- Press the lightning bolt button to activate Turbo Mode, making the reels spin faster. Pressing the button again ends the Turbo Mode session.

- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Payouts shown in the payable are multiplied by the line bet. The line bet is the total bet / 25.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START**.
- During autoplay, the number of remaining spins are displayed. Autoplay ends when the reels have spun the number of times specified, when you do not have sufficient funds for the next spin, or when a feature has been triggered. You can end autoplay by pressing the stop button.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until any **Free Games** features are triggered, or you do not have sufficient funds for the next spin.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - A feature has been triggered.
- You can end autoplay by pressing ■.

Paytable:

- To open the payable, press the **i** button.
- The payable is scrollable.
- To close the payable and return to the game, press the **X** button.

Paylines:

- This game is played with a fixed number of 25 fixed paylines.
- Paylines are represented by lines that appear over the reels as illustrated in the payable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet. The line bet is the total bet / 25.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbols:

- The hand symbol is the regular **WILD** symbol in the game.
- The Walker symbol is the **WILD WALKER** symbol in the game.

- The **WILD WALKER** symbol appears stacked on all reels.
- The **WILD** and **WILD WALKER** symbols substitute for all symbols, except **SCATTER**, to make the best winning combination.
- In the base game, the **WILD WALKER** symbol can only land during the **Split Reel Feature**.

Scatter Symbol:

- The car symbol is the **SCATTER** symbol in the game.
- The **SCATTER** symbol can appear on all reels during the base game, and all **Free Games** features except **Coin Bonus Game**.

Split Reel Feature

- When there is a win during the base game, **Multiplier Free Games** or **Super Stacked Free Games**, the **Split Reel Feature** is triggered.
- Whenever a win forms in the main game, reels 1-to-5, 2-to-5 or 3-to-5 will shift right and create a gap.
- The empty reel will then spin for free.
- If this does not result in a win, the spin ends, and the win is paid.
- If this spin forms a win, the feature repeats, and the reels will shift to the right, triggering another respin.
- The feature will repeat until no new wins form, at which point the total win is paid.
- If the **Split Reel Feature** triggers during **Multiplier Free Games** or **Super Stacked Free Games**, the number of remaining **Free Games** does not decrease.
- The **Split Reel Feature** cannot trigger during **Walking Wild Free Games**, **Sticky Wilds Free Games** or the **Coin Bonus Game**.

Free Games:

- 1 of 5 **Free Games** features is triggered when 3 **SCATTER** symbols appear anywhere on the reels during the main game.
- When triggered, you will be brought to a screen displaying 5 Walker heads.
- Press a head to reveal the triggered feature.
- Once all **Free Games** modes have been triggered, triggering **Free Games** again allows you to choose which feature to play.
- Press **CONTINUE** on the explanatory pop-up screen to begin the feature.
- Each **Free Games** feature ends when the **Free Games** counter reaches 0.

Walking Wild Free Games

- 3 **SCATTER** symbols award 10 **Free Games**.
- 4 **SCATTER** symbols award 15 **Free Games**.
- 5 **SCATTER** symbols award 25 **Free Games**.
- Whenever a win forms during this feature, the reels will respin, and a **WILD WALKER** will appear on the reels. Each respin, the **WILD WALKER** shifts 1 reel to the left.

- Respins will continue until the rightmost **WILD WALKER** to appear shifts off the reels.
- During these respins, the **Free Games** counter does not decrease.
- 2 **SCATTER** symbols during the feature award 3 extra **Free Games**.
- 3 **SCATTER** symbols award 10 extra **Free Games**.
- 4 **SCATTER** symbols award 15 extra **Free Games**.
- 5 **SCATTER** symbols award 25 extra **Free Games**.

Multiplier Free Games

- 3 **SCATTER** symbols award 10 **Free Games**.
- 4 **SCATTER** symbols award 15 **Free Games**.
- 5 **SCATTER** symbols award 25 **Free Games**.
- In this feature, each **WILD WALKER** symbol can appear with a multiplier value.
- Multiplier values can be $\times 2$, $\times 3$ and $\times 5$.
- If more than 1 multiplier **WILD** symbol forms part of a win, the highest multiplier is applied.
- 2 **SCATTER** symbols during the feature award 3 extra **Free Games**.
- 3 **SCATTER** symbols award 10 extra **Free Games**.
- 4 **SCATTER** symbols award 15 extra **Free Games**.
- 5 **SCATTER** symbols award 25 extra **Free Games**.

Super Stacked Free Games

- 3 **SCATTER** symbols award 10 **Free Games**.
- 4 **SCATTER** symbols award 15 **Free Games**.
- 5 **SCATTER** symbols award 25 **Free Games**.
- Before **Free Games** start, a symbol is revealed to appear super-stacked on all reels.
- The super-stacked symbol can be any symbol except the **SCATTER** symbol.
- The pop-up will automatically close when a symbol is revealed.
- 2 **SCATTER** symbols during the feature award 3 extra **Free Games**.
- 3 **SCATTER** symbols award 10 extra **Free Games**.
- 4 **SCATTER** symbols award 15 extra **Free Games**.
- 5 **SCATTER** symbols award 25 extra **Free Games**.

Sticky Wilds Free Games

- 3 **SCATTER** symbols award 10 **Free Games**.
- 4 **SCATTER** symbols award 12 **Free Games**.
- 5 **SCATTER** symbols award 15 **Free Games**.

- In this feature, **WILD** symbols lock on the reels whenever they land.
- **WILD WALKER** symbols cannot land during this feature.
- 2 **SCATTER** symbols during the feature award 2 extra **Free Games**.
- 3 **SCATTER** symbols award 10 extra **Free Games**.
- 4 **SCATTER** symbols award 12 extra **Free Games**.
- 5 **SCATTER** symbols award 15 extra **Free Games**.

Coin Bonus Game

- When triggered with 4 or 5 Scatters, the game is played with a 3× or a 5× win multiplier, respectively.
- This feature is played on a 5×5 grid with a **WALKER** on the middle acting as a divider.
- In this feature, a special reel set consisting of blank spaces, **BRONZE COIN**, **SILVER COIN**, **GOLD COIN**, **BONUS**, 2× and 3× multiplier symbols is used.
- **BONUS** symbols display "THE WALKING DEAD".
- When two or more coins of the same type appear on either side of the **WALKER**, a payout is awarded for each coin that landed.
 - Each **BRONZE COIN** pays $0.40 \times$ the total bet.
 - Each **SILVER COIN** pays $0.60 \times$ the total bet.
 - Each **GOLD COIN** pays $1 \times$ the total bet.
- If a multiplier symbol appears anywhere on the reels when a win forms, the total win is multiplied by the highest multiplier value shown.
- If 2 or more multiplier symbols are present when forming a win, the highest multiplier is applied, and the remaining multipliers are applied to the total win on the following spin(s).
- Any coin symbol that is collected may leave a skull symbol in its place. The skull symbol inactivates the position for the remainder of the bonus game.
- If 3 or more **BONUS** symbols appear anywhere on the reels during the feature, the **MINI**, **MINOR**, **MAJOR** or **GRAND** prize is awarded.
- The **MINI**, **MINOR**, **MAJOR** and **GRAND** prizes are fixed prizes based on your total bet. The prize awarded is chosen randomly.
 - The **GRAND** prize value = total bet x 1,000
 - The **MAJOR** prize value = total bet x 200
 - The **MINOR** prize value = total bet x 50
 - The **MINI** prize value = total bet x 20
 - These prizes can be won multiple times in each **Coin Bonus Game** session.
- The feature ends when no coins match on either side of the **WALKER**.

Return to Player:

- The minimum theoretical percentage return to player (RTP) is 95.78% and the maximum theoretical percentage return to player (RTP) is 95.84%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

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The Walking Dead™

5-reel 50-line slot

- The objective of **The Walking Dead™** is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The entry screen displays the game's features.
- Press the ► button to start the game.
- To open bet settings, tap the coin button.
- Press - or + above **TOTAL BET** to choose the total bet.
- Press the lightning bolt button to activate **TURBO MODE**, making the reels spin faster. Pressing the button again ends the **TURBO MODE** session.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.

Autoplay:

- The reels are spun automatically in autoplay.
- To display the list of options, hold the spin button, select the number of spins to be played automatically, and then press **START AUTOPLAY**.
- Autoplay can also be set to **UNTIL FEATURE**, which will spin the reels until the **Free Games** or **The Tower Feature** are triggered, or you do not have sufficient funds for the next spin.
- During autoplay, the number of remaining spins is displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.

- You do not have sufficient funds for the next spin.
- A feature has been triggered.
- You can end autoplay by pressing **STOP AUTOPLAY**.

Paytable:

- To open the paytable, press **INFO**.
- To navigate the paytable, swipe the screen.
- To close the reference pages and return to the game, press the back arrow button.

Paylines:

- This game is played with a fixed number of 50 active paylines. The total bet per game round is the line bet × 50.
- Paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet except **SCATTER** which pays in the total bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild Symbol

- The hand with the word 'WILD' is the **WILD** symbol in the game.
- The **WILD** symbol can substitute for all symbols except **SCATTER** and **coin** symbols.

Scatter Symbol

- The symbol with 3 shields showing 'FREE GAMES' is the **SCATTER** symbol in the game.
- The **SCATTER** symbol appears on all reels during the main game.

Coin Symbol

- **Coin** symbols appear on the reels displaying a cash value, key or **Biohazard Sign**.
- The **coin** symbol can land on all reels.

Free Games

- 3 or more **SCATTER** symbols anywhere on the reels trigger 6 **Free Games** in 1 of 5 **Free Games** mode:
 - **The Horde Free Games**
 - **Saviors Free Games**
 - **Alexandria Respins**
 - **The Whisperers Free Games**

- **Wild Walkers Respins**

- After the **Free Games** feature is triggered, a wheel appears on the screen.
- Press the ► button to spin the wheel, and it will land randomly on a feature.
- 3 or more **SCATTER** symbols during any **Free Games** mode retrigger 6 more **Free Games**.
- Press the ► button to start the feature.

The Horde Free Games

- During **The Horde Free Games**, each **WILD** and **coin** symbol landing on reels 2, 3 or 4 will expand to fill the reel.
- When the feature ends, the win amount is shown on the **congratulations** screen. Press ► to return to the main game.

Saviors Free Games

- During the **Saviors Free Games**, each **WILD** and **coin** symbol landing on reels 2, 3 or 4 will get a random multiplier.
- Each position on those reels will get its own multiplier.
- Multipliers are additive.
- **Biohazard Sign** symbols are not multiplied.
- When the feature ends, the win amount is shown on the **congratulations** screen. Press ► to return to the main game.

Alexandria Respins

- Every time a full stack of **coin** symbols lands anywhere on the reels, the **Respins** feature starts.
- During **Respins**, the **Free Games** counter will be frozen.
- The stack shifts 1 position to the left on each spin.
- 3 or more coins in addition to the stack of coins during the **Alexandria Respins** trigger **The Tower Feature**.
- **Respins** end when the **coin** stack leaves the reels or after **The Tower Feature** is completed. **Free Games** will then resume.
- When 6 or more coins appear on the same spin, **The Tower Feature** is immediately triggered without triggering **Respins**.
- When the feature ends, the win amount is shown on the **congratulations** screen. Press ► to return to the main game.

The Whisperers Free Games

- Every spin, up to 3 reels can appear as special reels with distinct graphics.
- Special reels contain **WILD** and **coin** symbols only.
- When 6 or more **coin** symbols land simultaneously anywhere on the reels, **The Tower Feature** is triggered. The **Free Games** feature resumes after **The Tower Feature** is complete.

- When the feature ends, the win amount is shown on the **congratulations** screen. Press ► to return to the main game.

Wild Walkers Respins

- When a stack of **WILD** symbols fully lands anywhere on the reels, they are transformed into **Wild Walkers**, and the **Respins** feature starts.
- During **Respins**, the **Free Games** counter will be frozen.
- The **Wild Walkers** stack shifts 1 position to the left on each spin.
- **Respins** end when all **Wild Walkers** stacks shift off the reels.
- During **Respins**, any **coin** symbol transforms into a **WILD** symbol.
- If a new stack of **WILD** symbols fully lands anywhere on the reels during **Respins**, it will transform into **Wild Walkers**, and **Respins** continue.
- If a full stack of **coin** symbols lands, it will transform to **Wild Walkers**. If this happens during **Respins**, then **Respins** will continue.
- When 6 or more **coins** land on the same spin, **The Tower Feature** is triggered.
- When the feature ends, the win amount is shown on the **congratulations** screen. Press ► to return to the main game.

The Tower Feature

- When 6 or more **coin** symbols land simultaneously anywhere on the reels, **The Tower Feature** is triggered.
- Any **coin** symbol that triggered the feature and the prizes that appeared on them lock in position during the feature.
- 3 respins are awarded. Each unlocked symbol position will spin independently.
- After each respin, if there is 1 or more new **coin** symbol, it will lock in place, and the number of respins remaining will be reset to 3.
- Every additional row is unlocked by collecting 2 **coin** symbols with a key.
- The values of any locked **coin** symbols on the 7th row are multiplied by x2, except for those with a Biohazard Sign.
- The values of any locked **coin** symbols on the 8th row are multiplied by x5, except for those with a Biohazard Sign.
- All **coin** symbols on the 9th row are transformed to **coin** symbols displaying a **Biohazard Sign**.
- All prizes are awarded once after all respins have been completed, or the grid is filled with **coin** symbols.

The Walking Dead™ Prizes

- There are 4 types of prizes that can be won: **GRAND**, **MAJOR**, **MINOR** and **MINI**.
- During **The Tower Feature**, each **Biohazard Sign** coin will transform to award the **GRAND**, **MAJOR**, **MINOR** or **MINI** prize:
 - The GRAND prize value = total bet x 1,000

- The MAJOR prize value = total bet x 200
- The MINOR prize value = total bet x 50
- The MINI prize value = total bet x 20
- These prizes can be won multiple times in each **The Tower Feature** session.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.73%.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Triple Stop: Mermaids Find™

5-reel 40-line slot

Each symbol position on reel 1 spins independently. Each symbol position on reel 2 spins independently.

To play the game:

- On the entry screen, press **CONTINUE** to start the game.
- The game is played at 40 lines.
- Press - or + on the left or the right sides of **BET** to choose the total bet.
- line bet = **BET/40**
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulated winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel.
- Scatter wins can form from **Scatter Icons** in any position. Scatter wins are multiplied by your total bet.

- For information on paylines, press **i** and scroll to **PayLines**.

Paytable:

- To open the paytable, press **I**.
- To navigate the paytable, swipe the screen.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Wins can only form on active paylines except Scatters.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel except Scatters which pay ANY.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Skull Symbol

- On any spin, the **Skull** symbol can be replaced with the **Gold Skull** symbol.
- The **Skull** symbol or **Gold Skull** symbol can stand for any other symbol, except the **Scatter Icon**, to make the best possible winning combination.

Scatter Icon:

- A Scatter Icon may appear in the lower right hand corner of a symbol on reels 3, 4 and 5.
- For each game, the Scatter Icon is either bronze coin, silver coin or gold coin.
- During the reel spin, if a Scatter Icon lands on reel3 and reel4, reels 3,4 and 5 will grow 1 symbol in height.
- The game is then played and evaluated at 60 lines.

Free Games Feature:

- When 3 or more **Scatter Icon** land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 2 Free Games are awarded for 3 x bronze coin.
- 3 Free Games are awarded for 3 x silver coin.
- 5 Free Games are awarded for 3 x gold coin.
- Each **Gold Skull** symbol that lands in the Free Games will award 1 extra free game and stick for the remaining Free Games.
- Each **Skull** symbol that lands in the Free Games will stick for the remaining Free Games.
- During Free Games the reels spin automatically.
- The Free Games are played at 60 Lines.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

- Scatter Icons do not appear in Free Games.
- Free Games cannot be retriggered.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.48%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Vegas Blackjack!

Get closer to 21 than the dealer without going over.

Vegas Blackjack! is a variant of standard Blackjack that features the Perfect Pair and 21+3 side games. For information on the rules and differences to the standard game, proceed straight to the "Rules" section.

TO PLAY THE GAME

- When you open Vegas Blackjack!, first you need to choose your table limits, and click Join to start the game.
- This game can be played with up to five hands. In order to play, you must place a bet on at least one of your hands. Every hand may have a different bet amount.
- To place a bet, click on a chip in the bottom left of the screen to select your chip value. Click on one of the available betting areas (the 5 larger circles) to place the bet. Every click increases your bets by the value of the selected chip.
- Side bets can be placed on the 'Player's Pair' or the '21+3' betting areas under any of your hands to the left or right respectively, as well as on the 'Dealer's Pair' betting area near the dealer's hand. In each game round, you can place one 'Dealer's Pair', 'Player's Pair' and '21+3' side bet for each of your own hands that has a regular bet placed on it.
- You can click **CLEAR BETS** to remove all bets from the table.
- Clicking **DOUBLE** doubles every bet you have placed on the table.
- Click **UNDO** after placing a second bet to remove the last bet made from the table.
- The minimum and maximum bet limits are dependent on your VIP level and are shown on the table.

The limits apply to the initial bet only. Actions that require an additional bet (Split, Insurance, and Double) can still be used even if you placed a bet equal to the maximum bet.

- Click the **DEAL** button to deal the cards. 2 cards are dealt to each of the player's hands and to the dealer's hand. The cards are dealt clockwise one at a time to each hand in turns, with the first card going to the rightmost player hand. The last card goes to the dealer hand and is dealt face down.
- If you are playing more than one hand, actions are taken for each hand separately, starting from the rightmost hand once the cards have been dealt.
- If the dealer's face up card is an Ace, you are offered insurance. Click **ACCEPT** to insure the selected hand against the dealer having Blackjack. To insure all your hands, click the **ACCEPT ALL**. If you do not want to insure the selected hand, click **DECLINE**. To decline Insurance against the dealer having Blackjack and skip bet protection for the current hands click **DECLINE ALL**.
- If your first two cards have the same value, you can split your hand by clicking **SPLIT**.
- Click **HIT** to request another card or click **DOUBLE** to double your bet and receive a third card. If you do not want any more cards, click **STAND**.
- Please note that Insurance, Double and Split require an additional bet. If your balance does not have enough money to cover these expenses, you will need to deposit more money to use these options.
- When you have played your final hand the dealer then reveals the dealer's face down card and may draw additional cards, in accordance with the rules.
- When the dealer has stopped taking cards each of your hands is compared to the dealer's hand. If your hand has a higher value than the dealer's and has not exceeded 21, you win with that hand.
- If any hand value reaches 22 or more, it is bust and automatically loses.
- If you want to play another round, place bets as described above or click **REBET** to place the same bets as in the previous round, then click **DEAL** to deal the cards. Click **REBET & DEAL** to place the same bets as in the previous round or **DOUBLE & DEAL** to place doubled bets of the previous round and deal cards immediately.

BUTTONS

DEAL - Deal the cards.

CLEAR BETS - Clear the table of all bets.

UNDO - Remove your last bet.

HIT - Request one more card.

STAND - Draw no more cards and end your turn.

DOUBLE - When no cards have been dealt yet, this button doubles all bets on the table. When cards have been dealt, this button doubles the bet on the selected hand and requests a third and final card.

SPLIT - Split the hand into two if you hold a pair.

REBET - Place the same bets as in the previous round.

REBET & DEAL - Place the same bets as in the previous round and deal the cards.

DOUBLE & DEAL - Double your bets from the previous round and deal the cards.

ACCEPT - Click to accept Insurance and protect your bet for the current hand in case the dealer has Blackjack.

DECLINE - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hand.

ACCEPT ALL - Click to accept Insurance for all hands against the dealer having Blackjack.

DECLINE ALL - Click to decline Insurance against the dealer having Blackjack and skip bet protection for the current hands.

RULES

The objective of Vegas Blackjack! is to get a hand that totals 21 or is closer to 21 than the dealer's hand without exceeding 21.

The value of a hand is the sum of the individual cards values. Blackjack is the highest hand and consists of two cards: an ace and any 10-point card. Blackjack beats a score of 21.

You can choose 1 to 5 hands to play on in a game round. The chosen hands are played clockwise, starting from your rightmost hand. The dealer's hand is played last. You may split, double and take insurance, just like in standard Blackjack.

Vegas Blackjack! is a variant of Blackjack with the following rules:

- 6 decks of cards are used. After each round, used cards are returned to the deck and the deck is shuffled.
- Aces count as either 1 or 11, face cards count as 10 and number cards count at their face values.
- The player may not split a split hand.
- Only one card is drawn to each Ace in a split hand.
- The player may double after splitting.
- The dealer will not automatically check for Blackjack, regardless of the value of the dealer's first face-up card.
- Ace and a 10-point card after a split are considered 21, and not Blackjack.
- Blackjack pays 1.2 times the bet amount (6 to 5).
- If the total value of the player's cards is closer to 21 than the dealer's after the dealer has stopped taking cards, the player wins the bet amount (1 to 1).
- If the total of the player's hand is more than 21, the player's hand is "bust" and the player automatically loses the bet for that hand.
- If the player and the dealer have the same point total (17 to 21), neither of them wins and the player's bet is returned to the player in a "push".
- The dealer always draws to 16. The dealer stands when the dealer's hand has a value of 17 or greater (including soft 17). The dealer does not draw when the player is "bust".
- If the dealer's first card is an Ace, and the player then doubles, and the dealer then reveals Blackjack, then the player loses the doubled bet.
- If the dealer's first card has a 10-point value, and the player then doubles, and the dealer then reveals Blackjack, then the doubled bet is returned to the player.
- Blackjack beats a score of 21.

SPLIT

If your first 2 cards have the same value, then you may split them into 2 separate hands. The second hand will have the same bet as the hand it was split from. You will then draw additional cards to each hand. You may

draw as many cards as you like on each split hand, unless you split 2 aces (in which case you can receive only 1 additional card for each ace). If you receive an ace and a 10-value card in a split hand, it is considered 21 and not Blackjack.

DOUBLE

You can double your bet on a hand before you take a third card. You cannot double the bet on a hand after taking a third card. After doubling a bet, a third and final card will be dealt to you automatically. You can double on all your hands, if you wish. You can also double your bet on a split hand.

INSURANCE

If the dealer's first face up card is an Ace you will be given a chance to insure each of your regular bets against the dealer having Blackjack. If you take Insurance, then an amount equal to half your original bet will be deducted from your balance and placed separately on the table. If the dealer has Blackjack, you are paid 2 to 1 on your insurance. This way you do not lose your original bet (because you receive the value of your original bet plus the insurance amount back). If the dealer does not have Blackjack, you lose the insurance amount. Insurance does not affect any side bets.

10-CARD CHARLIE

It is theoretically possible for the player to draw 10 cards without going bust. In this case the player's hand automatically wins, except when the dealer has Blackjack. 10-Card Charlie is also applicable on a split hand.

SIDE BETS

A side bet is a wager you can make beyond the regular game bet to get an extra win, even if your regular game hand does not win. The side bet payout depends on the combination that the cards form.

Winnings

Pays

Winning Hand	1:1
Insurance	2:1
Blackjack	6:5

PERFECT PAIRS

Place the Perfect Pairs side bet on the **PERFECT PAIRS** betting area adjacent to any regular bet area that contains a regular bet.

A Perfect Pairs bet pays when your initial 2 cards form a Perfect Pair, a Colored Pair or a Red/Black Pair.

- A Perfect Pair is 2 cards of the same suit and the same value (for example, two 4 of Diamonds cards).
- A Colored Pair is 2 cards of the same value and the same color but different suits (for example, 4 of Diamonds and 4 of Hearts).
- A Red/Black Pair is 2 cards of same value but of different suits and different colors (for example, 4 of Diamonds and 4 of Spades).

Winnings

Pays

PERFECT	25:1
---------	------

COLORED	12:1
RED/BLACK	6:1

The payout format used in all the above paytables shows that when you win, you get back your bet plus an amount that is a multiple of your bet.

21+3 BETS

You can place a 21+3 side bet on the '21+3' betting area, found beneath each regular betting area, for each of your hands that has a regular bet placed on it. This side bet wins if your first two cards and the dealer's first card form a Flush, Straight, Three of a Kind, Straight Flush or Suited Three of a Kind combination.

The Perfect Pair, Colored Pair, Red/Black Pair, and 21+3 combinations pay in accordance with the paytable below.

Side bets cannot be placed without placing a regular bet. All types of side bets can be placed at the same time.

Winnings

Pays

Suited Three Of A Kind	100:1
Straight Flush	40:1
Three Of A Kind	30:1
Straight	10:1
Flush	5:1

Note: The payout format used here means that when you win, you get back your bet plus an amount that is a multiple of your bet.

SIDE BETS

These are wagers that you can make beyond the main game bet. These cannot be placed without the main bet.

These bets are not affected by multipliers.

21+3

This is a type of a side bet that allows the players to bet that the first two cards dealt to the player, combined with the first card dealt to the dealer, will make a three card poker hand against the following list of winning hands:

- **Suited Three of a Kind** - All three cards of the same suit and value
- **Straight Flush** - All three in sequence and of the same suit

- **Three of a Kind** - All three of the same ranking
- **Straight** - All three cards in sequence but not the same suit
- **Flush** - All three cards of the same suit

Note on disconnections: if you are disconnected from the Internet in the middle of the game, log in again into the casino. You will be automatically directed back to the game and you can continue the game from the point where it was broken. If you re-open the game without re-logging into the casino, the game will start from the very beginning. In both cases, your previous wins will be paid.

To check the results of your old games or find additional details about recent games, click the History button, available in the Menu. Use your regular username and password to log in and check the outcome of previous rounds of both desktop and mobile version of the game.

Note on malfunctions: a malfunction voids all pays and plays.

The theoretical percentage return (RTP) in case of optimal players strategy is 98.34% on the main game.

The theoretical percentage return to player (RTP) for the 21+3 side bet is 95.38%.

The theoretical percentage return to player (RTP) for Player's/Dealer's pairs side bet is 93.89%.

Hot Gems Xtreme™

6-Reel 4096-way Slot

- The objective of **Hot Gems Xtreme™** is to obtain winning symbol combinations by spinning the reels.

To Play the Game:

- Press **CONTINUE** on the entry screen to enter the main game.
- This game is played with **4096 and up to 262,144 Ways-to-Win**.
- The **Total bet** per game round is the **Coin value** × 20 (fixed multiplier value).
- To open bet settings, press the **BET** button.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- Wins are calculated according to the payable. Wins are multiplied by the coin value. The coin value is the total bet / 20.

Paytable:

- To open the paytable, press the **INFO** button.
- The paytable is scrollable.
- To close the reference pages and return to the game, press the back-arrow button.

About Payouts:

- Wins are calculated according to the Paytable, which can be accessed via the Menu.
- Way win = coin bet × corresponding multiplier according to the payable.
- The accumulating winnings and all ways wins are shown for each winning spin. In the case of large wins, a win pop-up opens displaying the total spin revenue.

Maximum win limit:

This game is capped with a maximum prize of €2,400,000.00, for all potential prizes, excluding the potential jackpot win.

All Ways

- There are between **4096** and **262,144 Ways-to-Win**.
- 3 or more symbols anywhere on consecutive reels from left most to right trigger a win.
- 2 or more miner symbols anywhere on consecutive reels from left most to right trigger a win.

Wild Symbol

- The diamond with the word 'WILD' on it is the **WILD** symbol in the game.
- **WILD** symbols substitute for any other symbol, except for **BONUS**, **TNT** and **WALKING MYSTERY** symbols, to form the best possible winning combination.

Bonus Symbol

- The symbol with the word 'BONUS' on it is the **BONUS** symbol in the game.
- When 3 or more **BONUS** symbols land simultaneously anywhere on the reels, the **Free Games** feature is triggered.

Growing Reels Feature

- The **Growing Reels** feature is active both during the main game and the **Free Games** feature.
- Basic grid size is 4×6. After every winning round, the grid size grows by 1 row and increases the number of ways to win.
- The grid size can reach a maximum size of 8×6 per round.
- Winning symbols disappear after they pay out, causing non-winning symbols above them to drop and new symbols to fall from above.
- The reels will continue to collapse until no new winning combinations are formed.
- The reels will return to a 4×6 grid when no new winning combinations are formed.

TNT Symbol

- Whenever the **TNT** symbol lands, it stays on the reels after all wins are paid, and a collapse results in no new wins.
- The **TNT** symbols then change to **WILD** symbols and explode all adjacent symbols around it, except for **BONUS**, **WALKING MYSTERY**, **WILD**, and big symbols.
- When the **TNT** symbol explodes, the reels grow, and new symbols fall, potentially causing additional wins to form.

Big Symbols

- Every symbol in the game, except for **WILD**, **BONUS**, **TNT**, or **WALKING MYSTERY** symbols, can appear as 2×2, or 3×3 big symbols.
- When a big symbol lands on the reels, it crushes and removes all symbols under it, except for **WILD**, **BONUS**, **TNT**, **WALKING MYSTERY** or identical size symbols.
- **Note:** 3×3 sized symbols can only crush 2×2 sized symbols that are fully under them.

Walking Mystery Symbols

- Whenever the **WALKING MYSTERY** symbol lands, it stays on the reels after all wins are paid, and a collapse results in no new wins and there are no **TNT** symbols on the reels.
- When a **WALKING MYSTERY** symbol is activated, it moves and stops on a random position while marking positions it walks over with a **MYSTERY** symbol.
- When the **WALKING MYSTERY** symbol stops moving, all **MYSTERY** symbols turn into a random symbol from reel 1, except for **WILD**, **TNT**, or **BONUS** symbols.
- If the **WALKING MYSTERY** symbol lands on or walks to reel 1, all **MYSTERY** symbols will turn into any random symbol, except for **WILD**, **TNT**, or **BONUS** symbols.
- The **WALKING MYSTERY** symbol cannot mark positions with **TNT** or **BONUS** symbols.
- If the **WALKING MYSTERY** symbol moves over a big symbol, it will immediately transform the entire big symbol to a **MYSTERY** symbol.

Free Games

- 3 or more **BONUS** symbols anywhere on the reels trigger **Free Games**.
- To start **Free Games**, press **CONTINUE** on the congratulations pop-up screen.
- 3 **BONUS** symbols trigger 10 free games.
- 4 **BONUS** symbols trigger 12 free games.
- 5 **BONUS** symbols trigger 18 free games.
- 6 or more **BONUS** symbols trigger 25 free games.
- The reel size grows by 1 row each time the reels collapse. During **Free Games**, for every new spin that results in a win or **TNT** explosion, the safety level, that appears only during **Free Games**, grows by 1 allowing for more ways.
- The safety level guarantees that from the next spin the additional row will remain open until **Free Games** end.
- If 3 or more **BONUS** symbols simultaneously land anywhere on the reels during the **Free Games** feature, 3 extra **Free Games** are awarded.
- When the **Free Games** feature ends, press the **CONTINUE** button on the resulting pop-up screen to return to regular gameplay.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.81%.

Note on disconnections:

- If you are disconnected from the internet during:

- A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
- A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Ways of the Genie Thundershots™

6-reel 20-line slot

To play the game:

- On the entry screen, press **PLAY** to start the game.
- Press - or + below **TOTAL BET** to choose the total bet.
- The total bet shows how much is being bet in total on a single spin.
- Press **SPIN** to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- All wins shown in the paytable are relative to the current bet.

Paytable:

- To open the paytable, press **HELP**.
- To navigate the paytable, press the arrow buttons.
- To close the paytable and return to the game, press **EXIT**.

Paylines:

- Active paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Wins can only form on active paylines.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.
- During the Free Games feature, the reels increase to 7 symbols high, paying from 64 ways to up to 117,649 ways.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild symbol:

- The Wild symbol can stand for any other symbol, except Lamp symbols, to make the best possible winning combination.
- Wild symbols only appear on reels 2 to 5.

Free Games:

- 3 or more Lamp symbols in view awards Free Games:
 - 3x Lamp symbol – 8 Free Games.
 - 4x Lamp symbol – 12 Free Games.
 - 5x Lamp symbol – 16 Free Games.
 - 6x Lamp symbol – 20 Free Games.
- During Free Games the reels increase to 7 symbols high paying from 64 ways to 117,649 ways.
- Curtains are shown on each reel. At the start of each Free Game, curtains move to a random height.
- Any win on the reels will cause the winning symbols to explode after paying out, and new symbols will cascade down to take their place.
- Each new wave can create new winning combinations.
- Each time reels are involved in a win, the relevant curtains on those reels will raise up by one position to reveal more symbols.
- Prize pots above the reels are awarded when the corresponding curtain is fully raised. Prize pots include:
 - Cash wins
 - Multipliers – applies to subsequent cascades and Free Games. Does not apply to pot wins.
 - Extra Free Games
 - Thundershots™
- Once won, prize pots return for the next Free Game.
- Free Games cannot be retriggered during Free Games.
- Magic Lamp feature cannot trigger during Free Games.

Magic Lamp:

- 2 Lamp symbols in view awards Magic Lamp feature.
- A random prize is awarded from the following:
 - Free Games
 - Win Spin – reels spin again to deliver a guaranteed win.
 - Mystery Spin
 - Thundershots™

Mystery Spin:

- On any spin of the game, including Free Games, a Mystery Spin may activate.

- Mystery symbols are added to the reels.
- All Mystery symbols that land in view will transform to the same symbol.
- Mystery symbol can transform into any symbol except Lamp symbol and Wild symbol.

Thundershots™:

- Thundershots™ can be won in Free Games from the Thundershots™ pot, when the relevant curtain is fully raised. Thundershots™ will play after Free Games has completed.
- Thundershots™ can also be won from Magic Lamp, as one of the random prizes awarded.
- Press the spin button to spin the Thundershots™ wheel, or press and hold to make the wheel spin automatically.
- Prizes on the wheel consist of cash wins, extra Thundershots™ spins, and free games.
- The first time you land on a feature segment, you will win the feature, which will be played at the end of Thundershots™.
- Landing on the same segment again will increase the multiplier you play the feature with by one.
 - During free games, the Thundershots™ feature can be won again.
- Nothing is awarded for landing on an empty segment.
- The outcome of any spin is not necessarily that shown by the odds displayed.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.48%.
- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Wheels of Flame™

5-Reel, 30-Line slot

To play the game:

- The entry screen displays the game's features.

- Press the ► button to start the game.
- To open bet settings, press the coin button.
- Press - or + from the left and right side of **TOTAL BET** to choose the total bet.
- Press the **SPIN** button to spin the reels with the current bet.
- In the case of a winning spin, the **WIN** field displays the accumulating winnings.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- Wins are calculated according to the paytable.

Paytable:

- To open the paytable, press the **i** button.
- The paytable is scrollable.
- To close the reference pages and return to the game, press the back-arrow button.

Paylines:

- This game is played with a fixed number of 30 active paylines.
- Paylines are represented by lines that appear over the reels as illustrated in the paytable.
- Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.
- The total bet shows how much is being bet in total on a single spin. Payouts shown in the paytable are multiplied by the line bet. The line bet is the total bet / 60.

Maximum win limit:

- This game is capped with a maximum prize of €2,000,000.00.

Wild Symbol

- The symbol showing the word 'WILD' on it is the **WILD** symbol in the game.
- **WILD** symbols substitute for any other symbol to form the best possible winning combination.

Flame Symbols Feature

- On any spin, any symbol can appear as a flame symbol.
- If 3 or more adjacent flame symbols land on the same row, the **Wheels of Flame** feature is triggered.
- There are 3 wheels that flame symbols can trigger: **3 Flame Symbol Wheel**, **4 Flame Symbol Wheel** and **5 Flame Symbol Wheel**.

Wheels of Flame

- The **Wheels of Flame** are triggered via the **Flame Symbols** feature.
- The wheel that spins depends on the number of flame symbols that triggered the feature.
- 3 flame symbols trigger the smallest wheel, 4 the middle wheel and 5 the biggest wheel.
- The bigger the wheel, the bigger the prizes.

- The prizes awarded can be (chances are not equal in the wheel):
 - cash prizes up to x500;
 - up to 50 free games;
 - respin with up to 12 Wilds added on the reels;
 - a spin of the next-sized wheel.

Free Games

- During the **Wheels of Flame** Feature, the wheel may stop on a number. This number shows how many free games you won.
- The small wheel awards 5 to 8 free games.
- The medium wheel awards 8 to 12 free games.
- The large wheel awards 12, 24 or 50 free games.
- When the number of free games won is revealed, press ► to begin.
- More free games can be won while playing your original free games.
- You cannot retrigger free games after playing 500 or more free games in a single session.
- At the end of the feature, a pop-up window displays the total win from the feature.
- Press ► to return to the main game.

Return to Player:

- The theoretical percentage return to player (RTP) is 95.51%.
- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.

Note on disconnections:

- If you are disconnected from the internet during:
 - A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

Malfunction voids all pays and plays.

Wild Lava™

5-Reel 40-Line Slot

The objective of Wild Lava™ is to obtain winning symbol combinations by spinning the reels.

To play the game:

Press PLAY on the entry screen to enter the main game. You can also press DON'T SHOW NEXT TIME to skip entry screen next time you play.

In this game only active paylines can register line wins.

Press - or + next to TOTAL BET button to choose the total bet.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the TOTAL WIN field displays the accumulating winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Paytable:

To open the payable, press the INFO button.

To navigate the payable, use the scroll bar.

Feature and symbol payouts are listed on the PAYTABLE. To find the possible win amount for any given symbol combination, the line bet must be multiplied by the payout.

To close the payable and return to the game, press the back-arrow button.

Paylines:

This game is played with 40 active paylines. Total bet per game round is the line bet $\times$ 40.

Paylines are represented by lines that appear over the reels as illustrated in the payable.

Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.

There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Maximum win limit:

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The symbol with the letter 'W' is the WILD symbol in the game.

The WILD symbol lands on the reels during Wild Eruptions and substitutes for all other symbols except the SCATTER symbol.

Scatter Symbol:

The SCATTER symbol is the portal symbol.

The SCATTER symbol appears on reels 2, 3 and 4.

3 SCATTER symbols trigger the Lava Free Games feature.

Each SCATTER symbol that lands on the reels without triggering the Free Games is stored as a WILD symbol.

Wild Eruptions

WILD symbols are collected for a respin in the base game and become sticky WILD symbols in the Free Games.

In base game, the volcano erupts randomly, spreading all collected WILD symbols on the reels for a respin.

Lava Free Games

5 Lava Free Games are triggered whenever a SCATTER symbol lands on reels 2, 3 and 4. All WILD symbols collected during the regular gameplay become sticky WILD symbols during the Lava Free games.

Press the CLICK TO START button to start the feature.

Once the Lava Free Games are triggered, the volcano erupts, spreading all collected WILD symbols on the reels as sticky WILD symbols for the entire feature. The sticky WILD symbols can shuffle the positions with every spin.

At least 5 random WILD symbols are guaranteed.

Free Games can be retriggered. 3 SCATTER symbols award more free games.

Return to Player:

The theoretical percentage return to player (RTP) is 96.47%.

Note on disconnections:

If you are disconnected from the internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Wild LinX™

5-reel 25-line slot

The objective of the **Wild LinX™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 25.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the **+** and **-** buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- **Scatter** wins can form from symbols in **any** position. **Scatter** wins are multiplied by your total bet. Only the highest **Scatter** win pays.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- In the case of a winning spin, the **WIN** field displays the accumulated line and Scatter winnings.
- Wins are calculated according to the payable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the payable, press **i**.

- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can only form on active paylines.
- Winning line combinations must start from the leftmost reel, and the same symbol has to be on every consecutive reel.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol is the **X**. The **Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Gold Wild** symbol, to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3, 4 and 5.

Gold Wild symbol:

- The **Gold Wild** symbol is the **Gold X**. The **Gold Wild** symbol can stand for any other symbol, except the **Scatter** symbol and the **Wild** symbol, to make the best possible winning combination.
- The **Gold Wild** symbol only appears on reels 2, 3, 4 and 5.

Arrow Symbol:

- The **Arrow** symbol only appears on reels 1 and 2.

Scatter Symbol:

- The **Scatter** symbol is the **Bell**. 3 or more **Scatter** symbols in any position trigger the **Free Games Feature**.

Free Games Feature:

- When 3 or more **Scatter** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- The player must select between 2 options - the **Stacks** Free Games and the **X** Free Games.
- If the **Stacks** Free Games is selected, 8 Free Games are awarded.
- During the **Stacks** Free Games, only **Watermelon**, **Pineapple**, **Orange**, **Plum** and **Scatter** symbols may appear on the reels.
- During the **Stacks** Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 8 additional Free Games.
- If the **X** Free Games is selected, 5 Free Games are awarded.
- During the **X** Free Games, there is an increased chance of triggering the **Wild LinX Feature**.

- During the **X** Free Games, 3 or more **Scatter** symbols landing simultaneously anywhere on the reels will award 5 additional Free Games.
- The Free Games are played with the same bet that was placed on the spin that triggered them.

Wild LinX Feature:

- When all 5 reels land either an **Arrow** symbol, or a **Wild** symbol, or a **Gold Wild** symbol, the **Wild LinX Feature** is triggered.
- The player must select each **Wild** and **Gold Wild** symbol in turn until all have revealed a prize.
- A **Wild** symbol may become a **Gold Wild** symbol when selected.
- Each **Wild** symbol will award the sum of the values displayed on the **Arrow** symbols multiplied by 1x, 2x, 3x, 4x, 5x or 8x.
- Each **Gold Wild** symbol will award the displayed **MINI**, **MINOR**, **MAJOR** or **GRAND** prize.
- Once all **Wild** and **Gold Wild** symbols have been selected, the tallied prize will be awarded and the feature will end.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 96.49%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Witches: Cash Collect™

5-reel 30-line slot

To play the game:

Press ► on the entry screen to enter the main game. You can also tick DON'T SHOW NEXT TIME to skip the entry screen the next time you play.

The number of active paylines is permanently set at 30. Wins can form on any payline.

To open bet settings, press the BET button.

Select your total bet in the drop-down menu and press Confirm.

Press the SPIN button to spin the reels with the current bet.

In the case of a winning spin, the WIN field displays the accumulating winnings.

On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.

Wins are calculated according to the payable. Your win will equal your line bet multiplied by the corresponding value according to the payable.

Paytable:

To open the payable, press INFO.

To navigate the payable, scroll up or down, or swipe the screen.

Feature and symbol payouts are listed in the payable. To find the possible win amount for any given symbol combination, the coin value must be multiplied by the payout.

To close the reference pages and return to the game, press the back-arrow button.

Paylines:

This game is played with a fixed number of 30 active paylines. The total bet per game round is the line bet × 30.

Paylines are represented by lines that appear over the reels as illustrated in the payable.

Winning combinations must start from the leftmost reel, and the same symbol has to be on consecutive reels and appear on the same payline.

There is a difference between the line bet and the total bet. The line bet shows how much is being bet on a single payline. The total bet shows how much is being bet in total on a single spin. Payouts shown in the payable are multiplied by the line bet.

Maximum win limit:

The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

This game is capped with a maximum prize of €2,000,000.00, for all potential prizes, excluding the potential jackpot win.

Wild Symbol:

The symbol with the word 'WILD' on it is the WILD symbol in the game.

The WILD symbol can substitute for all symbols except Cash Collect™, Cash Prize, Diamond and Free Games symbols.

Cash Collect™ Symbol:

The symbol with words 'Cash Collect' on it is the Cash Collect™ symbol in the game.

The Cash Collect™ symbol can land on reel #5 only during the main game, and on any reel during the Free Games feature.

During the main game, landing a Cash Collect™ symbol on reel #5 will collect all coin symbols - Cash Prize, Diamond and Free Games - which landed on the reels on that spin.

Cash Collect™ Feature

The Cash Collect™ Feature is triggered by simultaneously landing a Cash Collect™ symbol on reel #5 during the main game, or on reels #1-#5 during the Free Games, and a coin symbol anywhere on the reels on the same spin.

There are 3 coin symbols in the game:

The symbol with cash value on it is the Cash Prize symbol. For example, 3.00 symbol. The cash prizes are corresponded to the players total bet.

The symbol with the +(number) on it is the Free Games symbol. For example, +3 symbol.

The symbol with the diamond on it is the Diamond symbol.

Each instance of a coin symbol awards you with the cash prize or the number of free games accordingly.

When initiating a new spin, all the coin symbols will reset.

Note: Cash Prize symbols contain values of x1, x2, x3, x5, x10, x15 multiplied by total bet.

Note: Free Games symbols contain values of +3, +4, +5, +7, +10.

Free Games Feature

During the main game, when a Cash Collect™ symbol lands on reel #5 and 1 or more Free Games coin symbol lands anywhere on the reels, the Free Games feature is triggered.

Each Free Games coin symbol that lands awards the number of free games shown on it. If 2 or more Free Games coin symbols land on the reels, the total number of free games won is equal to the sum of all numbers on each Free Games coin symbol.

During Free Games, the Cash Collect™ symbol can appear on all reels, and locks on the reels for 3 spins whenever it lands.

Note: Each Cash Collect™ symbol has its own counter of 3 spins on the top-right corner of the symbol.

Note: New Cash Collect™ symbols cannot land on the same position as an existing Cash Collect™ symbol.

During free games, each Cash Collect™ symbols collect all Cash Prize, Diamond and/or Free Games symbols that land, awarding the respective prize once for each Cash Collect™ symbol on the reels.

Free Games can be retriggered by simultaneously landing a Cash Collect™ and a Free Games coin symbol anywhere on the reels.

Cash Collect™ Prizes

Simultaneously landing a Cash Collect™ symbol on reel #5 during the main game, or on any reel during Free Games, and a Diamond coin symbol anywhere on the reels trigger a Cash Collect™ Prize.

There are 4 types of prizes that can be won: GRAND, MAJOR, MINOR and MINI.

Each prize is a fixed amount based on the bet value.

The awarded prize is selected randomly.

Each prize can be won multiple times if more than 1 Cash Collect™ is locked on the reels during Free Games.

Multiple Diamond symbols can land on the same spin.

Return to Player:

The theoretical percentage return to player (RTP) is 95.67%.

Note on disconnections:

If you are disconnected from the Internet during:

A spin, the reels will display the result after you reconnect and any winnings will be added to your balance.

A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.

To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.

Wushu Punch™

5-reel 20-line slot

The objective of the **Wushu Punch™** slot is to obtain winning symbol combinations by spinning the reels.

To play the game:

- The number of active paylines is permanently set at 20.
- The total bet is equal to 10x coin value.
- On the entry screen, press the **START** button to start the game.
- Press the + and - buttons to select a total bet.
- Press the **SPIN** button to spin the reels with the current bet and press the button again during a spin to stop the reels.
- In the case of a winning spin, the **TOTAL WIN** field displays the accumulated line and Scatter winnings.

- Wins are calculated according to the paytable.
- For information on paylines, press **i** and scroll to **Winning Bet Lines**.
- Press **TURBO** to enable/disable some of the win animations and sounds, making the reels spin faster or at normal speed.

Autoplay:

- The reels spin automatically in autoplay.
- To display the list of options, press **AUTOPLAY**, and then select the number of spins to be played automatically.
- Autoplay can also be set to **UNTIL FEATURE** which will spin the reels until a feature is triggered.
- During autoplay, the number of remaining spins are displayed.
- Autoplay ends when:
 - The reels have spun the number of times specified.
 - You do not have sufficient funds for the next spin.
 - A feature has been triggered.
- You can end autoplay by pressing **STOP**.

Paytable:

- To open the paytable, press **i**.
- To navigate the paytable, use the scroll bar.
- To close the paytable and return to the game, press **X**.

Paylines:

- Active paylines are represented by symbol frames that appear over symbol positions on each reel as illustrated in the paytable.
- Line wins can form on any payline and must appear on adjacent reels, from left to right, starting from the leftmost reel. Line wins are multiplied by your coin value.
- On a given payline, only the highest winning combination pays while simultaneous winnings on different paylines are accumulated.
- **Yin Yang**, **Gold-framed Woman** and **Red-framed Woman** are evaluated as **Scatter** symbols.
- **Yin Yang** wins can form from symbols in **any** position on any reel. Only the highest **Yin Yang Scatter** win pays.
- **Gold-framed Woman** and **Red-framed Woman** wins can form from symbols in **any** position on adjacent reels, starting from the leftmost reel.
- **Yin Yang**, **Gold-framed Woman** and **Red-framed Woman** wins are multiplied by your total bet.

Maximum win limit:

- The maximum win in the game has an upper limit. For more information, see the Terms and Conditions.

Wild symbol:

- The **Wild** symbol can stand for any other symbol, except the **Yin Yang**, **Red-framed Woman** and **Gold-framed Woman** symbols to make the best possible winning combination.
- The **Wild** symbol only appears on reels 2, 3 and 4.

Yin Yang Symbol:

- 3 or more **Yin Yang** symbols in any position trigger the **Free Games Feature**.

Gold-framed Woman and Red-framed Woman Symbols:

- Any combination of 3 **Gold-framed Woman** and **Red-framed Woman** symbols in any position on adjacent reels, starting from the leftmost reel, will award a random prize for each of the first 3 reels during the base game and Free Games.
- Any combination of 4 **Gold-framed Woman** and **Red-framed Woman** symbols in any position on adjacent reels, starting from the leftmost reel, will award a random prize for each of the first 4 reels during the base game and Free Games.
- For a reel with a **Red-framed Woman** symbol, possible prizes are 1x, 2x, 3x, 4x, 5x and 8x total bet.
- For a reel with a **Gold-framed Woman** symbol, possible prizes are 10x, 15x, 20x (MINI), 100x (MINOR) and 500x (MAJOR) total bet.
- If any combination of **Gold-framed Woman** and **Red-framed Woman** symbols lands on all 5 reels, the **Strike and Spin Feature** is triggered.

Free Games Feature:

- When 3 or more **Yin Yang** symbols land simultaneously anywhere on the reels, the **Free Games Feature** is triggered.
- 10 Free Games are awarded.
- During Free Games, all **A, K, Q** and **J** symbols are removed from the reels.
- During Free Games, 3 or more **Yin Yang** symbols landing simultaneously anywhere on the reels will award 10 additional Free Games.
- Free Games are played with the same bet that was placed on the spin that triggered them.
- The **Strike and Spin Feature** can be awarded during Free Games.

Strike and Spin Feature:

- When any combination of **Gold-framed Woman** and **Red-framed Woman** symbols lands simultaneously anywhere on all reels, the **Strike and Spin Feature** is triggered.
- At the beginning of the feature, each triggering symbol will reveal a random prize for the reel.
- This prize will be displayed on the meter at the bottom of each reel and will also be added to the feature tally meter above the reels.
- For a reel with a **Red-framed Woman** symbol, possible prizes are 1x, 2x, 3x, 4x, 5x and 8x total bet.
- For a reel with a **Gold-framed Woman** symbol, possible prizes are 10x, 15x, 20x (MINI), 100x (MINOR) and 500x (MAJOR) total bet.
- 3 respins are awarded.

- During each respin, the only active symbol is the full stacked **Gold-framed Woman** symbol.
- If a stacked **Gold-framed Woman** symbol lands on a reel during a respin so that all positions on that reel are filled, all 5 prizes at the bottom of each reel will be added to the feature tally meter again.
- If a stacked **Gold-framed Woman** symbol lands on a reel during a respin so that all positions on that reel are not filled, the prize at the bottom of that reel only will be added to the feature tally meter. The **Gold-framed Woman** symbol will then nudge to occupy the whole reel.
- If a stacked **Gold-framed Woman** symbol lands on a reel during a respin, the number of respins will be reset to 3, and the **Gold-framed Woman** will be held for the remainder of the feature.
- If all 5 reels become occupied by **Gold-framed Woman** symbols, there will be 3 special respins where only the middle reel spins. If a **Gold-framed Woman** symbol lands during these special respins, the GRAND (2000x total bet) prize will be added to the feature tally meter and the respins will end.
- When the respins have ended, the value in the feature tally will be awarded and the feature will end.

Return to Player:

- The RTP value is the theoretical return to player, calculated by dividing the total winnings by total amount bet from 1000000000 simulated game rounds.
- The theoretical percentage return to player (RTP) is 95.99%.

Note on disconnections:

- If you are disconnected from the Internet during:
 - A spin, the spin will be automatically completed, and any winnings will be added to your balance.
 - A bonus feature or the triggering spin, you will be automatically directed to the feature after you reconnect.
 - Autoplay, the spin will be automatically completed, but further spins will not automatically commence.
- To see the outcome of your previous round after you log back into the portal, press the game history icon on the bottom toolbar.

Malfunction voids all pays and plays.