



**NETENT**  
**PHASE ONE**  
**GAME RULES**

## Games Rules Index

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## General Game Rules

### Game Setting Options

- To access game settings, click the spanner icon in the game panel.
- Quick spin. Turns the Quick spin option on or off (not available in all operators).
- Intro screen. Turns the intro screen on or off.
- Spacebar to spin. Turns the spacebar function on or off.
- Game history. Click to view your latest game history (not available when PLAYING FOR FUN).

### Advanced Auto play Options

- To set advanced autoplay options click AUTOPLAY, and then click Advanced settings.
- On any win. Stops Autoplay when you win in a round.
- If Free Spins is won. Stops Autoplay if Free Spins is won.
- If single win exceeds. Stops Autoplay when the amount you win exceeds or equals the amount you specify.
- If cash increases by. Stops Autoplay if cash increases by the amount you specify.
- If cash decreases by. Stops Autoplay if cash decreases by the amount you specify.
- Click Reset to clear all selected Stop Autoplay options.
- Note: When changing Autoplay settings during a game round or Free Spins, all settings will take effect once the game round or feature is completed.
- Note: If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.
- Note: Some autoplay options are mandatory for some jurisdictions.

### Additional Information

- The following game features and settings may be subject to the terms and conditions of the gaming site. For more information on the following, refer to the gaming website:
- The procedures used to manage unfinished game rounds.
- The time after which inactive game sessions automatically end.
- In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.

## NetENT Games

### Asgardian Stones

- Asgardian Stones™ is a 5-reel, 3-row, 20-bet lines (fixed) video instant game . The game features Colossal symbols, a Bonus Wheel, Free Spins, Wild substitutions, and the Avalanche™ feature.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Wild symbols substitute for all symbols except the Bonus Wheel.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except wins from the Bonus Wheel.

### Avalanche™ Feature

- The symbols fall into position in the reels, instead of spinning.
- A winning bet line will start an Avalanche.
- Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols.
- The Avalanches continue until there are no more wins.
- Avalanche wins are added to any bet line wins.

### Colossal Symbols

- All symbols in the main game and in Free Spins also appear as a Colossal version, except for the Wild symbol in the main game. The Colossal symbol is a symbol block of 2x2 or 3x3 symbols.
- Colossal symbols are fully or partially displayed depending on how the reel lands.
- Symbols in winning combinations explode and disappear, and the entire Colossal symbol is removed even if only a small section of the symbol took part in the winning combination.
- All remaining symbols fall to the bottom-most position to fill the empty spaces, leaving space for a new Avalanche of symbols. The Avalanches continue until there are no more wins.
- During the Avalanche, a Colossal symbol may fall in. Once the Colossal symbol has been placed, any remaining empty spaces are filled with regular symbols. It is not possible to have 2 or more Colossal symbols visible at the same time.

- Any part of a Colossal symbol included in a winning bet line pays according to the Paytable.

### Colossal Crush Feature

- After the first Avalanche, the Colossal Crush feature can be activated in both the main game and in Free Spins.
- A Colossal symbol must always have symbols in all the positions directly underneath it.
- When a new Colossal symbol falls down, it may randomly crush extra rows of symbols underneath it.
- If there still are empty positions underneath the Colossal symbol, as a result of a previous win, the Colossal symbol falls, crushing all symbols on the row underneath it. This continues until the Colossal symbol is at the bottom of the screen or until there are no empty positions underneath it.
- Each time a Colossal symbol falls down a row and crushes at least one symbol, a multiplier is awarded.
- For each row a symbol is crushed, the multiplier increases by 1 with a maximum multiplier of x4. The multiplier is applied in the next win evaluation and is then reset to 1, that is, each multiplier may only be used once.

### Bonus Wheel Feature

- The Bonus Wheel is a symbol block of 3x3 symbols that can land on the last 3 reels only, in both the main game and in Free Spins. It may land fully or partially visible in the play area.
- Once all Avalanches and win evaluations are over, the Bonus Wheel stops. Coin wins, Free Spins, or both, may be won on the Bonus Wheel.
- The number of coin wins and Free Spins won in the active fields of the Bonus Wheel will be equal to the number of rows the 3x3 symbol covers, that is, +1 prize for each row.
- A coin win from the Bonus Wheel is 1, 2 or 5 times the total bet, with the maximum coin win being 36 times the total bet.
- Unlike regular symbols, the Bonus Wheel is not removed after the win is awarded, meaning there will be no Avalanche after its evaluation.
- In addition to the Colossal Crush feature multiplier, the coin win values on the Bonus Wheel are also multiplied. However, this multiplier is not reset if there is a following Avalanche, instead if the multiplier increases again, the multiplier on the coin wins is increased further. When the Avalanche stops, the Bonus Wheel coin win is evaluated.
- Bonus Wheel wins are added to any bet line wins.

### Free Spins

- There are 3 fields in the Bonus Wheel awarding 5 Free Spins each. A win from the Bonus Wheel in the main game may therefore activate 5, 10 or a maximum of 15 Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- The number of Free Spins awarded is according to the Paytable.
- In Free Spins the Wild symbol may be a Colossal Wild symbol.
- If a Colossal Wild is part of the win, it is split up into 1x1 Wild symbols.
- The Wild symbols that are part of a win explode and disappear.

- The Wild symbols that are not part of the win stay on the reels and are part of the next Avalanches until there are no more wins.
- The Bonus Wheel can be reactivated a maximum of three times in Free Spins, and activate a maximum of 25 additional Free Spins in total.
- The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.31%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1004</li> <li>• Maximum win for any game including feature wins is R1,004,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.31%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x1004</li> <li>• Maximum win for any game including feature wins is R2,008,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.31%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x1004</li> <li>• Maximum win for any game including feature wins is R2,008,000</li> </ul>

Paytable

**PAYTABLE**

**GUARDIAN STONES**

**SYMBOL PAYOUT VALUES**

Symbol	5	4	3
Orange Stone	500	100	40
Green Stone	300	60	20
Blue Stone	150	30	10

**PAYTABLE**

Symbol	5	4	3
Purple Stone	120	20	10
Teal Stone	100	20	10
A	30	5	2
K	30	5	2
Q	30	5	2

**Game Status:** AUTO | Cash: 990,000.00 | Bet: 10.00 | Win: 0.00

**PAYTABLE**



Wild symbols substitute for all symbols except the Bonus Wheel.

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**AVALANCHE™ FEATURE**



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40 AUTO
Cash: 950,000.00
Bet: 10.00
Win: 00.00
951397

---

**PAYTABLE**

**AVALANCHE™ FEATURE**






---

40 AUTO
Cash: 950,000.00
Bet: 10.00
Win: 00.00
951397

---

**PAYTABLE**











The symbols fall into position in the reels, instead of spinning.  
 A winning bet line will start an Avalanche™.  
 Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols.  
 The Avalanches continue until there are no more wins.

---

40 AUTO
Cash: 950,000.00
Bet: 10.00
Win: 00.00
951397

**PAYTABLE**

Avalanche wins are added to any bet line wins.

**COLOSSAL SYMBOLS**

All symbols in the main game and in Free Spins also appear as a Colossal version, except for the Wild symbol in the main game. The Colossal symbol is a symbol block of 2x2 or 3x3 symbols.



Colossal symbols are fully or partially displayed depending on how the reel lands.

Symbols in winning combinations explode and disappear, and the entire Colossal symbol is removed even if only a small section of the symbol took part in the winning combination.

All remaining symbols fall to the bottom-most position to fill the empty spaces, leaving space for a new Avalanche of symbols. The Avalanches continue until there are no more wins.

During the Avalanche, a Colossal symbol may fall in

Cash: \$50,000.00 Bet: \$10.00 Win: \$0.00

**PAYTABLE**

appear as a Colossal version, except for the Wild symbol in the main game. The Colossal symbol is a symbol block of 2x2 or 3x3 symbols.



depending on how the reel lands.

Symbols in winning combinations explode and disappear, and the entire Colossal symbol is removed even if only a small section of the symbol took part in the winning combination.

All remaining symbols fall to the bottom-most position to fill the empty spaces, leaving space for a new Avalanche of symbols. The Avalanches continue until there are no more wins.

During the Avalanche, a Colossal symbol may fall in. Once the Colossal symbol has been placed, any remaining empty spaces are filled with regular symbols. It is not possible to have 2 or more Colossal symbols visible at the same time.

Any part of a Colossal symbol included in a winning bet line pays according to the Paytable.

Cash: \$50,000.00 Bet: \$10.00 Win: \$0.00

**PAYTABLE**

**COLOSSAL CRUSH FEATURE**

After the first Avalanche, the Colossal Crush feature can be activated in both the main game and in Free Spins.

A Colossal symbol must always have symbols in all the positions directly underneath it.

If there still are empty positions underneath the Colossal symbol, as a result of a previous win, the Colossal symbol falls, crushing all symbols on the row underneath it. This continues until the Colossal symbol is at the bottom of the screen or until there are no empty positions underneath it.

Each time a Colossal symbol falls down a row and crushes at least one symbol, a multiplier is awarded.

For each row a symbol is crushed, the multiplier increases by the maximum multiplier of that row.



Cash: \$50,000.00 Bet: \$10.00 Win: \$0.00

### PAYTABLE



**BONUS WHEEL FEATURE**

The Bonus Wheel is a symbol block of 3x3 symbols that can land on the last 3 reels only, in both the main game and in Free Spins. It may land fully or partially visible in the play area.

Crushes all other symbols to multiplier of avalanche.

For each row a symbol is crushed, the multiplier increases by 1 with a maximum multiplier of x4. The multiplier is applied in the next win evaluation and is then reset to 1, that is, each multiplier may only be used once.

Once all Avalanches and win evaluations are over, the Bonus Wheel stops. Coin wins, Free Spins, or both, may be won on the Bonus Wheel.

The number of coin wins and Free Spins won in the active fields of the Bonus Wheel will be equal to the number of rows the 3x3 symbol covers, that is, +1 prize for each row.

Cash: 990,000.00
Bet: 10.00
Win: 00.00

### PAYTABLE



price for each row:

Unlike regular symbols, the Bonus Wheel is not removed after the win is awarded, meaning there will be no Avalanche after its evaluation.

In addition to the Colossal Crush feature multiplier, the coin win values on the Bonus Wheel are also multiplied. However, this multiplier is not reset if there is a following Avalanche, instead if the multiplier increases again, the multiplier on the coin wins is increased further. When the Avalanche stops, the Bonus Wheel coin win is evaluated.

A coin win from the Bonus Wheel is 1, 2 or 5 times the total bet, with the maximum coin win being 36 times the total bet.

Bonus Wheel wins are added to any bet line wins.

Cash: 990,000.00
Bet: 10.00
Win: 00.00

### PAYTABLE

**FREE SPINS**

There are 3 fields in the Bonus Wheel awarding 5 Free Spins each. A win from the Bonus Wheel in the main game may therefore activate 5, 10 or a maximum of 15 Free Spins.



Bonus Wheel win = 5, 10 or 15 Free Spins

Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

In Free Spins the Wild symbol may be a Colossal Wild symbol.

If a Colossal Wild is part of the win, it is split up into 1x1 Wild symbols.

The Wild symbols that are part of a win explode and disappear.

The Wild symbols that are not part of the win stay on the reels and are part of the next Avalanches until there are no more wins.

The Bonus Wheel can be reactivated a maximum of

Cash: 990,000.00
Bet: 10.00
Win: 00.00

**PAYTABLE**

There are no more wins.  
The Bonus Wheel can be reactivated a maximum of three times in Free Spins, and activate a maximum of 25 additional Free Spins in total.

**WINNING BET LINES**

1 2 3 4

5 6 7 8

Cash: 250,000.00 Bet: 170.00 Win: 80.00

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**PAYTABLE**

5 6 7 8

9 10 11 12

13 14 15 16

17 18 19 20

PLAYING FOR FUN

Cash: 250,000.00 Bet: 170.00 Win: 80.00

---

**PAYTABLE**

13 14 15 16

17 18 19 20

Only the highest win per bet line is paid. Bet lines win pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: 250,000.00 Bet: 170.00 Win: 80.00

## Blood Suckers

- Blood Suckers™ is a 5-reel, 3-row, 25-bet line multiple-coin video instant game featuring Scatter wins, Free Spins, Wild substitutes, and a chilling, vampire slaying Bonus Game.
- You can play 25 fixed bet lines at 1-4 bet levels.
- MAX BET plays the game at the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Wild symbol substitutes for all symbols except for Scatter and Bonus symbols.
- Scatter wins pay total bet multiplied by the multiplier displayed in the Paytable.
- Scatter wins are paid independent of bet line results.
- 3 or more Scatter symbols appearing anywhere on the reels activate 10 Free Spins.
- Only the highest win per active bet line is paid.
- Bet line wins pay if in succession from leftmost to right.
- All wins pay on bet lines only, except for wins with Scatter symbols.
- Simultaneous wins on different bet lines are added.
- Game History is not available in PLAYING FOR FUN mode.
- COINS displays the number of coins the player has available to wager.
- Scatter, Free Spin, and Bonus wins are added to bet line wins.

### Free Spins

- 3 or more Scatter symbols appearing on the reels in Free Spins activate 10 additional Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Bet line wins are tripled in Free Spins, excluding additional Free Spins won and any Bonus Game wins.
- Additional Free Spins won are not multiplied by the Free Spins multiplier.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Bonus Game

- 3 or more successive Bonus symbols on an active bet line from leftmost reel to right, activates the Bonus Game.
- You find yourself in an ancient burial chamber, surrounded by coffins.
- Open coffins to find and slay vampires.
- You win coins for every vampire slain.
- The Bonus Game ends when bats fly out of the selected coffin.
- Only one Bonus Game is awarded per spin.
- The coin wins in the Bonus Game are proportional to the bet level and number of Bonus symbols in the round that activated the Bonus Game.
- At the end of Bonus Game, the total win from the Bonus Game is added to any wins from the round that activated the Bonus Game.

- The maximum win in coins in the Bonus Game is 20320.

Return to player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.07%</li><li>• Min Bet R2.50</li><li>• Max Bet R500</li><li>• Multiplier x989</li><li>• Maximum win for any game including feature wins is R494,500</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.07%</li><li>• Min Bet R2.50</li><li>• Max Bet R500</li><li>• Multiplier x989</li><li>• Maximum win for any game including feature wins is R494,500</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.07%</li><li>• Min Bet R2.50</li><li>• Max Bet R500</li><li>• Multiplier x989</li><li>• Maximum win for any game including feature wins is R494,500</li></ul>

Paytable



**Free Spin symbols**

Scatter wins pay total bet x multiplier.  
Wins are tripled on Free Spins (except the Free Spins or amounts won in bonus games).

Free Spin symbols	5	4	3	2
Multiplier	100	25	4	2
FREE SPINS	10	10	10	0



5 10,00 R  
4 5,00 R  
3 0,50 R



5 10,00 R  
4 2,50 R  
3 0,50 R



5 7,50 R  
4 1,50 R  
3 0,20 R



5 7,50 R  
4 1,50 R  
3 0,20 R

Symbol Payout Values



5 50,00 R  
4 10,00 R  
3 5,00 R



5 25,00 R  
4 7,50 R  
3 1,50 R



5 25,00 R  
4 7,50 R  
3 1,50 R



5 12,50 R  
4 5,00 R  
3 1,00 R

**PAYTABLE**



**Wild Symbol**

Wild symbol substitutes for all symbols except for Scatter and Bonus symbols.

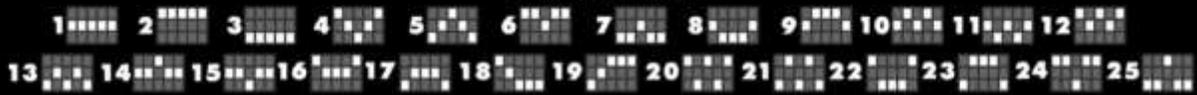
Wild Symbol	Symbol Payout Values
5	750,00 R
4	200,00 R
3	20,00 R
2	0,50 R



**Bonus Game**

3 or more Bonus symbols, if in succession from leftmost to right, on an active bet line start the Bonus Game.  
Only one Bonus Game is awarded per spin.

Winning Bet Lines



Only the highest win per active bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

## Blood Suckers II

- Blood Suckers II™ is a 5-reel, 3-row video instant game featuring Wild substitutions, Blood Rose Free Spins, the Hidden Treasure Bonus Game and two Random Features: Bonus Shot Feature and Scatter Shot Feature.
- The game is played with 25 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- Bet level is the number of coins bet per bet line.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for wins with Scatter symbols and wins during the Hidden Treasure Bonus Game.

### Wild Symbol

- Wild symbols can appear anywhere on the reels in the main game and in Blood Rose Free Spins and substitute for all symbols except for Scatter and Bonus symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Random Features

- In the main game, one of two Random Features can randomly be activated: Bonus Shot Feature or Scatter Shot Feature.

### Scatter Shot Feature

- The Scatter Shot Feature can be activated if two Scatter symbols land on the reels. If the Scatter Shot Feature is activated, one extra Scatter symbol can be awarded activating 10 Blood Rose Free Spins, and all medium win symbols on the reels award coin wins of 10 to 100 times the bet level.

### Bonus Shot Feature

- If the Bonus Shot Feature is activated, one extra overlay Bonus symbol is awarded on reel 1, 2, or 3.
- Any Random Feature wins are added to any bet line wins.

## Blood Rose Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate 10 Blood Rose Free Spins. 3 or more Scatter symbols appearing anywhere on the reels in Blood Rose Free Spins activate 10 additional Blood Rose Free Spins.
- 2 or more Scatter symbols appearing anywhere on the reels in the main game and in Blood Rose Free Spins award a coin win according to the Paytable.
- Scatter wins pay the value shown in the Paytable multiplied by the bet level.
- Only the highest Scatter win per spin is paid.
- Additional Blood Rose Free Spins won are automatically added to the current Blood Rose Free Spins.
- During Blood Rose Free Spins, all bet line wins and Scatter wins are multiplied by the x3 Multiplier.
- Blood Rose Free Spins are played at the same bet level and coin value as the round that activated Blood Rose Free Spins.
- At the end of Blood Rose Free Spins, the total win from Blood Rose Free Spins is added to any wins from the round that activated Blood Rose Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

## Hidden Treasure Bonus Game

- In the main game, 3 or more Bonus symbols appearing anywhere on consecutive reels starting from the leftmost reel activate the Hidden Treasure Bonus Game.
- If the Hidden Treasure Bonus Game is activated with 4 Bonus symbols, all coin wins in the Hidden Treasure Bonus Game are doubled. If the Hidden Treasure Bonus Game is activated with 5 Bonus symbols, all coin wins in the Hidden Treasure Bonus Game are tripled.
- The Hidden Treasure Bonus Game is a pick and click treasure hunting game consisting of 5 levels. Each level has 5 options.
- The player picks coffins and chests to reveal coin wins, a Key symbol, a Scatter symbol or the Demon.
- Coin wins during the Hidden Treasure Bonus Game, except for the Great Treasure Win, are multiplied by the bet level and any applicable multiplier.
- If the Key symbol is revealed, the player advances to the next level. If the Key symbol is revealed at the last level, the player is awarded the Great Treasure Win of 1000 coins multiplied by the bet level.
- If the Scatter symbol is revealed, it is collected. If at the end of the Hidden Treasure Bonus Game 3 Scatter symbols are collected, 10 Blood Rose Free Spins are activated.
- If the Demon is revealed, the Hidden Treasure Bonus Game ends.
- The maximum win in coins in the Hidden Treasure Bonus Game is 16750.
- The coin payout values are based on bet level 1.
- At the end of the Hidden Treasure Bonus Game, the total win from the Hidden Treasure Bonus Game is added to any wins from the round that activated the Hidden Treasure Bonus Game.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.94%</li> <li>Min Bet R2.50</li> <li>Max Bet R1250</li> <li>Multiplier x1292</li> <li>Maximum win for any game including feature wins is R1,615,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.94%</li> <li>Min Bet R2.50</li> <li>Max Bet R2500</li> <li>Multiplier x1292</li> <li>Maximum win for any game including feature wins is R3,230,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.94%</li> <li>Min Bet R2.50</li> <li>Max Bet R2500</li> <li>Multiplier x1292</li> <li>Maximum win for any game including feature wins is R3,230,000</li> </ul>

### Paytable

**WILD SYMBOL**

5	10000
4	2000
3	200
2	5

Wild symbol substitutes for all symbols except for Scatter and Bonus symbols.

**SCATTER SYMBOL**

5	2500
4	625
3	100
2	50

2 or more Scatter symbols appearing anywhere on the reels in the main game and in Blood Rose Free Spins award a coin win.

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
The coin payout values are based on bet level 1.  
For more information, see the Game Rules.

Cash: R5,000,00    Bet: R5,00    Win: R0,00

BLOODSUCKERS II™ A NETENT PRODUCTION

### BLOOD ROSE FREE SPINS



3 or more Scatter symbols appearing anywhere on the reels in the main game activate 10 Blood Rose Free Spins. 3 or more Scatter symbols appearing anywhere on the reels in Blood Rose Free Spins activate 10 additional Blood Rose Free Spins.

During Blood Rose Free Spins, all bet line wins and Scatter wins are multiplied by the x3 Multiplier.

Blood Rose Free Spins are played at the same bet level and coin value as the round that activated Blood Rose Free Spins.



Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays.  
 The coin payout values are based on bet level 1.  
 For more information, see the Game Rules.

⏪ AUTO ?
Cash: R5.000,00    Bet: R5,00    Win: R0,00
⏩ RETRY

BLOODSUCKERS II™ A NETENT PRODUCTION

### HIDDEN TREASURE BONUS GAME



In the main game, 3 or more Bonus symbols appearing anywhere on consecutive reels starting from the leftmost reel activate the Hidden Treasure Bonus Game.

If the Hidden Treasure Bonus Game is activated with 4 Bonus symbols, all coin wins in the Hidden Treasure Bonus Game are doubled. If the Hidden Treasure Bonus Game is activated with 5 Bonus symbols, all coin wins in the Hidden Treasure Bonus Game are tripled.

The player picks coffins and chests to reveal coin wins, a Key symbol, a Scatter symbol or the Demon.



Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays.  
 The coin payout values are based on bet level 1.  
 For more information, see the Game Rules.

⏪ AUTO ?
Cash: R5.000,00    Bet: R5,00    Win: R0,00
⏩ RETRY

BLOODSUCKERS II™ A NETENT PRODUCTION

### HIDDEN TREASURE BONUS GAME



If the Scatter symbol is revealed, it is collected. If at the end of the Hidden Treasure Bonus Game 3 Scatter symbols are collected, 10 Blood Rose Free Spins are activated.



If the Key symbol is revealed, the player advances to the next level. If the Key symbol is revealed at the last level, the player is awarded the Great Treasure Win of 1000 coins multiplied by the bet level.



If the Demon is revealed, the Hidden Treasure Bonus Game ends.



Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
The coin payout values are based on bet level 1.  
For more information, see the Game Rules.

Cash: R5,000,00 Bet: R5,00 Win: R0,00 RETENT

BLOODSUCKERS II™ A NETENT PRODUCTION

### RANDOM FEATURES



**Scatter Shot Feature**

If the Scatter Shot Feature is activated, one extra Scatter symbol can be awarded activating 10 Blood Rose Free Spins, and all medium win symbols on the reels award coin wins of 10 to 100 times the bet level.

**Bonus Shot Feature**

If the Bonus Shot Feature is activated, one extra overlay Bonus symbol is awarded on reel 1, 2, or 3.



Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
The coin payout values are based on bet level 1.  
For more information, see the Game Rules.

Cash: R5,000,00 Bet: R5,00 Win: R0,00 RETENT

BLOODSUCKERS II™ A NETENT PRODUCTION

### MEDIUM WIN SYMBOLS

			
5 500	5 200	5 200	5 200
4 150	4 75	4 75	4 75
3 50	3 20	3 10	3 10

← →

Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays.  
 The coin payout values are based on bet level 1.  
 For more information, see the Game Rules.

Cash: R5.000,00 Bet: R5,00 Win: R0,00 RETENT

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BLOODSUCKERS II™ A NETENT PRODUCTION

### LOW WIN SYMBOLS

			
5 150	5 150	5 100	5 100
4 50	4 50	4 25	4 25
3 5	3 5	3 2	3 2

← →

Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays.  
 The coin payout values are based on bet level 1.  
 For more information, see the Game Rules.

Cash: R5.000,00 Bet: R5,00 Win: R0,00 RETENT

BLOODSUCKERS II™ A NETENT PRODUCTION

### WINNING BET LINES

1 2 3 4 5  
6 7 8 9 10  
11 12 13 14 15  
16 17 18 19 20  
21 22 23 24 25

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
The coin payout values are based on bet level 1.  
For more information, see the Game Rules.

Cash: R5,000,00 Bet: R5,00 Win: R0,00

NETENT

## Butterfly Staxx

- Butterfly Staxx™ is a 5-reel, 4-row, 40-line (fixed) video instant game featuring Wild substitutions, Re-Spins and Butterfly Spins.
- The game is played with 40 bet lines (fixed), 1-10 bet levels (20 coins per level) and different coin values.
- The bet level is set using the LEVEL selector.
- Bet level is the number of coins bet per 2 bet lines.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

## Wild Symbol

- Wild symbols can appear anywhere on the reels in the main game and Re-Spins and substitute for all symbols except for Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

## Re-Spins

- Whenever a stack of Butterfly symbols lands covering the entire reel, the Re-Spins are activated.
- All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol and remain on the reels until the end of the Re-Spins.
- Before the Re-Spins start, any bet line wins from the round that activated the Re-Spins are paid.
- All Butterfly symbols landing visible on the reels during the Re-Spin fly to the leftmost position on the same row not already occupied by a Butterfly symbol, award another Re-Spin and remain on the reels until the end of the Re-Spins.
- Butterfly symbols landing behind the Butterfly symbols are not considered visible.
- When no more Butterfly symbols land visible on the reels during the Re-Spin, Re-Spins end and any bet line wins are paid out.
- Any Re-Spins wins are added to any wins from the initial spin.
- Butterfly Spins and Re-Spins cannot be activated simultaneously.

## Butterfly Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Butterfly Spins.

3 Scatters = 5 Butterfly Spins

4 Scatters = 6 Butterfly Spins

5 Scatters = 7 Butterfly Spins

- During Butterfly Spins, only Cocoon symbols can land on the reels.
- Cocoon symbols can be dormant or active. Active Cocoon symbols landing visible on the reels turn into Butterfly symbols.
- All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol, all bet line wins are added to the total win, and the Butterfly symbols remain on the reels until the end of the Butterfly Spins.
- Additional Butterfly Spins cannot be won during Butterfly Spins.
- Butterfly Spins are played at the same bet level and coin value as the round that activated Butterfly Spins.
- At the end of Butterfly Spins, any wins from Butterfly Spins are added to any wins from the round that activated Butterfly Spins.
- At the end of Butterfly Spins, the game returns to the round that activated Butterfly Spins.
- Butterfly Spins and Re-Spins cannot be activated simultaneously.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.02%</li> <li>• Min Bet R2.00 ZAR</li> <li>• Max Bet R4000</li> <li>• Multiplier x370</li> <li>• Maximum win for any game including feature wins is R1,480,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.02%</li> <li>• Min Bet R2.00 ZAR</li> <li>• Max Bet R4000</li> <li>• Multiplier x370</li> <li>• Maximum win for any game including feature wins is R1,480,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.02%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x370</li> <li>• Maximum win for any game including feature wins is R1,480,000</li> </ul>

Paytable

BUTTERFLY STALK™
A METRO GAMING™ GAME

## Wild Symbol



Wild symbols can appear anywhere on the reels in the main game and Re-Spins and substitute for all symbols except for Scatter symbols.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET

20

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.50

COINS

10000

⏪ AUTO ?
Cash: R5,000.00    Bet: R10.00    Win: R0.00
RETDNY

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BUTTERFLY STALK™
A METRO GAMING™ GAME

## Re-Spins



Whenever a stack of Butterfly symbols lands covering the entire reel, the Re-Spins are activated.

All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol and remain on the reels until the end of the Re-Spins.

All Butterfly symbols landing visible on the reels during the Re-Spin fly to the leftmost position on the same row not already occupied by a Butterfly symbol, award another Re-Spin and remain on the reels until the end of the Re-Spins.

When no more Butterfly symbols land visible on the reels during the Re-Spin, Re-Spins end and any bet line wins are paid out.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET

20

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.50

COINS

10000

⏪ AUTO ?
Cash: R5,000.00    Bet: R10.00    Win: R0.00
RETDNY

## Butterfly Spins



3 or more Scatter symbols appearing anywhere on the reels in the main game activate Butterfly Spins.

3 Scatters = 5 Butterfly Spins  
 4 Scatters = 6 Butterfly Spins  
 5 Scatters = 7 Butterfly Spins



During Butterfly Spins, only Cocoon symbols can land on the reels. Cocoon symbols can be dormant or active. Active Cocoon symbols landing visible on the reels turn into Butterfly symbols.

All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol, all bet line wins are added to the total win, and the Butterfly symbols remain on the reels until the end of the Butterfly Spins.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.50

COINS 10000

Cash: R5,000.00

Bet: R10.00

Wins: R0.00

RETRY

---

## Symbol Payout Values



5	60
4	30
3	15
2	2



5	40
4	20
3	10



5	40
4	20
3	10



5	40
4	20
3	10

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.50

COINS 10000

Cash: R5,000.00

Bet: R10.00

Wins: R0.00

RETRY

## Symbol Payout Values

A
K
Q
J

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Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

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## Winning Bet Lines

A
K
Q
J

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Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET: 20

LEVEL: 1

Cash: R5,000,00

AUTOPLAY

MAX BET

Bet: R10,00

COIN VALUE: 0,50

COINS: 10000

Win: R0,00

RET'DNT

## Butterfly Staxx 2

- Butterfly Staxx 2 Touch™ is a 5-reel, 4-row, and 40- bet line video instant game featuring Wild substitutions, Re-Spins, and Scatter wins with a choice between Butterfly Spins and Butterfly Frenzy.
- The game is played with 40 bet lines (fixed), 1-10 bet levels (25 coins per level), and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- 3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game give a choice to select either Butterfly Spins or the Butterfly Frenzy.
- Butterfly Frenzy is a pick and click Bonus game.
- All coin wins pay on bet lines only, except for wins during the Butterfly Frenzy.
- Butterfly Spins, Re-Spins, and Butterfly Frenzy cannot be activated simultaneously.
- During Re-Spins, the player can unlock 2 additional play areas.
- There are 3 active play areas during Butterfly Spins.
- During Butterfly Spins and Re-Spins, the play areas are played with the same bet and layout as the round that activated Re-Spins and Butterfly Spins.
- The reels in each play area spin independently and simultaneously.
- Autoplay Stops if 3 Scatter symbols appear anywhere on reels 1,3, and 5.
- Simultaneous wins on different bet lines are added.

### Wild Symbol

- Wild symbols can appear anywhere on the reels in the main game and Re-Spins and substitute for all symbols except for Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Re-Spins

- The Re-Spins are activated during the main game, when a stack of 4 Butterfly symbols land covering the entire reel.
- Re-Spins are played at the same bet level and coin value as the spin that activated the Re-Spins.
- Before the Re-Spins start, all Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol and remain on the reels until the end of the Re-Spins.
- During the Re-Spins, if 2 leftmost reels are fully covered with Butterfly symbols, a second play area gets unlocked.

- If the leftmost 3 reels of a first play area or leftmost 2 reels of the second play area are fully covered with Butterfly symbols, the third play area is unlocked.
- The reels in each play area spin independently and simultaneously.
- These additional play areas start with the first reel fully covered with Butterfly symbols.
- During the Re-Spins, new Butterfly symbols landing on any of the play areas award an additional Re-Spin on all unlocked areas.
- When no new Butterfly symbols land on any of the unlocked play areas, Re-Spins end.
- At the end of Re-Spins, win from Re-Spins are added to any wins from the round that activated Re-Spins.
- Before the Re-Spins start, any bet line wins from the spin that activated Re-Spins are paid.
- The additional play areas disappear once the new round starts.

### Butterfly Spins

- The choice to play Butterfly Spins is awarded when 3 Scatter symbols appear anywhere on reels 1, 3, and 5 in the main game. If the player chooses to play Butterfly Spins, 5 Butterfly Spins are activated.
- There are 3 active play areas during Butterfly Spins.
- During Butterfly Spins, only Cocoon symbols can land on the reels.
- Cocoon symbols can be dormant or active. Active Cocoon symbols landing visible on the reels turn into Butterfly symbols.
- All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol, all bet line wins are added to the total win, and the Butterfly symbols remain on the reels until the end of the Butterfly Spins.
- Additional Butterfly Spins cannot be won during Butterfly Spins.
- Butterfly Spins are played at the same bet level and coin value as the round that activated Butterfly Spins.
- At the end of Butterfly Spins, any wins from Butterfly Spins are added to any wins from the round that activated Butterfly Spins.
- At the end of Butterfly Spins, the game returns to the round that activated Butterfly Spins.

### Butterfly Frenzy

- The choice to play Butterfly Frenzy is awarded when 3 Scatter symbols appear anywhere on reels 1, 3, and 5 in the main game. If a player chooses to play Butterfly Frenzy, the pick and click game is activated.
- Butterfly Frenzy is a pick and click Bonus game consisting of stages up to level 5. The game starts with 10 picks.
- In Butterfly Frenzy, the player picks Butterfly symbols that award coin wins to increase the total winning amount.
- Each stage awards 10 picks to the player. These picks (+10) are added to the remaining picks from the previous stage. Butterfly Frenzy stage 1 starts with 10 picks and the next stage will continue with the remaining picks from Stage 1 and the additional 10 picks.
- The minimum and maximum win in coins range between x0.4 to x5 times the bet for each pick depending on the stage level.

- During Butterfly Frenzy, the player may pick special Butterfly symbols that award a stage upgrade and no coin win. This stage upgrade is a free pick and does not get deducted from the number of picks remaining for that game round.
- The player can select Auto Pick to play pick and click Bonus game automatically.
- Once Auto Pick starts, the player cannot stop Auto Pick manually. The Auto Pick stops when the Butterfly Frenzy mode ends.
- The Butterfly Frenzy ends when there are no picks left.
- At the end of Butterfly Frenzy, the game returns to the round that activated the Butterfly Frenzy.
- At the end of Butterfly Frenzy, any wins from Butterfly Frenzy are added to any wins from the round that activated Butterfly Frenzy.
- If the player restores the game during Butterfly Frenzy, the game continues from the next stage of where the player left off. In case of the last stage, game is restored to the Outro screen. If the game reloads due to internet connection or server restart, the game continues from where the player left off. Once the Butterfly Frenzy game is completed, the player returns to main game and the game screen displays a no win scenario.

Note: Some operators may not offer all of the listed game settings.

Note: Some autoplay options are mandatory for some jurisdictions.

#### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.35%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R5000</li> <li>• Multiplier x303</li> <li>• Maximum win for any game including feature wins is R1,515,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.35%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R12,500</li> <li>• Multiplier x303</li> <li>• Maximum win for any game including feature wins is R3,787,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.35%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R12,500</li> <li>• Multiplier x303</li> <li>• Maximum win for any game including feature wins is R3,787,500</li> </ul>

Paytable

BUTTERFLY STAXX 2™

## WILD SYMBOL

Wild symbols can appear anywhere on the reels in the main game and Re-Spins and substitute for all symbols except for Scatter symbols.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET

25

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.20

COINS

25000

AUTO ?
Cash: R5,000,00    Bet: R5,00    Win: R0,00
RETDTM

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BUTTERFLY STAXX 2™

## RE-SPINS

Whenever a stack of Butterfly symbols lands covering the entire reel, the Re-Spins are activated. All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol and remain on the reels until the end of the Re-Spins.

During the Re-Spins, if the two leftmost reels are covered with the Butterfly symbols, a second play area gets unlocked. If the leftmost three reels of the first play area or leftmost two reels of the second play area are fully covered with the Butterfly symbols, the third play area is unlocked. These additional play areas continue the game with leftmost reel fully covered with Butterfly symbols.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET

25

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.20

COINS

25000

AUTO ?
Cash: R5,000,00    Bet: R5,00    Win: R0,00
RETDTM

Butterfly 2 STAKES

BUTTERFLY STAKE 2™

## SCATTER SYMBOL



3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game gives a choice to select either Butterfly Spins or the Butterfly Frenzy.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET 25    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 25000

Cash: R5,000,00    Bet: R5,00    Win: R0,00

AUTO ?    RETRY

Butterfly 2 STAKES

BUTTERFLY STAKE 2™

## BUTTERFLY SPINS



During Butterfly Spins, only Cocoon symbols can land on the reels. Cocoon symbols can be dormant or active. Active Cocoon symbols landing visible on the reels turn into Butterfly symbols. All Butterfly symbols fly to the leftmost position on the same row not already occupied by a Butterfly symbol, all bet line wins are added to the total win, and the Butterfly symbols remain on the reels until the end of the Butterfly Spins. During Butterfly Spins, 3 play areas are active from the start of the game.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET 25    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 25000

Cash: R5,000,00    Bet: R5,00    Win: R0,00

AUTO ?    RETRY

**BUTTERFLY FRENZY**



In Butterfly Frenzy, the player gets a chance to pick Butterfly symbols and increase the total winning amount.

10 progress dots, with the 5th dot highlighted.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET 25    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 25000

Cash: R5.000,00    Bet: R5,00    Win: R0,00

**BUTTERFLY FRENZY PAYOUT**

STAGE	COIN WINS
Stage 1	10-40
Stage 2	25-50
Stage 3	40-75
Stage 4	50-100
Stage 5	75-125

10 progress dots, with the 5th dot highlighted.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET 25    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 25000

Cash: R5.000,00    Bet: R5,00    Win: R0,00

**Butterfly 2** STAKES BUTTERFLY STAKES 2

### MEDIUM WIN SYMBOLS



5	50
4	25
3	10
2	2



5	40
4	20
3	10



5	40
4	20
3	10



5	40
4	20
3	10

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET

25

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.20

COINS

25000

Cash: R5,000,00    Bet: R5,00    Win: R0,00
RETRY

**Butterfly 2** STAKES BUTTERFLY STAKES 2

### LOW WIN SYMBOLS



5	20
4	10
3	5



5	20
4	10
3	5



5	20
4	10
3	5



5	20
4	10
3	5

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all plays and plays. For more information, see the Game Rules.

BET

25

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.20

COINS

25000

Cash: R5,000,00    Bet: R5,00    Win: R0,00
RETRY

**Butterfly 2** STAKX

BUTTERFLY STAKE 2™

## WINNING BET LINES

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET

25

LEVEL

1

AUTOPLAY

MAX BET

COIN VALUE

0.20

COINS

25000

Cash: R5,000.00
Bet: R5.00
Win: R0.00
RETENT

## Dark King: Forbidden Riches

- Dark King Forbidden Riches is a 5-reel, 3-row video instant game featuring a Wild Multiplier, Wild symbols that transform into Sticky Wild symbols during Free Spins, and Extra Free Spins.
- The game is played with 20 bet lines (fixed) and different bet values, coin values, and bet levels (only when playing with coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- Bet level is an option in bet settings when playing with coins, that along with the coin value modifies the amount of the bet and hence the wins.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in cash is equal to the value shown in the Paytable. This amount is also multiplied by any applicable multipliers.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.

### Wild Symbol and Wild Multiplier

- Wild symbols can appear anywhere on reels in the main game and in Free Spins.
- When 1 or more Wild symbols appear anywhere on the reels during a spin in the main game or in Free Spins, all bet line wins are multiplied by a Wild Multiplier equal to the number of Wild symbols on the reels.
- The maximum Wild Multiplier is x5.
- Wild symbols substitute for all symbols except Scatter symbols.

### Free Spins, Sticky Wild Hotspots, and Sticky Wild symbols

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
  - 3 Scatter symbols = 10 Free Spins
  - 4 Scatter symbols = 12 Free Spins
  - 5 Scatter symbols = 15 Free Spins
- Free Spins comes with Sticky Wild Hotspots, a fixed area of 5 spots in the shape of a cross that sits on reels 2, 3, and 4.
- Any Wild symbol landing anywhere into that hotspots area transforms into a Sticky Wild symbol.
- A Sticky Wild symbol awards 1 Extra Free Spin and remains on the reels until Free Spins end.
- The maximum number of Extra Free Spins for an entire Free Spins session is 5.

- The total Wild Multiplier value during Free Spins is equal to the number of simultaneously appearing Wild and Sticky Wild symbols on the reels, from a minimum of x1 up to a maximum of x5.
- Free Spins are played at the same bet as the round that activated Free Spins.
- At the end of Free Spins:
  - The total win from Free Spins is added to any wins from the round that activated Free Spins.
  - The game returns to main game.

#### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1606</li> <li>• Maximum win for any game including feature wins is R1,606,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x1606</li> <li>• Maximum win for any game including feature wins is R3,212,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x1606</li> <li>• Maximum win for any game including feature wins is R6,424,000</li> </ul>

Paytable

**PAYTABLE** ✕



**DARK KING**  
FORBIDDEN RICHES

**SYMBOL PAYOUT VALUES**

 <table border="0" style="margin-left: 10px;"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>150</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	500	4	150	3	20	 <table border="0" style="margin-left: 10px;"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>150</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	500	4	150	3	20
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5	50												
4	20												
3	5												

### WILD SYMBOL & WILD MULTIPLIER



When 1 or more Wild symbols appear anywhere on the reels during a spin in the main game or in Free Spins, all bet line wins are multiplied by a Wild Multiplier equal to the number of Wild symbols on the reels.



The total Wild Multiplier value is equal to the number of simultaneously appearing Wild symbols on the reels, from a minimum of x1 and up to a maximum of x5.

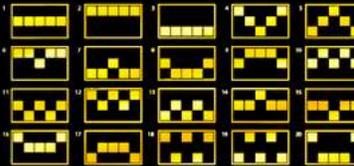
### SCATTER SYMBOL



3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.

- 3 Scatter symbols = 10 Free Spins
- 4 Scatter symbols = 12 Free Spins
- 5 Scatter symbols = 15 Free Spins

### WINNING BET LINES



The total Wild Multiplier value during Free Spins is equal to the number of simultaneously appearing Wild and Sticky Wild symbols on the reels, from a minimum of x1 up to a maximum of x5.

### FREE SPINS, STICKY WILD HOTSPOTS & STICKY WILD SYMBOLS



Free Spins comes with Sticky Wild Hotspots, a fixed area of 5 spots in the shape of a cross that sits on reels 2, 3, and 4.

Any Wild symbol landing anywhere into that hotspots area transforms into a Sticky Wild symbol. A Sticky Wild symbol awards 1 Extra Free Spin and remains on the reels until Free Spins end.

## Dazzle Me

- Dazzle Me Touch™ is a delightful video instant gamewith 5 distinctive reels and a dazzling 76 bet lines. The game features Dazzling Wild Reels, Free Spins and Linked Reels.
- The game is played with 76 bet lines (fixed), 1-10 bet levels (20 coins per level) and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- Bet level is the number of coins bet per bet line.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

### Dazzling Wild Reels

- Dazzling Wild Reels randomly appear during the main game as an overlay reel with only Wild symbols.
- 1-5 reels can turn into Dazzling Wild Reels.
- Wild symbols substitute for all symbols except for Free Spin symbols.

### Free Spins

- The Free Spin symbol is a Scatter symbol.
- 3 or more Free Spin symbols appearing anywhere on the reels in the main game activates Free Spins.
- 3 Free Spin symbols = 8 Free Spins
- 4 Free Spin symbols = 12 Free Spins
- 5 Free Spin symbols = 16 Free Spins
- Free Spin wins are added to any bet line wins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins cannot be won during Free Spins.

### Linked Reels

- The Linked Reels feature appears during Free Spins only.
- At the beginning of each spin, identical linked reels appear adjacently on any of reels 1-4.
- The right reel is a copy of the left reel, with reel 1 linked to reel 2 and/or reel 3 linked to reel 4.

Note: Some operators may not offer all of the listed game settings.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x795</li><li>• Maximum win for any game including feature wins is R1,590,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x795</li><li>• Maximum win for any game including feature wins is R1,590,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x795</li><li>• Maximum win for any game including feature wins is R1,590,000</li></ul>

Paytable

**Dazzle Me**

### DAZZLING WILD REELS

Dazzling Wild Reels randomly appear during the main game as an overlay reel with only Wild symbols.  
 1-5 reels can turn into Dazzling Wild Reels.  
 Wild symbols substitute for all symbols except for Free Spin symbols.

\*Only the highest win per bet line is paid. \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET: 20    LEVEL: 1    AUTO PLAY    MAX BET    COIN VALUE: 0.50    COINS: 10000

Cash: R5,000.00    Bet: R10.00    Win: R0.00    RETENT

---

**Dazzle Me**

### FREE SPINS

3 or more Free Spin symbols appearing anywhere on the reels in the main game activates Free Spins.

- 3 Free Spin symbols = 8 Free Spins
- 4 Free Spin symbols = 12 Free Spins
- 5 Free Spin symbols = 16 Free Spins

\*Only the highest win per bet line is paid. \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET: 20    LEVEL: 1    AUTO PLAY    MAX BET    COIN VALUE: 0.50    COINS: 10000

Cash: R5,000.00    Bet: R10.00    Win: R0.00    RETENT

# Dazzle Me

## LINKED REELS

The Linked Reels feature appears during Free Spins only.

At the beginning of each spin, identical linked reels appear adjacently on any of reels 1-4.

The right reel is a copy of the left reel, with reel 1 linked to reel 2 and/or reel 3 linked to reel 4.

\*Only the highest win per bet line is paid. \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET 20    LEVEL 1    AUTO PLAY    MAX BET    COIN VALUE 0.50    COINS 10000

Cash: R5,000.00    Bet: R10.00    Win: R0.00    RETRY

---

# Dazzle Me

## SYMBOL PAYOUT VALUES

	5	200		5	100
	4	30		4	15
	3	12		3	8
	2	1		2	1

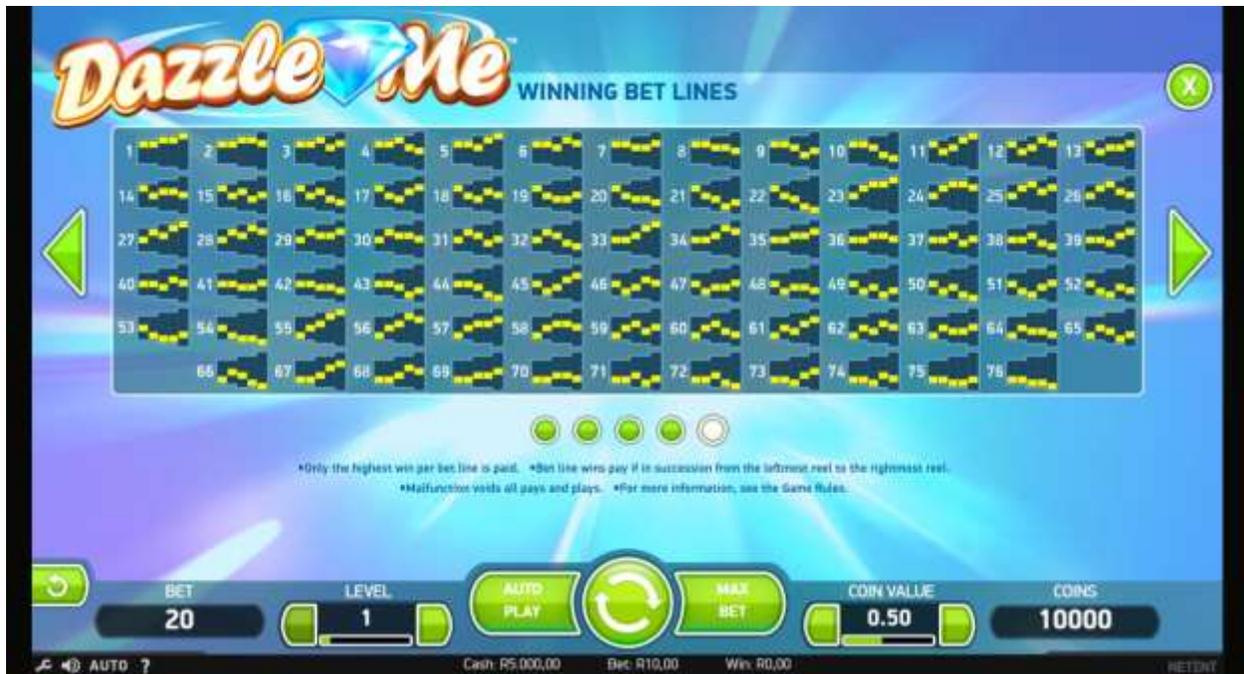
	5	30		5	30
	4	8		4	8
	3	4		3	4

	5	20		5	20
	4	5		4	5
	3	3		3	3

\*Only the highest win per bet line is paid. \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET 20    LEVEL 1    AUTO PLAY    MAX BET    COIN VALUE 0.50    COINS 10000

Cash: R5,000.00    Bet: R10.00    Win: R0.00    RETRY



## Dazzle Me Megaways

- Is a 6-reel Megaways™ video instant gamewith the Dazzling Wild Reels feature, Free Spins and the Avalanche™ feature.
- The game is played with up to 99225 Megaways™, different bet values, coin values, and bet levels (only when playing with coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet. When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level.
- When playing with cash, some win values may be displayed using “K” instead of thousands.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.

## Megaways™

- During every spin in the main game and Free Spins, the number of symbols landing on each reel is selected randomly.
- The number of symbols landing on the reels ranges from 2 to 5 for reels 1 and 2, from 3 to 7 for reels 3 and 4, and from 4 to 9 for reels 5 and 6 unless they are chosen to be Dazzling Wild Reels during Free Spins. The number of symbols landing on each Dazzling Wild Reel in Free Spins is equal to the Dazzling Wild Counter of that reel.
- Matching symbols in any position on adjacent reels, starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.
- A Megaways™ win is equal to the value shown in the Paytable.
- When winning combinations are evaluated, each symbol on the reel is counted once regardless of its size on the reel.
- More wins are awarded when additional instances of the symbol appear on the same reels that create the longest Megaways™ win.
- During each spin, the number of Megaways™ is equal to the number of symbols on each of the reels multiplied. The maximum number of Megaways™ is 99225.
- The total number of Megaways™ for the spin is displayed on the Megaways™ counter.
- Only the longest matching combination per symbol is paid.
- Simultaneous Megaways™ wins on different combinations are added.

## Megaways™ Calculation Example

- The longest winning combination of Lucky Seven symbols is 4 symbols on reels 1-4. The number of winning Megaways™ is calculated by multiplying the number of Lucky Seven symbols on each of these reels:  $1 \times 1 \times 3 \times 2 = 6$  winning Megaways™.

## Avalanche™ Feature

- A winning combination starts an Avalanche.
- Symbols in winning combinations disappear, leaving space for a new Avalanche of symbols.
- During an Avalanche, symbols fall into positions on the reels, instead of spinning.
- The Avalanches continue until there are no more wins.

## Dazzling Wild Reels Feature and Wild Symbols

- Dazzling Wild Reels feature may be randomly activated during each spin in the main game and is guaranteed to be activated during each spin in Free Spins.
- In the Dazzling Wild Reels feature, up to 3 reels from among reels 2-6 are chosen randomly at the start of the spin to be Dazzling Wild Reels.
- In the main game, only Wild symbols can appear on Dazzling Wild Reels during the initial spin and any non-Wild symbols can appear on these reels during the Avalanches. In Free Spins, only Wild symbols can appear on Dazzling Wild Reels.
- In the main game, the number of symbols landing on each Dazzling Wild Reel is chosen randomly. In Free Spins, the number of symbols landing on each Dazzling Wild Reel is equal to the Dazzling Wild Counter of that reel.
- Dazzling Wild Counters for each of reels 2-6 start at 2. The maximum number of Wild symbols and the maximum Dazzling Wild Counter is 5 for reel 2, 7 for reels 3 and 4, and 9 for reels 5 and 6.
- In Free Spins, Wild symbols on a Dazzling Wild Reel becoming a part of a winning combination remain on the reels instead of disappearing. When Wild symbols on a Dazzling Wild Reel become a part of one or more winning combinations, Dazzling Wild Counter for the respective reel and the number of Wild symbols on that reel increase by one.
- Wild symbols can appear on the reels only in the Dazzling Wild Reels feature.
- Wild symbols substitute for all symbols except for Free Spins symbols.
- Wild symbol substitution pays the highest possible winning Megaways™ combination according to the Paytable.

## Free Spins

- 4 Free Spins symbols appearing anywhere on reels in the main game award 8 Free Spins. Each additional Free Spins symbol activating Free Spins awards 4 additional Free Spins. Free Spins are awarded after the last Avalanche when there are no more wins.
- Free Spins are played at the same bet as the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins, and Dazzling Wild Counters are reset.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

## Return to Player

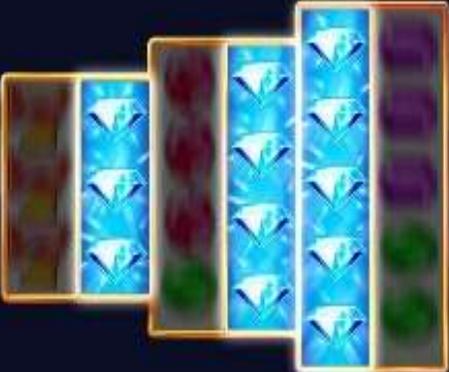
R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.08%.</li><li>• Min Bet R1.00</li><li>• Max Bet R100</li><li>• Multiplier x13471</li><li>• Maximum win for any game including feature wins is R1,347,100</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.08%.</li><li>• Min Bet R1.00</li><li>• Max Bet R200</li><li>• Multiplier x13471</li><li>• Maximum win for any game including feature wins is R2,694,200</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.08%.</li><li>• Min Bet R1.00</li><li>• Max Bet R500</li><li>• Multiplier x13471</li><li>• Maximum win for any game including feature wins is R6,735,500</li></ul>

PAYTABLE ✕



UNDER LICENSE FROM 

## DAZZLING WILD REELS



Dazzling Wild Reels feature may be randomly activated during each spin in the main game and is guaranteed to be activated during each spin in Free Spins.

In the Dazzling Wild Reels feature, up to 3 reels from among reels 2-6 are chosen randomly at the start of the spin to be Dazzling Wild Reels.

In the main game, only Wild symbols can appear on Dazzling Wild Reels during the initial spin and any non-Wild symbols can appear on these reels during the Avalanches.



Wild symbols substitute for all symbols except for Free Spins symbols.

## FREE SPINS



4 Free Spins symbols appearing anywhere on reels in the main game award 8 Free Spins. Each additional Free Spins symbol activating Free Spins awards 4 additional Free Spins.



In Free Spins, there is at least one Dazzling Wild Reel each spin, and only Wild symbols can appear on Dazzling Wild Reels during the spins and the Avalanches.

The number of Wild symbols landing on each Dazzling Wild Reel is equal to the Dazzling Wild Counter of that reel. Dazzling Wild Counters for each of the reels start at 2 and increase every time Wild symbols on the respective reel become a part of a winning combination.

## MEGAWAYS™



During every spin the number of symbols landing on each reel is selected randomly, ranging from 2 to 9 with different minimums and maximums for different reels. The maximum number of Megaways™ is 99225.



Matching symbols in any position on adjacent reels, starting from the leftmost reel to the rightmost reel, result in a Megaways™ win. When winning combinations are evaluated, each symbol on the reel is counted once regardless of its size on the reel. More wins are awarded when additional instances of the symbol appear on the same reels that create the longest Megaways™ win.

## SYMBOL PAYOUT VALUES



6 30  
5 25  
4 20  
3 15  
2 10



6 12  
5 10  
4 8  
3 6



6 11  
5 9  
4 7  
3 5



6 10  
5 8  
4 6  
3 4



6 9  
5 7  
4 5  
3 3



6 7  
5 5  
4 4  
3 3



6 6  
5 4  
4 3  
3 2



6 6  
5 4  
4 3  
3 2



6 5  
5 3  
4 2  
3 1



6 5  
5 3  
4 2  
3 1

Megaways™ under license from Big Time Gaming.  
Megaways™ wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the longest matching combination per symbol is paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

## Dead or Alive

- Dead or Alive Touch™ is a 5-reel, 3-row, 9-bet line video slot featuring Scatter wins, Free Spins, Wild substitutes, and a Sticky Wild feature during Free spins.
- The game is played with 9 bet lines (fixed) and different bet values.
- The game can be played with cash or coins.
- BET is the amount of coins or cash to bet.
- The bet value is set using the LEVEL and COIN VALUE selectors. Bet value is set by increasing or decreasing the buttons in the CASH section.
- The bet level is set using the LEVEL selector. Note: available only in case of multiple bet levels.
- BALANCE displays the amount of cash or coins available to bet.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- When playing with cash, symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- When playing with coins, Scatter wins pay total bet multiplied by the payout displayed in the Paytable.
- Winning combinations and payouts are made according to the PAYTABLE.
- All wins pay on bet lines only.
- Wild symbol substitutes for all symbols except Scatter symbols.
- The Scatter symbol does not appear during Free Spins.
- Scatter wins are paid independent of bet lines won.
- Scatter and Free Spins wins are added to any bet line wins.
- Only the highest win per active bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.

### Free Spins

- Free Spins are played at the same bet as the round that activated Free Spins.
- All wins from Free Spins including re-triggered Free Spins, pay X2.
- 3 or more Free Spin symbols appearing anywhere on the reels in the main game activate 12 Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Sticky Wilds

- Wild symbols become Sticky Wild symbols during Free spins.
- Sticky Wild symbols hold their positions on the reels for the remainder of the Free Spins session.
- During Free Spins, one or more Sticky Wild symbols appearing on all the reels only activate 5 extra Free Spins.
- Sticky Wild symbols on the reels at the end of Free Spins are not transferred to the main game.
- Free Spins sessions start with zero Sticky Wild symbols.
- Re-triggered Free Spins keep the Sticky Wild symbols from the triggering Free Spins session.
- Free Spins can be re-triggered once per Free Spin session.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.82%</li> <li>Min Bet R0,90</li> <li>Max Bet R180</li> <li>Multiplier x8641</li> <li>Maximum win for any game including feature wins is R1,555,380</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.82%</li> <li>Min Bet R0,90</li> <li>Max Bet R180</li> <li>Multiplier x8641</li> <li>Maximum win for any game including feature wins is R1,555,380</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.82%</li> <li>Min Bet R0,90</li> <li>Max Bet R180</li> <li>Multiplier x8641</li> <li>Maximum win for any game including feature wins is R1,555,380</li> </ul>

### Paytable

**DEAD OR ALIVE**

**WANTED** 5 **1500**  
4 **150**  
3 **25**

**WILD**  
Wild symbol substitutes for all symbols except Scatter symbols.

**STICKY WILD**  
Sticky Wild symbols hold their positions on the reels for the remainder of the Free Spins session.  
Sticky Wild symbols substitute for all symbols except Scatter symbols.  
During Free Spins, one or more Sticky Wild symbols appearing on all the reels will activate 5 extra Free Spins.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

**DEAD ON™  
ALIVE**



**SCATTER**

5	<b>2500</b>
4	<b>25</b>
3	<b>4</b>
2	<b>2</b>

SCATTER

3+ scatter symbols win 12 Free spins.

FREE SPINS

Free Spins pay win x2.

Re-triggered Free Spins keep the Sticky Wild symbols from the triggering Free Spins session.

Free Spins can be re-triggered once per Free Spin session.

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Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

**DEAD ON™  
ALIVE**



5	<b>1000</b>
4	<b>125</b>
3	<b>20</b>



5	<b>750</b>
4	<b>100</b>
3	<b>20</b>



5	<b>400</b>
4	<b>75</b>
3	<b>15</b>

---

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

**DEAD OR ALIVE™**

	5 <b>300</b> 4 <b>60</b> 3 <b>12</b>		5 <b>200</b> 4 <b>50</b> 3 <b>10</b>
---	--	--	--





Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1  2  3  4  5  6  7  8  9 

**DEAD OR ALIVE™**

	5 <b>100</b> 4 <b>20</b> 3 <b>10</b>		5 <b>75</b> 4 <b>15</b> 3 <b>5</b>
--	--	--	--

	5 <b>50</b> 4 <b>12</b> 3 <b>4</b>
---	--





Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1  2  3  4  5  6  7  8  9 

**DEAD OR ALIVE**

<b>J</b>	5	<b>40</b>
	4	<b>10</b>
	3	<b>2</b>

<b>10</b>	5	<b>25</b>
	4	<b>10</b>
	3	<b>2</b>

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

## Dead or Alive 2

### Game Overview

- Dead or Alive 2™ a 5-reel, 3-row video instant game featuring Scatter wins, Wild Substitution, Sticky Wild, 3 different Free Spins games and Buy Free Spins feature.
- The game is played with 9 bet lines (fixed), 1-2 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- The game has multipliers during Free Spins and bet line win will also be multiplied by any applicable multiplier.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Wild symbol substitutes for all symbols except for the Scatter symbols.
- Wild symbols substitution pays the highest possible winning combination on a bet line according to the Paytable.
- The Scatter symbol does not appear during Free Spins.
- Scatter wins are paid independent of bet lines won.
- Scatter wins pay total bet multiplied by the payout displayed in the PAYTABLE.
- Scatter and Free Spins wins are added to any bet line wins.
- Only the highest win per active bet line is paid.
- Simultaneous wins on different bet lines are added.
- Game History is not available in PLAYING FOR FUN mode.

### Free Spins

- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- If 3 or more Scatter symbols land on any reels in base game a choice of one of 3 different Free Spins games awarded: Old Saloon, High Noon Saloon and Train Heist.
- For each of the games 12 Free Spins are awarded initially.
- Collecting Wild symbols can award 5 Extra Free Spins once per Free Spins session.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- The maximum total win in a game round is capped at 1000000 coins multiplied by the bet level.

### Old Saloon Free Spins

- All wins in Old Saloon Free Spins game are multiplied by 2.

- Wild symbols become Sticky Wild symbols during Old Saloon Free Spin.
- Free Spins sessions start with zero Sticky Wild symbols.
- Sticky Wild symbols hold their positions on the reels for the remainder of the Free Spins session.
- Sticky Wild symbols on the reels at the end of Free Spins are not transferred to the main game.
- During Free Spins, one or more Sticky Wild symbols appearing on each of the reels will activate 5 extra Free Spins.

### High Noon Saloon Free Spins

- Wild symbols become Sticky Wild symbols during High Noon Saloon Free Spins.
- Free Spins sessions start with zero Sticky Wild symbols.
- Whenever 2 Wild symbols land on the same reel they are transformed into Double Multiplier Wild symbols.
- Whenever 3 Wild symbols land on the same reel they are transformed into Triple Multiplier Wild symbols.
- Transformation of Wild symbols into Double Multiplier Wild or Triple Multiplier Wild symbols happens before the win evaluation.
- If a win includes several multiplier Wild symbols, each of the multipliers is applied.
- During Free Spins, one or more Sticky Wild symbols (including Double Multiplier Wild and Triple Multiplier Wild) appearing on each of the reels activate 5 extra Free Spins.
- Sticky Wild symbols on the reels at the end of Free Spins are not transferred to the main game.

### Train Heist Free Spins

- In Train Heist Free Spins there is a Multiplier and whenever a Wild symbol lands anywhere on the reels the Multiplier increases by 1 and 1 additional Free Spin is awarded.
- The Multiplier starts at x1.
- The Multiplier goes up after the win evaluation and is applied to the next spin.
- If the Multiplier reaches x16, 5 additional Free Spins are awarded (in addition to the usual 1 Free Spin which is added).
- Additional Wild symbols landing anywhere on the reels after Multiplier x16, will also give 1 additional Free Spin and will increase the Multiplier accordingly.

### Buy Free Spins

- During the main game, you can activate Free Spins with the Buy Free Spins feature (not available in all operators).
- The cost in cash is equal to the cost in coins multiplied by the coin value.
- When you activate Free Spins with the Buy Free Spins feature, you play one main game spin that is guaranteed to activate Free Spins with 3 or more Scatter symbols.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.8%</li> <li>Min Bet R0,90c</li> <li>Max Bet R18</li> <li>Multiplier x75742</li> <li>Maximum win for any game including feature wins is R1,363,356</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.8%</li> <li>Min Bet R0,90c</li> <li>Max Bet R36</li> <li>Multiplier x75742</li> <li>Maximum win for any game including feature wins is R2,726,712</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.8%</li> <li>Min Bet R0,90c</li> <li>Max Bet R90</li> <li>Multiplier x75742</li> <li>Maximum win for any game including feature wins is R6,816,780</li> </ul>

### Paytable



### SYMBOL PAYOUT VALUES

A	5 100 4 20 3 10	K	5 75 4 15 3 5
Q	5 50 4 12 3 4	J	5 40 4 10 3 2
10	5 25 4 10 3 2		

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

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### WILD SYMBOL

Wild symbol substitutes for all symbols except Scatter symbols. Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

WILD	WILD	WILD	WILD	WILD	5 1500 4 150 3 25
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Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

⏪ AUTO ?
Balance: R5,000,00    Bet: R9,00    Wins: R0,00
RETDN

**SCATTER PAYS**

Scatter symbol appears only in Main Game.  
If 2 or more Scatter symbols land in any positions in the Main Game, wins are payed out as follows:

5 Scatter Symbols	2500 Bet
4 Scatter Symbols	25 Bet
3 Scatter Symbols	4 Bet
2 Scatter Symbols	2 Bet

Scatter symbol image: A cowboy hat with a skull and the word "SCATTER" below it.

Below the table is a row of 10 reels with a scatter symbol highlighted in the 5th reel.

Below the reels: Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

UI elements: Balance: R5,000,00 | Bet: R9,00 | Wins: R0,00 | RETRY

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**FREE SPINS**

3 or more Scatter symbols land on any reels in base game a choice of one of 3 different Free Spins games awarded: Old Saloon, High Noon Saloon and Train Heist.  
For each of the games 12 Free Spins are awarded initially.

Scatter symbol image: Same as above.

Below the symbol is a row of 10 reels with a scatter symbol highlighted in the 5th reel.

Below the reels: Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

UI elements: Balance: R5,000,00 | Bet: R9,00 | Wins: R0,00 | RETRY

**OLD SALOON FREE SPINS**




All wins in Old Saloon Free Spins game are multiplied by 2.  
 One or more Sticky Wild symbols appearing on each of the reels will activate 5 extra Free Spins.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

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**HIGH NOON SALOON FREE SPINS**






Whenever 2 Wild symbols land on the same reel they are transformed into Double Multiplier Wild symbols.  
 Whenever 3 Wild symbols land on the same reel they are transformed into Triple Multiplier Wild symbols.  
 During Free Spins, one or more Sticky Wild symbols (including Double Multiplier Wild and Triple Multiplier Wild) appearing on each of the reels activate 5 extra Free Spins.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

⏮️ AUTO ?
Balance: R5,000,00    Bet: R5,00    Wins: R0,00
RETDN



## Divine Fortune Megaways

is a 6-reel Megaways™ video instant gamewith Falling Wilds Re-Spins, a Wild on Wild feature, and Free Spins with 3 Bonus Win symbols.

- The game is played with up to 117649 Megaways™, different bet values, coin values, and bet levels (only when playing with coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- Bet level is an option in bet settings when playing with coins, that along with the coin value modifies the amount of the bet and hence the wins.
- BALANCE displays the amount of cash or coins available to bet.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- Winning combinations and payouts are made according to the Paytable.
- When playing with cash, symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A Megaways™ win in coins is equal to the value shown in the Paytable multiplied by the bet level.

### Megaways™

- During every spin in the main game and Free Spins, the number of symbols landing on each reel is selected randomly.
- The number of symbols landing on each reel ranges from 2 to 7.
- Matching symbols in any position on two or more adjacent reels, starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.
- A Megaways™ win is equal to the value shown in the Paytable.
- When winning combinations are evaluated, each symbol on the reel is counted once regardless of its size on the reel.
- More wins are awarded when additional instances of the symbol appear on the same reels that create the longest Megaways™ win.
- During each spin, the number of Megaways™ is equal to the number of symbols on each of the reels multiplied. The maximum number of Megaways™ is 117649.
- The total number of Megaways™ for the spin is displayed on the Megaways™ counter.
- Only the longest matching combination per symbol is paid.
- Simultaneous Megaways™ wins on different combinations are added.

### Megaways™ Payout Example

- When playing with coins at bet level 1, 3 matching Medusa symbols on adjacent reels starting from the leftmost reel award 15 coins, while 3 matching 10 symbols award 1 coin. The win from Medusa symbols is multiplied by 2 (for 2 Medusa symbols on reel 1), giving a total win of  $2 \times 15 + 1 = 31$  coins.

- When playing with cash, the Megaways™ payout follows the same logic as when playing with coins, and the calculated outcome depends on the current bet value.

### Falling Wilds Re-Spins

- After a Wild symbol appears on the reels and all bet wins are awarded for that spin, each Wild symbol shifts down one position on the reels and a Falling Wilds Re-Spin is awarded, in both the main game and Free Spins.
- Wild symbols that shift downward during Falling Wilds Re-Spins are called Falling Wilds.
- Wild symbols substitute for all symbols except for Free Spins symbols and Bonus Win symbols.
- Wild symbols continue to activate Falling Wilds Re-Spins until they disappear from the reels. A Falling Wilds Re-Spin is still awarded on the round when the last Falling Wild symbol falls off the reels on the bottom row.
- Additional Falling Wilds Re-Spins can be won during a Falling Wilds Re-Spin.
- Free Spins can be won during Falling Wilds Re-Spin.
- Falling Wilds Re-Spins are played at the same bet level and coin value as the spin that activated Falling Wilds Re-Spins.
- Falling Wilds Re-Spins wins are automatically added to any wins from the initial spin.
- The bet level and coin value cannot be changed during a Falling Wilds Re-Spin.

### Wild on Wild Feature

- A Wild symbol landing on a position occupied by a Falling Wild symbol in the main game and Free Spins activate the Wild on Wild feature.
- When the Wild on Wild feature is activated, the Wild symbol expands to cover the entire reel and all bet wins are awarded for that spin.
- After all bet wins for that spin are awarded, each Wild symbol shifts down one position on the reels and a Falling Wilds Re-Spin is awarded with up to 7 Falling Wilds on the reels.
- If 4 or more Free Spins symbols appear in the same spin as a Wild symbol, any Falling Wilds Re-Spins that are won in the round that activated Free Spins are played after Free Spins are completed.

### Free Spins

- 4 Free Spins symbols appearing anywhere on the reels activate 10 Free Spins. Each extra Free Spins symbol appearing in addition to 4 Free Spins symbols award 5 additional Free Spins according to the game payable.
- Any Wild symbol appearing on the reels in Free Spins expands to cover the entire reel and transforms into Wild on Wild feature.
- 3 different Bonus Win symbols can appear anywhere on the reels in Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Free Spins end when there are no more Free Spins left.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- Wins are evaluated after the Wild symbols are expanded.

## Free Spins - Bonus Wins

- In Free Spins, three different Bonus Win symbols can appear anywhere on the reels: Bronze Bonus Win symbol, Silver Bonus Win symbol, and Gold Bonus Win symbol.
- Collecting 5 identical Bonus Win symbols award a win of 10 to 500 times the bet.
- Each Bonus Win symbol appearing on the reels add one point to the respective Bonus Meter.
- When the number of points in any of the Bonus Meters reaches 5 or more, it is decreased by 5 and a Bonus Win is awarded.
  - 5 Gold Bonus Win symbols = 500 X Bet
  - 5 Silver Bonus Win symbols = 25 X Bet
  - 5 Bronze Bonus Win symbols = 10 X Bet
- Once the Bonus Win is awarded, the Bonus Meter resets to zero and the Bonus Meter continues collecting the Bonus Win symbols.
- If the Bonus Meter collects 4 identical Bonus Win symbols in one spin and 3 identical Bonus Win symbols in the next spin, the identical Bonus Win symbols are added, and the corresponding Bonus Win is awarded. The remaining Bonus Win symbols are carried forward.
- You can continue collecting the Bonus Win symbols and win Gold Bonus, Silver Bonus, and Bronze Bonus until the Free Spins end.
- It is possible to collect all three Bonus Wins during the Free Spins round.
- Bonus Wins are added to the total balance.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.09%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R200</li> <li>• Multiplier x4502</li> <li>• Maximum win for any game including feature wins is R1,710,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.09%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x4502</li> <li>• Maximum win for any game including feature wins is R4 502 000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.09%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x4502</li> <li>• Maximum win for any game including feature wins is R4 502 000</li> </ul>

Paytable

	6 50 5 30 4 20 3 15 2 10		6 20 5 11 4 9 3 7		6 15 5 10 4 8 3 6		6 12 5 9 4 7 3 5		
	6 7 5 5 4 4 3 3		6 6 5 4 4 3 3 2		6 6 5 4 4 3 3 2		6 5 5 3 4 2 3 1		6 5 5 3 4 2 3 1

## FALLING WILDS RE-SPINS



After a Wild symbol appears on the reels and all bet wins are awarded for that spin, each Wild symbol shifts down one position on the reels and a Falling Wilds Re-Spin is awarded, in both the main game and Free Spins.

Wild symbols continue to activate Falling Wilds Re-Spins until they disappear from the reels. A Falling Wilds Re-Spin is still awarded on the round when the last Falling Wild symbol falls off the reels on the bottom row.

## WILD ON WILD FEATURE



A Wild symbol landing on a position occupied by a Falling Wild symbol in the main game and Free Spins activate the Wild on Wild feature.

When the Wild on Wild feature is activated, the Wild symbol expands to cover the entire reel and all bet wins are awarded for that spin.

After all bet wins for that spin are awarded, each Wild symbol shifts down one position on the reels and a Falling Wilds Re-Spin is awarded with up to 7 Falling Wilds on the reels.

## FREE SPINS



4 or more Free Spins symbols appearing anywhere on the reels in the main game activate Free Spins. Each extra Free Spins symbol awards 5 additional Free Spins.

- 4 Free Spins symbols = 10 Free Spins
- 5 Free Spins symbols = 15 Free Spins
- 6 Free Spins symbols = 20 Free Spins

Any Wild symbol appearing on the reels in Free Spins expands to cover the entire reel and transforms into Wild on Wild feature.

## FREE SPINS - BONUS WINS

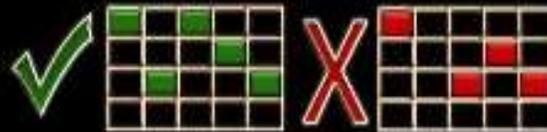


In Free Spins, three different Bonus Win symbols can appear anywhere on the reels: Bronze Bonus Win symbol, Silver Bonus Win symbol, and Gold Bonus Win symbol.

Collecting 5 identical Bonus Win symbols award a win of 10 to 500 times the bet.

- 5 Gold Bonus Win symbols = 500 X Bet
- 5 Silver Bonus Win symbols = 25 X Bet
- 5 Bronze Bonus Win symbols = 10 X Bet

## MEGAWAYS™



During every spin in the main game and in Free Spins, the number of symbols landing on each reel is selected randomly, ranging between 2 and 7.

Matching symbols in any position on two or more adjacent reels, starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.

## Drive: Multiplier Mayhem

- Drive: Multiplier Mayhem™ is a 5-reel, 3-row, 15-line (fixed) video instant gamewith Free Spins, Wild substitutions, and Nitro symbols.
- The game is played with 15 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

### Multiplier Wilds

- The Multiplier Wilds are Wild symbols.
- Multiplier Wild symbols can appear anywhere on reels 1-5 and substitute for all symbols, except Scatter symbols and Nitro symbols.
- The Multiplier Wilds have the same multiplier as the reel (1-5) they have landed on.
- Any bet line win with Multiplier Wild symbols multiplies the bet line win by 1-5 respectively.
- If 2 or more Multiplier Wild symbols appear on the winning bet line, then the corresponding multipliers are multiplied. For example, a winning bet line with Multiplier Wild symbols on reels 2 (x2) and 4 (x4) multiply to give a x8 multiplier.

### Free Spins

- In the main game only, 3 Scatter symbols appearing anywhere on reels 2, 3 and 4, activate 10 Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- In Free Spins only, 3 Nitro symbols appearing anywhere on reels 2, 3, and 4, award additional Free Spins and overlay Multiplier Wilds.
- The number of Free Spins awarded is according to the Paytable.
- The overlay Multiplier Wild symbols randomly appear anywhere on reels and act as a Multiplier Wild symbol.
- Only one overlay Multiplier Wild symbol can appear on a reel.

## Nitro Collect Meter

- Collected Nitro symbols are stacked in the Nitro Collect Meter from bottom to top.
- If a Nitro symbol appears above an overlay Multiplier Wild, it is counted as both a Nitro symbol and a Multiplier Wild symbol.
- The Free Spins start with the player racing against Twitch, the first opponent.
- After collecting 3 Nitro symbols, the game moves to the next level. The player wins a random overlay Multiplier Wild and the next racing opponent appears.
- Each new Free Spins round starts with an empty Nitro Collect Meter.
- If a player collects 2 Nitro symbols in one spin, and 3 Nitro symbols in the next spin, the 2 Nitro symbols remaining are carried forward and are accounted for in the next level.
- When reaching a new level, additional Free Spins are awarded along with another random overlay Multiplier Wild.
- Free Spins are awarded according to the table below:

Level	1	2	3	4
Free Spins	10	+4	+3	+2
Overlay Multiplier Wild	0	1	2	3
Racing Opponent	Twitch	Hamaki	Bruiser	Bruiser

- Nitro symbols do not appear during level 4 in Free Spins.
- After collecting the final 3 Nitro symbols when racing against Bruiser, the last opponent, the player races until the end of Free Spins.
- After collecting 9 Nitro symbols, all the subsequent collected Nitro symbols are discarded.
- Additional Free Spins won are automatically added to the current Free Spins.
- The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.70%</li><li>• Min Bet R1.50</li><li>• Max Bet R750</li><li>• Multiplier x2193</li><li>• Maximum win for any game including feature wins is R1,644,750</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.72%</li><li>• Min Bet R1.50</li><li>• Max Bet R750</li><li>• Multiplier x2193</li><li>• Maximum win for any game including feature wins is R1,644,750</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.72%</li><li>• Min Bet R1.50</li><li>• Max Bet R750</li><li>• Multiplier x2193</li><li>• Maximum win for any game including feature wins is R1,644,750</li></ul>

Paytable

3 Scatter symbols activate Free Spins.

### Multiplier Wilds

- The Multiplier Wilds are Wild symbols.
- Multiplier Wild symbols can appear anywhere on reels 1-5 and substitute for all symbols, except Scatter symbols and Nitro symbols.
- The Multiplier Wilds have the same multiplier as the reel (1-5) they have landed on.
- If 2 or more Multiplier Wild symbols appear on the winning bet line, then the corresponding multipliers are multiplied.

Only the Highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wilds all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

LEVEL

15

AUTO PLAY

MAX BET

COIN VALUE

0.20

COINS

25000

Cash: R3,000.00    Bet: R3.00    Win: R0.00

---

3 Scatter symbols activate Free Spins.

### Free Spins

- In the main game only, 3 Scatter symbols appearing anywhere on reels 2, 3 and 4, activate 10 Free Spins.
- In Free Spins only, 3 Nitro symbols appearing anywhere on reels 2, 3, and 4, award additional Free Spins and overlay Multiplier Wilds.
- The overlay Multiplier Wild symbols randomly appear anywhere on reels and act as a Multiplier Wild symbol.
- Only one overlay Multiplier Wild symbol can appear on a reel.

Only the Highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wilds all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

LEVEL

15

AUTO PLAY

MAX BET

COIN VALUE

0.20

COINS

25000

Cash: R3,000.00    Bet: R3.00    Win: R0.00

Collect 3 Nitro symbols to race against the next opponent in Free Spins.

### Nitro Collect Meter

- Collected Nitro symbols are stacked in the Nitro Collect Meter from bottom to top.
- If a Nitro symbol appears above an overlay Multiplier Wild, it is counted as both a Nitro symbol and a Multiplier Wild symbol.
- The Free Spins start with the player racing against Twitch, the first opponent.
- After collecting 3 Nitro symbols, the game moves to the next level. The player wins a random overlay Multiplier Wild and the next racing opponent appears.
- Each new Free Spins round starts with an empty Nitro Collect Meter.
- If a player collects 2 Nitro symbols in one spin, and 3 Nitro symbols in the next spin, the 2 Nitro symbols remaining are carried forward and are accounted for in the next level.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wilds all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R3,000.00    Bet: R3.00    Win: R0.00    HITLINE

Collect 3 Nitro symbols to race against the next opponent in Free Spins.

### Free Spins

- When reaching a new level, additional Free Spins are awarded along with another random overlay Multiplier Wild.
- Free Spins are awarded according to the table below:

Level	1	2	3	4
Free Spins	10	+4	+3	+2
Overlay Multiplier Wild	0	1	2	3
Racing Opponent	Twitch	Hamaki	Bruiser	Bruiser

- After collecting the final 3 Nitro symbols when racing against Bruiser, the last opponent, the player races until the end of Free Spins.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wilds all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R3,000.00    Bet: R3.00    Win: R0.00    HITLINE

Up to 120 times bet line Multiplier

### Symbol Payout Values

	5 150 4 75 3 25		5 90 4 60 3 15		5 90 4 60 3 15
	5 60 4 45 3 10		5 60 4 45 3 10		

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wins all pays and plays.  
For more information, see the Game Rules. The coin payout values are based on bet level 1.

LEVEL: 15 | AUTO PLAY | MAX BET | COIN VALUE: 0.20 | COINS: 25000

Cash: R\$1,000.00 | Bet: R\$3.00 | Win: R\$0.00

Win up to 7500000 coins

### Symbol Payout Values

	5 30 4 10 3 5		5 30 4 10 3 5		5 30 4 10 3 5
	5 30 4 10 3 5		5 30 4 10 3 5		

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Multiplier wins all pays and plays.  
For more information, see the Game Rules. The coin payout values are based on bet level 1.

LEVEL: 15 | AUTO PLAY | MAX BET | COIN VALUE: 0.20 | COINS: 25000

Cash: R\$1,000.00 | Bet: R\$3.00 | Win: R\$0.00

Win up to 750000 coins

### Winning Bet Lines

1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15

Only the Highest win per bet line is paid. Bet line who pay if in succession from the leftmost reel to the rightmost reel. Reel(s) that wins all pays and plays.  
For more information, see the Game Rules. The coin payout values are based on bet level 1.

**LEVEL** 15

**AUTO PLAY**

**MAX BET**

**COIN VALUE** 0.20

**COINS** 25000

Cash: R3,000.00    Bet: R3.00    Win: R0.00

## Double Stacks

### Game Overview

- Double Stacks Touch is a 5-reel, 3-row, 10-line video instant game featuring a Double Stacks feature and Free Spins with stacked Wilds.
- The game is played with 10 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- The Wild symbol substitutes for all symbols except the Scatter symbol.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.

### Double Stacks Feature

- This feature is activated when a reel stops and all symbols on it are of the same type.
- When this feature is activated, all symbols on the reel will count as two symbols when calculating wins for the current spin.
- Note: During the main game, only the 4 highest paying symbols will appear in stacks (three or more symbols in a column) on the reels.
- Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.

### Free Spins Feature

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activates Free Spins.
  - 3 Scatter symbols = 5 Free Spins
  - 4 Scatter symbols = 15 Free Spins
  - 5 Scatter symbols = 30 Free Spins
- During Free Spins, in addition to the 4 highest paying symbols appearing in stacks on the reels, Wild symbols also appear either on the reels or in stacks.
- During Free Spins, 2 or more Scatter symbols appearing anywhere on the reels will award additional Free Spins as follows:
  - 2 Scatter symbols = 2 Free Spins
  - 3 Scatter symbols = 5 Free Spins
  - 4 Scatter symbols = 15 Free Spins
  - 5 Scatter symbols = 30 Free Spins
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

Note: Some operators may not offer all of the listed game settings.

Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.10%</li><li>• Min Bet R1.00</li><li>• Max Bet R1000</li><li>• Multiplier x1763</li><li>• Maximum win for any game including feature wins is R1,763,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.10%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x1763</li><li>• Maximum win for any game including feature wins is R3 526 000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.10%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x1763</li><li>• Maximum win for any game including feature wins is R3 526 000</li></ul>

Paytable

**Double Stacks** R10.000,00 7 R5.000,00 BAR R2.500,00 R1.000,00

### SYMBOL PAYOUT VALUES

	10	1000	6	90		10	500	6	80
	9	250	5	45		9	175	5	40
	8	175	4	30		8	150	4	20
	7	120	3	15		7	100	3	10
	10	250	6	60		10	100	6	30
	9	120	5	30		9	80	5	20
	8	90	4	15		8	60	4	10
	7	70	3	10		7	50	3	5

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO MAX COIN VALUE 1.00 COINS 5000

Cash R5.000,00 Bet R10,00 Win R0,00 RETENT

**Double Stacks** R10.000,00 7 R5.000,00 BAR R2.500,00 R1.000,00

### SYMBOL PAYOUT VALUES

	9	60	5	20		9	60	5	20
	8	50	4	10		8	50	4	10
	7	40	3	5		7	40	3	5
	6	30				6	30		
	9	60	5	20		9	60	5	20
	8	50	4	10		8	50	4	10
	7	40	3	5		7	40	3	5
	6	30				6	30		

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays. \*For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO MAX COIN VALUE 1.00 COINS 5000

Cash R5.000,00 Bet R10,00 Win R0,00 RETENT

Double  
Stacks

◆ R10.000,00
7 R5.000,00
BAR R2.500,00
🔊 R1.000,00

### SYMBOL PAYOUT VALUES

The Wild symbol substitutes for all symbols except the Scatter symbol.




●●●●●●●●●●

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET 10
LEVEL 1

AUTO
MAX

COIN VALUE 1.00
COINS 5000

⌂ AUTO ?
Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDNY

---

Double  
Stacks

◆ R10.000,00
7 R5.000,00
BAR R2.500,00
🔊 R1.000,00

### MAXIMUM PAYOUTS

The fields at the top of the screen show the maximum cash win for these symbols, this is the amount that will be paid out if the entire reel area is filled with the corresponding symbol.





●●●●●●●●●●

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET 10
LEVEL 1

AUTO
MAX

COIN VALUE 1.00
COINS 5000

⌂ AUTO ?
Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDNY

Double  
Stacks
R10.000,00
7 R5.000,00
BAR R2.500,00
R1.000,00

### STACKED SYMBOLS

Only the 4 highest paying symbols can appear stacked on the reels in the main game.









\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET 10
LEVEL 1

AUTO
MAX

COIN VALUE 1.00
COINS 5000

AUTO ?
Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDNY

---

Double  
Stacks
R10.000,00
7 R5.000,00
BAR R2.500,00
R1.000,00

### DOUBLE STACKS FEATURE

When a reel stops and all symbols on it are of the same kind, all symbols on the reel will double. The symbols on this reel will then count as two symbols instead of one when calculating wins for this spin.





\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET 10
LEVEL 1

AUTO
MAX

COIN VALUE 1.00
COINS 5000

AUTO ?
Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDNY

**Double Stacks**
R10.000,00
R5.000,00
BAR R2.500,00
R1.000,00

## FREE SPINS FEATURE

3 Scatter symbols = 5 Free Spins  
 4 Scatter symbols = 15 Free Spins  
 5 Scatter symbols = 30 Free Spins

3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.

During Free Spins, in addition to the 4 highest paying symbols appearing in stacks on the reels, Wild symbols also appear either on the reels or in stacks.

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET
LEVEL
AUTO
MAX

COIN VALUE
COINS

Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDIV

---

**Double Stacks**
R10.000,00
R5.000,00
BAR R2.500,00
R1.000,00

## REACTIVATE FREE SPINS

During Free Spins, 2 or more Scatter symbols appearing anywhere on the reels will award additional Free Spins as follows:

2 Scatter symbols = 2 Free Spins  
 3 Scatter symbols = 5 Free Spins  
 4 Scatter symbols = 15 Free Spins  
 5 Scatter symbols = 30 Free Spins

\*Only the highest win per bet line is paid.  
 \*Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 \*Malfunction voids all pays and plays \*For more information, see the Game Rules.

BET
LEVEL
AUTO
MAX

COIN VALUE
COINS

Cash: R5.000,00
Bet: R10,00
Win: R0,00
RETDIV

**Double Stacks**

R10.000,00 R5.000,00 BAR R2.500,00 R1.000,00

### WINNING BET LINES

1. 2. 3. 4.

5. 6. 7. 8.

9. 10.

• Only the highest win per bet line is paid.  
 • Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 • Malfunction voids all pays and plays. • For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO MAX COIN VALUE 1.00 COINS 5000

Cash: R5.000,00 Bet: R10,00 Win: R0,00 RETRY

## Elements: The Awakening

- Elements: The Awakening™ is a 5-column, 3-row, 20-line video instant gamewith an Avalanche™ feature and 4 different Free Fall modes each with a different Wild.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- MAX BET plays the game at the maximum bet lines, highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown on the PAYTABLE multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost column to the rightmost column.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

### Avalanche™ Feature

- The symbols fall into position on the columns, instead of spinning.
- A winning bet line will start an Avalanche.
- Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols for a chance of bigger wins.
- Free Fall modes activated by winning Avalanches start when there are no more wins and the Avalanche feature ends.
- Each new game round starts with an empty Avalanche meter.

### Avalanche Meter

- The Avalanche meter in the main game increases by one for each successive fall containing at least one bet line win up to a maximum of 4 Avalanches. The colors shown on the Avalanche meter match the leading element in the current round.
- The Avalanches continue until there are no more wins; each new game round starts with an empty Avalanche meter.

### Energy Meter

- In the main game there is an element Energy meter that displays the leading element, the section of the Energy meter with the most energy indicates which Free Falls mode is entered if Free Falls is activated.
- The Energy meter is divided into four sections, one for each element, which fills up following a winning bet line.
- The Play button changes to the Energy Meter during a game round or when a game round starts and fills with energy from one or more winning Elements from the winning bet line

combinations. The colors shown on the Energy meter match the winning element in the current round.

- If the energy for 2 elements is equal the Free Falls mode will be chosen randomly.
- Each new game round starts with an empty Energy Meter.

### Free Falls

- 4 or more consecutive Avalanches in a game round appearing anywhere on the columns in the main game activate one of the Free Fall modes.
- Free Falls are played at the same bet level and coin value as the round activating Free Falls.
- There are 4 separate Free Falls modes called Fire Storm mode, Air Storm mode, Earth Storm mode, and Water Storm mode.
- Each Free Fall mode has a unique Wild symbol feature that can appear on the columns for a chance at bigger wins.
- Each Free Fall mode awards 10 Free Falls.
- At the end of Free Falls, the game returns to the round that activated Free Falls.
- At the end of Free Falls, the total win from Free Falls is added to any wins from the round that activated Free Falls.

### Wild

- In the main game Wild symbols can only appear on columns 2, 3, 4 and 5, and substitute for all symbols.
- All Wild symbols substitute for all symbols in the main game and in Free Falls.
- All Wild symbol substitutions in the main game and in Free Falls pay the highest possible winning combination on a bet line.

### Fire Storm Wild

- Fire Storm Wild symbols appear on columns 2, 3 and 4 in Fire Storm mode and can expand to include columns 1 and 5.
- Fire Storm Wild symbols can spread in any direction on the columns, transforming any two adjacent symbols into Wild symbols for a chance of bigger wins.

### Air Storm Wild

- 2 Air Storm Wild symbols fall randomly on the columns in the first Free Fall and remain on the columns for the entire Air Storm mode.
- After the first fall, the Wild symbols move randomly to an adjacent position on the columns for each fall or Avalanche.
- The Wild symbols spin before moving into the next position on the columns to show the direction they will move.

### Earth Storm Wild

- Earth Storm Wild symbols can only appear on columns 2, 3 and 4 in Earth Storm mode.

- Earth Storm Wild symbols remain on the columns until they have been included in one or more winning betlines, in three Avalanches, or until there are no more wins.

#### Water Storm Wild

- Water Storm Wild symbols can only appear on columns 2, 3 and 4 in Water Storm mode.
- The Water Storm Wild is an Expanding Wild and expands vertically to cover the entire column transforming symbols into Wild symbols.

#### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.02%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x843</li> <li>• Maximum win for any game including feature wins is R843,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.02%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x843</li> <li>• Maximum win for any game including feature wins is R843,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.02%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x843</li> <li>• Maximum win for any game including feature wins is R843,000</li> </ul>



EVEMENTX
EVEMENTX

### AVALANCHE METER

The Avalanche meter in the main game increases by one for each successive fall containing at least one bet line win up to a maximum of 4 Avalanches. The colors shown on the Avalanche Meter match the leading element in the current round.

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

LEVEL

1

BET: 20

AUTOPLAY

COINS: 10000

MAX BET

COIN VALUE

0.50

TOTAL WIN

0

Cash: R5,000,00
Bet: R10,00
Win: R0,00
RETIRED

---

EVEMENTX
EVEMENTX

### ENERGY METER

In the main game there is an element Energy Meter that displays the leading element, the section of the Energy meter with the most energy indicates which Free Falls mode is entered if Free Falls is activated. The Energy Meter is divided into four sections, one for each element, which fills up following a winning bet line. Each new game round starts with an empty Energy Meter. For more information, see the Game Rules.

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

LEVEL

1

BET: 20

AUTOPLAY

COINS: 10000

MAX BET

COIN VALUE

0.50

TOTAL WIN

0

Cash: R5,000,00
Bet: R10,00
Win: R0,00
RETIRED

**FREE FALLS**

4 or more consecutive Avalanches in a game round appearing anywhere on the columns in the main game activate one of the Free Fall modes. Each Free Fall mode awards 10 Free Falls. At the end of Free Falls, the total win from Free Falls is added to any wins from the round that activated Free Falls.



Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

---

LEVEL **1**

BET: **20**

AUTOPLAY



COINS: **10000**

MAX BET

COIN VALUE **0.50**

TOTAL WIN **0**

Cash: R5,000.00

Bet: R10.00

Win: R0.00

RETENT

---

**FIRE STORM WILD**

Fire Storm Wild symbols appear on columns 2, 3 and 4 in Fire Storm mode and can expand to include columns 1 and 5. Fire Storm Wild symbols can spread in any direction on the columns, transforming any two adjacent symbols into Wild symbols for a chance of bigger wins.



Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

---

LEVEL **1**

BET: **20**

AUTOPLAY



COINS: **10000**

MAX BET

COIN VALUE **0.50**

TOTAL WIN **0**

Cash: R5,000.00

Bet: R10.00

Win: R0.00

RETENT

### AIR STORM WILD

2 Air Storm Wild symbols fall randomly on the columns in the first Free Fall and remain on the columns for the entire Air Storm mode. After the first fall, the Wild symbols move randomly to an adjacent position on the columns for each fall or Avalanche.

Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost column to the rightmost column.  
 Malfunction voids all pays and plays.

---

LEVEL

1

BET: 20

AUTOPLAY

COINS: 10000

MAX BET

COIN VALUE

0.50

TOTAL WIN

0

Cash: R5,000.00    Bet: R10.00    Win: R0.00

---

### EARTH STORM WILD

Earth Storm Wild symbols can only appear on columns 2, 3 and 4 in Earth Storm mode. Earth Storm Wild symbols remain on the columns until they have been included in one or more winning betlines, in three Avalanches, or until there are no more wins.

Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost column to the rightmost column.  
 Malfunction voids all pays and plays.

---

LEVEL

1

BET: 20

AUTOPLAY

COINS: 10000

MAX BET

COIN VALUE

0.50

TOTAL WIN

0

Cash: R5,000.00    Bet: R10.00    Win: R0.00

### WATER STORM WILD

Water Storm Wild symbols can only appear on columns 2, 3 and 4 in Water Storm mode. The Water Storm Wild is an Expanding Wild and expands vertically to cover the entire column transforming symbols into Wild symbols.

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

---

LEVEL **1**

BET: **20**

AUTOPLAY

COINS: **10000**

MAX BET

COIN VALUE **0.50**

TOTAL WIN **0**

AUTO ?

Cash: R5,000.00    Bet: R10.00    Win: R0.00

RETENT

---

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

19.

20.

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost column to the rightmost column.  
Malfunction voids all pays and plays.

LEVEL **1**

BET: **20**

AUTOPLAY

COINS: **10000**

MAX BET

COIN VALUE **0.50**

TOTAL WIN **0**

AUTO ?

Cash: R5,000.00    Bet: R10.00    Win: R0.00

RETENT

## Fairytale Legends: Red Riding Hood

- Fairytale Legends: Red Riding Hood™ is a 5-reel, 3-row video instant game with Random Features, Bonus Features, Sticky Wild Re-Spins and Wild substitutions.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Wild symbols substitute for all symbols except for Bonus symbols.
- Simultaneous wins on different bet lines are added.
- Random Features and Bonus Features are played at the same bet level and coin value as the round that activated them.
- At the end of Random and Bonus Features, the total win from these features is added to the round that activated the features.
- In the main game and during Random Features, stacks of medium win symbols can appear on any reel.
- All five reels contain a number of adjacent positions that, for every new spin, are randomly replaced with one of the medium win symbols except for the game logo symbol.
- The randomly selected symbol appears in stacks at the beginning of each spin.

### Sticky Wild Re-Spins

- Wild symbols appear on reels 2, 3 and 4 in the main game and on all reels in Free Spins.
- 2 or more Wild symbols appearing on the reels in the main game act as Sticky Wilds and award a Sticky Wild Re-Spin.
- All Sticky Wild symbols on the reels from the spin that activated the Sticky Wild Re-Spin remain in the same position on the reels during the Sticky Wild Re-Spin.
- An additional Sticky Wild Re-Spin is awarded, if one or more visible Sticky Wilds appear on the reels during the Sticky Wild Re-Spin.
- Wild symbols landing behind the Sticky Wilds are not considered visible.
- Sticky Wild Re-Spins end when no new visible Sticky Wilds appear during the Sticky Wild Re-Spin.
- No Random Features or Bonus Features can be activated during the Sticky Wild Re-Spin.

- If 3 Bonus symbols that activate the Bonus Features and 2 or more Wild symbols that activate the Sticky Wild Re-Spin land on the reels in the main game at the same time, the Bonus Feature is played first.
- Sticky Wild Re-Spin wins are added to any wins from the initial spin.

### Random Features

- The 3 Random Features are: Fairy Magic Spin, Fairy Surprise and Fairy Wild Spin.
- Random Features are activated randomly in the main game.
- Random Features can not be activated during Sticky Wild Re-Spins or Free Spins.
- Random Features can not be activated at the same time as a Bonus Feature.

### Fairy Magic Spin

- In this Random Feature, a random cluster of 5 to 9 medium win symbols, except for the game logo symbol, appears as an overlay on the reels for one spin.

### Fairy Surprise

- The Fairy Surprise Random Feature is randomly activated in case of a no-win situation in the main game.
- A symbol is randomly selected from the medium win symbols on the reels after the spin. Other symbols, starting from the low win symbols, will turn into the selected symbol until a win is awarded.
- The Bonus and the Wild symbols can not be selected during this feature.

### Fairy Wild Spin

- 3 or 4 Wild symbols randomly appear on the reels 2, 3 and 4 during the spin.
- After the reels stop, and the wins have been paid out, a Sticky Wild Re-Spin is awarded.
- All Wild symbols on the reels from the initial spin remain in position on the reels during the Sticky Wild Re-Spin.
- An additional Sticky Wild Re-Spin is awarded, if one or more visible Sticky Wilds appear on the reels during the Sticky Wild Re-Spin.
- Wild symbols landing behind the Sticky Wilds are not considered visible.
- Sticky Wild Re-Spins end when no new visible Sticky Wilds appear during the Sticky Wild Re-Spin.

### Bonus Features

- 3 Bonus symbols appearing on reels 1, 3 and 5 in the main game activate one of the Bonus Features.
- To activate a Bonus Feature, the player picks one of three chests.
- If Autoplay is enabled, one of the chests will be chosen automatically in 7 seconds if no player input was made.
- The 3 Bonus Features are: Beware the Wolf Bonus, Free Spins and Coin Win.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.33%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x801</li><li>• Maximum win for any game including feature wins is R1,602,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.33%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x801</li><li>• Maximum win for any game including feature wins is R1,602,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.33%</li><li>• Min Bet R2.00</li><li>• Max Bet R2000</li><li>• Multiplier x801</li><li>• Maximum win for any game including feature wins is R1,602,000</li></ul>











A MIGHTY PRODUCTION **Fairytale Legends** Red Riding Hood™ FAIRYTALE LEGENDS: RED RIDING HOOD™

### BET LINES

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

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET: 20    LEVEL: 1    AUTOPLAY    MAX BET    COIN VALUE: 0.50    COINS: 10000

Balance: R5,000.00    Bet: R10.00    Win: R0.00    RETRY

## Finn and the Swirly Spin

- Finn and the Swirly Spin™ is a 5-reel, 5-row video instant game that features a Wild Symbol, a Free Spins Key, 4 different types of Free Spins, and a Random Feature with 4 variations.
- Symbols follow a spiral pattern starting at the bottom left corner of the reels and ending in the center position
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the PAYTABLE.
- The game is played with 1-10 bet levels (10 coins per level) and different coin values.
- A win match win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A win match win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per win match is paid.
- At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.
- Simultaneous wins on different win matches are added.
- Free Spins are played using the same spin mechanic with 25 spaces as in the main game and at the same bet level and coin value as the round that activated them.

### Spin Mechanic

- In each of the 25 spaces, 25 separate symbols appear that are independent of those around it.
- Winning symbols will be destroyed and the remaining symbols will move to fill the empty space.
- Symbols move from higher numbered spaces to the next lowest numbered space in the direction of the arrow (see diagram below)



## Wild Symbols

- Wins with Wild symbols can intersect or overlap on the same row or column.
- No Wild symbols appear during the initial spin/drop.

## Win Matches

- Any horizontal or vertical line of 3 or more of the same symbol is a win match.
- A single row or column can contain more than 1 win.
- When 3 or 4 Wilds are adjacent in a vertical or horizontal line they may only substitute for symbols on either side of the line meaning a group of Wilds cannot create a win by themselves.
- Wins with only Wild symbols are counted only if no other win match is possible either horizontally or vertically. When this occurs, Wilds will substitute for the highest paying symbol according to the paytable.

## Avalanche and Wild Generation

- After all wins have been evaluated every symbol that was part of a win will explode and disappear.
- Once the symbols have come to rest, a win evaluation is done based on how the 5x5 grid appears.
- There are different types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol.
- Each win will trigger 1 of 2 things depending on the type of win.
- Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it.
- Wins that do not contain a Wild symbol: If wins do not contain a Wild symbol, a new Wild symbol will be created in place of one of the symbols that has exploded and disappeared.
- After all explosions have occurred and new Wilds are in place, the remaining symbols will avalanche to fill the empty spaces. This process repeats until there are no further wins.
- The new Wild symbols will be positioned on the middle of the winning match however there will be instances (see 'wins that do have a Wild' above) where no new Wilds will be generated.
- Avalanche wins are added to the balance along with wins from main game.

## Free Spins Key Symbol

- The bottom left place on the reels will always begin with a Free Spins Key symbol.
- The Free Spins Key symbol will progress to the center as wins occur and the remaining symbols avalanche.
- The Free Spins Key symbol cannot disappear during the main game.
- Free Spins are activated if the Free Spins Key symbol is in the central position when there are no more winning combinations and all avalanches are complete.
- Every time the Free Spins Key symbol reaches the center and activates Free Spins a key meter at the bottom right corner of the game screen increases by 1.
- The key meter will not reset every time the game is closed with a player able to continue playing with the total number of keys collected when they re-start the game.

## Free Spins

- After all wins or avalanches have occurred, if the Free Spins Key symbol is in the centre position then a Free Spins game is awarded.
- The player can choose from 4 different Free Spins games, each one corresponding to one of the Random Features.
- During the initial Free Spins game, only one Random Feature can be chosen. After completing the initial Free Spins game, the player will be returned to the main game and will not be able to select another Free Spins game.
- One Random Feature is awarded per Free Spin game and this Random Feature always happens on the first fall of each Free Spin game with the exception of the Dragon Destroy Feature.
- No Free Spins Key symbols appear during Free Spins.
- Initially only one Free Spins game is available to choose however more can be unlocked after a certain number of Free Spins rounds have been played.
- The additional Free Spins unlock in the following order: Star Bar Free Spins, Lava Lair Free Spins, Lucky Mug Free Spins and Golden Pot Free Spins.
- Lucky Mug Free Spins require 9 keys to unlock.
- Golden Pot Free Spins require 16 keys to unlock.
- Lava Lair Free Spins require 4 keys to unlock.
- Star Bar Free Spins require 1 key to unlock.
- The total number of keys displayed in the key meter does not reduce when a Free Spins game is selected.
- The Star Bar Free Spins function the same as in the Starfall Wilds Random Feature in the main game.
- If Star Bar Free Spins are activated 7 Star Bar Free Spins are awarded with the Starfall Wilds Random Feature.
- During the Lava Lair Free Spins a Sticky Wild will always appear in place of the Free Spins Key symbol in the main game.
- If Lava Lair Free Spins are activated 3 Lava Lair Free Spins are awarded with the Dragon Destroy Random Feature.
- The Dragon Destroy Random feature, unlike other Random Features, does not take effect immediately but is stored and only triggered when there is no win after an avalanche.
- The Dragon Destroy Random Feature functions the same as in the main game except the Sticky Wild symbol and Wilds may be used to create a winning pattern.
- Additionally, during the Dragon Destroy Random Feature, the Sticky Wild symbol cannot be destroyed by any means and therefore does not count toward the minimum of 8 symbols destroyed.
- If Lucky Mug Free Spins are activated 4 Lucky Mug Free Spins are awarded with the Irish Luck Random Feature.
- The Lucky Mug Free Spins function similarly to the Irish Luck Random Feature in the main game.
- The Lucky Mug Free Spins is always activated after the initial symbols are displayed (but before they are evaluated) regardless of whether there are winning combinations on the screen.
- The overlay is placed on a line that does not contain a win. If no such line exists, a line is chosen that already contains a win but the symbol to be placed as the overlay will be a Wild symbol instead.
- In the event there is no win present the symbols transform as follows:
- Each of the 6 symbol options is sorted according to how frequently it appears in the play area.
- The symbol chosen for the overlay is chosen randomly.

- If Golden Pot Free Spins are activated 2 Golden Pot Free Spins are awarded with the Magic Transform Random Feature.
- The Golden Pot Free Spins function the same as the Magic Transform feature in the main game.
- For both spins of the Golden Pot Free Spins, 5 spade and heart symbols are randomly positioned on the reels selected and can overlay already existing spade and heart symbols.
- Wins from Free Spins games will be added to any wins from the main game.

## Random Features

- After the initial spin a Random Feature may be awarded.
- Whether or not a Random Feature will be awarded is determined once all symbols have come to rest and, if so, it will be applied immediately before any wins are awarded.
- A Random Feature may not occur after the initial spin result.
- There are 4 different types of Random Features that can be won: Starfall Wilds, Dragon Destroy, Irish Luck and Magic Transform.
- The Dragon Destroy feature can only be activated if there are no wins before the Dragon Destroy feature is activated.
- The Dragon Destroy feature will destroy a random number of symbols which will then activate another avalanche. This occurs in such a way that a win is guaranteed after the avalanche.
- The Starfall Wilds feature places 2 or more Wilds on the reels randomly. The Wilds may appear in a random pattern or in a line.
- If the Wilds are placed in a random pattern, the positions are chosen randomly however they are not placed over the Free Spins Key symbol.
- If after the Wilds are placed no win occurs, a Wild will continue to be added in random locations until a win occurs.
- If the Wilds are placed in a line, each of the ten vertical or horizontal lines are chosen at random.
- This occurs until a line is found that does not contain the Free Spins Key Symbol.
- The Wilds should appear adjacent to each other on the chosen line with their positions chosen uniformly from all combinations where all the wilds are adjacent.
- For example, if three wilds are placed on a horizontal line then the placement options are the leftmost 3, the middle 3, or the rightmost 3.
- The Magic Transform feature will transform all the spade and heart symbols into another higher paying symbol.
- The symbol that is transformed into may be different for the spade and heart symbols.
- There are 16 (4x4) possible transformations as each spade and heart symbol has 4 potential outcomes of what it may transform into.
- All spade symbols will transform into its chosen symbol and all heart symbols will transform into its chosen symbol.
- The Irish Luck feature can only be activated when there is no win present on the reels after the initial spin. A horizontal or vertical line of one type of symbol, except for a Wild symbol, is added to the reels giving a guaranteed win.
- Whether the line added is horizontal or vertical is chosen at random.
- If the chosen line contains a Free Spins Key, it is re-chosen until a line is found that does not contain a Free Spins Key.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.62%</li> <li>Min Bet R1.00</li> <li>Max Bet R2000</li> <li>Multiplier x336</li> <li>Maximum win for any game including feature wins is R672,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.62%</li> <li>Min Bet R1.00</li> <li>Max Bet R2000</li> <li>Multiplier x336</li> <li>Maximum win for any game including feature wins is R672,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.62%</li> <li>Min Bet R1.00</li> <li>Max Bet R2000</li> <li>Multiplier x336</li> <li>Maximum win for any game including feature wins is R672,000</li> </ul>

## Paytable

**SYMBOL PAYOUT VALUES**

	5 500 4 100 3 20		5 120 4 50 3 10
	5 100 4 40 3 10		5 80 4 30 3 10
	5 40 4 10		5 40 4 10

**FREE SPINS KEY SYMBOL**

The bottom left place on the reels will always begin with a

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels in a spin. Multipliers make all your wins bigger. For more information, see the Game Rules. The win payout values are based on bet level 1.

Game interface details: BET 10, LEVEL 1, AUTOPLAY, MAX BET, COIN VALUE 1.00, COINS 90000, Cash: R90,000.00, Bet: R10.00, Win: R0.00

**Free Spins Key**

The bottom left place on the reels will always begin with a Free Spins Key symbol.

The Free Spins Key symbol will progress to the center as wins occur and the remaining symbols avalanche.

The Free Spins Key symbol cannot disappear during the main game.

Free Spins are activated if the Free Spins Key symbol is in the central position when there are no more winning combinations and all avalanches are complete.

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers work off your total spins. For more information, see the Game Rules. The win/loss values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00

**KEY COLLECTING**

The total number of keys displayed in the key meter does not reduce when a Free Spins game is selected.

Initially only one Free Spins game is available to choose however more can be unlocked after a certain number of Free Spins rounds have been played.

The additional Free Spins unlock in the following order: Star Bar Free Spins, Lava Lair Free Spins, Lucky Mug Free Spins and Golden Pot Free Spins.

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers work off your total spins. For more information, see the Game Rules. The win/loss values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00

**WILD SYMBOL**

Wild symbols substitute for all symbols except for the Free Spins Key symbol.

Wins with Wild symbols can intersect or overlap on the same row or column.

After all wins have been evaluated every symbol that was part of a win will explode and disappear.

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers work off your total spins. For more information, see the Game Rules. The win/loss values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00

**FINN AND THE SWIRLY SPIN™**

There are different types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol.

Each win will trigger 1 of 2 things depending on the type of win.

Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it.

Wins that do not contain a Wild symbol: If wins do not contain a Wild symbol, a new Wild symbol will be created in place of one of the symbols that has exploded and disappeared.

After all explosions have occurred and new Wilds are in place, the remaining symbols will avalanche to fill the empty spaces. This process repeats until there are no further wins.

The new Wild symbols will be positioned on the middle of the winning match however there will be instances (see 'wins that do have a Wild' above) where no new Wilds will be generated.

**STICKY WILD**

Only the highest win per spin counts as paid. At least 3 matching symbols in a row, horizontally or vertically, representing together as the match is a win. Multi-line wins of 3 paylines. For more information, see the Game Rules. The coin payout values are based on bet level 1.

**BET 10**   **LEVEL 1**   **AUTOPLAY**   **MAX BET**   **COIN VALUE 1.00**   **COINS 90000**

Cash: R90,000.00   Bet: R10.00   Win: R0.00

**STICKY WILD**

Sticky Wild symbols only appear during Lava Lair Free Spins.

This Sticky Wild symbol functions as a regular Wild symbol except that it cannot be destroyed and will not destroy the symbols around it when a win occurs from the Wild.

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all pay-out plus. For more information, see the Game Rules. The win-payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

**WIN MATCHES**

Any horizontal or vertical line of 3 or more of the same symbol is a win match.

A single row or column can contain more than 1 win.

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all pay-out plus. For more information, see the Game Rules. The win-payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

**RANDOM FEATURES**

After the initial spin a Random Feature may be awarded.

Whether or not a Random Feature will be awarded is determined once all symbols have come to rest and, if so, it will be applied immediately before any wins are awarded.

There are 4 different types of Random Features that can be won:

- STARFALL WILDS
- DRAGON DESTROY
- IRISH LUCK
- MAGIC TRANSFORM

Only the highest win per spin counts. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all pay-out plus. For more information, see the Game Rules. The win-payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

**FINN AND THE SWIRLY SPIN™**

## STARFALL WILDS

The Starfall Wilds feature places 2 or more Wilds on the reels randomly. The Wilds may appear in a random pattern or in a line.

If the Wilds are placed in a random pattern, the positions may be the highest win per line worth a punt. At least 2 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. (Multi-line wins with all pay-out plus. For more information, see the Game Rules. The win payout values are based on bet level.)

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

AUTO ?    Cash: R90,000.00    Bet: R10.00    Win: R0.00    RETURN

**FINN AND THE SWIRLY SPIN™**

## STARFALL WILDS

reels randomly. The Wilds may appear in a random pattern or in a line.

If the Wilds are placed in a random pattern, the positions are chosen randomly however they are not placed over the Free Spins Key symbol.

If after the Wilds are placed no win occurs, a Wild will continue to be added in random locations until a win occurs.

If the Wilds are placed in a line, each of the ten vertical or horizontal lines are chosen at random.

The Wilds should appear adjacent to each other on the chosen line with their positions chosen uniformly from all combinations where all the wilds are adjacent.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

AUTO ?    PLAYING FOR FUN    RETURN

**FINN AND THE SWIRLY SPIN™**

## DRAGON DESTROY

The Dragon Destroy feature can only be activated if there

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

AUTO ?    Cash: R90,000.00    Bet: R10.00    Win: R0.00    RETURN

**FINN AND THE SWIRLY SPIN™**

**DRAGON DESTROY**

The Dragon Destroy feature can only be activated if there are no wins before the Dragon Destroy feature is activated. The Dragon Destroy feature will destroy a random number of symbols which will then activate another avalanche. This occurs in such a way that a win is guaranteed after the avalanche.

Only the highest win per spin counts as a win. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all your wins bigger. For more information, see the Game Rules. The win-potential values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00

**FINN AND THE SWIRLY SPIN™**

**IRISH LUCK**

The Irish Luck feature can only be activated when there is

Only the highest win per spin counts as a win. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all your wins bigger. For more information, see the Game Rules. The win-potential values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00

**FINN AND THE SWIRLY SPIN™**

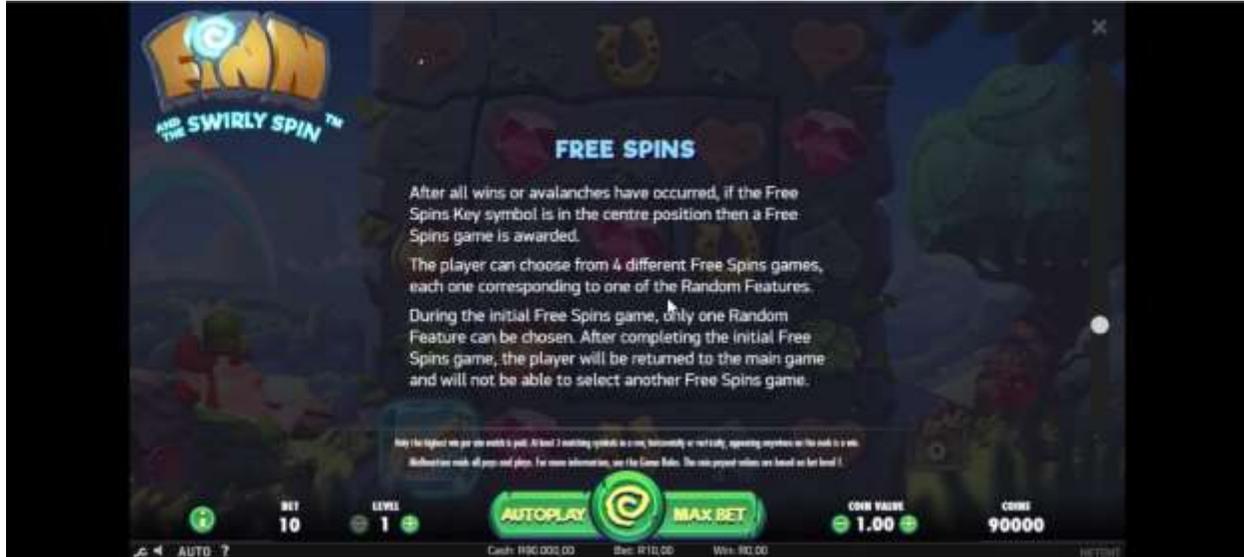
**IRISH LUCK**

The Irish Luck feature can only be activated when there is no win present on the reels after the initial spin. A horizontal or vertical line of one type of symbol, except for a Wild symbol, is added to the reels giving a guaranteed win. Whether the line added is horizontal or vertical is chosen at random.

Only the highest win per spin counts as a win. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Multipliers make all your wins bigger. For more information, see the Game Rules. The win-potential values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: \$90,000.00    Bet: \$10.00    Win: \$0.00



**FINN AND THE SWIRLY SPIN™**

### THE STAR BAR

If Star Bar Free Spins are activated 7 Star Bar Free Spins are awarded with the Starfall Wilds Random Feature.

Only the highest win per one wild is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels in a win. Multipliers made of your bet plus. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 1.00 COINS 90000

Cash: \$90,000.00 Bet: \$10.00 Win: \$0.00

**FINN AND THE SWIRLY SPIN™**

Star Bar Free Spins require 1 key to unlock. The Star Bar Free Spins function the same as in the Starfall Wilds Random Feature in the main game.

### LAVA LAIR

If Lava Lair Free Spins are activated 3 Lava Lair Free Spins are awarded with the Dragon Destroy Random Feature.

Only the highest win per one wild is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels in a win. Multipliers made of your bet plus. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 1.00 COINS 90000

Cash: \$90,000.00 Bet: \$10.00 Win: \$0.00

**FINN AND THE SWIRLY SPIN™**

If Lava Lair Free Spins are activated 3 Lava Lair Free Spins are awarded with the Dragon Destroy Random Feature.

Lava Lair Free Spins require 4 keys to unlock. During the Lava Lair Free Spins a Sticky Wild will always appear in place of the Free Spins Key symbol in the main game.

Only the highest win per one wild is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels in a win. Multipliers made of your bet plus. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 1.00 COINS 90000

Cash: \$90,000.00 Bet: \$10.00 Win: \$0.00

PLAYING FOR FUN

**FINN AND THE SWIRLY SPIN™**

## LUCKY MUG

If Lucky Mug Free Spins are activated 4 Lucky Mug Free Spins are awarded with the Irish Luck Random Feature.  
Lucky Mug Free Spins require 9 keys to unlock.

Only the highest win per spin worth a punt. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.  
Multipliers make all your wins bigger. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: R90,000.00    Bet: R10.00    Win: R0.00

**FINN AND THE SWIRLY SPIN™**

## GOLDEN POT

The Lucky Mug Free Spins function similarly to the Irish Luck Random Feature in the main game.  
In the event there is no win present the symbols transform as follows:  
Each of the 8 symbol options is sorted according to how frequently it appears in the play area.  
The symbol chosen for the overlay is chosen randomly.

Only the highest win per spin worth a punt. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.  
Multipliers make all your wins bigger. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: R90,000.00    Bet: R10.00    Win: R0.00

**FINN AND THE SWIRLY SPIN™**

## GOLDEN POT

If Golden Pot Free Spins are activated 2 Golden Pot Free Spins are awarded with the Magic Transform Random Feature.  
Golden Pot Free Spins require 16 keys to unlock.  
The Golden Pot Free Spins function the same as the Magic Transform feature in the main game.

Only the highest win per spin worth a punt. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.  
Multipliers make all your wins bigger. For more information, see the Game Rules. The win payout values are based on bet level 1.

BET 10    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 1.00    COINS 90000

Cash: R90,000.00    Bet: R10.00    Win: R0.00

## Finn's Golden Tavern

- Finn's Golden Tavern™ is a 5-reel, 5-row video instant game that features a Wild Symbol, Free Spins with a multiplier meter and a coin bonus, and 2 different Random Features.
- Symbols follow a spiral pattern starting at the bottom left corner of the reels and ending in the center position
- Bet value is set with the arrows next to the COIN VALUE section.
- BALANCE displays the amount of cash or coins available to bet.
- The game can be played with cash or coins and a player can switch between the two at any time during a game, including Free Spins.
- To toggle between cash and coins, click on either BET, WIN or BALANCE.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- Bet is the number of coins or cash bet per spin.
- A win match win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A win match win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per win match is paid.
- 
- Simultaneous wins on different win matches are added.
- Free Spins are played using the same spin mechanic with 25 spaces as in the main game and at the same bet level and coin value as the round that activated them.

### Spin Mechanic

- In each of the 25 spaces, 25 separate symbols appear that are independent of those around it.
- Winning symbols will be destroyed and the remaining symbols will move to fill the empty space.
- Symbols move from higher numbered spaces to the next lowest numbered space in the direction of the arrow (see diagram below)



## Wild Symbols

- Wins with Wild symbols can intersect or overlap on the same row or column.
- No Wild symbols appear during the initial spin/drop.
- Wilds can substitute for coin symbols. The coin value of each Wild included in a coin win is determined randomly but if a Wild is included in more than one win with coin symbols, it has the same value in each.

## Win Matches

- Any horizontal or vertical line of 3 or more of the same symbol is a win match.
- A single row or column can contain more than 1 win.
- When 3 or 4 Wilds are adjacent in a vertical or horizontal line they may only substitute for symbols on either side of the line meaning a group of Wilds cannot create a win by themselves.
- Each coin symbol has a value assigned and any match of 3 or more coin symbols pays out the sum of all the coin values in the match.
- Wins with only Wild symbols are counted only if no other win match is possible either horizontally or vertically. When this occurs, Wilds will be treated as random coins as above and all Wild symbols will be assigned with the same random coin value, generating a win match.

## Avalanche and Wild Generation

- After all wins have been evaluated every symbol that was part of a win will explode and disappear.
- Once the symbols have come to rest, a win evaluation is done based on how the 5x5 grid appears.
- There are different types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol.
- Each win will trigger 1 of 2 things depending on the type of win.
- Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it.
- Wins that do not contain a Wild symbol: If wins do not contain a Wild symbol, a new Wild symbol will be created in place of one of the symbols that has exploded and disappeared.
- After all explosions have occurred and new Wilds are in place, the remaining symbols will avalanche to fill the empty spaces. This process repeats until there are no further wins.
- The new Wild symbols will be positioned on the middle of the winning match however there will be instances (see 'wins that do have a Wild' above) where no new Wilds will be generated.
- Avalanche wins are added to the balance along with wins from main game.

## Random Coin Feature

- After all winning combinations and/or avalanches have occurred on a spin, a Random Coin Feature can be activated.
- For the Random Coin Feature to have a chance of activating, the Free Spins chest symbol must not be in the central position in the reels but instead in the immediate loop of symbols around the central position.

- After the Random Coin Feature is activated, either 1 or 2 low win symbols are randomly chosen in either the central position, or the loop of symbols surrounding it, and turned into a coin symbol.
- The value of each coin symbol is randomly chosen.
- If the added coin symbols create any wins, the win will pay out as normal and will subsequently avalanche and generate Wilds in the usual manner until no further wins occur. If, after these avalanches, the Free Spins Chest symbol reaches the central position, Free Spins are activated.
- The Random Coin Feature cannot activate more than once on the same spin.

### Free Spins Chest Symbol

- The bottom left place on the reels will always begin with a Free Spins Chest symbol.
- The Free Spins Chest symbol will progress to the center as wins occur and the remaining symbols avalanche.
- The Free Spins Chest symbol cannot disappear during the main game or Free Spins.
- Free Spins are activated if the Free Spins Chest symbol is in the central position when there are no more winning combinations and all avalanches are complete.

### Free Spins

- After all wins or avalanches have occurred, if the Free Spins Chest symbol is in the centre position then a Free Spins game is awarded with 5 Free Spins.
- Free spins function in a similar manner to the main game except for the addition of a multiplier meter which can increase the win payout.
- The multiplier meter goes up one step for each Wild that is generated during avalanches.
- For every 5 steps in the meter, the multiplier goes up by 1, with this new multiplier applied to all following wins for the remainder of the Free Spins session. When Free Spins begin, the multiplier is at 1.
- The same Random Coin feature that is in the main game can also be active during Free Spins with the same conditions for activation and payout. The Random Coin feature can only be activated once during each individual Free Spin.
- In Free Spins, the Free Spins Chest symbol functions the same as in the base game; starting at the outermost position and progressing inwards when avalanches occur. But, during Free Spins, if the Free Spins chest symbol is in the central position on the reels after the completion of avalanches, it will activate the coin bonus feature.
- This feature places out a number of coin symbols onto the reels with random values assigned to them.
- The coin symbols replace random low win symbols and, after the initial placing of the coins is finished, a win evaluation is done. If no win occurs after the initial placing of coins, an additional position is chosen from the remaining valid positions until a win occurs.
- After all coins have been placed, all wins are created and subsequently pay out, including being multiplied by the current active multiplier. Wilds and avalanches are also created until no further wins occur.
- The coin bonus feature can occur on any Free Spin, even if it has occurred in a previous Free Spin in the same Free Spin's round.

## Fist Slam Feature

- In the main game on a no-win spin the Fist Slam feature can be randomly activated and move a coin symbol so that a win is generated.
- After the win pays out, the remaining symbols avalanche and possibly create new wins.
- The Free Spins Chest symbol cannot be moved by this feature.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.1%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x336</li><li>• Maximum win for any game including feature wins is R672,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.1%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x336</li><li>• Maximum win for any game including feature wins is R672,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.1%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x336</li><li>• Maximum win for any game including feature wins is R672,000</li></ul>

Paytable

**PAYTABLE**



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**= 65**

**COINS AHOY**

3 or more coin symbols of any value landing in a row award a coin win equal to the sum of values of these coin symbols, as shown in this example. If you are playing in cash, a respective amount is awarded in cash.

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 <b>1 5</b>	 <b>1 10</b>	 <b>1 20</b>	 <b>1 50</b>
 <b>5 50</b>	 <b>5 50</b>	 <b>5 50</b>	 <b>5 50</b>
<b>4 5</b>	<b>4 5</b>	<b>4 5</b>	<b>4 5</b>
<b>3 1</b>	<b>3 1</b>	<b>3 1</b>	<b>3 1</b>

## Wild Symbols

Wins with Wild symbols can intersect or overlap on the same row or column.  
No Wild Symbols appear during the initial spin/drop.

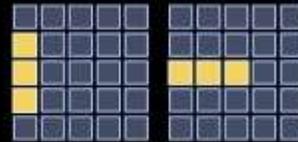


## Free Spins Chest Symbol

The bottom left place on the reels will always begin with a Free Spins Chest symbol.  
The Free Spins Chest symbol will progress to the center as wins occur and the remaining symbols avalanche.  
Free Spins are activated if the Free Spins Chest symbol is in the central position when there are no more winning combinations and all avalanches are complete.

## Win Matches

Any horizontal or vertical line of 3 or more of the same symbol is a win match.  
A single row or column can contain more than 1 win.



## Fist Slam Feature

In the main game on a no-win spin the Fist Slam feature can be randomly activated and move a coin symbol so that a win is generated.  
The Fist Slam Feature can be activated if there is at least one pair of two horizontally or vertically adjacent coin symbols in the play area and there is a third coin symbol in the play area, which does not have any coin symbols adjacent to it vertically or horizontally.  
When the feature is activated, the single coin swaps position with one of the low-win symbols to create a 3 consecutive horizontal coin symbols.

## Random Coin Feature

After all winning combinations and/or avalanches have occurred on a spin, a Random Coin Feature can be activated.  
After the Random Coin Feature is activated, either 1 or 2 low-win symbols are randomly chosen in either the central position, or the loop of symbols surrounding it, and turned into a coin symbol.  
The value of each coin symbol is randomly chosen.



## Free Spins

After all wins or avalanches have occurred, if the Free Spins Chest symbol is in the centre position then a Free Spins game is awarded with 5 Free Spins.  
Free Spins function in a similar manner to the main game except for the addition of a multiplier meter which can increase the win payout.  
The multiplier meter goes up one step for each Wild that is generated during avalanches.  
For every 5 steps in the meter, the multiplier goes up by 1, with this new multiplier applied to all following wins for the remainder of the Free Spins session. When Free Spins begin, the multiplier is at 1.

## Flowers

- Flowers™ is a 5-reel, 3-row video instant game featuring Double symbols, Wild substitutions, and Free Spins with Stacked Wild symbols.
- You can play 30 bet lines at different bet levels and coin values.
- The spin button plays the game at the current coin value and bet level.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the pre-selected coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the PAYTABLE.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown on the PAYTABLE multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Wild symbol substitutes for all symbols except Free Spin and Double symbols.
- Wild symbols substituting Double symbols pay the value of a single symbol when appearing on a winning line.
- Wild symbol can count as a single symbol only.
- All wins pay on selected bet lines only, except for wins with Free Spin symbols.
- Only the highest win per active bet line is paid.
- Bet lines win if the winning symbols are in succession from the leftmost reel to right.
- Simultaneous wins on different bet lines are added.
- Free Spin wins are added to any bet line wins.
- Some features may not be available in PLAYING FOR FUN mode.

## Double symbols

- Free Spin symbols and medium win symbols can be either single or Double symbols.
- Double symbols count as 2 single symbols.
- Double Free Spin symbols can appear on reels 2, 3 and 4.
- Wins are determined by the total number of symbols appearing on a bet line.
- With Double symbols, a winning bet line can have from 3 to 10 symbols in total.

## Free Spins with Stacked Wild

- The Free Spin symbol is a Scatter symbol.
- Free spin symbols can appear as single or Double symbols.
- 4 or more Free Spin symbols appearing anywhere on the reels activate Free Spins. The bet that activates Free Spins is multiplied according to the table based on the number of Free Spin symbols. This amount is added to any bet line wins on that spin.

Free Spins symbols*	Bet multiplier	Free spins won
---------------------	----------------	----------------

8	10	30
7	4	25
6	2	20
5	2	15
4	2	10
3	2	-

\*Double symbols count as 2 single symbols.

- Free Spins wins are x3.
- Additional Free Spins won are not multiplied by the Free Spins multiplier.
- In Free Spins, 4 or more Free Spin symbols appearing anywhere on the reels activate additional Free Spins.
- Free Spins are played at the same bet as the round activating Free Spins.
- During Free spins, Stacked Wild symbols can appear on the reels for a chance at bigger wins!
- Any Free Spins won are automatically added to the current Free Spins.
- Bet line wins are tripled in Free Spins, excluding additional Free Spins won.

Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.32%</li> <li>• Min Bet R3.00</li> <li>• Max Bet R150</li> <li>• Multiplier x9252</li> <li>• Maximum win for any game including feature wins is R1,387,800</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.32%</li> <li>• Min Bet R3.00</li> <li>• Max Bet R300</li> <li>• Multiplier x9252</li> <li>• Maximum win for any game including feature wins is R2,775,600</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.32%</li> <li>• Min Bet R3.00</li> <li>• Max Bet R750</li> <li>• Multiplier x9252</li> <li>• Maximum win for any game including feature wins is R6,939,000</li> </ul>

## FLOWERS™

**WILD**

5	5000
4	1000
3	250

Wild symbol substitutes for all symbols except Free Spin and Double symbols. During Free Spins, Stacked Wild symbols can appear on the reels for a chance at bigger wins!

**FREE SPIN**

Free Spin symbols can appear as single or Double symbols. 4 or more Free Spin symbols activate Free Spins. In Free Spins, 4 or more Free Spin symbols activate additional Free Spins. Free Spin coin wins are multiplied by 3. When 3 or more Free Spin symbols appear anywhere on the reels, the bet amount is multiplied by the bet multiplier.

Free Spin symbols	3	4	5	6	7	8
Bet multiplier	2	2	2	2	4	10
Free Spins won	0	10	15	20	25	30

18  
20  
22  
24  
26  
28  
30  
32  
34  
36  
38  
40  
42  
44  
46  
48  
50

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays and plays.

BET 30

LEVEL 1

COIN VALUE 1.00

COINS 5000

Cash: R5,000.00

Bet: R30.00

Win: R0.00

NETENT

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**Double symbols count as 2 single symbols.**

10	2000
9	1000
8	600
7	400
6	250
5	160
4	40
3	20

**Double symbols count as 2 single symbols.**

10	1800
9	900
8	550
7	350
6	225
5	140
4	35
3	15

**Double symbols count as 2 single symbols.**

10	1600
9	800
8	500
7	300
6	200
5	120
4	30
3	15

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays and plays.

BET 30

LEVEL 1

COIN VALUE 1.00

COINS 5000

Cash: R5,000.00

Bet: R30.00

Win: R0.00

NETENT

## FLOWERS™

	10	1400
	9	700
	8	450
	7	250
	6	175
	5	100
	4	25
	3	10

	10	1200
	9	600
	8	400
	7	200
	6	150
	5	80
	4	20
	3	10

Double symbols count as 2 single symbols.

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays and plays.

BET 30
LEVEL 1
COIN VALUE 1.00
COINS 5000

Cash: R5,000.00    Bet: R30.00    Win: R0.00

## FLOWERS™

	5	200
	4	20
	3	5

	5	150
	4	20
	3	5

	5	125
	4	15
	3	5

	5	100
	4	15
	3	5

Double symbols count as 2 single symbols.

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays and plays.

BET 30
LEVEL 1
COIN VALUE 1.00
COINS 5000

Cash: R5,000.00    Bet: R30.00    Win: R0.00



## Fruit Shop

- Fruit Shop™ is a highly energetic video instant gamewith 5-reels and 15-bet lines. Classic features include Wild substitutions with a x2 multiplier and a Free Spins multiplier of x2.
- The game is played with 15 bet lines, 1-10 bet levels and different coin values.
- MAX BET plays the game at 15 bet lines, the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Winning combinations and payouts are made according to the PAYTABLE.
- Wild symbols substitute for all symbols.
- In both the main game and during the Free Spins, Wild symbols appear on reels 2, 3 and 4.
- Bet line wins with Wilds are x2.
- Only one Wild multiplier is applied per bet line win.
- Only the highest win per active bet line is selected to be paid.
- Bet line wins pay if in succession from leftmost to right.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Simultaneous wins on different bet lines are added.
- Game History is not available when PLAYING FOR FUN.
- COINS displays the number of coins the player has available to wager.

## Free Spins

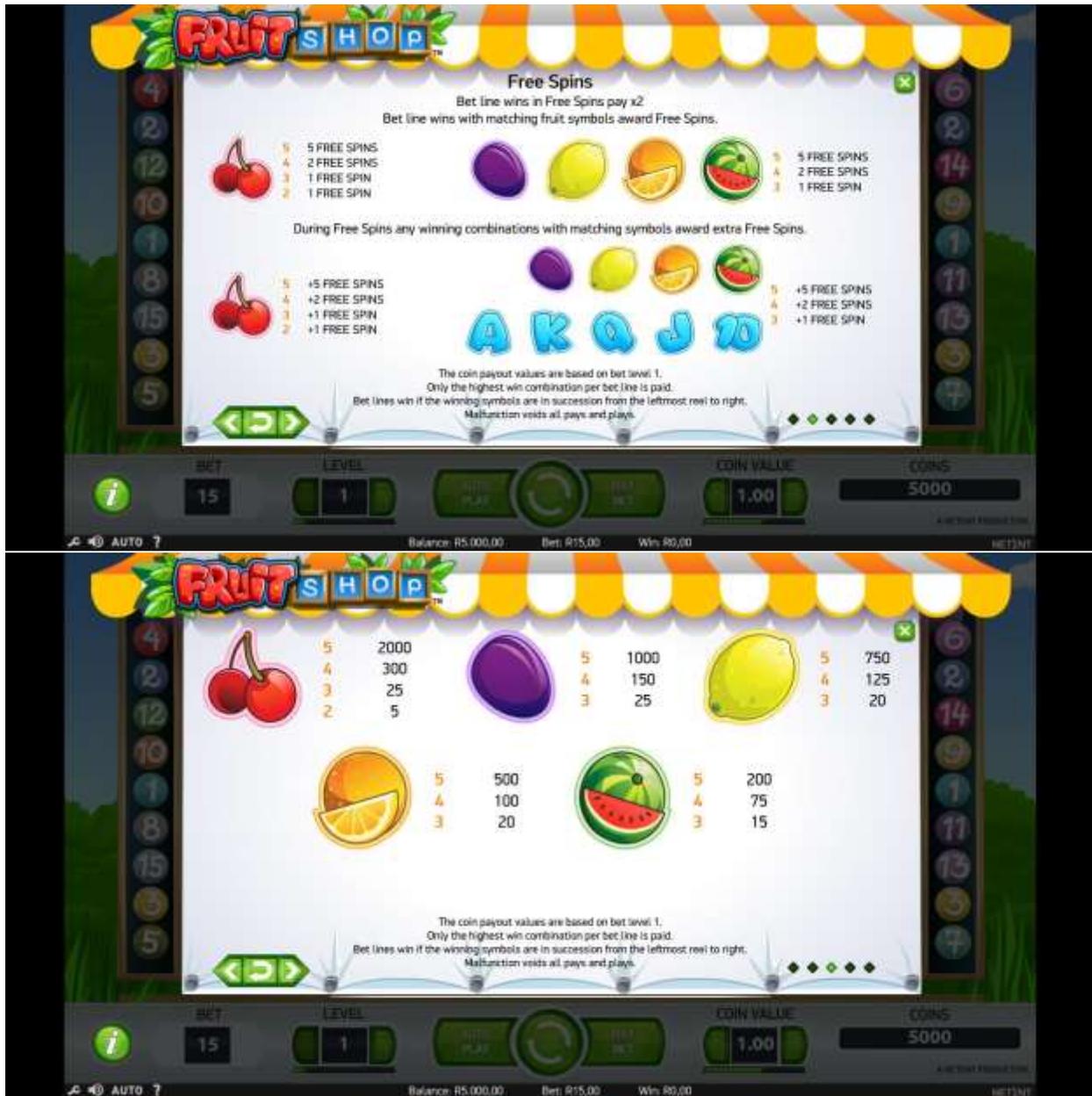
- Bet line wins with matching fruit symbols award Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- During Free Spins any winning combinations with matching symbols award extra Free Spins according to the PAYTABLE.
- Free Spins end when there are no remaining Free Spins and no new wins are generated.
- Bet line wins in Free Spins pay x2.
- In Free Spins, bet line wins with Wilds pay Wild multiplier x Free Spins multiplier.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

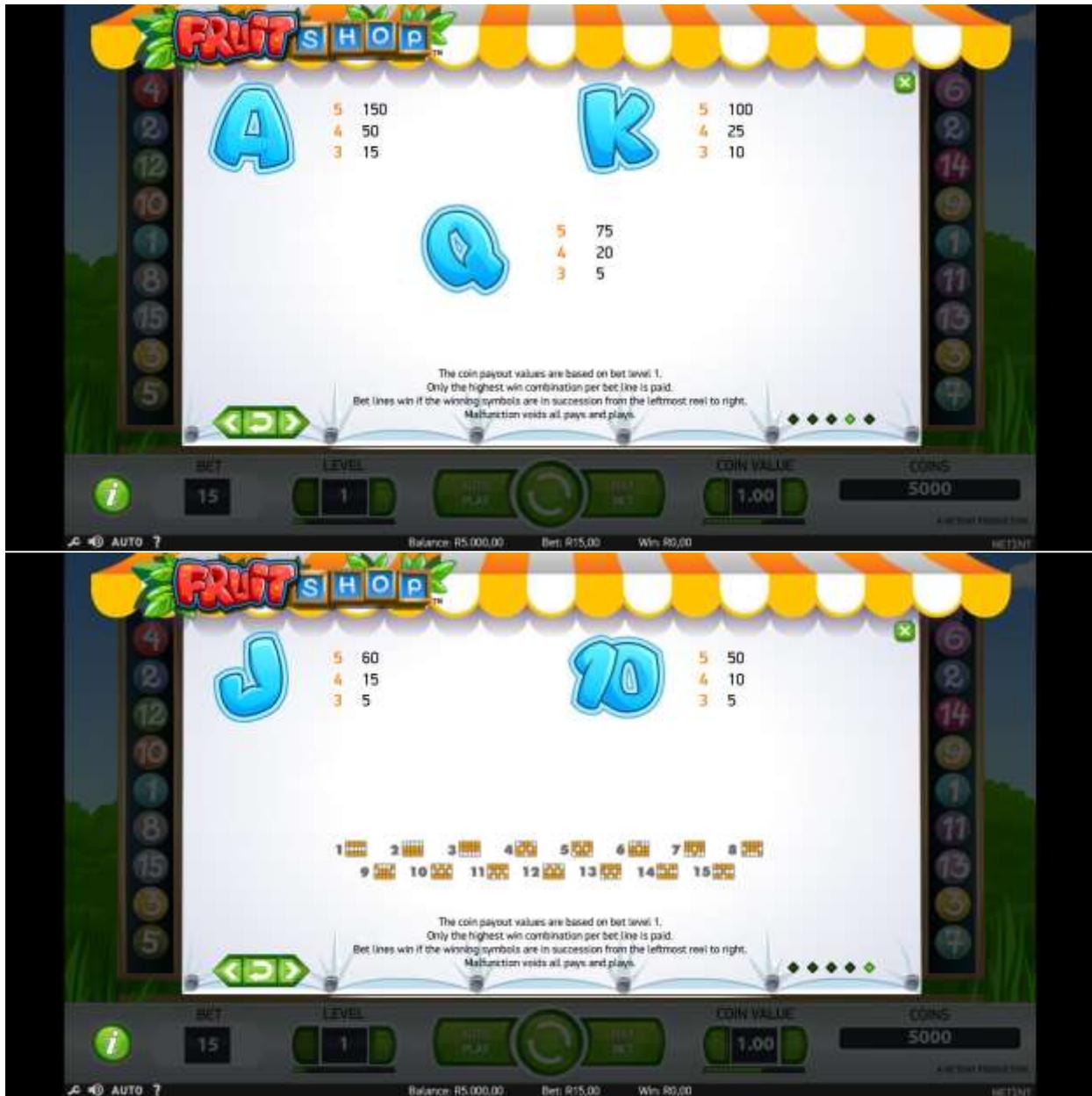
### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05 %</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05 %</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05 %</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>

### Paytable







## Fruit Shop Christmas Edition

- Fruit Shop Christmas Edition™ is a highly energetic video instant gamewith 5-reels and 15-bet lines. Classic features include Wild substitutions with a x2 multiplier and a Free Spins multiplier of x2.
- The game is played with 15 bet lines (fixed), 1-10 bet levels and different coin values.
- The spin button plays the game at the current coin value and bet level.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 15 bet lines, the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Winning combinations and payouts are made according to the Paytable.
- Wild symbols substitute for all symbols.
- In both the main game and during the Free Spins, Wild symbols appear on reels 2, 3 and 4.
- Bet line wins with Wilds are x2.
- Only one Wild multiplier is applied per bet line win.
- Only the highest win per active bet line is selected to be paid.
- Bet line wins pay if in succession from leftmost to right.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Simultaneous wins on different bet lines are added.
- Game History is not available when PLAYING FOR FUN.
- COINS displays the number of coins the player has available to wager.

### Free Spins

- Bet line wins with matching fruit symbols award Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- During Free Spins any winning combinations with matching symbols award extra Free Spins according to the PAYTABLE.
- Free Spins end when there are no remaining Free Spins and no new wins are generated.
- Bet line wins in Free Spins pay x2.
- In Free Spins, bet line wins with Wilds pay Wild multiplier x Free Spins multiplier.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.71%</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.71%</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.71%</li> <li>Min Bet R1.50</li> <li>Max Bet R1500</li> <li>Multiplier x879</li> <li>Maximum win for any game including feature wins is R1,318,500</li> </ul>

### Paytable



### FRUIT SHOP Christmas Edition

#### Free Spins

Bet line wins in Free Spins pay x2  
Bet line wins with matching fruit symbols award Free Spins.

	5 4 3 2	5 FREE SPINS 2 FREE SPINS 1 FREE SPIN 1 FREE SPIN					5 4 3 2	5 FREE SPINS 2 FREE SPINS 1 FREE SPIN
--	------------------	--	--	--	--	--	------------------	---

During Free Spins any winning combinations with matching symbols award extra Free Spins.

	5 4 3 2	+5 FREE SPINS +2 FREE SPINS +1 FREE SPIN +1 FREE SPIN					5 4 3 2	+5 FREE SPINS +2 FREE SPINS +1 FREE SPIN
--	------------------	--	--	--	--	--	------------------	--

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays, and plays.

Cash: R5,000.00    Bet: R15.00    Win: R0.00

### FRUIT SHOP Christmas Edition

	5 4 3 2	2000 300 25 5		5 4 3	1000 150 25		5 4 3	750 125 20
	5 4 3	500 100 20		5 4 3	200 75 15			

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Malfunction voids all pays, and plays.

Cash: R5,000.00    Bet: R15.00    Win: R0.00

**FRUIT SHOP Christmas Edition**

<b>A</b>	5	150	<b>K</b>	5	100	<b>Q</b>	5	75
	4	50		4	25		4	20
	3	15		3	10		3	5
<b>J</b>	5	60	<b>10</b>	5	50			
	4	15		4	10			
	3	5		3	5			

1 2 3 4 5 6 7 8  
9 10 11 12 13 14 15

The coin payout values are based on bet level 1.  
Only the highest win combination per bet line is paid.  
Bet lines win if the winning symbols are in succession from the leftmost reel to right.  
Maximization voids all pays, and plays.

BET: 15    LEVEL: 1    COIN VALUE: 1.00    COINS: 5000

Cash: R\$ 0,00,00    Bet: R\$ 15,00    Win: R\$ 0,00

## Fruit Shop Megaways

- Fruit Shop™ Megaways™ is a 6-reel Megaways™ video instant game featuring Wild substitutions and Free Spins with an increasing Multiplier.
- The game is played with up to 117649 Megaways™, different bet values, coin values, and bet levels (only when playing with coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.

### Megaways™

- During every spin in the main game and Free Spins, the number of symbols landing on each reel is selected randomly.
- The number of symbols landing on each reel ranges from 2 to 7.
- Matching symbols in any position on three or more adjacent reels (in the case of the Cherry symbol, two or more adjacent reels), starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.
- Matching Cherry symbols in any position on two or more adjacent reels, starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.
- A Megaways™ win is equal to the value shown in the Paytable.
- When winning combinations are evaluated, each symbol on the reel is counted once regardless of its size on the reel.
- More wins are awarded when additional instances of the symbol appear on the same reels that create the longest Megaways™ win.
- During each spin, the number of Megaways™ is equal to the number of symbols on each of the reels multiplied. The maximum number of Megaways™ is 117649.
- The total number of Megaways™ for the spin is displayed on the Megaways™ counter.
- Only the longest matching combination per symbol is paid.
- Simultaneous Megaways™ wins on different combinations are added.

### Megaways™ Payout Example

- When playing with coins at bet level 1, matching Cherry symbols on 3 adjacent reels starting from the leftmost reel award 40 coins. To count the number of winning Megaways™, the number of occurrences of the Cherry symbol on each reel is multiplied:  $1 \times 2 \times 1 = 2$ . Since 3 matching Cherry symbols award 40 coins, the total win is:  $2 \times 40 = 80$  coins.

- When playing with cash, the Megaways™ payout follows the same logic as when playing with coins, and the calculated outcome depends on the current bet value.

### Wild Symbol

- Wild symbols can appear on reels 2, 3, 4 and 5 in the main game and in Free Spins.
- Wild symbols substitute for all symbols.
- Wild symbol substitution pays the highest possible winning Megaways™ combination according to the Paytable.

### Free Spins

- A Megaways™ win on any of the medium win symbols activates Free Spins.
- A Megaways™ win on any of the medium win and low win symbols during Free Spins activates additional Free Spins.
- The number of Free Spins awarded in the main game and during Free Spins depends on the type of the symbol and the length of the winning combination, according to the Paytable.
- Free Spins are only awarded once for coinciding Megaways™ wins on one symbol, and the number of Free Spins is determined by the longest winning combination.
- If there are coinciding wins on more than one symbol, additional Free Spins activated by each winning combination are added.
- In Free Spins, there is an increasing Multiplier applied each spin to any wins from that spin.
- Free Spins start with an x1 Multiplier.
- During each spin with at least one winning combination, the Multiplier for the next spin increases by 1. If there are no wins in the spin, the Multiplier value remains the same.
- The maximum Multiplier value is x10. When the Multiplier reaches x10, it stays the same for the remaining Free Spins.
- Free Spins end when there are no more Free Spins left.
- Free Spins are played at the same bet value as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R200</li> <li>• Multiplier x5268</li> <li>• Maximum win for any game including feature wins is R1,053,600</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R400</li> <li>• Multiplier x5268</li> <li>• Maximum win for any game including feature wins is R2,107,200</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.06%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x5268</li> <li>• Maximum win for any game including feature wins is R5,268,000</li> </ul>

Paytable

	6 250 5 100 4 60 3 40 2 20		6 80 5 40 4 30 3 20		6 20 5 10 4 6 3 5		6 14 5 8 4 5 3 4
	6 45 5 30 4 20 3 10		6 35 5 20 4 10 3 8		6 10 5 6 4 4 3 3		6 8 5 5 4 3 3 2
	6 30 5 14 4 10 3 8		6 25 5 12 4 8 3 5				

## WILD SYMBOL



Wild symbols can appear on reels 2, 3, 4 and 5 in the main game and in Free Spins and substitute for all symbols.

## FREE SPINS

A Megaways™ win on any of the medium win symbols activates Free Spins.  
 During Free Spins, a Megaways™ win on any of the medium-win and low-win symbols activates additional Free Spins.  
 The number of Free Spins depends on the type of the symbol and the length of the winning combination:

### MEDIUM WIN SYMBOLS



- 6 5 Free Spins
- 5 4 Free Spins
- 4 3 Free Spins
- 3 2 Free Spins
- 2 1 Free Spin



- 6 5 Free Spins
- 5 4 Free Spins
- 4 3 Free Spins
- 3 2 Free Spins

LOW WIN SYMBOLS



- 6 4 Free Spins
- 5 3 Free Spins
- 4 2 Free Spins
- 3 1 Free Spin

Free Spins start with an x1 Multiplier that increases by 1 with every spin during which there is a win. The maximum Multiplier value is x10.

x1 x2 x3 ... x10

MEGAWAYS™



During every spin, the number of symbols landing on each reel is selected randomly, ranging between 2 and 7. Matching symbols in any position on three or more adjacent reels (in the case of the Cherry symbol, two or more adjacent reels), starting from the leftmost reel to the rightmost reel, result in a Megaways™ win.



## Gorilla Kingdom

- Gorilla Kingdom™ is a 5-reel video instant game with up to 1024 bet ways featuring Free Spins with a Symbol Transform Feature and Extra Free Spins.
- The game is played with 1024 bet ways and different bet and coin values.
- 
- BET is the amount of coins or cash to bet.
- Bet value is set with the arrows next to the COIN VALUE section.
- BALANCE displays the amount of cash or coins available to bet.
- The coin value is set using the COIN VALUE selector.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- Matching symbols in any position on two or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination. For more information about the number of symbols needed, see the payable.
- Bet way wins pay if in succession from leftmost reel to right.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- A bet way win is equal to the value shown in the Paytable.
- Simultaneous wins on different bet ways are added.

### Scatter Symbol

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
- The correspondence between the number of Scatter Symbols and Free Spins awarded is as follows:
  - 3 Scatter symbols = 10 Free Spins
  - 4 Scatter symbols = 15 Free Spins
  - 5 Scatter symbols = 20 Free Spins

### Free Spins & Extra Free Spins

- When 2 or more Scatters appear anywhere on the reels in Free Spins, Extra Free Spins are awarded.
- These Extra Free Spins are automatically added to the remaining Free Spins won in the main game.
  - 2 Scatter symbols = 3 Extra Free Spins
  - 3 Scatter symbols = 10 Extra Free Spins
  - 4 Scatter symbols = 15 Extra Free Spins
  - 5 Scatter symbols = 20 Extra Free Spins
- 2 Extra Free Spins are awarded each time an animal panel is filled. For more information on animal panels, check the Symbol Transform section.
- Free Spins are played at the same bet as the round that activated Free Spins.
- At the end of Free Spins:

- The total win from Free Spins is added to any wins from the round that activated Free Spins.
- The game returns to main game.

### Symbol Transform

- In Free Spins, the Gorilla symbol may appear randomly transformed into a Gorilla mask on the reels.
- The Gorilla mask symbol has the same value as the original Gorilla symbol, and it is counted as such when evaluating the wins.
- When a Gorilla mask is present on the reels, it rolls out landing into and filling a instant game of the animal panel.
- The 4 round panels embedded in the totem stone feature the animal symbols of the game (except for the Gorilla symbol): Leopard, Hornbill, Okapi, and Pangolin.
- Animal panels are filled in this order of appearance:
  - When 6 have been collected, transforms into on the reels.
  - When 12 have been collected, transforms into on the reels.
  - When 18 have been collected, transforms into on the reels.
  - When 24 have been collected, transforms into on the reels.
  - Once all 24 slots of the totem stone are filled, disappears from the reels.
- At the end of Free Spins, all transformed symbols revert to their original form.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.03%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1799</li> <li>• Maximum win for any game including feature wins is R1,799,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.03%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x1799</li> <li>• Maximum win for any game including feature wins is R3,598,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.03%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x1799</li> <li>• Maximum win for any game including feature wins is R3,598,000</li> </ul>

Paytable

	5 40 4 25 3 15 2 5		5 30 4 20 3 10 2 3		5 30 4 20 3 10 2 2		5 25 4 15 3 8
	5 25 4 15 3 8		5 15 4 10 3 5		5 15 4 10 3 5		5 12 4 7 3 3
	5 12 4 7 3 3		5 10 4 5 3 2		5 10 4 5 3 2		

**FREE SPINS & EXTRA FREE SPINS**

SCATTER SYMBOL



3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.

**FREE SPINS**

- 3 Scatter symbols = 10 Free Spins
- 4 Scatter symbols = 15 Free Spins
- 5 Scatter symbols = 20 Free Spins

**EXTRA FREE SPINS**

When 2 or more Scatters appear anywhere on the reels in Free Spins, Extra Free Spins are awarded.

- 2 Scatter symbols = 3 Extra Free Spins
- 3 Scatter symbols = 10 Extra Free Spins
- 4 Scatter symbols = 15 Extra Free Spins
- 5 Scatter symbols = 20 Extra Free Spins

2 Extra Free Spins are awarded each time an animal panel is filled.



## Gonzo's Quest

- Gonzo's Quest™ is a video slot with no reel spin: This 5-reel, 3-row, 20-line game introduces the Avalanche™ feature, and has Free Falls wins and Wild substitutions.
- The game is played with 20 bet lines (fixed) and different bet values.
- The bet level is set using the LEVEL selector. Note: available only in case of multiple bet levels.
- MAX BET plays the game at the highest bet level, and the pre-selected coin value.
- The game can be played with cash or coins.
- Bet is the number of coins or cash bet per spin.
- When playing with cash, BALANCE displays the amount of cash available to wager.
- When playing with coins, COINS displays the amount of coins available to bet.
- A bet line win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Winning combinations and payouts are made according to the Paytable.
- Wild symbol only appears on reels 2, 3, and 4, and substitutes for all symbols.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All wins pay on bet lines only, except for wins with Free Fall symbols.
- When the maximum multiplier is reached, all wins are paid with the maximum multiplier until no new wins are generated. The multiplier will revert to the initial multiplier.

### Avalanche™ Feature

- The symbols fall into positions on the reels, instead of spinning.
- A winning bet line will start an Avalanche™.
- Symbols in winning combinations explode and disappear, leaving space for a second Avalanche™ of symbols for a chance of bigger wins.
- The Avalanches™ continue until there are no more wins.
- The win multiplier is increased with each new Avalanche™ until it reaches the maximum multiplier.
- The multiplier remains at the maximum for the subsequent Avalanches™ until there are no more wins.
- Maximum multiplier is 5 in the basic game and 15 in Free Falls. See in-game payable for details.

### Free Falls

- Free Fall symbols only appear on reels 1, 2 and 3.
- Each bet line containing 3 Free Fall symbols activates 10 Free Falls.
- Free Fall symbols must appear in succession, starting from the leftmost reel.
- Free Falls use the same bet as the round activating Free Falls.
- A winning bet line during Free Falls will trigger an Avalanche™.
- Maximum multiplier in Free Falls is 15.
- Additional Free Falls can be won during Free Falls.
- At the end of Free Falls, the game returns to the round that activated Free Falls.
- At the end of Free Falls, the total win from Free Falls is added to any wins from the round that activated Free Falls.

- In Free Falls, 3 Free Fall symbols activate 10 additional Free Falls.

Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.97%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R500</li> <li>• Multiplier x2298</li> <li>• Maximum win for any game including feature wins is R1,149,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.97%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R500</li> <li>• Multiplier x2298</li> <li>• Maximum win for any game including feature wins is R1,149,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.97%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R500</li> <li>• Multiplier x2298</li> <li>• Maximum win for any game including feature wins is R1,149,000</li> </ul>

Paytable

**OTHER SYMBOLS**

The win multiplier increases with each new Avalanche™ in a game round.

Symbol	5	4	3
Blue Mask	2500	250	50
Green Mask	1000	100	20
Gold Mask	500	50	15
Purple Mask	200	25	10

## GONZOS QUEST™

### OTHER SYMBOLS

The win multiplier increases with each new Avalanche™ in a game round.

	5 100 4 20 3 5		5 75 4 15 3 4		5 50 4 10 3 3
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## GONZOS QUEST™

### FREE FALL

Each bet line containing 3 Free Fall symbols activates 10 Free Falls.

Free Fall symbols must appear in succession, starting from the leftmost reel.

Additional Free Falls can be won during Free Fall.

### WILD

Wild symbol substitutes for all symbols.

## GONZOS QUEST™

### AVALANCHE MULTIPLIERS

The win multiplier increases with each new Avalanche™ in a game round.

Avalanche	Multiplier	Free Falls Multiplier
Initial Avalanche	<b>X1</b>	<b>X3</b>
2nd Avalanche	<b>X2</b>	<b>X6</b>
3rd Avalanche	<b>X3</b>	<b>X9</b>
4 or more Avalanches	<b>X5</b>	<b>X15</b>

## Guns N' Roses Video Slots

- Guns N' Roses Video Slots™ is a 5-reel, 3-row, 20-line video instant game featuring Wild substitutions, Expanding Wilds, the Appetite for Destruction Wild, Bonus symbols, Encore Free Spins, Legend Spins, a Solo multiplier and a Crowd-Pleaser Bonus Game.
- The game features a SET LIST with a choice of 5 different tracks to play during the game.
- When the game starts, Welcome to the Jungle will start playing.
- When Welcome to the Jungle ends, the next track in the set list will be played automatically, if it has downloaded. Otherwise, Welcome to the Jungle is repeated.
- After the last track on the set list ends, it will automatically return to Welcome to the Jungle and play all 5 tracks on a loop.
- The loop behavior can be switched between Loop All (default) and Loop 1, which will continue looping whichever track is currently playing.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the PAYTABLE.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for wins with Bonus symbols and wins in the Crowd-Pleaser Bonus Game.
- Only 1 randomly activated feature or Bonus feature can be activated per spin (except for if Encore Free Spins are awarded from the Crowd-Pleaser Bonus Game).

### Wild and Expanding Wild

- Wild symbols can appear randomly anywhere on the reels, apart from on reel 3 in the Appetite for Destruction Wild feature, and substitute for all symbols except for Bonus symbols.
- Wild symbols turn into an Expanding Wild which automatically expands to cover the entire reel.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.
- Expanding Wild symbols substitute for all symbols except for the Appetite for Destruction Wild, the overlay Wild in Legend Spins and the overlay Stacked Wild in Encore Free Spins.

## Random Features in the Main Game

- In the main game there are 3 features which are randomly activated: Legend Spins, the Appetite for Destruction Wild, and the Solo multiplier.

### Legend Spins

- The Legend Spins feature is randomly activated and awards 1 Stacked Wild for the first spin. The Legend Spins feature then has 2 re-spins with 2 Stacked Wild reels.
- A Stacked Wild is a Wild symbol that covers 3 positions on the reel. The same band member symbol can appear on other reels but it will not be stacked or act as a Wild symbol.
- On the 1st spin, reel 3 is a Stacked Wild reel, on the 2nd spin reels 1 and 5 are Stacked Wild reels, and on the final spin reels 2 and 4 are Stacked Wild reels.
- Bonus symbols can not appear on the reels during Legend Spins.
- Re-spins are played at the same bet level and coin value as the spin that activated the re-spin.
- At the end of Legend Spins, the total win from Legend Spins is added to any wins from the round that activated Legend Spins.

### Appetite for Destruction Wild

- The Appetite for Destruction Wild feature is an overlay Wild in the shape of a cross that can land randomly, either fully or partially displayed, on reel 3 on one of the 3 possible reel positions according to the PAYTABLE.
- 
- The Appetite for Destruction Wild symbol substitutes for all symbols except for Bonus symbols.
- Appetite for Destruction Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.
- The Appetite for Destruction Wild can not be activated when 3 Bonus symbols appear anywhere on the reels, or if Legend Spins has already been activated.
- When the Appetite for Destruction Wild is activated, no other feature can be activated.
- Bonus symbols can not appear on the reels during the Appetite for Destruction Wild feature.
- Wild symbols can appear anywhere on reels 1,2 4 and 5 during the Appetite for Destruction Wild feature, but can not expand if the Wild symbol appears beneath the Appetite for Destruction Wild.
- However, if the Wild symbol lands on the same reel, above or below the Appetite for Destruction Wild, the Wild symbol will expand only to the position on the reel not covered by the Appetite for Destruction Wild.

### Solo Multiplier

- The Solo multiplier feature is a random multiplier that awards a win multiplier of x4 - x10 to a winning bet line, when all the bet line wins consist of matching symbols, or matching symbols including Wild substitutions.
- When the Solo Multiplier is activated, there will be one winning symbol but it can be on multiple bet lines since there are Expanding Wilds on the reels. All wins are multiplied by the win multiplier (x4-x10) for the entire win.

- The multiplier is displayed on reel 4 and represents the number of winning symbols that pass through the highlighted middle position of the reel.
- The Solo multiplier is activated if there are at least 3 matching symbols in a bet line win.
- The Solo multiplier is activated for 1 winning symbol per spin only (excluding Wild symbols).
- The Solo multiplier can not be activated if Legend Spins or the Appetite for Destruction Wild have already been activated.
- The Solo multiplier can not be activated when 3 Bonus symbols appear together anywhere on the reels, or when a Bonus symbol appears anywhere on both reels 1 and 3.
- All bet line wins are multiplied by the Solo multiplier for the entire win in the current spin.

### Bonus Features: Encore Free Spins, Crowd-Pleaser Bonus Game and Coin Wins

- 3 Bonus symbols appearing anywhere on reels 1,3 and 5 in the main game, randomly award one of 3 features: Encore Free Spins, the Crowd-Pleaser Bonus Game or a coin win.
- Before the Bonus feature starts, a Bonus Wheel appears and starts spinning. Click the stop button to stop the wheel spinning and see which Bonus feature is activated. The wheel stops automatically after a short period of time if the stop button is not clicked.
- The minimum coin win is 200 and the maximum is 600. This is multiplied by the bet level played and the total is displayed on the Bonus wheel.

### Encore Free Spins

- Encore Free Spins activates 10 Free Spins.
- During Encore Free Spins, a band member symbol will appear as an overlay Stacked Wild symbol on reel 2,3 or 4 in each spin. The corresponding band member symbol will act as a Wild on all other reels for the spin.
- A Stacked Wild is a Wild symbol that covers 3 positions on the reel.
- Bonus symbols can not appear on the reels during Encore Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins can not be won during Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- At the end of Encore Free Spins, the total win from Encore Free Spins is added to any wins from the round that activated Encore Free Spins.

### Crowd-Pleaser Bonus Game

- The Crowd-Pleaser Bonus Game is a Pick & Click game with 3 levels. Players have a number of picks, which award coin wins.
- On Level 1 the coin wins range from 20-40 coins, on Level 2 the coin wins range from 40-100 coins, Level 3 the coin wins range from 60-200 coins and all coin wins are multiplied by the bet level played.
- In addition to the coin wins, on all levels in the Crowd-Pleaser Bonus Game, Free Spin symbols and a +1 pick symbol can also appear randomly as an overlay.
- The Crowd Meter displays collected coin wins and players progress towards the next level.
- 3 Free Spin symbols appearing during the entire Crowd-Pleaser Bonus Game activate 10 Encore Free Spins.

- Any Free Spins symbols awarded, are displayed in the boxes in the FREE SPINS field.
- The Encore Free Spins are played when the Bonus game is complete and any wins have been collected.
- The coin payout values are based on bet level 1.
- On Level 1, 3 clicks are awarded out of a total of 8 available picks to award coin wins. 60 coins is the minimum coin win awarded.
- 1 Free Spin symbol can be awarded during Level 1.
- Up to 3 Free Spin symbols can be awarded from all 3 levels combined.
- Level 2 is activated when the minimum of 60 coins is collected in Level 1 and the number of picks remaining is 0.
- At the start of Level 2, 3 new picks are awarded.
- Level 3 is activated when a total of 300 coins or more accumulated from levels 1 and 2 is reached, and there are no picks left.
- On Level 3 it is possible to double the total win for the feature, by accumulating a total of 800 coins, the total Crowd-Pleaser Bonus Game win will be multiplied by 2.
- On levels 2 and 3, if the maximum number of picks left for the level is reached, no extra pick is awarded.
- At the end of the Crowd-Pleaser Bonus Game, the total win from the Crowd-Pleaser Bonus Game is added to any wins from the round that activated the Crowd-Pleaser Bonus Game.

#### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x900</li> <li>• Maximum win for any game including feature wins is R1,800,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x900</li> <li>• Maximum win for any game including feature wins is R1,800,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x900</li> <li>• Maximum win for any game including feature wins is R1,800,000</li> </ul>



### WILD SYMBOL

Wild symbols can appear randomly anywhere on the reels, apart from on reel 3 in the Appetite for Destruction Wild, and substitute for all symbols except for Bonus symbols. Wild symbols and Expanding Wild symbols substitute for the highest possible winning combination on a bet line. Expanding Wild symbols substitute for all symbols except for the Appetite for Destruction Wild, the overlay Wild in Legend Spins and the overlay Stacked Wild in Encore Free Spins.

Nullfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

BET 20
LEVEL 1
AUTOPLAY
MAX BET
COIN VALUE 0.50
COINS 10000

Cash: R\$ 000,00
Dec: R10,00
Win: R0,00

### BONUS WHEEL

3 Bonus symbols appearing anywhere on reels 1, 3 and 5 in the main game, randomly award one of 3 features. The 3 Bonus features are: Encore Free Spins, the Crowd-Pleaser Bonus Game and coin wins. The coin win amounts are displayed on the Bonus Wheel.

**BONUS WHEEL** Click the stop button to stop the wheel spinning and see which Bonus feature is activated.

Nullfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

BET 20
LEVEL 1
AUTOPLAY
MAX BET
COIN VALUE 0.50
COINS 10000

Cash: R\$ 000,00
Dec: R10,00
Win: R0,00

### THE CROWD-PLEASER BONUS GAME

The Crowd-Pleaser Bonus Game is a Pick & Click game with 3 levels. Players have a number of picks, which award coin wins. On all levels in the Crowd-Pleaser Bonus Game, in addition to the coin win, Free Spin symbols and a +1 pick symbol can also be awarded. Up to 3 Free Spin symbols can be awarded from all 3 levels combined. 3 Free Spin symbols activate 10 Free Spins. On Level 1, 3 clicks are awarded and 60 coins is the minimum coin win awarded. Level 2 is activated when 60 coins are won and the number of picks remaining is 0. Level 3 is activated when a minimum of 300 coins from levels 1 and 2 is reached, and either there are no picks left or all the instruments have been selected. On level 3 it is possible to double the total win for the feature: if a total of 800 coins is awarded, the total Crowd-Pleaser Bonus Game win will be multiplied by 2.

Nullfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

BET
20

LEVEL
1

AUTOPLAY

MAX BET

COIN VALUE
0.50

COINS
10000

Cash: 15,000.00
Dec: 110.00
Win: 80.00

### ENCORE FREE SPINS

Encore Free Spins activates 10 Free Spins. During Encore Free Spins, a band member symbol will appear as an overlay Stacked Wild symbol on reel 2, 3 or 4 in each spin. The corresponding band member symbol will act as a Wild on all other reels for the spin. Additional Free Spins cannot be won during Free Spins. Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

Nullfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

BET
20

LEVEL
1

AUTOPLAY

MAX BET

COIN VALUE
0.50

COINS
10000

Cash: 15,000.00
Dec: 110.00
Win: 80.00



### SOLO MULTIPLIER

The Solo multiplier feature is a random multiplier that awards a win multiplier of x4 - x10 to a winning bet line, when all the bet line wins consist of matching symbols, or matching symbols including Wild substitutions. The Solo multiplier is activated if there are at least 3 matching symbols in a bet line win. The Solo multiplier is activated for 1 winning symbol per spin (excluding Wild symbols). All bet line wins are multiplied by the Solo multiplier for the entire win in the current spin.

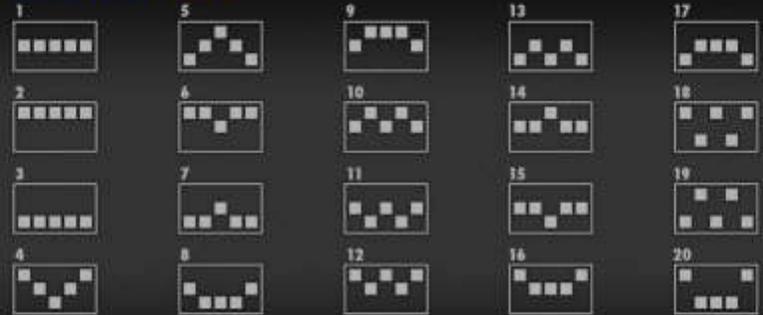


MultiFunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00    Bet: R10.00    Win: R0.00

BET: 20    LEVEL: 1    AUTOPLAY    MAX BET    COIN VALUE: 0.50    COINS: 10000

### WINNING BET LINES



MultiFunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00    Bet: R10.00    Win: R0.00

BET: 20    LEVEL: 1    AUTOPLAY    MAX BET    COIN VALUE: 0.50    COINS: 10000

## Gordon Ramsay Hell's Kitchen

is a 5-reel, 3-row video instant game featuring Ramsay's Wilds feature, Team Challenge Free Spins with Order Up features and Gordon's Bonus Game.

- The game is played with 20 bet lines (fixed) and different bet values, coin values, and bet levels (only when playing in coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A bet line win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- Note: The following functions might be unavailable in some operators: Autoplay, Quick Spin, Quick Stop

### Wild Symbol and Ramsay's Wilds Feature

- Wild symbols can appear anywhere on the reels in the main game and in Team Challenge Free Spins.
- Wild symbols substitute for all symbols except Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Ramsay's Wilds feature can be randomly activated in the main game. In this case, 5 to 7 Wild symbols may randomly appear anywhere on the reels during the game round.
- When Ramsay's Wilds feature is activated, Wild symbols cannot land on top of other Wild symbols or Scatter symbols.
- The wins from the round that activated Ramsay's Wilds feature are evaluated after all Wild symbols land on the reels.

### Team Challenge Free Spins and the Order Up Feature

- 3 or 4 Scatter symbols appearing on reels 1, 2, 4, and 5 in the main game activate 10 or 15 Team Challenge Free Spins respectively.
- In Team Challenge Free Spins, there are two 5-reel, 3-row play areas. These two areas represent a cooking competition between the red and the blue teams.

- Note: Each play area has 20 bet lines (fixed) that are identical to the bet lines in the main game. Keep in mind that the bet lines of the red team's play area are numbered from 1 to 20 and the bet lines of the blue team's play area are numbered from 21 to 40 in Game History.
- Before Team Challenge Free Spins start, you are required to choose one of the teams.
- There are 3 Order Up features in Team Challenge Free Spins:
  - x2 Multiplier: the bet line win is multiplied by 2
  - x3 Multiplier: the bet line win is multiplied by 3
  - The Team Wilds feature: 3 to 8 Wild symbols are randomly placed on the reels
- Note: Ramsay's Wild symbols and Team Wild symbols are called Random Wild symbols when describing symbols position in Game History.
- 1 to 3 Order Up features are randomly activated during each spin. Each activated Order Up feature is awarded only once per spin.
- The Order Up features are color-coded red and blue and apply to the red or to the blue team's play areas respectively.
- If an x2 Multiplier and an x3 Multiplier of the same color are activated during the same spin, the bet line wins of the corresponding team are multiplied by the sum of these Multipliers (x5).
- The total win of each team is displayed on the counter of the corresponding play area.
- Team Challenge Free Spins are played at the same bet as the round that activated Team Challenge Free Spins.
- Additional Team Challenge Free Spins cannot be won during Team Challenge Free Spins.
- Team Challenge Free Spins end when the Free Spins counter reaches 0.
- At the end of Team Challenge Free Spins, the team with the biggest total win is declared the winner of the cooking competition.
- The total win from the Team Challenge Free Spins round equals the sum of the total wins of both teams.
- At the end of Team Challenge Free Spins, the total win from Team Challenge Free Spins is added to any wins from the round that activated Team Challenge Free Spins.
- If the team chosen at the beginning of Team Challenge Free Spins loses, the game returns to the round that activated Team Challenge Free Spins.
- If the team chosen at the beginning of Team Challenge Free Spins wins or the competition ends in a tie, Gordon's Bonus Game is activated.

### Gordon's Bonus Game

- Gordon's Bonus Game can be activated only at the end of Team Challenge Free Spins.
- There are 12 random prizes and 3 X symbols hidden under 15 Menus. Click on the Menus to unlock the prizes.
- There are 3 types of prizes that can be hidden behind the Menus:
  - Random prizes of 2, 3, or 5 times the bet
  - x2 Multiplier
  - x3 Multiplier
- If both the x2 Multiplier and the x3 Multiplier are unlocked during Gordon's Bonus Game, their values are added. If no Multipliers are unlocked, the total win from Gordon's Bonus Game is multiplied by x1.
- Gordon's Bonus Game ends when you unlock 3 X symbols. The total win from Gordon's Bonus Game equals the sum of the prizes multiplied by the total Multiplier unlocked during Gordon's Bonus Game.

- At the end of Gordon's Bonus Game, the total win from Gordon's Bonus Game is added to any wins from the round that activated Team Challenge Free Spins.
- At the end of Gordon's Bonus Game, the game returns to the round that activated Team Challenge Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.07%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x585.7</li> <li>• Maximum win for any game including feature wins is R1,171,400</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.07%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x585.7</li> <li>• Maximum win for any game including feature wins is R2,342,800</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.07%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x585.7</li> <li>• Maximum win for any game including feature wins is R2,342,800</li> </ul>

### Paytable

<ul style="list-style-type: none"> <li>5 200</li> <li>4 80</li> <li>3 45</li> </ul>	<ul style="list-style-type: none"> <li>5 80</li> <li>4 60</li> <li>3 40</li> </ul>	<ul style="list-style-type: none"> <li>5 30</li> <li>4 25</li> <li>3 20</li> </ul>	<ul style="list-style-type: none"> <li>5 30</li> <li>4 25</li> <li>3 20</li> </ul>
<ul style="list-style-type: none"> <li>5 60</li> <li>4 40</li> <li>3 30</li> </ul>	<ul style="list-style-type: none"> <li>5 50</li> <li>4 40</li> <li>3 30</li> </ul>	<ul style="list-style-type: none"> <li>5 20</li> <li>4 15</li> <li>3 10</li> </ul>	<ul style="list-style-type: none"> <li>5 15</li> <li>4 10</li> <li>3 7</li> </ul>

## RAMSAY'S WILDS FEATURE

In Ramsay's Wilds feature, 5 to 7 Wild symbols randomly appear anywhere on the reels during the game round.



Wild symbols substitute for all symbols except Scatter symbols.

## GORDON'S BONUS GAME

At the end of Team Challenge Free Spins, the team with the biggest total win is declared the winner of the cooking competition.

If the team chosen at the beginning of Team Challenge Free Spins wins or the competition ends in a tie, Gordon's Bonus Game is activated.



There are 3 types of prizes that can be hidden behind the Menus:

- Random prizes of 2, 3, or 5 times the bet
  - x2 Multiplier
  - x3 Multiplier

In the Team Wilds feature, 3 to 8 Wild symbols randomly appear anywhere on the reels.

The Order Up features are color-coded red and blue and apply to the red or to the blue team's play areas respectively.

If an x2 Multiplier and an x3 Multiplier of the same color are activated during the same spin, the bet line wins of the corresponding team are multiplied by the sum of these Multipliers (x5).

At the end of Team Challenge Free Spins, the team with the biggest total win is declared the winner of the cooking competition.

## TEAM CHALLENGE FREE SPINS AND THE ORDER UP FEATURE

Scatter symbols can appear on reels 1, 2, 4, and 5 in the main game.



3 Scatter symbols = 10 Team Challenge Free Spins

4 Scatter symbols = 15 Team Challenge Free Spins

2 play areas represent a cooking competition between the red and the blue teams. Before Team Challenge Free Spins start, you are required to choose one of the teams.



1 to 3 Order Up features are randomly activated during each spin:



x2 Multiplier



x3 Multiplier



The Team Wilds feature

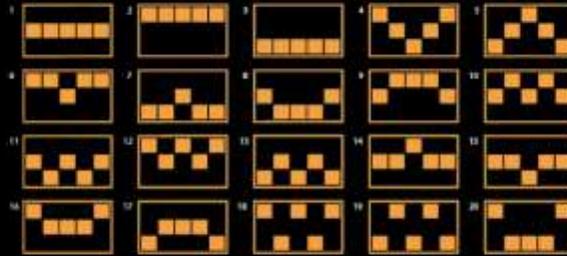
### WILD SYMBOL



Wild symbols can appear anywhere on the reels in the main game and in Team Challenge Free Spins.

Wild symbols substitute for all symbols except Scatter symbols.

### WINNING BET LINES



Note: Each play area in Team Challenge Free Spins has 20 bet lines (fixed) that are identical to the bet lines in the main game. Keep in mind that the bet lines of the red team's play area are numbered from 1 to 20 and the bet lines of the blue team's play area are numbered from 21 to 40 in Game History.



1 to 3 Order Up features are randomly activated during each spin:



In the Team Wilds feature, 3 to 8 Wild symbols randomly appear anywhere on the reels.

## GORDON'S BONUS GAME

At the end of Team Challenge Free Spins, the team with the biggest total win is declared the winner of the cooking competition.

If the team chosen at the beginning of Team Challenge Free Spins wins or the competition ends in a tie, Gordon's Bonus Game is activated.



There are 3 types of prizes that can be hidden behind the Menus:

- Random prizes of 2, 3, or 5 times the bet
  - x2 Multiplier
  - x3 Multiplier

## Hotline

- Hotline Touch™ is a 5-reel, 3-row, 30 line (fixed) video instant game featuring Wild and Expanding Wild symbols, Re-Spins, Free Spins and Hotline Bonus Bet.
- The game is played with 30 bet lines (fixed), 1 - 10 bet levels, and different coin values.
- The bet level is set using the LEVEL selector.
- Bet level is the number of coins bet per 2 bet lines.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

## Hotline Bonus Bet

- Hotline Bonus Bet is a bonus bet feature that increases the chance to win Expanding Wilds and Re-Spins for a higher bet.
- Every row is a Hotline. Every Hotline can be activated or deactivated. One Hotline is always activated.
- When one Hotline is activated, the game is played with Base Bet (15 coins per bet level).
- If two Hotlines are activated, the game is played with Double Bet (30 coins per bet level).
- If three Hotlines are activated, the game is played with Triple Bet (45 coins per bet level).
- The more Hotlines are activated, the higher is the chance for Expanding Wilds and the possibility to win Re-Spins.

## Wild and Expanding Wild

- Wild symbols can appear anywhere on the reels in the main game, Re-Spins and Free Spins and substitute for all symbols except for Scatter symbols.
- If a Wild symbol lands on an activated Hotline, it expands to cover the entire reel.
- Wild and Expanding Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

## Re-Spins

- In the main game and Re-Spins, if a Wild symbol lands on an activated Hotline, it expands to cover the entire reel and awards a Re-Spin after all wins have been evaluated.
- The Expanding Wild remains on the reels until the end of the Re-Spins.
- Re-Spins end if no new Wild symbols land on an activated Hotline.
- Re-Spins are played at the same bet level, coin value, and the same activated Hotlines as the spin that activated the Re-Spins.
- Any Re-Spins wins are added to any wins from the initial spin.

- If Free Spins and Re-Spins are won simultaneously, Free Spins are activated first.

### Free Spins

- 3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game activate 7 Free Spins.
- In Free Spins, if a Wild symbol lands on an activated Hotline, it expands to cover the entire reel and remains on the reels until the end of the Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- Free Spins are played at the same bet level, coin value, and the same activated Hotlines as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- If Free Spins and Re-Spins are won simultaneously, Free Spins are activated first.
- Free Spins cannot be activated during the Re-Spins.

Note: Some operators may not offer all of the listed game settings.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.13%</li> <li>• Min Bet R4.50</li> <li>• Max Bet R900</li> <li>• Multiplier x1230</li> <li>• Maximum win for any game including feature wins is R1,107,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.13%</li> <li>• Min Bet R4.50</li> <li>• Max Bet R2250</li> <li>• Multiplier x1230</li> <li>• Maximum win for any game including feature wins is R2,767,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.13%</li> <li>• Min Bet R4.50</li> <li>• Max Bet R4500</li> <li>• Multiplier x1230</li> <li>• Maximum win for any game including feature wins is R5,535,000</li> </ul>

Paytable

## PAYTABLE

# Hotline™

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### Hotline Bonus Bet

Hotline Bonus Bet is a bonus bet feature that increases the chance to win Expanding Wilds and Re-Spins for a higher bet.

When one Hotline is activated, the game is played with Base Bet.

If two Hotlines are activated, the game is played with Double Bet.

If three Hotlines are activated, the game is played with Triple Bet.

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### Wild and Expanding Wild

Wild symbols can appear anywhere on the reels in the main game, Re-Spins and Free Spins and substitute for all symbols except for Scatter symbols.

If a Wild symbol lands on an activated Hotline, it expands to cover the entire reel.

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### Re-Spins

In the main game and Re-Spins, if a Wild symbol lands on an activated Hotline, it expands to cover the entire reel and awards a Re-Spin after all wins have been evaluated.

The Expanding Wild remains on the reels until the end of the Re-Spins.

**Free Spins**



3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game activate 7 Free Spins.

In Free Spins, if a Wild symbol lands on an activated Hotline, it expands to cover the entire reel and remains on the reels until the end of the Free Spins.

**Symbol Payout Values**



5 100,00 R  
4 45,00 R  
3 15,00 R



5 60,00 R  
4 25,00 R  
3 10,00 R



5 40,00 R  
4 15,00 R  
3 5,00 R



5 15,00 R  
4 10,00 R  
3 2,50 R

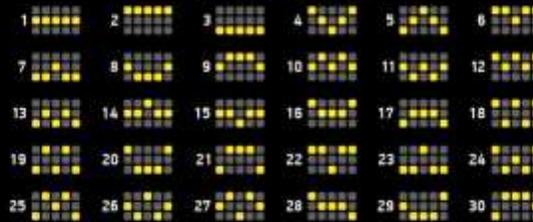


5 12,50 R  
4 7,50 R  
3 2,50 R



5 10,00 R  
4 5,00 R  
3 2,50 R

**Winning Bet Lines**



Bet line wins pay if 1 or succession from the leftmost reel to the rightmost reel. Only the highest win per reel line is paid. Multiplier wins all pays and plays. For more information, see the Game Rules.

## Jack and the Beanstalk

- Jack and the Beanstalk™ is a 5-reel, 3-row video instant game that features Treasure Collection in Free Spins, and Walking Wilds with re-spins.
- Play 20 fixed bet lines at different bet levels and coin values.
- MAX BET plays the game at the highest bet level, and the pre-selected coin value.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Winning combinations and payouts are made according to the Paytable.
- Bet line wins are multiplied by the number of coins bet per bet line.
- Wild symbol substitutes for all symbols except Scatter and Key symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- In the main game, Wild symbols appear on reels 2, 3, 4 and 5.
- During re-spins, Wild symbols appear on reels 2, 3, and 4.
- All wins with Wild symbols pay coin win x3.
- The key symbols are only available on reel 5 in Free Spins.
- Only the highest win per active bet line is paid.
- Bet line wins pay if in succession from leftmost to right.
- Simultaneous wins on different bet lines are added.
- Game History is not available in PLAYING FOR FUN mode.
- COINS displays the number of coins the player has available to wager.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Coin wins on Scatter symbols are added to any bet line wins.
- Wins pay on selected bet lines, except for Scatter symbols.

### Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels activate 10 Free Spins.
- 3 or more Scatter symbols during Free Spins activate 5 additional Free Spins.
- Free Spins are played at the same bet level and the same number of lines as the round that activated Free Spins.
- Free Spins and the Walking Wild feature can be activated in the same game round. If this occurs, Free Spins is played first, followed by the Walking Wild.
- All Free Spins wins with Wild symbols pay coin win x3.

### The Walking Wild feature

- When a Wild symbol appears on the reels, a re-spin is awarded.
- During the re-spin the Wild symbol moves one reel to the left with chances of more winnings.
- Re-spins continue as long as a Wild symbol is present on the reels.
- The Walking Wild feature appears both in the main game and in Free Spins.

- When a Wild symbol appears during Free Spins, the Free Spins stops and the Walking Wild feature becomes active. The Free Spins continue after the Walking Wild feature ends. If additional Walking Wilds appear during re-spins, the re-spins will continue until the last one has reached the leftmost reel and the following spin does not contain any Wild symbols.

### Treasure Collection

During Free Spins, the key symbols that appear on reel 5 unlock the following Wild features:

2 Stacked Money Bags	Collect 3 key symbols, and the next Wild appearing on the reels will become a Stacked Wild of 2 money bag symbols.
3 Stacked Golden Hens	Collect 6 key symbols, and the next Wild appearing on the reels will become a Stacked Wild of 3 golden hen symbols.
Expanding Golden Harps	<ul style="list-style-type: none"> <li>• Collect 9 key symbols, and the next Wild appearing on the reels will become an Expanding Wild with a golden harp symbol.*</li> <li>• The Wild expands to cover the entire reel, and shifts for a chance at bigger wins.</li> <li>• At the end of Free Spins sessions, all the symbols collected are discarded.</li> <li>• Once you have collected 9 key symbols, and there are no more Expanding Wilds present on the reels, the game returns to the main game.</li> </ul>

\*A Stacked Wild is a Wild symbol that covers 2 or 3 positions on the reel. Stacked Wilds may be fully or partially displayed depending on how the reel lands. When a Stacked wild symbol appears on the reels, a re-spin is awarded. During the re-spin the Stacked Wild symbol moves one reel to the left until it reaches the first reel, after which the re-spin stops. The Scatter symbol does not appear during re-spins, so it is not possible to win additional Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.28%</li> <li>Min Bet R2.00</li> <li>Max Bet R200</li> <li>Multiplier x7199</li> <li>Maximum win for any game including feature wins is R1,439,800</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.28%</li> <li>Min Bet R2.00</li> <li>Max Bet R400</li> <li>Multiplier x7199</li> <li>Maximum win for any game including feature wins is R2,879,600</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.28%</li> <li>Min Bet R2.00</li> <li>Max Bet R1000</li> <li>Multiplier x7199</li> <li>Maximum win for any game including feature wins is R7,199,000</li> </ul>

### Paytable



AN ELEGANT PRODUCTION

## Jack and the Beanstalk™

### WALKING WILD

X

When a Wild symbol appears on the reels, a re-spin is awarded.

During the re-spin the Wild symbol moves one reel to the left and another re-spin occurs.

Re-spins continue as long as a Wild symbol is present on the reels.

All wins with Wild symbols pay coin win x3.

Wild symbol substitutes for all symbols except Scatter and Key symbols.

The Walking Wild feature appears both in the main game and in Free Spins.

Only the highest win per active bet line is paid; Bet line wins pay if in succession from leftmost to right.

Malfunction voids all pays and plays.

BET 20
LEVEL 1
COIN VALUE 0.50
COINS 10000

Cash: R5,000.00
Bet: R10.00
Win: R0.00

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AN ELEGANT PRODUCTION

## Jack and the Beanstalk™

### TREASURE COLLECTION

X

The key symbols found on reel 5 in Free Spins unlock the following Wild features:

**2 Stacked Money Bags**

Collect 3 key symbols, and the next Wild appearing on the reels will become a Stacked Wild of 2 money bag symbols.

For more information, see the Game Rules.

**3 Stacked Golden Hens**

Collect 6 key symbols, and the next Wild appearing on the reels will become a Stacked Wild of 3 golden hen symbols.

For more information, see the Game Rules.

**Expanding Golden Harps**

Collect 9 key symbols, and the next Wild appearing on the reels will become an Expanding Wild with a golden harp symbol.

For more information, see the Game Rules.

Only the highest win per active bet line is paid; Bet line wins pay if in succession from leftmost to right.

Malfunction voids all pays and plays.

BET 20
LEVEL 1
COIN VALUE 0.50
COINS 10000

Cash: R5,000.00
Bet: R10.00
Win: R0.00

### Jack and the Beanstalk™

AN ELEGANT PRODUCTION

	5 1000 4 200 3 20
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	5 750 4 100 3 15
---	------------------------

	5 250 4 50 3 10
--	-----------------------

	5 250 4 50 3 10
---	-----------------------

	5 125 4 30 3 8
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● ● ● ● ●

Only the highest win per active bet line is paid; Bet line wins pay if in succession from leftmost to right.  
Malfunction voids all pays and plays.

BET 20
LEVEL 1
COIN VALUE 0.50
COINS 10000

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### Jack and the Beanstalk™

AN ELEGANT PRODUCTION

	5 100 4 25 3 6
--	----------------------

	5 75 4 20 3 5
--	---------------------

	5 75 4 20 3 5
---	---------------------

	5 50 4 15 3 4
---	---------------------

	5 30 4 10 3 3
---	---------------------

● ● ● ● ●

Only the highest win per active bet line is paid; Bet line wins pay if in succession from leftmost to right.  
Malfunction voids all pays and plays.

BET 20
LEVEL 1
COIN VALUE 0.50
COINS 10000

Cash: R5,000.00    Bet: R10.00    Win: R0.00



## Jack Hammer

- Jack Hammer™ is a 25-line, 3 row video instant game using 15 independent reels.
- The game features Sticky Wins™, Free Spins and Wild substitutions.
- The game is played with 25 bet lines (fixed), 1-10 bet levels and different coin values.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- MAX BET plays the game at the highest bet level, and the pre-selected coin value.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- Winning combinations and payouts are made according to the Paytable.
- Bet line wins pay if in succession from leftmost to right.
- Bet line wins are multiplied by the number of coins bet per bet line.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All wins are shown in coins.
- The Free Spin symbol is a Scatter symbol.
- Free Spin wins are added to any bet line wins.
- In both the main game and during the Free Spins, Wild symbols appear only on reels 2, 3, 4 and 5.
- Wild symbol substitutes for all symbols except Free Spin symbols.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- Bet level is the number of coins bet per bet line.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- COINS displays the number of coins available to wager.

### Sticky Win Feature

- A winning bet line, or 3 or more Free Spin symbols triggers the Sticky Win™ feature.
- The reels with winning symbols are held and all other reels re-spin for a chance of bigger wins.
- The reels keep re-spinning as long as there are new wins.
- When no new wins are generated and Sticky Win ends, all active wins are paid.

### Free Spins

- In the main game and Free Spins, 5 or more Free Spin symbols appearing anywhere on the reels activate Free Spins. The number of Free Spins won is according to the Paytable.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins can be won during Free Spins.
- Free Spin wins are tripled (x3). Excludes additional Free spins.
- Additional Free Spins won are not multiplied by the Free Spins multiplier.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.09 %</li><li>• Min Bet R2.50</li><li>• Max Bet R2500</li><li>• Multiplier x734</li><li>• Maximum win for any game including feature wins is R1,835,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.09 %</li><li>• Min Bet R2.50</li><li>• Max Bet R2500</li><li>• Multiplier x734</li><li>• Maximum win for any game including feature wins is R1,835,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.09 %</li><li>• Min Bet R2.50</li><li>• Max Bet R2500</li><li>• Multiplier x734</li><li>• Maximum win for any game including feature wins is R1,835,000</li></ul>

## Paytable

## PAYTABLE

**STICKY WIN\***

A winning bet line, or 3 or more Free Spin symbols triggers the Sticky Win™ feature. The reels with winning symbols are held and all other reels re-spin. The reels keep re-spinning as long as there are new wins. When no new wins are generated and Sticky Win™ ends, all active wins are paid.

**WILD!!**

Wild symbol substitutes for all symbols except for the Free Spin symbol.

**FREESPIN!**

5 or more Free Spin symbols activate Free Spins. Free Spin wins pay x3.

5 Scatters = 10 Free Spins  
 6 Scatters = 15 Free Spins  
 7 Scatters = 20 Free Spins  
 8 Scatters = 25 Free Spins  
 9-15 Scatters = 30 Free Spins

### Symbol Payout Values



5 100,00 ZAR  
 4 15,00 ZAR  
 3 5,00 ZAR



5 30,00 ZAR  
 4 10,00 ZAR  
 3 5,00 ZAR



5 25,00 ZAR  
 4 5,00 ZAR  
 3 2,50 ZAR



5 20,00 ZAR  
 4 5,00 ZAR  
 3 1,50 ZAR



5 12,50 ZAR  
 4 3,00 ZAR  
 3 1,50 ZAR



5 10,00 ZAR  
 4 2,50 ZAR  
 3 1,00 ZAR



5 7,50 ZAR  
 4 1,50 ZAR  
 3 0,50 ZAR



5 5,00 ZAR  
 4 1,00 ZAR  
 3 0,50 ZAR



5 4,00 ZAR  
 4 1,00 ZAR  
 3 0,50 ZAR

Winning Bet Lines

1		2		3		4		5	
6		7		8		9		10	
11		12		13		14		15	
16		17		18		19		20	
21		22		23		24		25	

Only the highest win per bet line is paid.  
 Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

## Jimi Hendrix Online Slot

- Jimi Hendrix Online Slot™ is a 5-reel, 3-row, 20-line (fixed) video instant gamewith Re-spins, Wild substitutions, Wild transformation and a Pick and Click feature with the potential for Free Spins or coin wins to be awarded.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Wild symbols substitute for all symbols except Scatter symbols.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only except for coin wins during the Pick and Click feature.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Re-Spins are played at the same bet level and coin value as the spin that activated Re-Spins.
- At the end of the Purple Haze feature, the total win from the Purple Haze feature is added to any wins from the round that activated the Purple Haze feature.
- At the end of the Red Guitar Re-spin, the total win from the Red Guitar Re-spin is added to any wins from the round that activated the Red Guitar Re-spin.
- At the end of the Pick and Click features (Coin Win, Crosstown Traffic Free Spins, Purple Haze Free Spins, Little Wing Free Spins), the total win from the Pick and Click features is added to any wins from the round that activated the Pick and Click features.

### Main Game Features

- There are 2 features that can be activated during the main game: The Purple Haze feature and the Red Guitar Re-spin.
- The Purple Haze Feature is activated when the Purple Haze symbol lands on reel 1.
- When the Purple Haze symbol lands on reel 1, symbols 10, J, Q, K and A transform into Wild symbols for that spin only.
- The Purple Haze symbol on reel 1 acts as a Wild symbol after Wild transformation has occurred.
- Before the Red Guitar Re-spin begins, the payout is awarded to the player for the spin that just occurred in the main game.

- 4 or more Red Guitar symbols landing on the reels in the main game activate the Red Guitar Re-spin feature.
- The 4 or more symbols stay on the reels for any subsequent Red Guitar Re-Spins and act as overlay symbols during each spin.
- After the Red Guitar Re-spin is activated, the reels Re-spin once. If new Red Guitar symbols land on the reels during a Re-spin, another Re-spin is activated.
- The Red Guitar Re-spin feature ends when no new Red Guitar symbols appear on the reel during a Re-spin.
- After a Re-spin occurs without a new Red Guitar symbol appearing on the reels, the Red Guitar Re-spin feature finishes and a payout is awarded. There is no payout for any Re-spin before the final Re-spin.
- Only winning combinations with Red Guitar symbols are paid out after the final Red Guitar Re-spin: no other winning combinations with other symbols are paid out.
- Wild symbols and Scatter symbols do not appear on the reels during the Red Guitar Re-spin feature.
- Both the Red Guitar-Re-spin and Pick and Click features can be activated during the Purple Haze feature.

### Pick and Click Feature

- The Pick and Click feature is activated when 3 Scatter symbols appear on the reels. The Scatter symbols appear on reels 3, 4 and 5.
- The Pick and Click feature can only be activated during the main game and the Purple Haze Feature.
- After the feature is activated, a Pick and Click game begins.
- There are 4 different prizes for the player during the Pick and Click game: a coin win, Crosstown Traffic Free Spins, Purple Haze Free Spins and Little Wing Free Spins.
- Players click on loudspeakers that can reveal 4 varieties of symbols. When the player has collected 3 of the same symbols, the corresponding prize is awarded.
- Only 1 prize is awarded per Pick and Click game.
- If the player collects 3 coin win symbols, a coin win is awarded with a random multiplier of between x8 and x30 of the initial bet.
- The maximum coin win in the Pick and Click game is 6000 coins.
- If a player collects 3 Crosstown Traffic Free Spins symbols, 6 Free Spins are awarded with Wild Reels appearing on different reels for each spin.
- On the first spin, the Wild reel appears on reel 5. On the second spin the Wild reels appear on reels 4 and 5, the third spin reels 3 and 4, the fourth spin reels 2 and 3, the fifth spin reels 1 and 2 and the sixth spin reel 1.
- If the player collects 3 Purple Haze Free Spins symbols, between 6 and 12 Free Spins are awarded. During Free Spins, these symbols transform into Wild symbols: 10, J, Q, K and A.
- If the player collects 3 Little Wing Free Spins symbols, between 6 and 12 Free Spins are awarded with between 3 and 5 overlay Wilds appearing randomly on the reels for each spin.
- The Pick and Click feature cannot be re-triggered during any of the Free Spins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.9%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x402</li> <li>Maximum win for any game including feature wins is R804,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.9%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x402</li> <li>Maximum win for any game including feature wins is R804,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.9%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x402</li> <li>Maximum win for any game including feature wins is R804,000</li> </ul>

## Paytable

**Jimi Hendrix**

**PURPLE HAZE FEATURE**

There are 2 features that can be activated during the main game: The Purple Haze feature and the Red Guitar Re-spin

The Purple Haze Feature is activated when the Purple Haze symbol lands on reel 1.

When the Purple Haze symbol lands on reel 1, symbols 10, J, Q, K and A transform into Wild symbols for that spin only.

The Purple Haze symbol on reel 1 acts as a Wild symbol after Wild transformation has occurred.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all bets and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

Cash: R5 000.00 Bet: R4.00 Win: R0.00


X



### RED GUITAR RE-SPIN

4 or more Red Guitar symbols landing on the reels in the main game activate the Red Guitar Re-spin feature.

After the Red Guitar Re-spin is activated, the reels Re-spin once. If new Red Guitar symbols land on the reels during a Re-spin, another Re-spin is activated.

The Red Guitar Re-spin feature ends when no new Red Guitar symbols appear on the reel during a Re-spin.



Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.20
CASH 25000

AUTO ?
Cash: R5 000.00
Bet: R4.00
Win: R0.00
HIT/REEL

---


X



### PICK AND CLICK FEATURE

The Pick and Click feature is activated when 3 Scatter symbols appear on the reels. The Scatter symbols appear on reels 3, 4 and 5.

After the feature is activated, a Pick and Click game begins.



Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.20
CASH 25000

AUTO ?
Cash: R5 000.00
Bet: R4.00
Win: R0.00
HIT/REEL

**Jimi Hendrix**

### PICK AND CLICK

There are 4 different prizes for the player during the Pick and Click game: a coin win, Crosstown Traffic Free Spins, Purple Haze Free Spins and Little Wing Free Spins.

Players click on loudspeakers that can reveal 4 varieties of symbols. When the player has collected 3 of the same symbols, the corresponding prize is awarded.

Only 1 prize is awarded per Pick and Click game.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

Cash: R5 000.00 Bet: R4.00 Win: R0.00

**Jimi Hendrix**

### COIN WIN

If the player collects 3 coin win symbols, a coin win is awarded with a random multiplier of between x8 and x30 of the initial bet.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

Cash: R5 000.00 Bet: R4.00 Win: R0.00


X





### CROSTOWN TRAFFIC FREE SPINS

If a player collects 3 Crosstown Traffic Free Spins symbols, 6 Free Spins are awarded with Wild Reels appearing on different reels for each spin.

On the first spin, the Wild reel appears on reel 5. On the second spin the Wild reels appear on reels 4 and 5, the third spin reels 3 and 4, the fourth spin reels 2 and 3, the fifth spin reels 1 and 2 and the sixth spin reel 1.



Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.30
BANK 25000

AUTO ?
Cash: R5 000.00
Bet: R4.00
Win: R0.00
HIT/REEL


X




### PURPLE HAZE FREE SPINS

If the player collects 3 Purple Haze Free Spins symbols, between 6 and 12 Free Spins are awarded. During Free Spins, these symbols transform into Wild symbols: 10, J, Q, K and A.


BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.30
BANK 25000
AUTO ?
Cash: R5 000.00
Bet: R4.00
Win: R0.00
HIT/REEL

**Jimi Hendrix**

### LITTLE WING FREE SPINS

If the player collects 3 Little Wing Free Spins symbols, between 6 and 12 Free Spins are awarded with between 3 and 5 overlay Wilds appearing randomly on the reels for each spin.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

**WILD SYMBOL**

Wild symbols substitute for all symbols except Scatter symbols.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

Cash: R5 000.00 Bet: R4.00 Win: R0.00

AUTO ?

MAX BET

0.30 25000

HIT/REEL



### SYMBOL PAYOUT VALUES

 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>400</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>20</td></tr> <tr><td>2</td><td>2</td></tr> </table>	5	400	4	100	3	20	2	2	 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>400</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>20</td></tr> <tr><td>2</td><td>2</td></tr> </table>	5	400	4	100	3	20	2	2	 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>85</td></tr> <tr><td>3</td><td>15</td></tr> </table>	5	200	4	85	3	15
5	400																							
4	100																							
3	20																							
2	2																							
5	400																							
4	100																							
3	20																							
2	2																							
5	200																							
4	85																							
3	15																							

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.



BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.20
25000

CASH: R5 000.00
BET: R4.00
WIN: R0.00
HIT/REEL

---



### SYMBOL PAYOUT VALUES

 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>150</td></tr> <tr><td>4</td><td>70</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	150	4	70	3	10	 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>125</td></tr> <tr><td>4</td><td>60</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	125	4	60	3	10	 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>100</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>9</td></tr> </table>	5	100	4	50	3	9
5	150																			
4	70																			
3	10																			
5	125																			
4	60																			
3	10																			
5	100																			
4	50																			
3	9																			
 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>90</td></tr> <tr><td>4</td><td>40</td></tr> <tr><td>3</td><td>8</td></tr> </table>	5	90	4	40	3	8	 <table border="0" style="margin-left: auto; margin-right: auto;"> <tr><td>5</td><td>80</td></tr> <tr><td>4</td><td>35</td></tr> <tr><td>3</td><td>7</td></tr> </table>	5	80	4	35	3	7							
5	90																			
4	40																			
3	8																			
5	80																			
4	35																			
3	7																			

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.



BET 20
LEVEL 1
AUTO PLAY
MAX BET
COIN VALUE 0.20
25000

CASH: R5 000.00
BET: R4.00
WIN: R0.00
HIT/REEL



### SYMBOL PAYOUT VALUES

	5	75		5	70		5	60
	4	30		4	30		4	25
	3	5		3	5		3	5

	5	50		5	50
	4	25		4	20
	3	5		3	5



Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTO PLAY

MAX BET

0.30

25000

AUTO ?

Cash: R5 000.00

Bet: R4.00

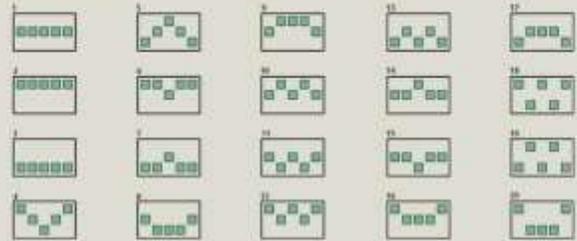
Win: R0.00

HIT/REEL

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### WINNING BET LINES





Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTO PLAY

MAX BET

0.30

25000

AUTO ?

Cash: R5 000.00

Bet: R4.00

Win: R0.00

HIT/REEL

## Jingle Spin

- Jingle Spin™ is a 5-reel, 3-row, 20 bet line video instant game featuring Wild substitutions, Free Spins, and 4 different feature baubles - a Spreading Wild Bauble, Free Spins Bauble, Coin Win Bauble, and a Surprise Bauble.
- The game is played with 20 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round with the selected coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins apply to bet line wins and Coin Win Baubles only.
- Simultaneous wins on more than one feature bauble are added together.

## Christmas Bauble Wheel and Helping Dwarves

- The game features a Christmas bauble wheel loaded with different feature baubles: a Spreading Wild Bauble, Free Spins Bauble, a Coin Win Bauble, and a Surprise Bauble.
- The feature contained in the bauble held by the helping dwarves above the reels is activated when a Wild symbol appears randomly on the reel below.
- Spreading Wild Baubles turn all adjacent and diagonal symbols into additional Wild symbols. The additional Wild symbols from the Spreading Wild do not activate any feature baubles held by the helping dwarves above them.
- Free Spins Baubles activate the number of Free Spins displayed on the bauble.
- Coin Win Baubles add coin wins to the total bet line win.
- Wins with Coin Win Baubles are equal to the value displayed on the bauble.
- The Surprise Bauble contains one of the feature baubles.
- The Christmas bauble wheel is located to the right of the reels and the helping dwarves are located directly above the reels.
- Helping dwarves' hands are empty at the start of the game.
- Each spin can deliver a random feature bauble from the bauble wheel into the hands of helping dwarves above the rightmost reel.
- Subsequent spins at the same bet level and coin value move the bauble from one helping dwarf to another one reel to the left per spin.
- If the current bet is raised and you tap spin, all baubles held by the helping dwarves will be removed.
- A maximum of 5 baubles can be held by the helping dwarves at the same time (one bauble per helping dwarf).

## Wild and Spreading Wild

- Wild symbols can appear on any reel and substitute for all symbols in the main game and in Free Spins.
- Wild symbol and Spreading Wild symbols substitute for the highest possible winning combination on a bet line according to the PAYTABLE.
- In the main game and in Free Spins, Spreading Wilds are activated when the Spreading Wild Bauble drops onto a regular Wild symbol appearing on the reel and substitute for all symbols except for regular Wild symbols.
- The Spreading Wild symbol turns all adjacent and diagonal symbols into additional Wild symbols.

## Free Spins

- Free Spin Baubles held by the helping dwarves directly above a Wild symbol activate Free Spins. The number of Free Spins won is a random amount and is displayed on the bauble according to the PAYTABLE.
- At the start of Free Spins, the Christmas bauble wheel will deliver 4 baubles into the hands of helping dwarves. A fifth bauble is added after the reels have stopped spinning.
- The next spin and each subsequent spin places a new bauble in the hands of the rightmost helping dwarf, so baubles are always being passed.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.
- Additional Free Spins are activated when the Free Spins Bauble held by a helping dwarf is directly collected by a Wild symbol appearing below the Free Spins Bauble, during a Free Spins mode. The Wild symbol appears randomly on the reels.
- Additional Free Spins won are automatically added to the current Free Spins.
- The TOTAL WIN field includes any wins from the main game added to any wins from Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins. The helping dwarves revert back to the state they had when Free Spins was activated.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.48%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x633</li> <li>Maximum win for any game including feature wins is R1,266,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.48%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x633</li> <li>Maximum win for any game including feature wins is R1,266,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.48%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x633</li> <li>Maximum win for any game including feature wins is R1,266,000</li> </ul>

### Paytable



## SYMBOL PAYOUT VALUES

	<table border="1"> <tr><td>5</td><td>75</td></tr> <tr><td>4</td><td>30</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	75	4	30	3	5		<table border="1"> <tr><td>5</td><td>60</td></tr> <tr><td>4</td><td>25</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	60	4	25	3	5								
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	<table border="1"> <tr><td>5</td><td>60</td></tr> <tr><td>4</td><td>25</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	60	4	25	3	5		<table border="1"> <tr><td>5</td><td>50</td></tr> <tr><td>4</td><td>20</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	50	4	20	3	5		<table border="1"> <tr><td>5</td><td>50</td></tr> <tr><td>4</td><td>20</td></tr> <tr><td>3</td><td>5</td></tr> </table>	5	50	4	20	3	5
5	60																						
4	25																						
3	5																						
5	50																						
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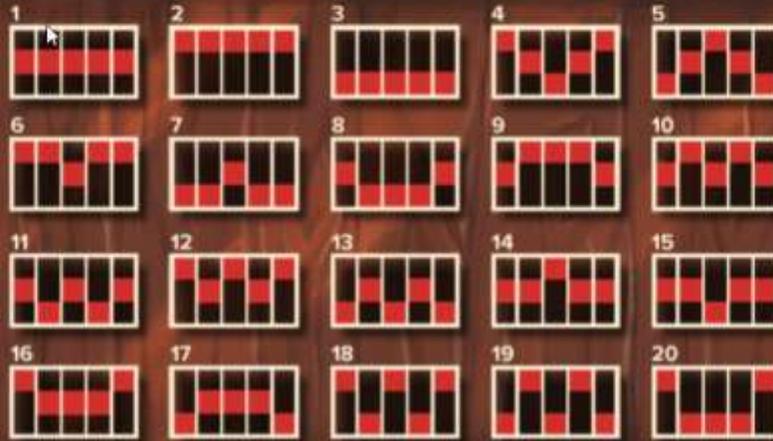
Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## SYMBOL PAYOUT VALUES

	<table border="1"> <tr><td>5</td><td>1000</td></tr> <tr><td>4</td><td>250</td></tr> <tr><td>3</td><td>30</td></tr> </table>	5	1000	4	250	3	30		<table border="1"> <tr><td>5</td><td>700</td></tr> <tr><td>4</td><td>150</td></tr> <tr><td>3</td><td>25</td></tr> </table>	5	700	4	150	3	25								
5	1000																						
4	250																						
3	30																						
5	700																						
4	150																						
3	25																						
	<table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>120</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	500	4	120	3	20		<table border="1"> <tr><td>5</td><td>400</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>15</td></tr> </table>	5	400	4	100	3	15		<table border="1"> <tr><td>5</td><td>300</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	300	4	50	3	10
5	500																						
4	120																						
3	20																						
5	400																						
4	100																						
3	15																						
5	300																						
4	50																						
3	10																						

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## BET LINES



Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## SURPRISE BAUBLE

The Surprise Bauble contains any one of the feature baubles; the Coin Win Bauble, Free Spins Bauble, or the Spreading Wild Bauble. For more information, see the Game Rules.



Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## SPREADING WILD BAUBLE

In the main game and in Free Spins, Spreading Wilds are activated when the Spreading Wild Bauble drops onto a regular Wild symbol appearing on the reel and substitute for all symbols except for regular Wild symbols. Spreading Wild symbols substitute for the highest possible winning combination on a bet line. For more information, see the Game Rules.



Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## FREE SPINS BAUBLE

Free Spin Baubles held by the helping dwarves directly above a Wild symbol activate Free Spins. Additional Free Spins can be won during Free Spins. For more information, see the Game Rules.

**FREE SPIN AMOUNTS**  
7 10 12 15 20 25 30 50



Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## COIN WIN BAUBLES

The coin win amounts are multiplied by the bet level in addition to winning bet lines. For more information, see the Game Rules.

**COIN WIN AMOUNTS  
ON BET LEVEL 1  
50 100 200 500 1000 2500**



Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

## Jumanji

- Jumanji® is a 5-reel video instant game with 4 random features, a Board Game with 4 different Free Spins, a Mystery Feature, coins wins, and extra dice rolls. The 5 reels are in a geometric form where the reels are 3, 4, 5, 4, 3 symbols high from left to right.
- The game is played with 36 bet lines (fixed), 1-10 bet levels (10 coins per level), and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- The Wild symbol substitutes for all symbols except the Scatter symbol.
- Winning combinations and payouts are made according to the Paytable.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.

Each feature in Jumanji® is played at the same bet level and coin value as the spin that activated the feature.

Note: Only one feature can be activated per spin.

### Main Game Features

The random features can be activated during the main game only:

1. Sticky Vines
2. Monsoon Wilds
3. Monkey Mayhem
4. Wild Stampede

Each random feature takes place within a single spin.

### Sticky Vines

- If there are wins on at least 2 bet lines and on at most 9 in total, and the other features have not been activated, then it is possible for the Sticky Vines feature to be activated.
- If the Sticky Vines feature is activated, re-spins are awarded which increase the win.
- During the Sticky Vines feature, all symbols that are a part of a win and all Wilds from the initial spin (even if they are not part of a win) stick to the reels, and all other symbols spin again.
- The symbols spin independently but simultaneously on the reels.
- Re-spins are awarded until no new winning symbols stick, or until the whole game area is filled.

- When the Sticky Vines feature ends, the wins will be evaluated and awarded according to the Paytable.

### Monsoon Wilds

- If the Monsoon Wilds feature is randomly activated in the main game, one or two reels will be completely covered in Wilds while the reels spin.
- Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.
- It is not possible to have only the fifth reel covered in Wilds.

### Monkey Mayhem

- If the Monkey Mayhem feature is randomly activated in the main game, any potential wins are awarded once the reels have stopped. Then, all symbols are shuffled randomly to create a guaranteed win, which is then evaluated and awarded according to the Paytable.

### Wild Stampede

- If the Wild Stampede feature is activated, rhinos will stampede across the screen while the reels spin, adding 4-9 Wilds.
- Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.

### Board Game

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate the bonus Board Game. There are no Scatter symbols in the Board Game.
- The Jumanji® circle in the center of the screen reveals information about wins and features when needed.
- The tokens are purely cosmetic and have no effect on the outcome of the Board Game.
- The player moves the token on the board by rolling the two six-sided dice. The odds for dice rolls are true.
- The number of dice rolls given for the Board Game is determined by the number of Scatter symbols landed:
  - 3 Scatter symbols = 6 dice rolls
  - 4 Scatter symbols = 7 dice rolls
  - 5 Scatter symbols = 8 dice rolls

The various features and prizes in the Board Game are:

1. Vines Free Spins
2. Monsoon Free Spins
3. Monkey Free Spins
4. Stampede Free Spins
5. Mystery Feature
6. Coin Wins
7. Extra Rolls

Each Free Spin feature is located at each corner of the board game. When the token lands on one of the two locations in front of a feature, that feature will be activated.

Note: Each Free Spin feature can be activated only once during a Board Game session. After a Free Spin feature has been activated, the corresponding locations will instead give an extra dice roll, if landed on.

At the end of the Board Game, the total win is added to any wins from the round that activated the Board Game.

Note: If the Board Game is activated during Autoplay, Autoplay will automatically stop. At the end of the Board Game, the game returns to the round that activated the Board Game and Autoplay is no longer activated.

#### Vines Free Spins

- When the Vines Free Spins feature is activated, 10 Free Spins are awarded.
- In Vines Free Spins, re-spins will always be activated if a win is present after the initial spin. One Free Spin can have multiple re-spins, which work the same way as the Sticky Vines feature.
- Vines grab hold onto Wilds and keep them held for the duration of the whole Vines Free Spins feature, whether they are part of a win or not.

#### Monsoon Free Spins

- When the Monsoon Free Spins feature is activated, 7 Free Spins are awarded.
- The same rules apply in Monsoon Free Spins as in Monsoon Wilds, with the exception that the same covered reels cannot be chosen for two consecutive Free Spins.

#### Monkey Free Spins

- When the Monkey Free Spins feature is activated, 6 Free Spins are awarded.
- In Monkey Free Spins, each Free Spin contains the same shuffle mechanics as in the Monkey Mayhem feature.

## Stampede Free Spins

- When the Stampede Free Spins feature is activated, 5 Free Spins are awarded.
- In Stampede Free Spins, each Free Spin contains the same mechanics as in the Wild Stampede feature.

## Mystery Feature

- When the token lands on the Mystery Feature location, the Mystery Feature is awarded.
- A carousel of Free Spin features, coin wins (x2 - x10 bet), and 2 extra dice rolls appears within the Jumanji® circle. The player is awarded with the one that the carousel stops on.
- If it is a Free Spin feature, the token moves to the corresponding location.
- Note that since each Free Spin feature can be activated only once within a Board Game session, those previously won will not be a part of the Mystery Feature carousel.

## Coin Wins

- When the token lands on the Coin Win location, a coin win is awarded. The coin wins on the board range from x1 to x5 bet.
- The coin win amount is equal to the current bet multiplied by the number indicated on the location.

## Extra Rolls

- When the token lands on the Extra Roll location, an extra dice roll is awarded.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.33%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x539</li> <li>• Maximum win for any game including feature wins is R1,078,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.33%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x539</li> <li>• Maximum win for any game including feature wins is R1,078,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.33%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x539</li> <li>• Maximum win for any game including feature wins is R1,078,000</li> </ul>

Paytable

**JUMANJI**

**SYMBOL PAYOUT VALUES**

	5 4 3	140 20 6		5 4 3	50 15 5
	5 4 3	30 10 4		5 4 3	25 8 3

Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**

	5 4 3	10 4 2		5 4 3	9 4 2
	5 4 3	8 3 2		5 4 3	7 3 2

Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**



**WILD**



**SCATTER**

The Wild symbol substitutes for all symbols except the Scatter symbol.

**STICKY VINES**

Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**

**STICKY VINES**

If the Sticky Vines feature is activated, re-spins are awarded which increase the win.

During the Sticky Vines feature, all symbols that are a part of a win and all Wilds from the initial spin (even if they are not part of a win) stick to the reels, and all other symbols spin again.



Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**



**MONSOON WILDS**

If the Monsoon Wilds feature is randomly activated in the main game, one or two reels will be completely covered in Wilds while the reels spin.

It is not possible to have only the fifth reel covered in Wilds.

Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**

X

## MONKEY MAYHEM

If the Monkey Mayhem feature is randomly activated in the main game, any potential wins are awarded once the reels have stopped. Then, all symbols are shuffled randomly to create a guaranteed win, which is then evaluated and awarded according to the Paytable.



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Cash: 990,000.00    Bet: R10.00    Win: R0.00

WETSW

**JUMANJI**

X

## WILD STAMPEDE

If the Wild Stampede feature is activated, rhinos will stampede across the screen while the reels spin, adding 4-9 Wilds.

Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.



7

Cash: 990,000.00    Bet: R10.00    Win: R0.00

WETSW

**JUMANJI**

X

## BOARD GAME



3 or more Scatter symbols appearing anywhere on the reels in the main game activate the bonus Board Game. There are no Scatter symbols in the Board Game.

The tokens are purely cosmetic and have no effect on the outcome of the Board Game.

The player moves the token on the board by rolling the two six-sided dice.

7

PLAYING FOR FUN

WETSW

**JUMANJI**

The odds for dice rolls are true.

- 3 Scatter symbols = 6 dice rolls
- 4 Scatter symbols = 7 dice rolls
- 5 Scatter symbols = 8 dice rolls

Each Free Spin feature is located at each corner of the board game. When the token lands on one of the two locations in front of a feature, that feature will be activated.

**VINES FREE SPINS**

Cash: 990,000.00 Bet: R10.00 Win: R0.00

**JUMANJI**

**VINES FREE SPINS**

When the Vines Free Spins feature is activated, 10 Free Spins are awarded.



In Vines Free Spins, re-spins will always be activated if a win is present after the initial spin. One Free Spin can have multiple re-spins, which work the same way as the Sticky Vines feature.

Vines grab hold onto Wilds and keep them held for the duration of the whole Vines Free Spins feature, whether they are part of a win or not.

PLAYING FOR FUN

Cash: 990,000.00 Bet: R10.00 Win: R0.00

**JUMANJI**

**MONSOON FREE SPINS**



When the Monsoon Free Spins feature is activated, 7 Free Spins are awarded.

The same rules apply in Monsoon Free Spins as in Monsoon Wilds, with the exception that the same covered reels cannot be chosen for two consecutive Free Spins.

Cash: 990,000.00 Bet: R10.00 Win: R0.00

**JUMANJI**  
Free Spins.

### MONKEY FREE SPINS

When the Monkey Free Spins feature is activated, 6 Free Spins are awarded.

In Monkey Free Spins, each Free Spin contains the same shuffle mechanics as in the Monkey Mayhem feature.



PLAYING FOR FUN

**JUMANJI**

### STAMPEDE FREE SPINS

When the Stampede Free Spins feature is activated, 5 Free Spins are awarded.

In Stampede Free Spins, each Free Spin contains the same mechanics as in the Wild Stampede feature.



### MYSTERY FEATURE

Cash: 990,000.00    Bet: R10.00    Win: R0.00

**JUMANJI**

### MYSTERY FEATURE

When the token lands on the Mystery Feature location, the Mystery Feature is awarded.

A carousel of Free Spin features, coin wins (x2 - x10 bet), and 2 extra dice rolls appears within the Jumanji® circle. The player is awarded with the one that the carousel stops on.

Note that since each Free Spin feature can be activated only once within a Board Game session, those previously won will not be a part of the Mystery Feature carousel.

### COIN WINS

Cash: 990,000.00    Bet: R10.00    Win: R0.00

### JUMANJI

#### COIN WINS

When the token lands on the Coin Win location, a coin win is awarded.  
The coin win amount is equal to the current bet multiplied by the number indicated on the location.

#### EXTRA ROLLS

When the token lands on the Extra Roll location, an extra dice roll is awarded.

Cash: 990,000.00 Bet: R10.00 Win: R0.00

### JUMANJI

#### WINNING BET LINES

Cash: 990,000.00 Bet: R10.00 Win: R0.00



## Jungle Spirit: Call of the Wild

- Jungle Spirit: Call of the Wild™ is a 243-bet way, 5-reel, 3-row video instant game featuring Free Spins, a Symbol Expansion feature and a Butterfly Boost feature.
- In the main game, the game is played on 243 bet ways, 1 - 5 levels (20 coins per level), and different coin values.
- In Free Spins the game turns into a 5-reel, 4-row video slot, thus increasing the bet ways up to 1024.
- There are no bet lines.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 243 bet ways, the highest bet level, and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Matching symbols in any position on three or more adjacent reels, starting from the leftmost reel to the rightmost reel, is a bet way win.
- Bet way wins pay if in succession from leftmost reel to right.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- It is possible to win on a Scatter symbol and a symbol at the same time, otherwise it is possible to win on 1 symbol only.
- A symbol win in coins is equal to the value shown in the Paytable multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- A bet way win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

### Symbol Expansion Feature

- Each symbol in the game, except for the Scatter symbol, may be marked by butterflies.
- Whenever such a symbol takes part in a winning combination in both the main game or Free Spins, it expands to cover the entire reel.

### Butterfly Boost Feature

- The Butterfly Boost feature is activated randomly in the main game during a win situation, when there are no Scatter symbols or symbols marked by butterflies on the reels.
- The butterflies fly around the reels and will expand 1 to 3 symbols that take part in a guaranteed winning combination. The expanded symbol will cover the entire reel.
- Butterfly Boost feature wins are added to any bet way wins.

## Free Spins

- 3 to 5 Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- If Free Spins are activated with either 4 or 5 Scatter symbols, the player receives a coin win that equals 15 or 50 times the bet respectively.
- On entering the Free Spins, the player chooses 1 out of 5 Free Spins animals.
- Each animal represents a dominant medium win symbol, meaning that only this of all medium win symbol is present on the reels.
- The Tiger awards the player 4 Free Spins, the Elephant - 8 Free Spins, the Bear - 12 Free Spins, the Crocodile - 16 Free Spins, the Cobra - 20 Free Spins.
- Options with fewer Free Spins have higher risk, but come with a higher win potential.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins (including the coin win, if any).
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

## Autoplay Free Spins

- Select Tiger. Automatically chooses the Tiger if Free Spins are won.
- Select Elephant. Automatically chooses the Elephant if Free Spins are won.
- Select Bear. Automatically chooses the Bear if Free Spins are won.
- Select Crocodile. Automatically chooses the Crocodile if Free Spins are won.
- Select Cobra. Automatically chooses the Cobra if Free Spins are won.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.47%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R200</li> <li>• Multiplier x7765</li> <li>• Maximum win for any game including feature wins is R1,553,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.47%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R500</li> <li>• Multiplier x7765</li> <li>• Maximum win for any game including feature wins is R3,882,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.47%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x7765</li> <li>• Maximum win for any game including feature wins is R7,765,000</li> </ul>







LOW WIN SYMBOLS

5	30	5	30	5	30
4	20	4	20	4	20
3	10	3	10	3	10

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET: 20    LIVES: 1    AUTOPLAY    MAX BET    LOW VALUE: 0.30    COINS: 10000

Balance: R5,000.00    Bet: R10.00    Win: R0.00

LOW WIN SYMBOLS

5	30	5	30
4	20	4	20
3	10	3	10

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET: 20    LIVES: 1    AUTOPLAY    MAX BET    LOW VALUE: 0.30    COINS: 10000

Balance: R5,000.00    Bet: R10.00    Win: R0.00

4 NETENT PRODUCTION

ARRELS SPIN: CALL OF THE WILD™

### BET WAYS



Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET: 20    LIVES: 1    AUTOPLAY    MAX BET    COW VALUE: 6.30    COWS: 10000

Balance: R5,000.00    Bet: R10.00    Win: R0.00

HITENT

## Narcos

- Narcos is a 5-reel, 3-row video instant gamewith 243 bet ways. The game features Free Spins, Walking Wilds, Drive-by, and a Locked Up feature with a Golden Locked Up symbol.
- The game is played with 1-10 bet levels (20 coins per level) and different coin values.
- There are no bet lines.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 243 bet ways, the highest bet level, and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Simultaneous wins on different bet ways are added.
- A bet way win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.
- Bet way wins pay if in succession from leftmost reel to right.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- Only the longest matching combination per symbol is paid.
- All coin wins pay on bet ways only, except for wins during the Locked Up feature.
- Wild symbols can appear on the reels in the main game and Free Spins. Wild symbols substitute for all symbols except for Scatter symbols and Locked Up symbols.
- Wild symbols substitute for the highest possible winning combination on a bet way according to the Paytable.
- Game History is not available when PLAYING FOR FUN.

### Locked Up Feature

- During the main game, the Locked Up feature is activated when 3 or more Locked Up symbols appear on the same row. After the feature is activated, the Locked Up symbols move together in the form of a cluster.
- All spins within the Locked Up feature are free.
- A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.
- During the Locked Up feature, the symbols form clusters to award coin wins.
- 3 or more same symbols appearing in a cluster award a win.
- All Locked Up symbols from the main game stay on the game area and move towards the center forming a cluster.
- Each Locked Up and Golden Locked Up symbol in a cluster is assigned a value. The value assigned to the symbols can be 1, 2, 3, 5 or 10 times the total bet.
- Additionally, Golden Locked Up symbols with Big starting value have an additional amount of Coins assigned to them, which can be 11, 12, 13, 16 or 26 times the total bet.
- During the Locked Up feature, only Locked Up symbols and Golden Locked Up symbols will appear on the reels.

- The player starts the Locked Up feature with 3 spins. During every spin if new Locked Up or Golden Locked Up symbols appear, creating a new winning cluster or adding to an existing cluster, the number of remaining spins resets to 3.
- The Locked Up and Golden Locked Up symbols spin independently but simultaneously on the reels.
- When no more spins are left or the game area is completely filled with Locked Up or Golden Locked Up symbols, the Locked Up feature ends and the wins are awarded.
- At the end of the Locked Up feature, the game returns to the round that activated the Locked Up feature.
- At the end of the Locked Up feature, the total win from Locked Up feature is added to any wins from the round that activated the Locked Up feature.
- The Locked Up feature is played at the same bet level and coin value as the spin that activated the feature. The bet level and coin value cannot be changed during the Locked Up feature.
- Locked Up and Golden Locked Up symbols that land on the reels but are not part of a winning cluster stay on the reels. These symbols will have no value until they are connected to a winning cluster.
- During the Locked Up feature, the Golden Locked Up symbols can unlock one of the following features: Multiplier, Upgrade symbols and Big starting value.
- Multiplier: All symbol values of the winning cluster are multiplied by either x2 or x3 multiplier.
- Upgrade Symbols: During this feature, multiple upgrade values in increment of 1 times the total bet can be assigned to symbols that are part of the same cluster as the Golden Locked Up symbol. This upgrade can happen 7-15 times for each time the feature is activated.
- Big starting value: An additional value is added to the Golden Locked Up symbol as a starting value.
- If more than one Golden Locked Up symbol appears during the same spin, the symbol starts revealing the value horizontally from leftmost to rightmost.
- At the start of the feature, the bet values for the Golden Locked Up symbols are the same as for the regular Locked Up symbols. This value can change.
- Note: If the Locked Up feature is activated during Autoplay, Autoplay will automatically stop.
- At the end of the Locked Up feature, the game returns to the round that activated the Locked Up feature and Autoplay is no longer activated.

### Drive-by Feature

- The Drive-by feature is activated randomly during the main game. The Drive-by feature will transform some of the high value symbols into Wild symbols. Each symbol transforms independently of the other symbols.
- At the end of the Drive-by feature, the total win resulted from Drive-by is added to the balance.
- In case Free Spins or the Locked Up feature also get activated along with the Drive-by feature, the Drive-by feature is played first.
- The payout of the round activating the Drive-by feature is awarded only after the Drive-by feature ends.

## Walking Wild

- During the main game and Free Spins, Wilds that are part of a win stay on the reels and shift horizontally one place to the left with each spin. Wilds that shift horizontally during each spin are called Walking Wilds.
- During the main game and Free Spins, if any feature gets activated while there are Walking Wilds still present on the reels, the Walking Wilds continue to stay on the reels after the feature is over.
- The Walking Wild feature ends if there are no longer any wins from the Walking Wilds or if the wager is increased.

## Free Spins

- 3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game activate 10 Free Spins.
- In Free Spins, on every spin there is a chance that one or more high value symbols turn into Wilds. This is in accordance with the game rules for Drive-by feature.
- Free Spins and the Walking Wild feature can be activated in the same game round.
- At the end of Free Spins, if there are Walking Wilds still left on the reels, an extra Free Spin is awarded. This continues until there are no Walking Wilds present on the reels.
- This extra spin will be played after the current spin.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- The Total Win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.23%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1069</li> <li>• Maximum win for any game including feature wins is R1,069,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.23%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x1069</li> <li>• Maximum win for any game including feature wins is R4,276,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.23%</li> <li>• Min Bet R2.00</li> <li>• Max Bet R4000</li> <li>• Multiplier x1069</li> <li>• Maximum win for any game including feature wins is R4,276,000</li> </ul>

Paytable

## NARCOS

243 WAYS

### HIGH VALUE SYMBOLS PAYOUT

	5 300 4 80 3 20		5 300 4 80 3 20
	5 250 4 60 3 15		5 250 4 60 3 15

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

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## NARCOS

243 WAYS

### MEDIUM VALUE SYMBOLS PAYOUT

	5 120 4 30 3 10		5 120 4 30 3 10
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Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

20 PLAY BET 0.50 10000  
 Cash: R\$ 5,000.00 Bet: R\$ 10.00 Win: R\$ 0.00

20 PLAY BET 0.50 10000  
 Cash: R\$ 5,000.00 Bet: R\$ 10.00 Win: R\$ 0.00

## NARCOS

243 WAYS

### LOW VALUE SYMBOLS PAYOUT

	5 60		5 60
	4 15		4 15
	3 5		3 5
	5 40		5 40
	4 10		4 10
	3 5		3 5

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

---

## NARCOS

243 WAYS

### WILD SYMBOL

Wild symbols can appear on the reels in the main game and Free Spins. Wild symbols substitute for all symbols except for Scatter symbols and Locked Up symbols.

	5 300
	4 80
	3 20

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

Cash: \$5,000.00
Bet: \$10.00
Win: \$0.00

**NARCOS**  
**WALKING WILD** X

The Walking Wild feature appears both in the main game and in Free Spins.  
During the main game and Free Spins, Wilds that are part of a win stay on the reels and shift horizontally one place to the left with each spin.



Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

Cash: R\$ 5,000.00    Bet: R\$ 10.00    Win: R\$ 0.00    20    1    PLAY    BET    0.50    10000

**NARCOS**  
**DRIVE-BY FEATURE** X

The Drive-by feature is activated randomly during the main game. The Drive-by feature will transform some of the high value symbols into Wild symbols.



Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

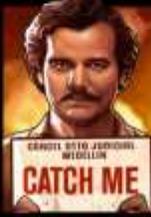
Cash: R\$ 5,000.00    Bet: R\$ 10.00    Win: R\$ 0.00    20    1    PLAY    BET    0.50    10000

## NARCOS

### LOCKED UP SYMBOL

Locked Up feature activates when 3 or more Locked Up symbols appear on the same row in the main game.

The Locked Up symbols on the row are moved together and assigned a random coin win value of 1-10 x bet value.



Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

---

## NARCOS

### LOCKED UP FEATURE

During the Locked Up feature, only Locked Up symbols and Golden Locked Up symbols will appear on the reels.

3 or more connected Locked Up or Golden Locked Up symbols form a winning cluster.

When a Locked Up symbol lands adjacent to a winning cluster, a random coin win value of 1-10 x bet value is awarded.

All spins within the Locked Up feature are free.



Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

20
PLAY
BET
0.50
10000

Cash: R5,000.00
Bet: R10.00
Win: R0.00

AUTO
NET BET

# NARCOS

## GOLDEN LOCKED UP SYMBOL

In the Locked Up Feature, when a Golden Locked Up is connected to a winning cluster, one of the following features is unlocked:

- Multiplier - All values in the cluster are multiplied by x2 or x3 .
- Upgrade Symbols - During this feature, multiple upgrade values in increment of 1 times the total bet can be assigned to symbols that are part of the same cluster as the Golden Locked Up symbol. This upgrade can happen 7-15 times for each time the feature is activated.
- Big starting value - An additional value is added to the Golden Locked Up symbol as a starting value.

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

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# NARCOS

## FREE SPINS

3 Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game activate 10 Free Spins.

In Free Spins, on every spin there is a chance that one or more high value symbols turn into Wilds. At the end of Free Spins, if there are Walking Wilds still left on the reels, one extra Free Spin is awarded until there are no more Walking Wilds left on the reels.

**FREE SPINS**  
SCATTER SYMBOL

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

20
PLAY
BET
0.50
10000

Cash: R5,000.00
Bet: R10.00
Win: R0.00

# NARCOS

## BET WAYS

243 WAYS

A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right.

Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

Cash: R5,000.00    Bet: R10.00    Win: R0.00

20    1    PLAY    BET    0.50    10000

AUTO

## Parthenon: Quest for Immortality

Is a 6-reel video instant game featuring the Wild Generation Zone feature and Free Spins with a progressive Multiplier. The reels are 4, 5, 5, 5, 5, 4 symbols high from left to right.

- The game is played with 10 000 bet ways and different bet values, coin values, and bet levels (only when playing with coins).
- There are no bet lines.
- Matching symbols in any position on adjacent reels, starting from the leftmost reel to the rightmost reel, result in a bet way win.
- Bet way wins pay if in succession from the leftmost reel to the rightmost reel.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- A bet way win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Only the longest matching combination per symbol is paid.
- Simultaneous wins on different bet ways are added.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.

### Bet Ways Calculation Example

- The longest winning combination of Medusa symbols is 4 symbols on reels 1-4. The number of winning bet ways is calculated by multiplying the number of Medusa symbols on each of these reels:  $1 \times 3 \times 1 \times 2 = 6$  winning bet ways.

### Avalanche™

- A bet way win starts an Avalanche.
- Symbols in winning combinations disappear, leaving space for a new Avalanche of symbols.
- The Avalanches continue until there are no more wins.

### Wild Generation Zone Feature and Wild Symbols

- In the main game and in Free Spins, the top row is the Wild Generation Zone.
- In the main game and in Free Spins, any symbol in the Wild Generation Zone becoming a part of a winning combination transforms into a Wild symbol after the wins are evaluated and before the next Avalanche. Wild symbols remain on the reels until they disappear as a part of a winning combination or until the next spin.

- Wild symbols can appear on the reels only in the Wild Generation Zone feature.
- Wild symbols substitute for all symbols except for Free Spins symbols and Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet way according to the Paytable.

### Free Spins with a Progressive Multiplier

- 3 Free Spins symbols appearing anywhere on reels in the main game award 8 Free Spins. Each additional Free Spins symbol activating Free Spins awards 4 additional Free Spins. Free Spins are awarded after the last Avalanche when there are no more wins.
- In Free Spins, at the end of each spin one point is added to the Scatter meter for each Scatter symbol appearing on the reels.
- When the number of points on the Scatter meter reaches 3, it is reset to 0, and 2 additional Free Spins are awarded.
- There is no maximum number of Free Spins.
- During Free Spins, all bet way wins are multiplied by the current Multiplier.
- The Multiplier starts at x1, and each symbol transforming into a Wild symbol in Free Spins increases the Multiplier by 1 up to a maximum of x20. The Multiplier is increased after the wins are evaluated.
- Free Spins are played at the same bet as the round that activated Free Spins.
- At the end of Free Spins, the game returns to the main game, and the Multiplier is reset.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.04%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R400</li> <li>• Multiplier x4618</li> <li>• Maximum win for any game including feature wins is R1,847,200</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.04%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x4618</li> <li>• Maximum win for any game including feature wins is R4,618,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.04%.</li> <li>• Min Bet R2.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x4618</li> <li>• Maximum win for any game including feature wins is R9,236,000</li> </ul>

Paytable

6 800 5 300 4 200 3 100 2 20	6 50 5 40 4 10 3 5	6 40 5 25 4 10 3 5	6 30 5 20 4 6 3 4	6 20 5 15 4 6 3 4
6 20 5 5 4 2 3 1	6 15 5 4 4 2 3 1	6 15 5 4 4 2 3 1	6 10 5 3 4 2 3 1	6 10 5 3 4 2 3 1
Wild symbols substitute for all symbols except for Free Spins symbols and Scatter symbols.				
<b>Free Spins</b>				
+  +  = <b>FREE SPINS</b>				
3 Free Spins symbols appearing anywhere on reels award 8 Free Spins. Each additional Free Spins symbol activating Free Spins awards 4 additional Free Spins.				



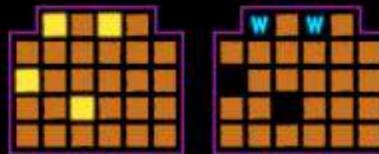
For each 3 Scatter symbols collected during Free Spins 2 additional Free Spins are awarded.

### Free Spins Multiplier



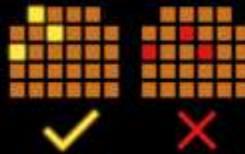
During Free Spins, all bet way wins are multiplied by the current Multiplier. The Multiplier starts at x1, and each symbol transforming into a Wild symbol in Free Spins increases the Multiplier by 1 up to a maximum of x20.

### Wild Generation Zone Feature



Any symbol in the Wild Generation Zone that is a part of a winning combination transforms into a Wild symbol and remains on the reels for the next Avalanche instead of disappearing.

### Bet Ways



Matching symbols in any position on adjacent reels, starting from the leftmost reel to the rightmost reel, result in a bet way win.

Bet way wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the largest matching combination per symbol is paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.



## Piggy Riches

- Piggy Riches™ is a 5-reel, 15-line, multiple coin video instant game featuring scatter wins, Free spins, and wild substitutes.
- The game is played with 15 bet lines (fixed), 1-10 bet levels and different coin values.
- COINS displays the number of coins available to wager.
- Winning combinations and payouts are made according to the Paytable.
- MAX BET plays the game at the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- Bet line wins pay if in succession from leftmost to right.
- Wild symbols substitute for the highest possible winning combination on a bet line according to the Paytable.
- Only the highest win per active bet line is paid.
- Simultaneous wins on different bet lines are added.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- Wild symbol substitutes for all symbols except Scatter symbols.
- In both the main game and Free Spins, bet line wins with Wild pay x3.
- In the main game only, Scatter wins pay total bet x multiplier.
- All wins pay on bet lines only, except for wins with Scatter symbols.

### Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Each winning Scatter symbol shows a Free Spin and multiplier combination. The multiplier is applied to all wins in Free Spins. Choose one of the Scatter symbols to start playing Free Spins.
- Scatter symbols appearing on the reels during Free Spins only award additional Free Spins.
- These Free Spins are automatically added to the current Free Spins.
- Scatter and Free Spins wins are added to any bet line wins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game 96.38%</li> <li>The optimal strategy is to always pick the gift box with the highest multiplier.</li> <li>Min Bet R1.50</li> <li>Max Bet R750</li> <li>Multiplier x2475</li> <li>Maximum win for any game including feature wins is R1,856,250</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game 96.38%</li> <li>The optimal strategy is to always pick the gift box with the highest multiplier.</li> <li>Min Bet R1.50</li> <li>Max Bet R750</li> <li>Multiplier x2475</li> <li>Maximum win for any game including feature wins is R1,856,250</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game 96.38%</li> <li>The optimal strategy is to always pick the gift box with the highest multiplier.</li> <li>Min Bet R1.50</li> <li>Max Bet R750</li> <li>Multiplier x2475</li> <li>Maximum win for any game including feature wins is R1,856,250</li> </ul>

## Paytable

Only the highest win per active bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

**WILD**  
Wild symbol substitutes for all symbols except Scatter symbols. For the win with wild pay ad.

**SCATTER**  
In the main game only, Scatter wins pay for all multipliers. Scatter symbols activate Free Spins. Maximum number of Free Spins is 25. Maximum multiplier is 6. Each Scatter during Free Spins gives one extra Free Spin.

5	100	FREE SPINS
4	15	FREE SPINS
3	4	FREE SPINS
2	2	

BET 15    LEVEL 1    COIN VALUE 1.00    COINS 5000

Cash: R0,000.00    Bet: R15.00    Win: R0.00    NETENT



## Pyramid: Quest for Immortality

- Pyramid: Quest for Immortality™ is a 720-bet way, 5-reel video instant game featuring Wild substitutions, Wild generations, multipliers and the Avalanche™ Feature.
- The 5 reels are 3, 4, 5, 4, 3 symbols high from left to right.
- The game is played on 720 bet ways, 1 - 10 levels (10 coins per level), and different coin values.
- There are no bet lines.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 720 bet ways, the highest bet level, and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the PAYTABLE.
- Matching symbols in any position on three or more adjacent reels, starting from the leftmost reel to the rightmost reel, is a bet way win.
- Bet way wins pay if in succession from leftmost reel to right.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- A symbol win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- Simultaneous wins for different symbols are added.
- A bet way win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

### Avalanche™ Feature

- The symbols fall into position in the reels, instead of spinning.
- A bet way win starts an Avalanche.
- Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols for a chance of bigger wins.
- The Avalanches continue until there are no more wins.

### Wild

- Wild symbols substitute for all symbols.
- Wild symbols substitute for the highest possible winning combination on a bet way according to the PAYTABLE.

### The Wild Generation

- A symbol that lands on the top of reels 2, 3 or 4 and is part of a winning combination, turns into a Wild symbol for the next Avalanche.
- Wild symbols that are situated on the top of reels 2, 3 or 4 and that are involved in a winning combination will not disappear, but will remain being Wilds for the next Avalanche.

## Multiplier

- The Avalanche Multiplier increases by 1 with every 3 successive Avalanches containing at least one bet way win, up to a maximum multiplier of x10.
- The multiplier remains at the maximum for the subsequent Avalanches until there are no more wins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.48%</li><li>• Min Bet R1.00</li><li>• Max Bet R1000</li><li>• Multiplier x1705</li><li>• Maximum win for any game including feature wins is R1,705,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.48%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x1705</li><li>• Maximum win for any game including feature wins is R3,410,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 96.48%</li><li>• Min Bet R1.00</li><li>• Max Bet R2000</li><li>• Multiplier x1705</li><li>• Maximum win for any game including feature wins is R3,410,000</li></ul>

Paytable

### WILD



Wild symbol substitutes for all symbols.  
**The Wild Generation:** A symbol that lands on the top of reels 2, 3 or 4 and is part of a winning combination, turns into a Wild symbol for the next Avalanche.

### AVALANCHE MULTIPLIERS



The Avalanche Multiplier increases by 1 with every 3 successive Avalanches containing at least one bet way win, up to a maximum multiplier of x10.

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Max bet on each reel and payline. For more information, see the Game Rules.

BET  
10

LEVEL  
1

AUTOPLAY

MAX BET

COIN VALUE  
1.00

COINS  
5000

Cash: R\$ 0,00,00
Bet: R10,00
Win: R0,00
HISTORY

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### SYMBOL PAYOUT VALUES

				
5 50	5 25	5 10	5 10	5 8
4 8	4 6	4 5	4 5	4 4
3 5	3 5	3 3	3 3	3 2

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Max bet on each reel and payline. For more information, see the Game Rules.

BET  
10

LEVEL  
1

AUTOPLAY

MAX BET

COIN VALUE  
1.00

COINS  
5000

Cash: R\$ 0,00,00
Bet: R10,00
Win: R0,00
HISTORY

### SYMBOL PAYOUT VALUES

	5 7	5 6	5 5	5 5	5 5
	4 4	4 3	4 2	4 2	4 2
	3 2	3 2	3 1	3 1	3 1

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Max bet can occur at any and every. For more information, see the Game Rules.

BET 10
LEVEL 1
AUTOPLAY
MAX BET
COIN VALUE 1.00
COINS 5000

Cash: R5,000.00
Bet: R10.00
Win: R0.00
HITREX

### BET WAYS

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.

Bet way wins pay if in succession from leftmost to right. Only the longest matching combination per symbol is paid. Max bet can occur at any and every. For more information, see the Game Rules.

BET 10
LEVEL 1
AUTOPLAY
MAX BET
COIN VALUE 1.00
COINS 5000

Cash: R5,000.00
Bet: R10.00
Win: R0.00
HITREX

## Reel Rush

- Reel Rush™ is a 5-reel video instant game featuring Wild substitutions, re-spins and Free Spins with up to 3125 ways to win.
- The game is played with 45 to 3125 ways to win, 1-10 levels (50 coins per level) and different coin values.
- There are no bet lines.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- MAX BET starts a game round at the highest bet level and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A symbol win in coins is equal to the value shown in the Paytable multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- The total win in currency is equal to the total win in coins multiplied by the coin value.
- Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.
- Only the longest matching combination per symbol is paid.
- More wins are created when additional instances of the same symbol appear on the same reels that create the longest way to win.
- Simultaneous wins for different symbols are added.
- All wins pay on ways to win only.
- For the total symbol win, multiply the number of matching symbols appearing on one reel by the number of matching symbols on each other reel in the longest winning combination. Multiply the result by the coin win amount for the longest winning symbol combination according to the PAYTABLE. The total win for the spin is the sum of symbol wins for each symbol type.

### Example of a Way to Win payout at level 1

- 3 matching pineapple symbols on adjacent reels starting from the leftmost reel awards 10 coins. This is multiplied by 1 (for 1 pineapple symbol on reel 1), then by 1 (for 1 pineapple symbol on reel 2) and then by 3 (for 1 Wild, which substitutes for a pineapple symbol, plus the 2 pineapple symbols on reel 3) giving a total win of  $1 \times 1 \times 3 \times 10 = 30$  coins.

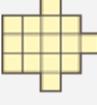
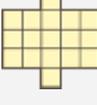
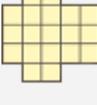
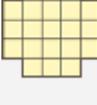
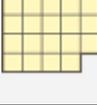
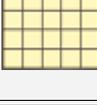


## Wild

- Wild symbols only appear on reels 2, 3, 4 and 5 in the main game and in Free Spins.
- Wild symbols substitute for all symbols.

## Reel Configuration and Ways to Win

- A winning combination in any spin of the main game activates 1 re-spin, up to a maximum of 5 re-spins.
- During each re-spin, the amount of ways to win increase by 2 additional symbols that appear on the reels.
- The following table shows the reel configuration and the amount of ways to win after the initial spin of a main game round, each re-spin, and Free Spins.

Spin / Re-Spin / Free Spins	Reels	Ways to Win
Initial Spin		45
First re-spin		135
Second re-spin		405
Third re-spin		675
Fourth re-spin		1125
Fifth re-spin		1875
Free Spins		3125

- Re-spins are played at the same bet level and coin value as the spin that activated the first re-spin.

- When there are no winning combinations on a re-spin or after the fifth re-spin, re-spins ends and the reels return to the initial configuration.
- Re-Spin wins are added to any wins from the initial spin.

### Free Spins

- A winning combination after the fifth re-spin activates 8 Free Spins.
- Free Spins are played at the same bet level and the same coin value as the spin that activated re-spins and Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- At the end of Free Spins, the TOTAL WIN display includes all wins from Free Spins, re-spins, and the spin that activated the re-spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R5.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1063</li> <li>• Maximum win for any game including feature wins is R1,063,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R5.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1063</li> <li>• Maximum win for any game including feature wins is R1,063,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R5.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x1063</li> <li>• Maximum win for any game including feature wins is R1,063,000</li> </ul>

Paytable

**REEL RUSH™** A NETENT PRODUCTION

**WILD**

**FREE SPINS**

**WILD**

Wild symbols only appear on reels 2, 3, 4 and 5 in the main game and in Free Spins. Wild symbols substitute for all symbols.

A winning combination after the fifth re-spin activates 8 Free Spins. Free Spins are played with 3125 ways to win.

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination. Only the longest matching combination per symbol is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

**BET:** 50 **LEVEL:** 1 **COIN VALUE:** 0.20 **COINS:** 25000 **TOTAL WIN:** 0

Cash: 95,000.00 Reel: 10,00 Win: 10,00

**REEL RUSH™** A NETENT PRODUCTION

**RE-SPINS**

A winning combination in any spin of the main game activates 1 Re-Spin, up to a maximum of 5 Re-Spins. With each re-spin the number of ways to win increases.

**First Re-Spin:** 135 Ways to Win

**Second Re-Spin:** 405 Ways to Win

**Third Re-Spin:** 675 Ways to Win

**Fourth Re-Spin:** 1125 Ways to Win

**Fifth Re-Spin:** 1875 Ways to Win

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination. Only the longest matching combination per symbol is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

**BET:** 50 **LEVEL:** 1 **COIN VALUE:** 0.20 **COINS:** 25000 **TOTAL WIN:** 0

Cash: 95,000.00 Reel: 10,00 Win: 10,00



## Rome: The Golden Age

- Rome: The Golden Age™ is a 5-reel video instant game featuring Wild substitutions, progressive Free Spins Multiplier, and Free Spins. The 5 reels are arranged in a diamond shape with the height of 3, 4, 5, 4, and 3 symbols from left to right.
- The game is played with 20 bet lines (fixed) and different bet values, coin values, and bet levels (only when playing in coins).
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all operators.
- BET is the amount of coins or cash to bet.
- When playing with coins, the bet value is set by clicking the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A bet line win is equal to the value shown in the Paytable.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All coin/cash wins, except for Free Spins wins, pay on bet lines only.

### The Golden Age symbol, Rome symbol, Frames, and Wild symbol

- When The Golden Age symbol lands on the reels, its position is marked with a Frame.
- The Golden Age symbol can randomly turn into a Rome symbol. In this case, its Frame turns into an Active Frame.
- At the end of the next spin, the position with the Active Frame turns into the Wild symbol. All adjacent positions with Frames turn into Wild symbols too, as well as the positions next to them, and so on up to 5 times. Frames and Active Frames remain in the same positions and do not disappear from the reels until they turn into Wild symbols or Free Spins start.
- Wild symbols substitute for all symbols except for Scatter symbol, The Golden Age symbol, and Rome symbol.
- Wild symbol substitution pays the longest possible winning combination on a bet line.

### Free Spins Multiplier

- When The Golden Age symbol lands on the reels in the main game, points are added to the progress bar of the Free Spins Multiplier collect meter.
- Every time The Golden Age symbol lands on a position without a Frame or an Active Frame, 1 point is added to the progress bar.
- Every time The Golden Age symbol lands on a position with a Frame or an Active Frame, a random number of points ranging from 1 to 4 is added to the progress bar.

- Each time the progress bar reaches 200 points, the Free Spins Multiplier is upgraded progressively in the following order: x1, x2, x3, x5, x7, x10, x12, x15, x20, x30, x40, x50, x75, x100, x200, x300, x500, x750, x1000. After each upgrade, the progress bar is reset back to 0.
- If the number of points exceeds 200, the Free Spins Multiplier is upgraded, and the difference in points is added after the progress bar is reset to 0.
- The Free Spins Multiplier can be upgraded during the main game and is applied only at the end of Free Spins. When Free Spins end, the Free Spins Multiplier is reset to x1 but the progress bar keeps the same amount of points that it had during the game round that activated Free Spins.
- If the Free Spins Multiplier reaches x1000 during the main game, the progress bar remains full and no more points are added to it until Free Spins are activated. In this case, when Free Spins end, the Free Spins Multiplier is reset to x1, and the progress bar is reset to 0.
- The Free Spins Multiplier, the progress bar, and the positions of the Frames, Rome symbols, and Active Frames are linked to the bet and saved with it. Each bet is saved separately.
- Whenever you change your bet to a bet you already played at, the Free Spins Multiplier, the progress bar, and the positions of the Frames, Rome symbols, and Active Frames are restored together with the bet.

## Free Spins

- 3 Scatter symbols appearing on reels 2, 3, and 4 in the main game activate Free Spins.
- Before the first Free Spin, all positions with Frames and Active Frames that did not turn into Wild symbols during the game round that activated Free Spins become locked, stick to the reels, and award a random prize ranging from 0.5 to 50 times the bet at the end of Free Spins.
- All positions that turned into Wild symbols during the game round that activated Free Spins do not become locked.
- During Free Spins, every position on the reels spins individually. The locked positions do not spin.
- Only Rome symbols can land on the reels in Free Spins.
- During Free Spins, a Rome symbol landing on any unlocked position on the reels awards a random prize ranging from 0.5 to 50 times the bet.
- The starting number of Free Spins is 3. Every time a Rome symbol lands on an unlocked position during Free Spins, the number of the remaining Free Spins is reset back to 3 and that position becomes locked.
- Free Spins are played at the same bet value as the round that activated Free Spins.
- Free Spins end when the Free Spin counter reaches 0 or when all positions become locked.
- At the end of Free Spins, all wins from Free Spins are multiplied by the Free Spins Multiplier collected in the main game. If all the positions are locked, an extra x2 Multiplier is awarded on all random prizes on Rome symbols. In this case, the values of the Free Spins Multiplier and extra x2 Multiplier are multiplied. For example: if the value of the Free Spins Multiplier is x10, the value of the final Multiplier is x20.
- When Free Spins end, the game returns to the round that activated Free Spins. All Frames and Rome symbols disappear from the reels.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05%.</li> <li>Min Bet R1.00</li> <li>Max Bet R100</li> <li>Multiplier x19000</li> <li>Maximum win for any game including feature wins is R1,900,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05%.</li> <li>Min Bet R1.00</li> <li>Max Bet R200</li> <li>Multiplier x19000</li> <li>Maximum win for any game including feature wins is R3,800,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 95.05%.</li> <li>Min Bet R1.00</li> <li>Max Bet R500</li> <li>Multiplier x19000</li> <li>Maximum win for any game including feature wins is R9,500,000</li> </ul>

### Paytable

**Symbol Payout Values**

		5	10,00 R			5	10,00 R							
		4	5,00 R			4	5,00 R							
		3	2,00 R			3	2,00 R							
	5	5,00 R		5	5,00 R		5	2,40 R		5	2,40 R			
	4	2,00 R		4	2,00 R		4	1,60 R		4	1,60 R			
	3	1,00 R		3	1,00 R		3	0,80 R		3	0,80 R			
	5	1,80 R		5	1,80 R		5	1,20 R		5	1,20 R		5	0,80 R
	4	1,20 R		4	1,20 R		4	0,80 R		4	0,80 R		4	0,40 R
	3	0,60 R		3	0,60 R		3	0,40 R		3	0,40 R		3	0,20 R

## PAYTABLE

### The Golden Age symbol, Rome symbol, Frames, and Wild symbol



When The Golden Age symbol lands on the reels, its position is marked with a Frame. The Golden Age symbol can randomly turn into a Rome symbol. In this case, its Frame turns into an Active Frame.



The position with the Rome symbol turns into the Wild symbol on the next spin. All adjacent positions with Frames turn into Wild symbols too, as well as the positions next to them, and so on up to 5 times. All Frames and Active Frames do not disappear from the reels until they turn into Wild symbols or Free Spins start.

Wild symbols substitute for all symbols except for Scatter symbol, The Golden Age symbol, and Rome symbol.

Wild symbol substitution pays the longest possible winning combination on a bet line.

### Free Spins Multiplier

Every time The Golden Age symbol lands on a position without a Frame or an Active Frame, 1 point is added to the progress bar.

Every time The Golden Age symbol lands on a position with a Frame or an Active Frame, a random number of points ranging from 1 to 4 is added to the progress bar.

Each time the progress bar reaches 200 points, the Free Spins Multiplier is upgraded progressively in the following order:



**x1, x2, x3, x5, x7, x10, x12, x15, x20, x30, x40, x50, x75, x100, x200, x300, x500, x750, x1000**

After each upgrade, the progress bar is reset back to 0.

If the number of points exceeds 200, the Free Spins Multiplier is upgraded, and the difference in points is added after the progress bar is reset to 0.

If the Free Spins Multiplier reaches x1000, no more points are added to the progress bar until Free Spins start. The Free Spins Multiplier can be upgraded during the main game and is applied only at the end of Free Spins. When Free Spins end, the Free Spins Multiplier is reset to x1.

## Free Spins



3 Scatter symbols appearing on reels 2, 3, and 4 in the main game activate Free Spins. The starting number of Free Spins is 3.

During Free Spins, every position except for the locked positions spins individually and only Rome symbols can land on the reels.



All positions with Frames and Active Frames that did not turn into Wild symbols during the game round that activated Free Spins become locked, stick to the reels, and award a random prize ranging from 0.5 to 50 times the bet at the end of Free Spins.



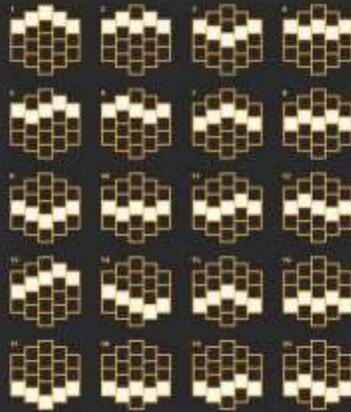
During Free Spins, a Rome symbol landing on any unlocked position on the reels awards a random prize ranging from 0.5 to 50 times the bet and resets the Free Spins counter back to 3. When Free Spins end, all prizes are multiplied by the Free Spins Multiplier collected in the main game.

Free Spins end when the Free Spin counter reaches 0 or when all positions become locked.



At the end of Free Spins, if all the positions are locked, an extra x2 Multiplier is awarded on all random prizes on Rome symbols.

## Winning Bet Lines



Bet line wins pay if in succession from the leftmost reel to the rightmost reel.

Only the highest win per bet line is paid.

Malfunction voids all pays and plays.

For more information, see the Game Rules.

## Scruffy Duck

- Scruffy Duck™ is a 5-reel, 3-row, 25- bet line video instant game featuring stacked symbols, Wild substitutions and Free Spins.
- The game is played with 25 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.

### Stacked Symbols

- In both the main game and Free Spins, duck symbols appear as stacked symbols on the reels.
- A stacked symbol is a symbol that either partially covers a reel (1 or 2 positions on a reel), or covers all 3 positions on a reel.
- Stacked symbols will be fully or partially displayed depending on how the reel lands.
- Any part of a stacked duck symbol included in a winning bet line pays according to the Paytable.

### Expanding Wild

- Expanding Wild symbols can appear in both the main game and Free Spins and will substitute for all symbols except for the Free Spins symbol.
- Expanding Wilds can appear on any reel, except for during the Colossal Wild feature, where they land only on reels 1 and 5.
- Expanding Wild symbols automatically expand to cover the entire reel they appear on if resulting in a bet line win.
- Expanding Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Free Spins

- 3 Free Spins symbols appearing anywhere on reels 3, 4 or 5 in the main game activate Free Spins.
- 1 of the following 5 features is activated during Free Spins: Multiplier feature, Symbol Removal feature, Colossal Wild, Random Wilds and Double feature.
- When Free Spins are activated, the player picks one of the ducks and thus randomly chooses one of the above mentioned features.

- Each feature awards a corresponding number of Free Spins: Multiplier feature -15 Free Spins, Symbol Removal feature – 12 Free Spins, Colossal Wild -10 Free Spins, Random Wilds – 8 Free Spins and the Double feature – 6 Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

### The Multiplier Feature

- During the Multiplier feature all wins are multiplied by 3.

### The Symbol Removal Feature

- In this feature there are no low win symbols on the reels.

### The Colossal Wild

- Colossal Wild substitutes for all symbols, except for the Free Spins symbol.
- The Colossal Wild is either 2 x 2 or 3 x 3 symbols big and appears on reels 2, 3 and 4 only.
- When landing, the Colossal Wild will be fully or partially displayed depending on how the reels stop.
- If taking part in a winning combination, the Colossal Wild will split into 2 to 9 singleton Wilds.
- Any part of a Colossal Wild included in a winning bet line pays the highest possible winning combination according to the Paytable.

### Random Wilds

- During this feature 2 to 5 Random Wilds land on the reels on every spin after the reels have stopped.
- Random Wilds substitute for all symbols, except for the Free Spins symbol.
- If the Random Wild lands on the Expanding Wild, the Expanding Wild will still expand overlaying the Random Wild (if resulting in a bet line win).
- If the Random Wild lands on the Expanding Wild which is not resulting in a bet line win, the Random Wild will overlay the Expanding Wild.
- Random Wilds do not expand.
- Random Wilds do not land on top of Colossal Wilds.
- Random Wild substitution pays the highest possible winning combination according to the Paytable.

## The Double feature

- It is possible to activate two of the above features at the same time.
- The two features are chosen randomly.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.38%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R1250</li> <li>• Multiplier x1273</li> <li>• Maximum win for any game including feature wins is R1,591,250</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.38%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R2500</li> <li>• Multiplier x1273</li> <li>• Maximum win for any game including feature wins is R3,182,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.38%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R2500</li> <li>• Multiplier x1273</li> <li>• Maximum win for any game including feature wins is R3,182,500</li> </ul>

## Paytable





### WILD SYMBOLS IN FREE SPINS

**EXPANDING WILD**

**COLOSSAL WILD**

**RANDOM WILD**

Only the highest win per fast line is paid. Set line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.20

COINS 25000

Cash: R5,000.00
Bet: R5.00
Win: R0.00
HIT???

### MEDIUM WIN SYMBOLS

3	20
4	100
5	400

3	10
4	60
5	250

3	10
4	50
5	200

3	10
4	40
5	150

Only the highest win per fast line is paid. Set line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.20

COINS 25000

Cash: R5,000.00
Bet: R5.00
Win: R0.00
HIT???



## Secret of the Stones

- Secret of the Stones™ is a 5-reel, 3-row, 25-bet line video slot. The game features Wild substitutions and Free Spins.
- The game is played with 25 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 25 bet lines, the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per active bet line is selected to be paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for wins with Scatter symbols.

### Wild

- Wild symbols can appear on any reel in the main game and in Free Spins and substitute for all symbols except Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate 10 Free Spins.
- Before Free Spins begins, select from 20 stones to reveal bonus Free Spins features.
- The amount of selections is equal to the number of Scatter symbols that activated Free Spins.
  - 3 Scatters = 3 Stones
  - 4 Scatters = 4 Stones
  - 5 Scatters = 5 Stones
- Hidden Bonus features include:
  - Free Spins. Additional Free Spins of 2, 3, 4, 5 or 10 are added to the initial 10 Free Spins.
  - Multipliers. Additional x1 or x2 multipliers are added to the initial x1 Free Spins multiplier.
  - Wild Reels. Wild Reels cover reels 2 and/or 4 until Free Spins end.
  - Additional Wild Symbols. Deer and/or Owl symbols from the main game become Wild symbols during Free Spins. See payable for symbols.

- Free Spins are played with the same number of bet lines, the same bet level and the same coin value as the round that activated Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- The TOTAL WIN field includes any wins from the main game added to any wins from Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.72%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R250</li> <li>• Multiplier x7045</li> <li>• Maximum win for any game including feature wins is R1,761,250</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.72%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R500</li> <li>• Multiplier x7045</li> <li>• Maximum win for any game including feature wins is R3,522,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.72%</li> <li>• Min Bet R2.50</li> <li>• Max Bet R1250</li> <li>• Multiplier x7045</li> <li>• Maximum win for any game including feature wins is R8,806,250</li> </ul>

### Paytable



### Free Spins Features



Select from 20 stones to reveal bonus Free Spins features.

The number of selections is equal to the number of Scatter symbols that activated Free Spins.

Hidden bonus features include:

- EXTRA FREE SPINS** - Increase the number of Free Spins by 2, 3, 4, 5 or even 10!
- MULTIPLIERS** - Increase the Free Spins multiplier by x1 or x2.
- WILD REELS** - Reels 2 and/or 4 become Wild.
- EXTRA WILD SYMBOLS** - The Deer and/or Owl symbols become Wilds.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per active bet line is paid.  
Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25 MAX
LEVEL 1
AUTO PLAY
WAGER 0.50
COINS 10000

AUTO ?
Cash: \$5,000.00
Reel: R12.50
Win: R0.00
HISTORY

### SECRET II FREE SPINS FEATURES

 <p><b>Deer</b></p> <table style="margin: auto;"> <tr><td>5</td><td>1250</td></tr> <tr><td>4</td><td>300</td></tr> <tr><td>3</td><td>25</td></tr> </table>	5	1250	4	300	3	25	 <p><b>Owl</b></p> <table style="margin: auto;"> <tr><td>5</td><td>750</td></tr> <tr><td>4</td><td>150</td></tr> <tr><td>3</td><td>20</td></tr> </table>	5	750	4	150	3	20	 <p><b>Bull</b></p> <table style="margin: auto;"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>100</td></tr> <tr><td>3</td><td>15</td></tr> </table>	5	500	4	100	3	15
5	1250																			
4	300																			
3	25																			
5	750																			
4	150																			
3	20																			
5	500																			
4	100																			
3	15																			
 <p><b>Wolf</b></p> <table style="margin: auto;"> <tr><td>5</td><td>300</td></tr> <tr><td>4</td><td>75</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	300	4	75	3	10	 <p><b>Snake</b></p> <table style="margin: auto;"> <tr><td>5</td><td>200</td></tr> <tr><td>4</td><td>50</td></tr> <tr><td>3</td><td>10</td></tr> </table>	5	200	4	50	3	10							
5	300																			
4	75																			
3	10																			
5	200																			
4	50																			
3	10																			

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per active bet line is paid.  
Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25 MAX
LEVEL 1
AUTO PLAY
WAGER 0.50
COINS 10000

AUTO ?
Cash: \$5,000.00
Reel: R12.50
Win: R0.00
HISTORY

**SECRET GEMSTONES**

	<b>5</b>	150		<b>5</b>	125		<b>5</b>	100	X
	<b>4</b>	30		<b>4</b>	25		<b>4</b>	20	
	<b>3</b>	5		<b>3</b>	5		<b>3</b>	5	

	<b>5</b>	75		<b>5</b>	50
	<b>4</b>	15		<b>4</b>	15
	<b>3</b>	5		<b>3</b>	5

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per active bet line is paid.  
Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25 **MAX**
LEVEL 1
AUTO PLAY
MAX BET
WHEEL VALUE 0.50
COINS 10000

AUTO ?
Cash: \$5,000.00
Reel: R12.50
Win: R0.00
HISTORY

**SECRET GEMSTONES**

1		2		3		4		5		X
6		7		8		9		10		
11		12		13		14		15		
16		17		18		19		20		
21		22		23		24		25		

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per active bet line is paid.  
Malfunction voids all pays and plays. For more information, see the Game Rules.

BET 25 **MAX**
LEVEL 1
AUTO PLAY
MAX BET
WHEEL VALUE 0.50
COINS 10000

AUTO ?
Cash: \$5,000.00
Reel: R12.50
Win: R0.00
HISTORY

## Serengeti Kings

- Serengeti Kings™ is a 5-reel, 4-row, 26-line (fixed) video instant gamewith the Lion Feature and the Panther Feature, Free Spins and the Buy Free Spins feature.
- The game is played with 26 bet lines (fixed) and different bet values and coin values.
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings.
- BET is the amount of coins or cash to bet.
- Bet value is set with the arrows next to the COIN VALUE section.
- BALANCE displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A bet line win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.

### Lion Feature & Panther Feature

- The game starts with the Lion Spins and then the Panther Spins. They last for 12 spins each.
- The number of the Lion Spins and the Panther Spins played is displayed on the indicators above the Lion Counter and the Panther Counter.
- During the spins, all Lion and Panther symbols appearing on the reels are collected into the Lion Counter and the Panther Counter.
- The game starts with 3 symbols in the Lion Counter and 0 symbols in the Panther Counter.
- The number of Lion Spins and Panther Spins and the number of symbols collected into the Lion Counter and the Panther Counter are linked to the bet and saved with it. Each bet is saved separately.
- Whenever you change your bet in cash or coins, your Lion Counter and Panther Counter and your Lion and Panther Spins are reset to the starting values.
- Whenever you change your bet to a bet you already played at, your Lion Counter and Panther Counter and your Lion and Panther Spins are restored together with the bet.
- On the 12th Lion Spin, no Lion symbols are collected, and the Lion Feature is activated. In the Lion Feature, all Lion symbols collected into the Lion Counter are randomly placed on the reels after the reels stop.
- On the 12th Panther Spin, no Panther symbols are collected, and the Panther Feature is activated. In the Panther Feature, all Panther symbols collected into the Panther Counter are randomly placed on the reels after the reels stop.
- If a Lion symbol or a Panther symbol is placed on top of the same symbol or a Wild symbol, +1 is added to the Multiplier of the symbol on the reels.
- If a Lion symbol is placed on top of a Panther symbol or vice versa, a Wild symbol is created.
- In Free Spins, if the symbol on the reels has a Multiplier, the Wild symbol will have the same Multiplier.
- Lion Feature and Panther Feature are activated before the wins are evaluated.
- After all collected symbols are placed on the reels, the wins are evaluated.

- Each bet line has a starting x1 Multiplier. All Multipliers on winning symbols of each winning bet line are added to the starting Multiplier, and any wins from that bet line are multiplied by the resulting Multiplier.
- After the Lion Feature is activated, the Lion Counter resets to 0. After the Panther Feature is activated, the Panther Counter resets to 0.
- After the Lion Feature, all Panther symbols on the reels are collected into the Panther Counter. After the Panther Feature, all Lion symbols on the reels are collected into the Lion Counter.

## Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate 12 Free Spins.
- If Free Spins are activated with 3 Scatter symbols, Free Spins start with 0 symbols in both the Lion Counter and the Panther Counter.
- If Free Spins are activated with 4 Scatter symbols, Free Spins start with the same number of symbols as collected into the Lion Counter and the Panther Counter at the moment of Free Spins activation.
- If Free Spins are activated with 5 Scatter symbols, Free Spins start with the number of symbols as collected into the Lion Counter and the Panther Counter at the moment of Free Spins activation plus 5 symbols to both the Lion Counter and the Panther Counter.
- In Free Spins, all Lion and Panther symbols appearing on the reels are collected into the Lion Counter and the Panther Counter.
- On the last Free Spin, all symbols collected into both the Lion Counter and the Panther Counter are randomly placed on the reels after the reels stop.
- Symbols from the Lion Counter and the Panther Counter can be placed on the reels on top of each other.
- If a Lion symbol is placed on top of a Panther symbol or vice versa, a Wild symbol is created.
- If a Lion symbol or a Panther symbol is placed on top of the same symbol or a Wild symbol, +1 is added to the Multiplier of the symbol on the reels.
- After all collected symbols are placed on the reels, the wins are evaluated.
- Each bet line has a starting x1 Multiplier. All Multipliers on winning symbols of each winning bet line are added to the starting Multiplier, and any wins from that bet line are multiplied by the resulting Multiplier.
- Additional Free Spins cannot be won during Free Spins.
- Free Spins are played at the same bet as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

## Buy Free Spins

- You can activate Free Spins with the Buy Free Spins feature (not available in all operators).
- You can buy 3, 4 or 5 Scatter symbols and activate Free Spins with the respective number of symbols collected into the Lion Counter and the Panther Counter.
- The cost of each option is displayed in the Buy Free Spins pop-up.
- The cost is updated after each spin and depends on your bet and the number of symbols collected into the Lion Counter and the Panther Counter.

- The cost is linked to the bet and saved with it. Each bet is saved separately. Whenever you change your bet in cash or coins, the cost is reset. Whenever you change your bet to a bet you already played at, the cost is restored together with the bet.
- When you activate Free Spins with the Buy Free Spins feature, you start Free Spins without a main game spin.

### Wild Symbol

- Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game in the main game is 96.2%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 3 Scatter symbols is 96.1%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 4 or 5 Scatter symbols using the optimal strategy is 96.7%. The optimal moments are highlighted with flames on the Buy Free Spins pop-up.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R375</li> <li>• Multiplier x4977</li> <li>• Maximum win for any game including feature wins is R1,866,375</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game in the main game is 96.2%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 3 Scatter symbols is 96.1%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 4 or 5 Scatter symbols using the optimal strategy is 96.7%. The optimal moments are highlighted with flames on the Buy Free Spins pop-up.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x4977</li> <li>• Maximum win for any game including feature wins is R4,977,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game in the main game is 96.2%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 3 Scatter symbols is 96.1%.</li> <li>• The theoretical return to player in the Buy Free Spins feature for buying Free Spins with 4 or 5 Scatter symbols using the optimal strategy is 96.7%. The optimal moments are highlighted with flames on the Buy Free Spins pop-up.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R2000</li> <li>• Multiplier x4977</li> <li>• Maximum win for any game including feature wins is R9,954,000</li> </ul>

Paytable

	5 50 4 20 3 10		5 50 4 20 3 10		5 10 4 6 3 3		5 10 4 6 3 3		5 10 4 6 3 3
	5 30 4 15 3 7		5 30 4 15 3 7		5 10 4 6 3 3		5 10 4 6 3 3		
	5 20 4 10 3 6		5 20 4 10 3 6						
	5 500 4 100 3 30								

PAYTABLE

LION FEATURE & PANTHER FEATURE



The game starts with the Lion Spins and then the Panther Spins. They last for 12 spins each. During the spins, all Lion and Panther symbols appearing on the reels are collected into the Lion Counter and the Panther Counter.



Win lines pay if it succeeds from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Multipliers make all wins exceptions. For more information, see the Game Rules.



Each bet line has a starting x1 Multiplier. All Multipliers on winning symbols of each winning bet line are added to the starting Multiplier, and any wins from that bet line are multiplied by the resulting Multiplier.



If a Lion symbol is placed on top of a Panther symbol or vice versa, a Wild symbol is created. If a Lion symbol or a Panther symbol is placed on top of the same symbol or a Wild symbol, +1 is added to the Multiplier of the symbol on the reels.

## FREE SPINS



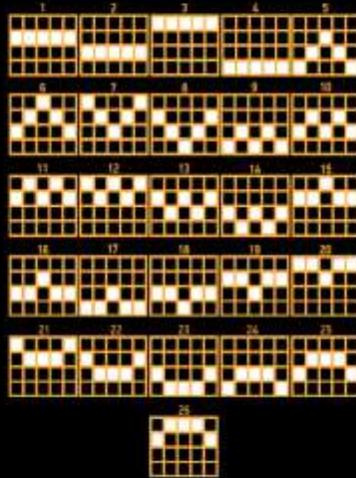
3 or more Scatter symbols appearing anywhere on the reels in the main game activate 12 Free Spins. If Free Spins are activated with 3 Scatter symbols, Free Spins start with 0 symbols in both the Lion Counter and the Panther Counter. If Free Spins are activated with 4 Scatter symbols, Free Spins start with the same number of symbols as collected into the Lion Counter and the Panther Counter at the moment of Free Spins activation. If Free Spins are activated with 5 Scatter symbols, Free Spins start with the number of symbols as collected into the Lion Counter and the Panther Counter at the moment of Free Spins activation plus 5 symbols to both the Lion Counter and the Panther Counter.





Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols.

## WINNING BET LINES



The line only pay if it continues from the leftmost reel to the rightmost reel. Only the top row on each reel is paid. Multiple wins allowed on each spin. For more information, see the Game Rules.

## Space Wars

- Space Wars™ is a 5-reel, 4-row, 40-line video instant game featuring Wild substitutions, stacked symbols and a free Re-spin.
- The game is played with 40 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round with the selected coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Bet level is the number of coins bet per bet line.
- All coin wins pay on bet lines only.
- Simultaneous wins on different bet lines are added.
- Only the highest win per bet line is paid.

### Wild

- In the main game and in the re-spin, Wild symbols can only appear on reels 2 and 4, and substitute for all symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Re-Spin

- Initial bet line wins activate one free Re-spin.
- Re-spins are played on a different set of reels than the initial spin.
- When re-spin is triggered, the winning symbol included in the bet line win appears in the Cloning Pod. The symbol is cloned and the cloned symbols are then added onto the re-spin reels.
- In the re-spin, the cloned symbol is shown stacked on the reels.
- Re-spins are played at the same bet level and coin value as the spin that activated the re-spins.
- Re-spin wins are added to any initial bet line wins.
- The total win field includes any wins from the initial spin added to any wins from the re-spin.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.75%</li> <li>Min Bet R4.00</li> <li>Max Bet R800</li> <li>Multiplier x1012</li> <li>Maximum win for any game including feature wins is R809,600</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.75%</li> <li>Min Bet R4.00</li> <li>Max Bet R2000</li> <li>Multiplier x1012</li> <li>Maximum win for any game including feature wins is R2,024,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.75%</li> <li>Min Bet R4.00</li> <li>Max Bet R2000</li> <li>Multiplier x1012</li> <li>Maximum win for any game including feature wins is R2,024,000</li> </ul>

### Paytable







## Starburst

- Starburst™ is a 5-reel, 3-row video instant game featuring the Starburst™ Wild with re-spins, and win both ways.
- You can play 10 fixed bet lines at different bet levels and coin values.
- MAX BET plays the game at the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Starburst™ Wild symbols substitute for all symbols.
- Only the highest win per active bet line from both ways is paid.
- Bet line wins pay when in succession from both leftmost to right and rightmost to left.
- Simultaneous wins on different bet lines are added.
- Game History is not available when PLAYING FOR FUN.
- COINS displays the number of coins the player has available to wager.

### Starburst™ Wilds

- The Starburst™ Wild symbols can only appear on reels 2, 3 and 4.
- One or more Starburst™ Wilds appearing anywhere on reels 2, 3, or 4 activates the Starburst™ Wild feature.
- During the Starburst™ Wild feature, the Starburst™ Wilds expand to cover the entire reel and remain in place while the other reels re-spin.
- If a new Starburst™ Wild appears during a re-spin, it expands and holds in place together with any previously expanded Starburst™ Wilds for another re-spin.
- The Starburst™ Wild feature ends when no new Starburst™ Wilds appear during a re-spin.
- Up to 2 additional Starburst™ Wild symbols can appear after a Starburst™ Wild activates a re-spin, triggering an additional re-spin, or a maximum of 3 re-spins.
- Re-spins are played at the same bet as the round activating the re-spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x605</li> <li>• Maximum win for any game including feature wins is R605,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x605</li> <li>• Maximum win for any game including feature wins is R605,000</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 95.05%</li> <li>• Min Bet R1.00</li> <li>• Max Bet R1000</li> <li>• Multiplier x605</li> <li>• Maximum win for any game including feature wins is R605,000</li> </ul>

Paytable

### STARBURST™ WILDS

**SUBSTITUTE FOR ALL SYMBOLS.**  
**APPEAR ON REELS 2, 3 AND 4.**  
**EXPAND OVER THE REEL AND TRIGGER A RE-SPIN.**  
**THE MAXIMUM NUMBER OF RE-SPINS IS 5.**



The coin payout values are based on bet level 1.  
 Only the highest win per active bet line from both ways is paid.  
 Bet line wins pay when in succession from both leftmost to right and rightmost to left.  
 Malfunction voids all pays and plays.

 <p><b>BAR</b></p> <p>5 250 4 200 3 50</p>	 <p><b>7</b></p> <p>5 120 4 60 3 25</p>
 <p><b>DIAMOND</b></p> <p>5 60 4 25 3 10</p>	 <p><b>GREEN GEM</b></p> <p>5 50 4 20 3 8</p>












The coin payout values are based on bet level 1.  
 Only the highest win per active bet line from both ways is paid.  
 Bet line wins pay when in succession from both leftmost to right and rightmost to left.  
 Malfunction voids all pays and plays.

**WINNING**

 <b>5 40</b> <b>4 15</b> <b>3 7</b>	 <b>5 25</b> <b>4 10</b> <b>3 5</b>
 <b>5 25</b> <b>4 10</b> <b>3 5</b>	

1 

2 

3 

4 

5 

6 

7 

8 

9 

10 

The coin payout values are based on bet level 1.  
 Only the highest win per active bet line from both ways is paid.  
 Bet line wins pay when in succession from both leftmost to right and rightmost to left.  
 Malfunction voids all pays and plays.

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## Starburst XXXtreme

- Starburst™ XXXtreme is a 5-reel, 3-row video instant game featuring Starburst™ Wild symbol with Re-Spins and Multipliers, Random Wilds feature, and XXXtreme Spins.
- The game is played with 9 bet lines (fixed) and different bet values.
- BET is the amount of cash to bet.
- The bet value is set by clicking the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash available to bet.
- Winning combinations and payouts are made according to the Paytable.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A bet line win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- The maximum total win in a game round is capped at 200 000 times the bet.

### Starburst™ Wild Symbol

- Starburst™ Wild symbols can appear only on reels 2, 3, and 4.
- Starburst™ Wild symbols substitute for all symbols.
- Starburst™ Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Re-Spins

- One or more Starburst™ Wild symbols appearing on the reels expand to cover the entire reel and award a Re-Spin.
- Any additional Starburst™ Wild symbol appearing on the reels during the Re-Spin also expands and awards another Re-Spin.
- During Re-Spins, the reels covered with Starburst™ Wild symbols are locked while the other reels spin.
- Re-Spins end when no additional Starburst™ Wild symbols appear on the reels during the Re-Spin.
- Re-Spins are played at the same bet as the round activating the Re-Spins.
- At the end of Re-Spins, the total win from Re-Spins is added to any wins from the round that activated Re-Spins

### Multiplier

- Each Starburst™ Wild symbol awards a random Multiplier of the following value: x2, x3, x5, x10, x25, x50, x100, x150.
- The Multiplier applies to the bet line win of the spin during which it was awarded and the Re-Spin.
- If more than one Multiplier is awarded during the spin and Re-Spins, any bet line wins from this spin and the following Re-Spin are multiplied by the sum of these Multipliers.

- The wins are evaluated at the end of each spin and each Re-Spin.
- If Starburst™ Wild symbols appear on the reels, the wins are evaluated at the end of each spin and each Re-Spin, after Starburst™ Wild symbols expand and Multipliers are awarded.

### Random Wilds Feature

- The Random Wilds feature can be randomly activated after a spin or a Re-Spin.
- When the Random Wilds feature is activated, 1 to 3 Starburst™ Wild symbols randomly land on reels 2,3, and 4.
- In the Random Wilds feature, Starburst™ Wild symbols cannot land on top of other Starburst™ Wild symbols.

### XXXtreme Spins

- You can activate XXXtreme Spins to guarantee the appearance of Starburst™ Wild symbol(s) on reels 2, 3, or 4 for a higher bet.
- Activating XXXtreme Spins costs 10 times the bet for 1 guaranteed Starburst™ Wild symbol per spin and 95 times the bet for 2 guaranteed Starburst™ Wild symbols per spin.
- XXXtreme Spins remain active until You deactivate them.
- The theoretical return to player for this game with activated XXXtreme Spins is 96,45%.
- Note: Game History always shows the theoretical return to player for this game without activated XXXtreme Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.11%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R100</li> <li>• Multiplier x16856</li> <li>• Maximum win for any game including feature wins is R1,685,600</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.11%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R200</li> <li>• Multiplier x16856</li> <li>• Maximum win for any game including feature wins is R3,371,200</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.11%.</li> <li>• Min Bet R1.00</li> <li>• Max Bet R500</li> <li>• Multiplier x16856</li> <li>• Maximum win for any game including feature wins is R8,528,000</li> </ul>

Paytable

	5 100.00 4 10.00 3 5.00		5 40.00 4 6.00 3 3.00		5 8.00 4 3.00 3 1.40
	5 12.00 4 5.00 3 2.00		5 10.00 4 4.00 3 1.60		5 6.00 4 2.00 3 1.00
			5 6.00 4 2.00 3 1.00		

### STARBURST™ WILD SYMBOL



Appears on reels 2,3, and 4.

Substitutes for all symbols.

Expands to cover the entire reel and awards a Re-Spin.

Awards a random Multiplier (x2, x3, x5, x10, x25, x50, x100, x150).

If more than one Multiplier is awarded during the spin and Re-Spins, any bet line wins from this spin and the following Re-Spin are multiplied by the sum of these Multipliers.

### RANDOM WILDS FEATURE



The Random Wilds feature can be randomly activated after a spin or a Re-Spin.

When the Random Wilds feature is activated, 1 to 3 Starburst™ Wild symbols randomly land on reels 2,3, and 4.

## XXXTREME SPINS

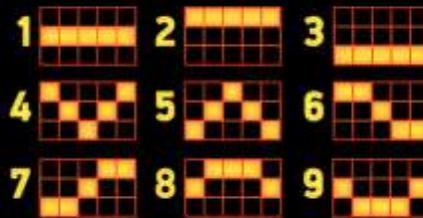


Activate XXXtreme Spins to guarantee Starburst™ Wild symbol(s) on reels 2,3, or 4 for a higher bet.

- 10x the bet - 1 guaranteed Starburst™ Wild symbol per spin.
- 95x the bet - 2 guaranteed Starburst™ Wild symbols per spin.

XXXtreme Spins remain active until You press the button to deactivate them.

## WINNING BET LINES



Red line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all bets and plays. For more information, see the Game Rules.

## Turn Your Fortune

- Turn Your Fortune™ is a 5-reel, 4-row, 40-line (fixed) video instant game featuring Wild substitutions, Free Spins and Fortune Re-Spins with Fortune Wins.
- The game is played with 40 bet lines (fixed), 1-10 bet levels (20 coins per level) and different coin values.
- The bet level is set using the LEVEL selector.
- Bet level is the number of coins bet per 2 bet lines.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for the wins from the Fortune Wins.

### Wild Symbol

- Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols, Key symbols, and +10 symbols.
- In Free Spins, Wild symbols are not collected to fill the Fortune Wins meter.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.

### Fortune Wins

- The Fortune Wins is a coin win game with 5 levels. Each level has 5 steps with increasing win values.

•	Level 5	Level 4	Level 3	Level 2	Level 1
Step 5	2000x	1000x	400x	200x	150x
Step 4	500x	300x	150x	100x	50x
Step 3	200x	100x	50x	40x	20x
Step 2	100x	50x	30x	20x	10x

Step 1	50x	30x	20x	10x	5x
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- In the Fortune Wins, the player is awarded a coin win which may be increased by collecting symbols on the reels.
- In Fortune Re-Spins and Free Spins, the player starts at the lowest step of the Fortune Wins.
- The player moves up the Fortune Wins by filling the meter with collected symbols.
- If the Key symbol lands on the reels during the Fortune Re-Spins or the Free Spins, the Fortune Wins levels up. All wins from the Fortune Wins are increased, including the win from the achieved step.
- At the end of Fortune Re-Spins and Free Spins, the achieved win from the Fortune Wins is awarded.
- A win from the Fortune Wins is equal to the value shown on the Fortune Wins step multiplied by the bet in coins.

### Fortune Re-Spins

- 2 Scatter symbols appearing anywhere on reels 1, 3 or 5 in combination with a bet line win in the main game activate the Fortune Re-Spins with Fortune Wins after the wins are evaluated.
- 3 Scatter symbols appearing anywhere on reels 1, 3 and 5 in combination with a bet line win in the main game activate both the Fortune Re-Spins and the Free Spins. Free Spins are played first.
- The winning symbol is the collectable symbol in the Fortune Re-Spins. If there are bet line wins with two or more symbols, the collectable symbol in Fortune Re-Spins is the higher paying winning symbol according to the Paytable. If symbols pay the same, the collectable symbol in Fortune Re-Spins is the higher symbol.
- In Fortune Re-Spins, bet line wins are not evaluated until the end of the Fortune Re-Spins.
- In Fortune Re-Spins, only the collectable symbol and the Key symbol appear on the reels.
- All collectable symbols taking part in the bet line win that activated the Fortune Re-Spins and all collectable symbols landing on the reels during the Fortune Re-Spins remain on the reels until the end of the Fortune Re-Spins.
- Wild symbols taking part in the winning combination that activated the Fortune Re-Spins do not remain on the reels.
- In Fortune Re-Spins, all collectable symbols are collected to fill the Fortune Wins meter.
- Each time the meter is filled up by 5 spaces, the player moves one step up the Fortune Wins.
- The starting Fortune Wins level in Fortune Re-Spins is 1.
- A Key symbol landing anywhere on reel 5 levels up the Fortune Wins. All wins from the Fortune Wins are increased, including the win from the achieved step.
- The Fortune Re-Spins end if during a Fortune Re-Spin no Key symbols or collectable symbols land on the reels, or when 20 collectable symbols are collected.
- Fortune Re-Spins are played at the same bet level and coin value as the round that activated Fortune Re-Spins.
- At the end of Fortune Re-Spins, the bet line wins are evaluated. The win from the Fortune Re-Spins and the Fortune Wins is added to any wins from the round that activated the Fortune Re-Spins.

## Free Spins

- Scatter symbols can appear on reels 1, 3 and 5 only in the main game and Free Spins.
- 3 Scatter symbols appearing anywhere on reels 1, 3 and 5 in the main game activate the Free Spins with Fortune Wins.
- 3 Scatter symbols appearing anywhere on reels 1, 3 and 5 in combination with a bet line win in the main game activate both the Fortune Re-Spins and the Free Spins. Free Spins are played first.
- Before the start of the Free Spins, the player stops the 3-tier Free Spins Wheel. Alternatively, the Free Spins Wheel stops automatically in 25 seconds.
- When the Free Spins Wheel stops, the position of its tiers defines the number of Free Spins won, the collectable symbol in Free Spins and the starting Fortune Wins level.
- The number of Free Spins activated on the Free Spins Wheel is 7 to 13.
- The collectable symbol in Free Spins is one of the medium win or the low win symbols.
- The starting Fortune Wins level in Free Spins is 2, 3 or 4. If no Key symbols are won, the starting Fortune Wins level in Free Spins is 2.
- In Free Spins, all collectable symbols landing on the reels are collected to fill the Fortune Wins meter.
- The special +10 collectable symbol landing anywhere on reel 2 fills the meter by 10.
- Each time the meter is filled up by 20 spaces, the player moves one step up the Fortune Wins.
- A Key symbol landing anywhere on reel 5 levels up the Fortune Wins. All wins from the Fortune Wins are increased, including the win from the achieved step.
- During Free Spins, each Scatter symbol landing on reels 1, 3 or 5 awards one additional Free Spin.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- At the end of Free Spins, the total win from the Free Spins and the Fortune Wins is added to any wins from the round that activated the Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.24%.</li> <li>Min Bet R2.00</li> <li>Max Bet R400</li> <li>Multiplier x2056</li> <li>Maximum win for any game including feature wins is R822,400</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.24%.</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x2056</li> <li>Maximum win for any game including feature wins is R4,112,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.24%.</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x2056</li> <li>Maximum win for any game including feature wins is R4,112,000</li> </ul>

## Paytable

**FORTUNE WINS**

In the Fortune Wins, the player is awarded a win which may be increased by collecting symbols on the reels.

The player moves up the Fortune Wins by filling the meter with collected symbols.

If a Key symbol lands on the reels during the Fortune Re-Spins or Free Spins, the player is awarded a Key that levels up the Fortune Wins. All wins from the Fortune Wins are increased, including the win from the achieved step.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest winner bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

Balance: R5,000.00    Bet: R10.00    Win: R0.00

## FORTUNE WINS

The Fortune Wins is a bonus win game with 5 levels. Each level has 5 steps with increasing win values.

Level 5	Level 4	Level 3	Level 2	Level 1
2000x	1000x	400x	200x	150x
500x	300x	150x	100x	50x
200x	100x	50x	40x	20x
100x	50x	30x	20x	10x
50x	30x	20x	10x	5x

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

Balance: R5,000.00
Bet: R10.00
Win: R0.00

## SCATTER



3 Scatter symbols appearing anywhere on reels 1, 3 and 5 in the main game activate Free Spins with Fortune Wins.

2 Scatter symbols appearing anywhere on reels 1, 3 or 5 in combination with a bet line win in the main game activate the Fortune Re-Spins with Fortune Wins after the wins are evaluated.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

Balance: R5,000.00
Bet: R10.00
Win: R0.00

## FORTUNE RE-SPINS



In Fortune Re-Spins, all collectable symbols are collected to fill the Fortune Wins meter.

Each time the meter is filled up by 5 spaces, the player moves one step up the Fortune Wins.





Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

← AUTO →
Balance: R5,000.00    Bet: R10.00    Win: R0.00
HITREEL

## FREE SPINS



In Free Spins, all collectable symbols landing on the reels are collected to fill the Fortune Wins meter.

The special +10 collectable symbol landing anywhere on reel 2 fills the meter by 10.

Each time the meter is filled up by 20 spaces, the player moves one step up the Fortune Wins.

During Free Spins, each Scatter symbol landing on reels 1, 3 or 5 awards one additional Free Spin.





Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

← AUTO →
Balance: R5,000.00    Bet: R10.00    Win: R0.00
HITREEL

## WILD



Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols, Key symbols, and +10 symbols.



Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

← AUTO →
Balance: R5,000.00
Bet: R10.00
Win: R0.00
HISTORY

## MEDIUM WIN SYMBOLS



5	200
4	100
3	40



5	120
4	60
3	30



5	100
4	50
3	25



5	80
4	40
3	20



5	60
4	30
3	15



Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
 Only the highest win per bet line is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules.

← AUTO →
Balance: R5,000.00
Bet: R10.00
Win: R0.00
HISTORY

## LOW WIN SYMBOLS



5 40
4 20
3 10



5 30
4 15
3 7



5 25
4 10
3 5



5 20
4 10
3 5



Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per bet line is paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

Balance: R5,000.00
Bet: R10.00
Win: R0.00
HISTORY

## WINNING BET LINES



























































































































Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Only the highest win per bet line is paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

Balance: R5,000.00
Bet: R10.00
Win: R0.00
HISTORY

## Twin Spin

- Twin Spin™ is a 5-reel video instant game with 243 Ways to Win. The game features Wild substitutions and a Twin Reel feature on every spin offering even more chances for big wins.
- The game is played with 243 ways to win, 1-10 levels (25 coins per level) and different coin values.
- There are no bet lines.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins the player has available to wager.
- MAX BET starts a game round with 243 ways to win, the highest bet level and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A symbol win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- The total win in currency is equal to the total win in coins multiplied by the coin value.
- Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.
- Only the longest matching combination per symbol is paid.
- More wins are created when additional instances of the same symbol appear on the same reels that create the longest way to win.
- Simultaneous wins for different symbols are added.
- All wins pay on winning symbol combinations only.
- For the total symbol win, multiply the number of matching symbols appearing on one reel by the number of matching symbols on each other reel in the longest winning combination. Multiply the result by the coin win amount for the longest winning symbol combination according to the PAYTABLE. The total win for the spin is the sum of symbol wins for each symbol type.

### Wild

- Wild symbols can only appear on reels 2, 3, 4 and 5.
- Wild symbols substitute for all symbols.

### Twin Reel Feature

- Each spin starts with identical, adjacent twin reels that are linked together. During the spin the twin reels can expand to become triplet, quadruplet or even quintuplet reels.
- At the beginning of each spin, the identical twin reels can appear adjacently on any of the 5 reels.
- The number of reels that are linked together is random and occurs independently for each spin.

### Example of a Way to Win payout at level 1

- 3 matching BAR symbols on adjacent reels starting from the leftmost reel awards 15 coins. This is multiplied by 2 (for 2 bar symbols on reel 3), giving a total win of  $2 \times 15 = 30$  coins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.50</li><li>• Max Bet R1250</li><li>• Multiplier x1080</li><li>• Maximum win for any game including feature wins is R1,350,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.50</li><li>• Max Bet R1250</li><li>• Multiplier x1080</li><li>• Maximum win for any game including feature wins is R1,350,000</li></ul>	<ul style="list-style-type: none"><li>• The theoretical return to player for this game is 95.05%</li><li>• Min Bet R2.50</li><li>• Max Bet R1250</li><li>• Multiplier x1080</li><li>• Maximum win for any game including feature wins is R1,350,000</li></ul>

Paytable

A NETENT PRODUCTION

### Twin Reel Feature

Each spin starts with identical, adjacent twin reels that are linked together.

During the spin the twin reels can expand to become triplet, quadruplet or even quintuplet reels.

At the beginning of each spin, the identical twin reels can appear adjacently on any of the 5 reels.

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.  
 Only the largest matching combination per symbol is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules

RET 25

LEVEL 1

COIN VALUE 0.50

COINS 10000

Balance: 65,000.00
Bet: 612.50
Win: 00.00
100/1700

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A NETENT PRODUCTION

**WILD** Wild symbols substitute for all symbols.

	5 1000
	4 250
	3 50

	5 500
	4 150
	3 30

	5 400
	4 100
	3 15

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.  
 Only the largest matching combination per symbol is paid.  
 Malfunction voids all pays and plays.  
 For more information, see the Game Rules

RET 25

LEVEL 1

COIN VALUE 0.50

COINS 10000

Balance: 65,000.00
Bet: 612.50
Win: 00.00
100/1700



## Victorious

- Victorious MAX™ is a 5-reel, 3-row video instant game that offers 243 ways to win. In addition, the game has Free Spins and Wild substitutions.
- The game is played with 243 ways to win and different bet values.
- COINS displays the number of coins available to wager.
- There are no bet lines.
- The bet level is set using the LEVEL selector. Note: available only in case of multiple bet levels.
- The coin value is set using the COIN VALUE selector.
- MAX BET plays the game at the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Bet way wins pay if in succession from leftmost to right.
- Winning combinations and payouts are made according to the Paytable.
- A bet way win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet way is paid.
- In both the main game and Free Spins, Wild symbols only appear on reels 2 and 4.
- Wild symbol substitutes for any symbol.
- Simultaneous wins on different bet ways are added.
- Game History is not available when PLAYING FOR FUN.
- Note: The following functions might be unavailable in some operators: Autoplay, Max Bet, Quick Spin, Quick Stop.

## Free Spins

- 3 or more Free Spin symbols appearing randomly on the reels in the main game activates Free Spins.
- Free Spin symbols must appear in succession, starting from the leftmost reel.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins can be won during Free Spins.
- 3 or more Free Spin symbols appearing anywhere on the reels in Free Spins activates additional Free Spins. The number of Free Spins awarded are according to the Paytable.
- Free Spin coin wins are multiplied by 6.
- Free Spin wins are added to any bet way wins.
- Extra Free Spins won are automatically added to the current Free Spins.
- The number of extra Free Spins is not multiplied by the Free Spins multiplier.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.88%</li> <li>Min Bet R2.50</li> <li>Max Bet R250</li> <li>Multiplier x4928</li> <li>Maximum win for any game including feature wins is R1,232,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.88%</li> <li>Min Bet R2.50</li> <li>Max Bet R500</li> <li>Multiplier x4928</li> <li>Maximum win for any game including feature wins is R2,464,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.88%</li> <li>Min Bet R2.50</li> <li>Max Bet R1250</li> <li>Multiplier x4928</li> <li>Maximum win for any game including feature wins is R6,160,000</li> </ul>

## Paytable

### VICTORIOUS MAX

A NESTLÉ PRODUCT

	5	5000
	4	750
	3	150

	5	1500
	4	600
	3	75

	5	750
	4	300
	3	45

	5	600
	4	150
	3	30



A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right. Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

SPIN
CLASSIC
LEVEL 1
COIN VALUE 1.00
CORNER 5000

Cash: R5,000.00    Bet: R25.00    Win: R0.00    NETENT

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### VICTORIOUS MAX

A NESTLÉ PRODUCT

A	5	200
	4	80
	3	12

K	5	150
	4	40
	3	12

Q	5	100
	4	25
	3	6

J	5	100
	4	25
	3	6

10	5	80
	4	25
	3	6
	2	3

9	5	80
	4	25
	3	6
	2	3



A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right. Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

SPIN
CLASSIC
LEVEL 1
COIN VALUE 1.00
CORNER 5000

Cash: R5,000.00    Bet: R25.00    Win: R0.00    NETENT

## Warlords: Crystals of Power

- Warlords - Crystals of Power™ is a 5-reel, 3-row, 30-line (fixed) video instant game featuring Wild substitutions, stacked symbols, Scatter symbols, Re-Spins, Free Spins and a Random Wild.
- The game is played with 30 bet lines (fixed), a 15 coin bet size (fixed), 1-10 bet levels, and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the PAYTABLE.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for wins with the Final Chance feature.
- The maximum total win in coins is capped at 100 000 times multiplied by the bet level.

### Random Overlay Wild

- During every spin in the main game, a Random Overlay Wild feature can be activated. The Random Overlay Wild feature uses a different reel set to the main game with no scatters on the reels.
- There are 3 different types of Random Overlay Wilds. The Barbarian Hammer feature, awarding 4 Wild symbols in the shape of a square on reels 1 to 4. The Priestess Arrow feature, awarding 2 to 5 Wild symbols on reels 1 to 5. The Samurai Sword feature, awarding 2 to 5 Wild symbols on reels 1 to 4.
- After the feature is activated, the symbols will be replaced by Overlay Wild symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.

### Scatter

- The game features 3 different Scatter symbols with each Scatter symbol having a Free Spins game associated with it. The blue Scatter symbol with the Barbarian Free Spins, the green Scatter symbol with the Priestess Free Spins and the red Scatter symbol with the Samurai Free Spins. In the main game, the initial Scatters each reward its corresponding game feature which is either 3 Free Spins, 1 Multiplier or 1 Sticky Wild.

- The Free Spins game awarded to the player will be determined by the type of Scatter symbols appearing on the reels and, in the case of the Samurai Free Spins, the position of the Scatter symbols on the reels.
- In the main game, Re-Spins are awarded when 2 or more Scatter symbols appear on the reels. Scatter symbols appear on reels 2, 3 and 4 only, and can appear on all 5 reels during Re-Spins.
- If the Scatter symbols are of the same type, the Re-Spin starts immediately. However, if the Scatter symbols differ, they randomly transform so that all Scatter symbols are of the same type before the Re-Spin starts.

## Battle

- If 2 different Scatter symbols appear on the reels, 1 Scatter symbol is randomly chosen after a battle, to transform into the other symbol so that they are both the same before the Re-Spins start. There is a 50/50 chance of which symbol will be chosen as the active Scatter symbol.
- If 2 Scatter symbols of the same type appear on the reels with 1 Scatter symbol of a different type, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is a 75% chance that the symbol with 2 Scatter symbols will be the active symbol.
- If 3 different Scatter symbols appear on the reels, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is an equal chance that each symbol has of being the active symbol.

## Re-Spins

- During the Re-Spin or Re-Spins, the active Scatters will stay in their position with all other symbols being inactive.
- There are no additional bet-line wins during Re-spins.
- Additional Re-Spins can be activated after the initial Re-Spin if a new Scatter symbol appears of the same type as the one that is already active.
- 3 or more Scatter symbols activate Free Spins. If Free Spins are not activated after Re-Spins, the player has one final chance to activate them.

## Final Chance

- If the Re-Spins are triggered with 2 scatters and no additional Scatters appear during the Re-Spins, the player will receive a random feature that will reveal either a coin win ranging from 3 to 100 times the bet or a Scatter symbol at a random position on the reels.
- Coins won from the random feature are added to any bet line wins.
- If the random feature reveals a Scatter symbol, the new Scatter symbol will be randomly placed on the reels and Free Spins will begin, meaning no additional Re-Spins are awarded.
- When no more Re-Spins are activated, if there are 3 or more of the same type of active Scatter symbols on the reels, Free Spins will start.

## Free Spins

- There are 3 different types of Free Spins, each corresponding to one of the 3 different types of Scatter symbols: The Barbarian Free Spins, the blue Scatter symbol, awarding a minimum of 9

Free Spins. The Priestess Free Spins, the green Scatter symbol, awarding 7 Free Spins. The Samurai Free Spins, the red Scatter symbol, awarding 5 Free Spins. Each Free Spin game uses its own set of reels which contains only the same type of Scatter symbol as the one that activated the Free Spins round.

- Scatter symbols appearing during Free Spins will not trigger any Re-Spins, and their behavior differs depending on the Free Spins game that has been activated.
- During Free Spins, additional Scatter symbols appearing on the reels will activate a feature depending on the Free Spins Game.
- In the Barbarian Free Spins, only warrior and animal symbols are present and a new Scatter symbol appearing on the reels adds 3 extra Free Spins.
- In the Priestess Free Spins, additional Scatter symbols increase a multiplier x1 for each Scatter.
- In the Samurai Free Spins, the Scatter symbol becomes a Sticky Wild for the duration of the Free Spins.
- Free Spin and Random Wild wins are added to any bet line wins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- During Free Spins, features won from any additional Scatter symbols are activated immediately, and before calculating winnings for that spin. If multiple Scatter symbols appear at the same time then the feature occurs once for each new Scatter symbol.

#### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.89%</li> <li>• Min Bet R1.50</li> <li>• Max Bet R750</li> <li>• Multiplier x1585</li> <li>• Maximum win for any game including feature wins is R1,188,750</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.89%</li> <li>• Min Bet R1.50</li> <li>• Max Bet R1500</li> <li>• Multiplier x1585</li> <li>• Maximum win for any game including feature wins is R2,377,500</li> </ul>	<ul style="list-style-type: none"> <li>• The theoretical return to player for this game is 96.89%</li> <li>• Min Bet R1.50</li> <li>• Max Bet R1500</li> <li>• Multiplier x1585</li> <li>• Maximum win for any game including feature wins is R2,377,500</li> </ul>

Paytable

WARLORDS - CRYSTALS OF POWER™

### SYMBOL PAYOUT VALUES

Symbol	5	4	3
Warlord 1 (Red)	300	60	15
Warlord 2 (Green)	200	50	12
Warlord 3 (Blue)	150	45	10
Warlord 4 (Wolf)	120	40	5
Warlord 5 (Tiger)	90	35	5
Warlord 6 (Dragon)	75	30	5
Warlord 7 (Red Mask)	60	25	3
Warlord 8 (Green Mask)	50	20	3
Warlord 9 (Blue Mask)	40	15	3

BET: 15    LEVEL: 1    AUTOPLAY    MAX BET    COIN VALUE: 0.20    COIN: 450000  
 Cash: R50,000.00    Bet: R3.00    Win: R0.00

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WARLORDS - CRYSTALS OF POWER™

Symbol	5	4	3
Warlord 1 (Red)	300	60	15
Warlord 2 (Green)	200	50	12
Warlord 3 (Blue)	150	45	10
Warlord 4 (Wolf)	120	40	5
Warlord 5 (Tiger)	90	35	5
Warlord 6 (Dragon)	75	30	5
Warlord 7 (Red Mask)	60	25	3
Warlord 8 (Green Mask)	50	20	3
Warlord 9 (Blue Mask)	40	15	3

BET: 15    LEVEL: 1    AUTOPLAY    MAX BET    COIN VALUE: 0.20    COIN: 450000  
 Cash: R50,000.00    Bet: R3.00    Win: R0.00

WARLORDS - CRYSTALS OF POWER™

### WILD

Wild symbols substitute for all symbols except Scatter symbols.

	5	300
	4	60
	3	15

### RANDOM OVERLAY WILD

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

Cash: R\$0.000,00    Bet: R\$ 0,00    Win: R\$ 0,00

WARLORDS - CRYSTALS OF POWER™

### RANDOM OVERLAY WILD

During every spin in the main game, a Random Overlay Wild feature can be activated. The Random Overlay Wild feature uses a different reel set to the main game with no scatters on the reels.

There are 3 different types of Random Overlay Wilds. The Barbarian Hammer feature, awarding 4 Wild symbols in the shape of a square on reels 1 to 4. The Priestess Arrow feature, awarding 2 to 5 Wild symbols on reels 1 to 5. The Samurai Sword feature, awarding 2 to 5 Wild symbols on reels 1 to 4.

After the feature is activated, the symbols will be replaced by Overlay Wild symbols.



BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

Cash: R\$0.000,00    Bet: R\$ 0,00    Win: R\$ 0,00

WARLORDS - CRYSTALS OF POWER™

### SCATTER



The game features 3 different Scatter symbols with each Scatter symbol having a Free Spins game associated with it. The blue Scatter symbol with the Barbarian Free Spins, the green Scatter symbol with the Priestess Free Spins and the red Scatter symbol with the Samurai Free Spins. In the main game, the initial Scatters each reward its corresponding game feature which is either 3 Free Spins, 1 Multiplier or 1 Sticky Wild.

The Free Spins game awarded to the player will be determined by the type of Scatter symbols appearing on the reels and, in the case of the Samurai Free Spins, the position of the Scatter symbols on the reels.

In the main game, Re-Spins are awarded when 2 or more Scatter symbols appear on the reels. Scatter symbols appear on reels 2, 3 and 4 only, and can appear on all 5 reels during Re-Spins.

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

Cash: R\$0.000,00    Bet: R\$ 0,00    Win: R\$ 0,00

WARLORDS - CRYSTALS OF POWER™

If the Scatter symbols are of the same type, the Re-Spin starts immediately. However, if the Scatter symbols differ, they randomly transform so that all Scatter symbols are of the same type before the Re-Spin starts.

### BATTLE

If 2 different Scatter symbols appear on the reels, 1 Scatter symbol is randomly chosen after a battle, to transform into the other symbol so that they are both the same before the Re-Spins start. There is a 50/50 chance of which symbol will be chosen as the active Scatter symbol.

If 2 Scatter symbols of the same type appear on the reels with 1 Scatter symbol of a different type, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is a 75% chance that the symbol with 2 Scatter symbols will be the active symbol.

If 3 different Scatter symbols appear on the reels, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is an equal chance that each symbol has of being the active symbol.

BET 15 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 0.20 COINS 450000

Cash: R\$0.000,00 Dec: R\$,00 Win: R\$,00

WARLORDS - CRYSTALS OF POWER™

### RE-SPINS

If the Scatter symbols are of different types they will transform so that all Scatters will be of the same type before the Re-Spins start.

If 2 or 3 Scatter symbols of the same type appear on the reels, the Re-Spin starts immediately.

During the Re-Spin or Re-Spins, the active Scatters will stay in their position with all other symbols being inactive.

There are no additional bet-line wins during Re-spins.

Additional Re-Spins can be activated after the initial Re-Spin if a new Scatter symbol appears of the same type as the one that is already active.

Re-Spins will use a different reel set to the base spin.

BET 15 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 0.20 COINS 450000

Cash: R\$0.000,00 Dec: R\$,00 Win: R\$,00

WARLORDS - CRYSTALS OF POWER™

Re-Spins will use a different reel set to the base spin.

3 or more Scatter symbols activate Free Spins. If Free Spins are not activated after Re-Spins, the player has one final chance to activate them.

### FINAL CHANCE

3 or more Scatter symbols trigger Free Spins. If Free Spins are not triggered after Re-Spins, the player has one final chance to activate them.

If the Re-Spins are activated with 2 Scatter symbols and no extra Scatter symbols appear during the Re-Spins, the Final Chance feature is awarded to the player. The Final Chance feature reveals either a coin win or a Scatter symbol. If the Final Chance feature

BET 15 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 0.20 COINS 450000

Cash: R\$0.000,00 Dec: R\$,00 Win: R\$,00

WARLORDS - CRYSTALS OF POWER™

win or a Scatter symbol. If the Final Chance feature reveals a Scatter symbol, the new Scatter will be randomly placed on the reels containing no other Scatter symbols and Free Spins will begin, meaning no additional Re-Spins are awarded.

If the Re-Spins are triggered with 2 scatters and no additional Scatters appear during the Re-Spins, the player will receive a random feature that will reveal either a coin win ranging from 3 to 100 times the bet or a Scatter symbol at a random position on the reels.

If the random feature reveals a Scatter symbol, the new Scatter symbol will be randomly placed on the reels and Free Spins will begin, meaning no additional Re-Spins are awarded.

When no more Re-Spins are activated, if there are 3 or more of the same type of active Scatter symbols on the reels, Free Spins will start.

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

Cash: R\$0.000,00    Bet: R\$ 0,00    Win: R\$ 0,00

WARLORDS - CRYSTALS OF POWER™

### FREE SPINS

There are 3 different types of Free Spins, each corresponding to one of the 3 different types of Scatter symbols: The Barbarian Free Spins, the blue Scatter symbol, awarding a minimum of 9 Free Spins. The Priestess Free Spins, the green Scatter symbol, awarding 7 Free Spins. The Samurai Free Spins, the red Scatter symbol, awarding 5 Free Spins. Each Free Spin game uses its own set of reels which contains only the same type of Scatter symbol as the one that activated the Free Spins round.

During Free Spins, additional Scatter symbols appearing on the reels will activate a feature depending on the Free Spin Game.

In the Barbarian Free Spins, only warrior and animal symbols are present and a new Scatter symbol appearing on the reels adds 3 extra Free Spins.

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

Cash: R\$0.000,00    Bet: R\$ 0,00    Win: R\$ 0,00

WARLORDS - CRYSTALS OF POWER™

The reels add 3 extra Free Spins.

In the Priestess Free Spins, additional Scatter symbols increase a multiplier x1 for each Scatter.

In the Samurai Free Spins, the Scatter symbol becomes a Sticky Wild for the duration of the Free Spins.

### WINNING BET LINES

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

CASH R\$0.000,00    BET R\$,00    WIN R\$,00

WARLORDS - CRYSTALS OF POWER™

Only the highest win per bet line is paid. Bet line wins pay in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

BET 15    LEVEL 1    AUTOPLAY    MAX BET    COIN VALUE 0.20    COINS 450000

CASH R\$0.000,00    BET R\$,00    WIN R\$,00

## Wild Water

- Wild Water™ is a 5-reel 20-bet line video instant game featuring Wild substitutions, Free Spins, stacked symbols and special Surf Team and Surf's Up bonus wins.
- The game is played with 20 bet lines (fixed), bet levels 1-10 and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at 20 bet lines, the highest bet level, and the current coin value.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- Bet level is the number of coins bet per bet line.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All coin wins apply to bet line wins, Surf Team and Surf's Up bonus wins only.

### Stacked Symbols

- In both the main game and Free Spins, surfer symbols appear as stacked symbols on the reels (see payable page 4 for surfer symbols).
- A stacked symbol is a symbol that either partially covers a reel (1 or 2 positions on a reel), or covers all 3 positions on a reel.
- Stacked symbols will be fully or partially displayed depending on how the reel lands.
- Any part of a stacked surfer symbol included in a winning bet line pays according to the payable.

### Surf Team and Surf's Up Bonus Wins

- In both the main game and in Free Spins, Surf Team and Surf's Up bonus wins are activated when any combination of all 5 surfer symbols or all 5 different surfer symbols appear on all 5 reels.

### Surf Team Bonus Win

- All 5 different surfer symbols appearing as stacked symbols of 3 on all 5 reels pay the current bet x200.

### Surf's Up Bonus Win

- Any combination of 5 surfer symbols appearing as stacked symbols of 3 on all 5 reels pay the current bet x20.
- Surf Team and Surf's Up bonus wins in coins is equal to the current bet multiplied by the applicable bonus win multiplier (x200 or x20).

- Surf Team and Surf's Up bonus wins in currency is equal to the win in coins multiplied by the coin value.
- A Surf's Up bonus win cannot be won simultaneously with a Surf Team bonus win.
- Bet line wins are added to any Surf Team and Surf's Up bonus wins.

## Wild

- Wild symbols can appear on any reel in the main game and in Free Spins and substitute for all symbols except Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- In Free Spins, Wild symbols automatically expand to cover the entire reel they appear on if resulting in a bet line win.
- Wild symbols cannot substitute surfer symbols to complete Surf Team or Surf's Up bonus wins.

## Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
- The number of Free Spins won is according to the Paytable.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- Free Spin wins are added to any bet line wins.
- TOTAL WIN displays any wins during Free Spins added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.36%</li> <li>Min Bet R2.00</li> <li>Max Bet R400</li> <li>Multiplier x2242</li> <li>Maximum win for any game including feature wins is R896,800</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.36%</li> <li>Min Bet R2.00</li> <li>Max Bet R1000</li> <li>Multiplier x2242</li> <li>Maximum win for any game including feature wins is R2,242,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.16%.</li> <li>Min Bet R2.00</li> <li>Max Bet R7000</li> <li>Multiplier x867</li> <li>Maximum win for any game including feature wins is R6,069,000</li> </ul>

### Paytable

## PAYTABLE

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### Wild Symbol

Wild symbols substitute for the highest possible winning combination on a bet line. Wild symbols can appear on any reel in the main game and in Free Spins and substitute for all symbols except Scatter symbols.

In Free Spins, Wild symbols automatically expand to cover the entire reel they appear on if resulting in a bet line win.

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### Bonus

**Surf's Up Bonus**  
Any mix of 5 surfer symbols on the reels pay a bet multiplier of x20.

**Surf Team Bonus**  
All 5 different surfer symbols appearing on the reels pay a bet multiplier of x200.

**Free Spins**



5 60  
4 30  
3 15

3 or more Scatter symbols appearing anywhere on the reels in the main game activates Free Spins.

**Free Spins**



5 60  
4 30  
3 15

3 or more Scatter symbols appearing anywhere on the reels in the main game activates Free Spins.

**Highest Paying Symbol**



5 2000  
4 400  
3 40

The highest paying symbol can appear on any reel in both the main game and Free Spins.



5 500  
4 75  
3 15



5 250  
4 40  
3 10



5 100  
4 30  
3 5



5 75  
4 20  
3 4



5 75  
4 20  
3 4

## Wild Wild West: The Great Train Heist

- Wild Wild West: The Great Train Heist™ is a 5-reel, 3-row, 10-line (fixed) video instant gamewith 4 different Wild features, Free Spins, and a Pick and Click feature.
- The game is played with 10 bet lines (fixed), 1-10 bet levels and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- When playing at the highest bet level, MAX BET plays the game at the maximum bet lines and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds (alternatively, click the AUTO button).
- Regular Wild symbols act as Wild symbols only and substitute for all symbols, except for Scatter and Bonus symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Winning combinations and payouts are made according to the Paytable.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only except for coin wins during the Pick and Click feature.
- At the end of the Pick and Click feature, the total win from the Pick and Click feature is added to any wins from the round that activated the Pick and Click feature.

### Free Spins

- 3 or more Scatter symbols appearing anywhere on the reels in the main game and in Free Spins activate Free Spins according to the Paytable.
- 3 Scatters = 10 Free Spins
- 4 Scatters = 20 Free Spins
- 5 Scatters = 30 Free Spins
- Before the Free Spins session starts, the Wild Selector Wheel appears and starts spinning. After the player stops the wheel, a Wild feature is randomly selected and activated.
- Alternatively, the wheel stops automatically after 30 seconds.
- During Free Spins, an Overlay Wild symbol randomly appears on reels 1-3 in every spin and works the same as the active Wild feature.
- The Overlay Wild symbol randomly appears on a reel position that is not already covered by a Wild feature.
- Scatter symbols are counted before any Overlay Wild symbol or Wild feature is activated.
- Additional Free Spins won are automatically added to the current Free Spins session without a new Wild Selector Wheel.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Each Free Spins session randomly features one of the four different Wild features that can appear anywhere on the reels:

#### Regular Wild

- Regular Wild symbols act as Wild symbols only and substitute for all symbols, except for Scatter symbols.

#### Expanding Wild

- Expanding Wild symbols automatically expand to cover the entire reel they appear on if resulting in a bet line win.

#### X2 Multiplier Wild

- Wins with X2 Multiplier Wild symbols are multiplied x2 when completing a winning bet line.

#### Spreading Wild

- The Spreading Wild symbol turns 1 adjacent or diagonal symbol into an additional Wild symbol.

#### Pick and Click Feature

- The Pick and Click feature is activated when 3 Bonus symbols appear on the reels, in the main game only. The Bonus symbols appear on reels 1, 3 and 5.
- The player clicks on one of the Bonus symbols to reveal a coin win.
- Only 1 prize is awarded per Pick and Click game.
- After the player has been presented with the win, the coin win amounts for the 2 other Bonus symbols not picked are revealed.
- The coin win in the Pick and Click game varies between x5 - x50 X bet.

### Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.74%</li> <li>Min Bet R1.00</li> <li>Max Bet R1000</li> <li>Multiplier x580</li> <li>Maximum win for any game including feature wins is R580,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.74%</li> <li>Min Bet R1.00</li> <li>Max Bet R1000</li> <li>Multiplier x580</li> <li>Maximum win for any game including feature wins is R580,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.74%</li> <li>Min Bet R1.00</li> <li>Max Bet R1000</li> <li>Multiplier x580</li> <li>Maximum win for any game including feature wins is R580,000</li> </ul>

### Paytable

*SYMBOL PAYOUT VALUES*

	5 500 4 80 3 25		5 300 4 70 3 20
	5 200 4 60 3 15		5 200 4 60 3 15
<i>SYMBOL PAYOUT VALUES</i>			
	5 100 4 50 3 10		5 100 4 50 3 10
	5 80 4 30 3 5		5 80 4 30 3 5

REGULAR WILD



5 500  
4 80  
3 25

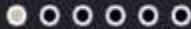
Regular Wild symbols act as Wild symbols only and substitute for all symbols, except for Scatter and Bonus symbols.

FREE SPINS



3 Scatters = 10 Free Spins  
4 Scatters = 20 Free Spins  
5 Scatters = 30 Free Spins

3 or more Scatter symbols appearing anywhere on the reels in the main game and in Free Spins activate Free Spins.



Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

FREE SPINS

Each Free Spins session randomly features one of the four different Wild features that can appear anywhere on the reels:

Regular Wild



5 500  
4 80  
3 25

Expanding Wild



5 500  
4 80  
3 25

X2 Multiplier Wild



5 500  
4 80  
3 25

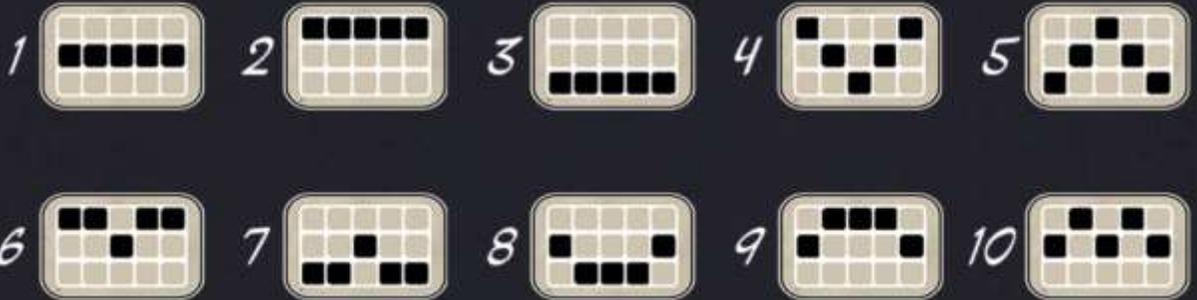
Spreading Wild



5 500  
4 80  
3 25

During Free Spins, an Overlay Wild symbol randomly appears on reels 1-3 in every spin and works the same as the active Wild feature.

## WINNING BET LINES



## PICK AND CLICK FEATURE



The Pick and Click feature is activated when 3 Bonus symbols appear on the reels, in the main game only. The Bonus symbols appear on reels 1, 3 and 5.  
The player clicks on one of the Bonus symbols to reveal a coin win.  
Only 1 prize is awarded per Pick and Click game.  
The coin win in the Pick and Click game varies between x5 - x50 X bet.

## Wild Worlds

- Wild Worlds™ is a 5-reel, 5-row Avalanche™ video instant gamewith Hero Wilds, a random Destroy Feature, and Free Spins that have their own Wild features.
- The game is played with 1-10 bet levels (20 coins per level) and different coin values.
- The bet level is set using the LEVEL selector.
- The coin value is set using the COIN VALUE selector.
- COINS displays the number of coins available to wager.
- MAX BET plays the game at the highest bet level and the current coin value. When playing at any lower bet level, MAX BET must be clicked twice to play the round at the selected level.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- A win match win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A win match win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per win match is paid.
- At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.
- Simultaneous wins on different win matches are added.
- Feature wins are added to any win match wins.

## Win Matches

- Any horizontal or vertical line of 3 or more of the same symbol is a win match.
- A single row or column can contain more than 1 win.
- Wins can intersect or overlap on the same row or reel.

## Avalanche™ Feature

- The symbols fall into positions on the reels, instead of spinning.
- A win match starts an Avalanche™.
- Symbols in winning combinations explode and disappear, leaving space for a second Avalanche™ of symbols for a chance of bigger wins.
- The Avalanches™ continue until there are no more wins.

## Hero Wilds

- When all Hero symbols in a winning combination have been destroyed, the remaining symbols of this type that are present on the reels, will turn into Wild symbols. This happens before the next Avalanche™ starts and continues until there are no more wins on the Hero symbols.
- All Hero symbols are Medium win symbols.
- Wild symbols substitute for all symbols except Scatter symbols.
- Wild symbols will substitute for the highest paying symbol according to the Paytable.
- If 3 or more Wild symbols are adjacent vertically or horizontally, they award a win on their own in addition to the symbols on either side.
- The Hero Wilds feature can be activated in both main game and Free Spins.

## Destroy Feature

- This feature is activated randomly in case of a no-win situation in the main game.
- In this feature, symbols of only one color remain on the reels, all of the other symbols are destroyed. New symbols fall then on the reels with the new Avalanche™.
- Scatter symbols cannot be destroyed.

## Free Spins

- 3 Scatter symbols appearing anywhere on the reels in the main game, activate 8 Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- The Total Win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- There are Heroes and Monsters present in Free Spins.
- The Heroes attack Monsters.
- Any wins during Free Spins result in the following: 1. Damage is being dealt to one or several Captains, or if they have been already destroyed - to one or several Boss' weak spots, and 2. A special Hero Meter is being charged which (when filled up) will deal damage to the Monsters.
- There are 3 Free Spins worlds, each with their own features: Dark Forest (Spreading Wilds), Ice World (Heavy Wilds) and Fire Lands (Random Wilds). At the beginning of Free Spins, the players spin the wheel to see what Free Spins world they will get into.
- In case if the connection was lost and if no player input was made, the Free Spins world will be chosen randomly.
- To activate the Free Spins feature, the Heroes need to destroy any of the Captains or any of the Boss' weak spots (see "Monsters" section). The respective feature is awarded after the next Avalanche™ before any win evaluations, and only during the Free Spin it was activated in.
- The symbol colors on the wheel correspond the respective Free Spins worlds: blue for Ice World, red for Fire Lands, and green for Dark Forest.
- It is possible to win another 8 Free Spins. For that the player needs to destroy the Boss (see "Monsters" section).

## Heavy Wilds

- A stack of 2 Heavy Wild symbols is randomly placed on the reels after the next Avalanche™.
- Heavy Wild symbols cannot land lower than the 4th row.
- Heavy Wild symbols can land on top of other Heavy Wild symbols. But in this case, only 1 Heavy Wild will be placed on the reels.
- If taking part in a winning combination, Heavy Wild symbols are not destroyed, they remain on the reels for the next Avalanche™.
- Heavy Wild symbols explode when reaching the 5th row. If taking part in a winning combination, they will complete it, and will then be destroyed. If they don't take part in the winning combination, they will disappear with the new Avalanche™.

## Random Wilds

- 2 to 4 Random Wild symbols are randomly placed on the reels.
- If completing a win situation, the Random Wild symbols explode along with the other symbols. New symbols that land on the place of the previously destroyed Random Wild symbols, will turn into Wilds.
- If the Random Wild symbols didn't complete the win situation, but there has been a win on other symbols, Random Wilds will remain on the reels for the next Avalanche™.
- Random Wild symbols can land on top of other Wild symbols.

## Spreading Wilds

- A Spreading Wild is randomly placed on the reels.
- If the Spreading Wild completes a win situation, it explodes along with the other symbols.
- New Spreading Wild symbols are then generated on adjacent positions to the previously exploded Spreading Wild symbol. Every Spreading Wild can generate up to 2 Spreading Wild symbols.
- If the Spreading Wild symbol that was placed on the reels didn't complete a winning combination, it will remain on the reels for the next Avalanche™.
- Spreading Wild symbols can land on top of other Wild symbols.

## Monsters

- There are 2 types of Monsters in the game: 3 Captains and the Boss.
- Each of the Captains has 15 health points.
- When a Monster has 0 health points it is destroyed.
- Monsters that are partially damaged do not reset in between Free Spins.

## Captains

- For each Captain that is destroyed, the Free Spin feature of the current Free Spins world is activated.
- If multiple Captains are destroyed at the same time, the feature is awarded the corresponding number of times.
- This feature is activated after the next Avalanche™, before wins are calculated.

## The Boss

- The Boss has 105 health points.
- He can only be damaged, if all Captains have been destroyed.
- The Boss has 5 weak spots; 2 of them are worth 15, and 3 of them – 25 health points.
- When attacking the Boss, Heroes make attacks against its separate weak spots.
- If the Boss is destroyed, the current Avalanche™ will continue until there are no more wins, and the player will then be transferred into another Free Spins world, regardless of the remaining Free Spins. In the new world, the player will receive 8 Free Spins, and a new set of Monsters.
- If the Boss in the new Free Spins world has been destroyed as well, the player then moves to the next Free Spins world.

- The worlds change in turn (if for example, the first was the Ice World, the next will be Fire Lands and then Dark Forest). The same world can be activated twice, if the player has defeated the Boss in the previous 2 worlds. This continues as long as the new Boss in the new world is defeated.

### Hero Attacks

- Each of the Heroes has a corresponding low and medium win symbol which will be used to activate their Hero Attack and charge their Hero Meters.
- Each Hero makes a random and individual Hero Attack against a Monster after each win evaluation. The damage dealt to Monsters equals the total amount of wins on the hero's corresponding low or medium win symbols.
- A win on 3, 4 and 5 symbols deals 1, 2 and 3 damage points respectively.
- Wins containing Wild symbols count for their full length, including the Wild symbols.
- Wins comprised of only of the Crown symbol or Wild symbols do not result in any damage.
- Damage points cannot be divided, so if a Hero deals 3 damage points to a Monster with 2 health points, the remaining damage point has no effect.

### Hero Meters

- There are 3 special Hero Meters, 1 for each Hero.
- 3 charges are required to fill each Hero Meter.
- A win on a Hero symbol will not only deal damage to the Monsters, but will also charge the corresponding Hero Meter.
- Each winning combination on a low or medium win symbol charges the respective Hero Meter by 1.
- If after all regular attacks a Hero Meter is full, the corresponding Hero Special Attack will be activated.
- After a Hero Special Attack is activated, the corresponding Hero Meter resets. Any remaining charge after a Hero Meter is filled, is lost.
- The Hero Meters do not reset in between each Free Spin, but do reset in between moving to a new Free Spins world.

### Hero Special Attacks

- The Blue Hero Special Attack deals 1 damage point to all Monsters.
- The Pink Hero Special Attack deals 1 damage point 4 times to randomly selected Monsters (it can also deal 4 damage points to one Monster).
- The Green Hero Special Attack deals 4 damage points to one random Monster.

## Return to Player

R 2m Max Payout	R 5m Max Payout	R 10m Max Payout
<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.47%</li> <li>Min Bet R2.00</li> <li>Max Bet R2000</li> <li>Multiplier x699</li> <li>Maximum win for any game including feature wins is R1,398,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.47%</li> <li>Min Bet R2.00</li> <li>Max Bet R4000</li> <li>Multiplier x699</li> <li>Maximum win for any game including feature wins is R2,796,000</li> </ul>	<ul style="list-style-type: none"> <li>The theoretical return to player for this game is 96.47%</li> <li>Min Bet R2.00</li> <li>Max Bet R4000</li> <li>Multiplier x699</li> <li>Maximum win for any game including feature wins is R2,796,000</li> </ul>

## Paytable





**FREE SPINS**



There are 3 Free Spins worlds, each with its own feature.

- Dark Forest: Spreading Wilds;
- Ice World: Heavy Wilds;
- Fire Lands: Random Wilds.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00    Bet: R10.00    Win: R0.00

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**ICE WORLD**



When a Captain or a Bot's weak spot is destroyed, a stack of 2 Heavy Wild symbols is randomly placed on the reels.

If taking part in a winning combination, Heavy Wild symbols remain on the reels for the next Avalanche™.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00    Bet: R10.00    Win: R0.00

## FIRE LANDS



When a Captain or a Boss' weak spot is destroyed, 2 to 4 Random Wild symbols are randomly placed on the reels.



Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

⏪ AUTO ↗
Cash: R5,000.00    Bet: R10.00    Win: R0.00
NETENT

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## DARK FOREST



When a Captain or a Boss' weak spot is destroyed, a Spreading Wild is randomly placed on the reels.

If completing a win situation, it explodes along with the other symbols.

New Spreading Wild symbols are then generated on adjacent positions to the previously exploded Spreading Wild symbol.



Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

⏪ AUTO ↗
Cash: R5,000.00    Bet: R10.00    Win: R0.00
NETENT

## HERO ATTACKS



Each Hero has a corresponding low and medium win symbol which will be used to activate its Hero Attack and charge its Hero Meter.

3 charges are required to fill the Hero Meter.

A win on a Hero symbol charges the corresponding Hero Meter.

If a Hero Meter is full, a Hero Special Attack is activated.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00Bet: R10.00Win: R0.00

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## HERO SPECIAL ATTACKS



Each Hero has a corresponding low and medium win symbol which will be used to activate its Hero Attack and charge its Hero Meter.

The Blue Hero Special Attack deals 1 damage point to all Monsters.

The Pink Hero Special Attack deals 1 damage point 4 times to randomly selected Monsters.

The Green Hero Special Attack deals 4 damage points to one random Monster.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00Bet: R10.00Win: R0.00

## MONSTERS

There are 2 types of Monsters in the game: 3 Captains and the Boss.

Captains: 15 health points; award a Free Spins feature, when destroyed.

The Boss: 105 health points; when destroyed, transfers the player into another Free Spins world with 8 Free Spins, and new Captains.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

⏪ AUTO ⏩
Cash: R5,000.00    Bet: R10.00    Win: R0.00
NETENT

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## WIN MATCHES

Any horizontal or vertical line of 3 or more of the same symbol is a win match.

A single row or column can contain more than 1 win.

Wins can intersect or overlap on the same row or reel.

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

⏪ AUTO ⏩
Cash: R5,000.00    Bet: R10.00    Win: R0.00
NETENT

## HIGH WIN SYMBOLS



**WILD SYMBOL**

5	2000
4	500
3	100



**HIGH WIN SYMBOL**

5	2000
4	500
3	100

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

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## MEDIUM WIN SYMBOLS



5	300
4	100
3	20



5	300
4	100
3	20



5	300
4	100
3	20

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

⏪ AUTO ↗
Cash: R5,000.00    Bet: R10.00    Win: R0.00
NETENT

### LOW WIN SYMBOLS

Symbol	5	4	3
	80	20	5
	80	20	5
	80	20	5

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Cash: R5,000.00    Bet: R10.00    Win: R0.00