

## GAME RULES

All symbols pay from left to right on adjacent reels starting from the leftmost reel.



5 - 2000  
4 - 200  
3 - 50  
2 - 5



5 - 1000  
4 - 150  
3 - 30



5 - 500  
4 - 100  
3 - 20



5 - 500  
4 - 100  
3 - 20



5 - 100  
4 - 25  
3 - 2



5 - 100  
4 - 25  
3 - 2



5 - 50  
4 - 10  
3 - 2



5 - 50  
4 - 10  
3 - 2



5 - 50  
4 - 10  
3 - 2



This is the FISHERMAN WILD symbol.  
It appears on all reels during the FREE SPINS round.  
Substitutes for all symbols except for SCATTER and MONEY symbol.



This is the SCATTER symbol.  
It appears on all reels.

## MONEY SYMBOL



These are the MONEY symbols. At every spin, the MONEY symbols take a random money value which can be won during the FREE SPINS feature.  
Possible values are: 0.2x, 0.5x, 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x, 200x, 250x, 333x, 500x or 1000x total bet.

Randomly, after a base game spin there is a chance that the values of the MONEY symbols on the screen are collected and awarded. When that happens, a random multiplier of 1x, 2x, 3x, 4x, 5x, 10x, 20x, 30x, 40x or 50x will be awarded and applied to the total value collected from the MONEY symbols.

## FREE SPINS

Hit 3 or more SCATTER symbols to trigger the FREE SPINS feature and get 10 free spins.

Hitting 4 or 5 SCATTERS will start the subsequent pick bonus with one or two boot items respectively already revealed.

In the base game whenever 2 SCATTER symbols hit without a third, there is a chance for another one to be brought onto the screen by a random feature:

- Randomly, if the SCATTERS on the screen can move down one position without leaving the reel area, a respin is triggered where the reels with SCATTERS move one position down and the reels without SCATTERS respin.
- Also randomly, a crocodile can appear and change one symbol on the screen into a SCATTER.

Before the round starts, pick objects to reveal modifiers that will apply to the subsequent FREE SPINS round. Pick objects until you reveal a boot which ends the bonus and starts the FREE SPINS round with the modifiers revealed so far. Possible modifiers are:

- MORE FREE SPINS - Reveal +1, +2 or +3 free spins items to get 1, 2 or 3 additional free spins for the start of the round. A maximum total of 6 free spins can be revealed via these items.
- GUARANTEED FISH - Reveal up to three +1 fish items to have 1, 2 or 3 guaranteed MONEY symbols hitting on the screen at every free spin, for the whole duration of the round.

- ALREADY COLLECTED FISHERMEN WILDS - Reveal up to three FISHERMAN WILD items to start the round with up to 3 already collected FISHERMEN WILDS to contribute to the progression towards retrigger in the subsequent round.

- REMOVE LOWEST FISH - Reveal REMOVE LOWEST FISH items up to 2 times. First time it is revealed, the 2x total bet MONEY symbol value is removed from the possible values in the subsequent round. The second time it is revealed the 5x MONEY symbol value is removed from the possible values in the subsequent round.

During the FREE SPINS feature each FISHERMAN WILD symbol also collects all the values from MONEY symbols on the screen.

All the FISHERMAN WILD symbols that hit during the feature are collected until the end of the round. Every 4th FISHERMAN WILD symbol collected retriggers the feature, awards 10 more free spins and the multiplier for MONEY symbol collection increases to 2x for the second level, 3x for the third level, 10x for the fourth level, 20x for the fifth level, 30x for the sixth level, 40x for the seventh level and 50x for the eighth level.

After the eighth level, the feature cannot be retriggered anymore.

Randomly, when there are FISHERMAN WILD symbols on the screen but no MONEY symbols, at the end of a free spin, MONEY symbols can appear in random positions.

Randomly, when there are MONEY symbols on the screen but no FISHERMAN WILD symbols, at the end of a free spin, a hook will appear pulling a random reel up to bring FISHERMAN WILD symbols onto the screen.

Randomly, when there are FISHERMAN WILD symbols on the screen but no MONEY symbols, at the end of a free spin, a waterfall animation can appear and change all the symbols from the screen, except for FISHERMAN WILD symbols to something else.

Also randomly, a hook can appear at the end of a free spin which can pull the reels up to drag FISHERMAN WILD and MONEY symbols onto the screen.

Special reels are in play during the feature.

## MAX WIN

The maximum win amount is limited to 10,000x bet. If the total win of a FREE SPINS ROUND reaches 10,000x the round immediately ends, win is awarded and all remaining free spins are forfeited

## ANTE BET

The player has the option to select the bet multiplier. Depending on the selected bet, the game behaves differently.

The possible values are:

Bet multiplier 15x - the chance to win the FREE SPINS round naturally is higher. More SCATTER symbols are present on the reels. The BUY FREE SPINS feature is disabled.

Bet multiplier 10x - Normal play.

## BUY FREE SPINS

The FREE SPINS round can be instantly triggered from the base game by buying it for 100x current total bet.

When buying the FREE SPINS round, on the triggering spin 3, 4 or 5 SCATTERS can hit randomly.

## VOLATILITY

High volatility games pay out less often on average but the chance to hit big wins in a short time span is higher

All symbols pay from left to right on selected paylines.

All wins are multiplied by bet per line.

All values are expressed as actual wins in coins.

Only the highest win is paid per line.

When winning on multiple paylines, all wins are added to the total win.



The theoretical RTP of this game is 96.07%

The RTP of the game when using the "ANTE BET" is 96.06%

The RTP of the game when using "BUY FREE SPINS" is 96.07%



SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.

Malfunction voids all pays and plays.

MINIMUM BET: R1.50

MAXIMUM BET: R5,625.00

## HOW TO PLAY

Click the  or  buttons to change the bet value and open the bet menu.

Select the bet you want to use in the game.

Press the SPIN button to play.

## MAIN GAME INTERFACE

 opens the SETTINGS menu that contains settings which affect the way the game is being played.



 - cycles through spin speed settings, normal speed, quick spin and turbo spin.

 toggles sound and music on and off

 opens the Information page

CREDIT and BET labels show the current balance and current total bet.

Click on the labels to switch between coins view and cash view.

 and  change up or down the current bet and open the bet menu, where you can change the bet denominations.

 starts the game

 opens the automatic play menu.

Click the  button again to stop it.

## SETTINGS MENU

QUICK SPIN – Selects the Quick Spin setting for game reels to start automatically and stop as soon as released

INTRO SCREEN – toggles the introductory screen on and off

AMBIENT – toggles the ambient sound and music in the game on and off

SOUND FX – toggles the game's sound effects on and off

GAME HISTORY – opens the game history page

## INFORMATION SCREEN

 and  scroll between information pages

 closes the information screen

## **BET MENU**

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.

Use the        and        buttons in the COINS PER LINE and COIN VALUE fields to change the values.

The maximum win amount is limited to 10000X bet. If the total win of a round reaches 10000X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.

## **AUTOPLAY**

Click on the buttons showing the number of possible auto-spins to start Autoplay

**SKIP SCREENS** option auto-skips the feature introduction and end screens after a short period of time