

# Bling Bonanza

Bling Bonanza is a 5x3 video slot game with 25 paylines.

The RTP-rate (return-to-player) is 96.64%.

Minimum bet: ZAR 0.50

Maximum bet: ZAR 250.00

## Paytable

	<b>3</b> ZAR 2.50 <b>4</b> ZAR 5.00 <b>5</b> ZAR 15.00		<b>3</b> ZAR 2.50 <b>4</b> ZAR 5.00 <b>5</b> ZAR 15.00		<b>3</b> ZAR 3.00 <b>4</b> ZAR 10.00 <b>5</b> ZAR 20.00		<b>3</b> ZAR 3.00 <b>4</b> ZAR 10.00 <b>5</b> ZAR 20.00		<b>3</b> ZAR 4.00 <b>4</b> ZAR 12.50 <b>5</b> ZAR 40.00
	<b>3</b> ZAR 7.50 <b>4</b> ZAR 20.00 <b>5</b> ZAR 50.00		<b>3</b> ZAR 10.00 <b>4</b> ZAR 25.00 <b>5</b> ZAR 100.00		<b>3</b> ZAR 15.00 <b>4</b> ZAR 30.00 <b>5</b> ZAR 200.00		<b>3</b> ZAR 20.00 <b>4</b> ZAR 60.00 <b>5</b> ZAR 500.00		

## Special Symbols

	<b>3</b> ZAR 20.00 <b>4</b> ZAR 60.00 <b>5</b> ZAR 500.00
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This symbol is a wild and can substitute for any non-scatter symbol.

	<b>3</b> 5 Free Spins <b>4</b> 10 Free Spins <b>5</b> 15 Free Spins
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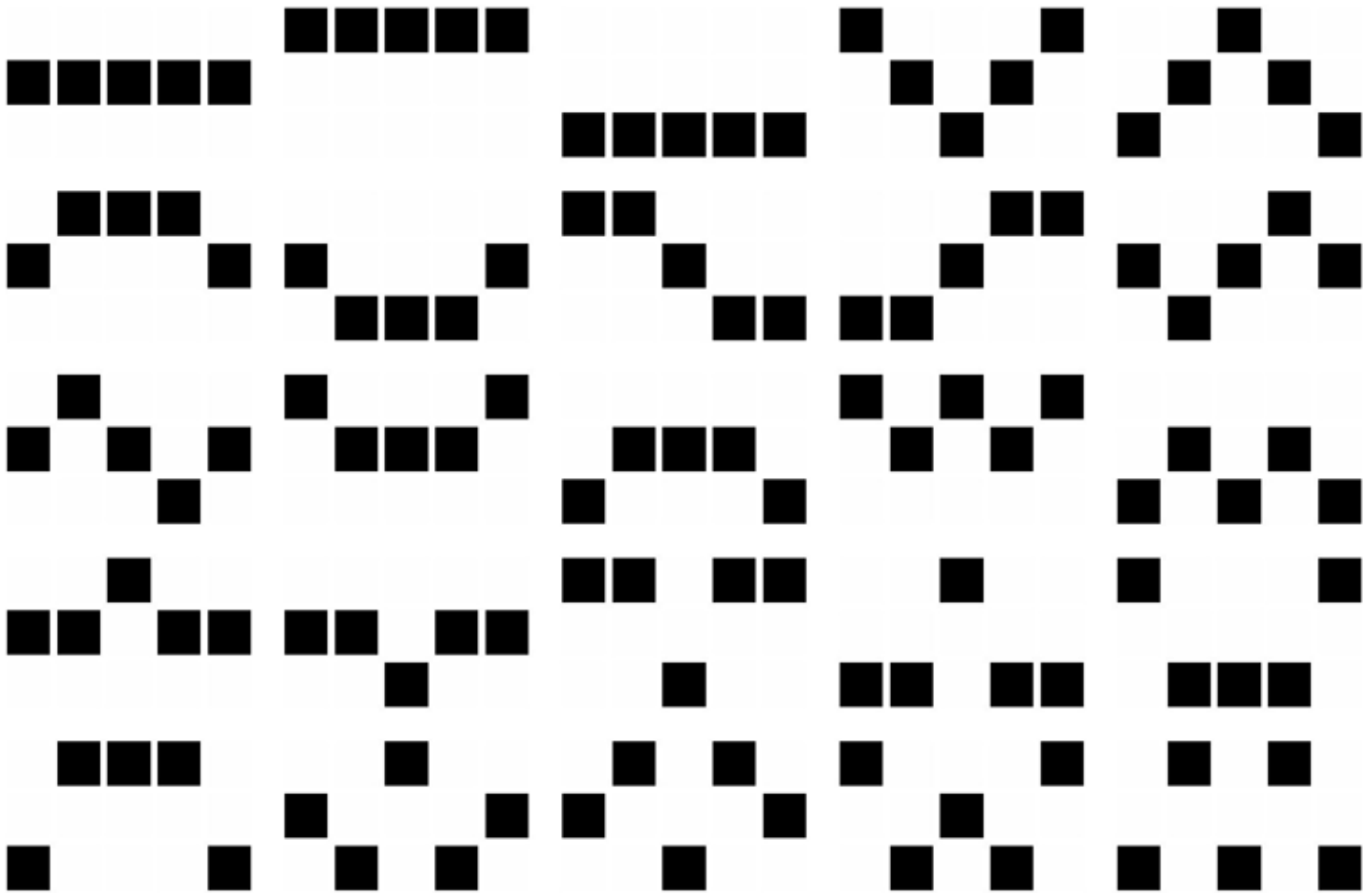
Landing this scatter symbol anywhere in the reels awards the shown amount. This symbol appears only in the base game reels.



This is a "Hold & Win" symbol. It is present in the base game and Hold & Win feature. Numerical values shown on the "Hold & Win" symbols are multiples of the bet, that can be won. The possible multipliers are: 1x, 2x, 3x, 4x, 5x, 10x, 12x, 15x. There are also "Mini", "Major" and "Mega" values of this symbol, which represent 25x, 50x, 200x respectively.

## Paylines

All wins are paid from left to right only. Only the highest win is paid for each active payline. Paylines are fixed. Simultaneous wins on different paylines are added. Wild symbols substitute for highest paying non-scatter symbols.



## Wins

### Calculating Total Win

Win values for matching symbol(s) can be found in the paytable. The second number is the win amount, and the first number is the count of matching symbols required on a payline to win that value. The paytable values are dynamic and update depending on the stake chosen.

To manually calculate a single payline win, determine the number of identical symbols lined up in sequence on the payline(s), starting from the leftmost reel.

To manually calculate your total win, calculate all payline wins individually and add them together.

## Scatters

Scatter symbols award anywhere on the reels. Scatters do not need to be on a payline. Scatters can appear on any reel. When matching multiple scatters, only the highest prize is awarded.

## Hold & Win Feature

5 or more "Hold & Win" symbols trigger the Hold & Win feature. As the feature begins, all normal symbols disappear and the Hold & Win symbols that triggered the feature remain. The normal reels are replaced with special reels containing only Hold & Win symbols and blank symbols. All symbols (except blanks) that hit after each respin remain on the reels until the end of the round. Blank symbols are not evaluated. The feature begins with 3 Hold & Win Spins. Whenever at least one Hold & Win symbol hits, the number of Hold & Win Spins is reset to 3. At the end of the Hold & Win Spins, all winning values will be summed and paid out as winnings. If all reels are filled with cash symbols, the feature will end and the main prize of ZAR 25,000.00 ("Ultra") will be paid.

## **Buy Feature**

This game includes a Buy Feature button which, when pressed will award one base game spin that is guaranteed to activate the (Hold & Win) Feature.

The RTP of the Buy Feature is 95.95%.

## **Free Spins Feature**

The Free Spin feature is activated by matching at least 3 scatter symbols. At the end of the Free Spins feature, the total win from the Free Spins is added to any wins from the round that originally activated the Free Spins. Free Spins are played with the same stake as the round that triggered the Free Spins. Max payout during Free Spins is ZAR 1,250,000.00. Upon reaching this amount, Free Spins will end and you will be credited ZAR 1,250,000.00.

## **Gamble Features**

The game features two optional gamble mini-games that provide the opportunity to multiply your winnings up to the max limit. Feature availability is dependent upon the operator and win amount.

### **Card Gamble**

The card gamble feature allows the player to gamble the winnings of their current round. The player is presented with a deck of cards consisting of four aces in the four suits: spades, diamonds, hearts and clubs. The player may either bet on the colour of the card (potentially doubling their winnings) or the suit (potentially quadrupling their winnings). There is a 50/50 chance of the outcome being red/black. The game history is represented by the four card suits shown at the bottom of the feature. If the bet does not match the winning colour or the winning suit, the player's winnings from that round are lost.

### **Ladder Gamble**

The ladder gamble feature allows the player to gamble the winnings of the current round. The ladder allows the player to climb up to the prize shown. In this feature, the player has three lives. If the player bets, they can either move up one rung if they win or move down one rung if they lose. If the player runs out of lives or reaches the bottom rung they lose all winnings. Each rung has independent win/lose odds in order to ensure a fair return-to-player.

In both the card gamble and ladder gamble mini-games the player can choose at any time to end the gamble feature and collect their potential winnings with the 'Collect' button (the money bag icon). Alternatively, in the card gamble mini-game, when the value of half the player's winnings is greater than the player's stake, they may collect half of their winnings with the '½ Collect' button. Neither of the gamble mini-games affects the game's RTP. The maximum win possible in the mini-games is 5000x stake (including base-game wins).

## **Game Functions**

### **Credit Information**

The value next to the 'CREDIT' label indicates the player's current credit balance.

### **Bet Information**

The value next to the 'BET' label indicates the player's current total bet.

### **Information Area**

The information area may display various messages to the user. This includes winnings from the most recent spin.

### **Stake Level**

By pressing the '+' or '-' buttons, the player is able to increase or decrease the stake-level respectively.

### **Spin Button**

By pressing the spin button (the button with the two rotating arrows), the player starts the game (alternatively, by pressing the spacebar on desktop).

### **Turbo Spin Button**

The turbo spin button (two triangles pointing to the right) allows the player to increase the spin speed.

### **Autoplay Start (and Stop) Button**

The autoplay start button (one triangle pointing right within a rotating arrow) allows the player to turn on autoplay. Pressing this button will open a dialog with various options for customising their autoplays. Pressing the autoplay stop button will stop autoplay after the current spin.

### **Volume Button**

The volume button allows the player to turn on or off the sound of the game. In the settings menu of the game, the volume can be adjusted and music and sound effects can be toggled on or off separately.

### **Card Gamble Button**

Following a base-game win, the card gamble button appears (subject to maximum win limit). See 'Card Gamble' section in the rules for an explanation of this feature.

### **Ladder Gamble Button**

Following a base-game win, the ladder gamble button appears (subject to maximum win limit). See 'Ladder Gamble' section in the rules for an explanation of this feature.

### **Time**

Current time (as taken from the players' device) is displayed in the top-right of the game.

## **Settings**

### **SFX Checkbox**

This checkbox turns game SFX on or off.

### **Music Checkbox**

This checkbox turns game music on or off.

### **Volume Slider**

This slider adjusts the volume of the game.

## **Autoplay Dialog**

### **Number Of Autoplays Slider**

This slider is used to adjust the number of autoplays.

### **Stop If Single Win Exceeds Slider**

This slider is used to adjust the minimum per-spin win value at which autoplay ends.

### **Stop If Total Loss Exceeds Slider**

This slider is used to adjust the minimum total loss value at which autoplay ends.

### **Stop On Any Win Checkbox**

When checked, autoplays will end after any winning spin.

### **Start Autoplays Button**

This begins autoplay with the settings you have selected.

## **Additional Information**

If your game round is interrupted, all game information and placed bets are stored until you reopen the game. You may continue your unfinished round from the point of interruption. If interrupted games are not resumed within a certain period, then they will be automatically closed. Any potential winnings will be credited to your account.

All monetary values in the game are displayed in the player's currency.

Payouts according to the payable only take place if the given amount of symbols has been matched.

Malfunction voids all pays and plays.

Not all features described in the rules may be offered in your jurisdiction.

Max win: 100x (1 in 7,751,938).

Max payout: 5000x max stake (1 in 27,777,778). These payout values and odds are based on the maximum observed payout in a series of over 1,000,000,000 simulations.

Game Certification Version: v1.0