

G135 - Circus Carnival

BEFORE TIME RUNS OUT HELP

- The player currency is ZAR displayed as R.
- The player is playing with real money.
- Total bet in player currency is the total bet in coins multiplied by the coin denomination.
- All combinations and payouts are made according to the PAY TABLE.
- Any win in currency is equal to the win in coins multiplied by the coin denomination.














COIN MODE

- Any win in currency is equal to the win in coins multiplied by the coin denomination.

CURRENCY MODE

- The payout values in the PAY TABLE are displayed in the player currency as the win value based on the selected bet.
- All other game rules are displayed in the PAY TABLE.
- In the event of any malfunction, all game bets and payouts are rendered void.
- In the event where the client display is different to the server result as displayed in the game history, the server result will be deemed correct.

GAME INTERFACE

	Balance	The current balance in player currency
	Game ID	The current game number
	Info	View the Pay Table and additional game help.
	Denom	Denomination of game
	- Bet	Decrement the bet level.
	+ Bet	Increment the bet level.
	Total Bet	The total bet in coins
	Total Win	The total win in player currency including feature wins of the active game
	Max Bet	Sets the bet level to the respective maximum values, if not already set. Starts a new game at the set coin denomination at the maximum with bet level set to maximum.
	SPIN	Starts a new game at the set coin denomination, bet level and selected lines, ways or cost.
	AUTO SPIN	Hold on press to activate the AUTO PLAY option. Can be used to stop Auto Play when active.
	Return	To close the game.
	Audio	Enables or disables sound. Available during game play.

DISCONNECTION POLICY

Communication problems over the internet may cause disconnections.

The software is designed to protect the player from unjustifiable loss, while eliminating the possibility of intentional disconnection and system abuse.

BEFORE TIME RUNS OUT DISCONNECTION POLICY

- Should disconnection occur before starting a new game, no funds will be removed from the player's account.
- Should disconnection occur after the bet was placed and the Spin button pressed:
 - If no further action is required to complete the game, the result will be determined by the server. The game will not display the result. The result can be viewed in the player's detailed game history once the result has been determined.
 - If you are required to take further action to complete the game, the game will not display the result until you re-open the game. The game will resume at the last point as determined by the server.

RETURN TO PLAYER (RTP)

- The theoretical RTP for Before Time Runs Out is 96.382%

HELP PAYS

CIRCUS CARNIVAL

 CIRCUS	 RINGMASTER 5 • 8.00 4 • 4.00 3 • 0.80 ANY POSITION	
 5 • 4.00 4 • 1.00 3 • 0.50 2 • 0.10	 OF A KIND 5 • 2.50 4 • 1.00 3 • 0.40	 OF A KIND 5 • 1.50 4 • 0.75 3 • 0.25
 OF A KIND 5 • 1.25 4 • 0.50 3 • 0.15	 OF A KIND 5 • 1.00 4 • 0.20 3 • 0.10	 OF A KIND 5 • 1.00 4 • 0.10 3 • 0.05

MALFUNCTION VOIDS PAYS AND PLAYS
USE THE SPACEBAR TO SPIN THE REELS

CIRCUS CARNIVAL


GAME RULES



- Play 1024 ways fixed at a cost of 40 credits.
- Payouts are made according to the pay table.
- Highest win awarded for each symbol combination.
- Coinciding wins of different symbols are added.
- Winning combinations are multiplied by the bet per reel cost.
- Scattered symbol wins are multiplied by total bet.
- Scattered symbol wins are added to reel wins.

MALFUNCTION VOIDS PAYS AND PLAYS
USE THE SPACEBAR TO SPIN THE REELS

CIRCUS CARNIVAL

GAME RULES

- All symbols pay when they appear consecutively left to right, from reel 1, except scattered  which pays on any position.


-  appears on reels 2, 3 and 4 only and substitutes for all symbols except scattered .

MALFUNCTION VOIDS PAYS AND PLAYS
USE THE SPACEBAR TO SPIN THE REELS



CIRCUS CARNIVAL

FREE GAMES FEATURE

- The Free Games Feature is triggered when scattered  appears three or more times in a combination.
- The player has to select one of the 10 objects shown on the screen to reveal the number of free games awarded and the multiplier.
- The feature can be retriggered with the same number of free games and multiplier as in the original trigger.

MALFUNCTION VOIDS PAYS AND PLAYS
USE THE SPACEBAR TO SPIN THE REELS

