

GAME RULES

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



This symbol is WILD and substitutes for all symbols except for SCATTER. It can appear on all reels.



RESPINS FEATURE

Hit 3 SCATTER symbols to trigger the RESPINS feature.

In the feature, the normal reels fade away and is replaced by a grid of 5x5 positions. During the round only MONEY symbols and blanks spin and can stop on the grid. All MONEY symbols that hit stay on the screen until the end of the round.

The rounds starts with 3 respins and every time a new MONEY symbol hits, the amount of respins is reset back to 3.

MONEY symbols on the grid adjacent to each other horizontally or vertically form groups that have a multiplier assigned to them as follows:

Groups of 4, 5 and 6 symbols have a multiplier of x2.
Groups of 7, 8 and 9 symbols have a multiplier of x3.
Groups of 10, 11 and 12 symbols have a multiplier of x5.
Groups of 13, 14 and 15 symbols have a multiplier of x8.
Groups of 16, 17 and 18 symbols have a multiplier of x10.
Groups of 19, 20 and 21 symbols have a multiplier of x20.
Groups of 22 and 23 symbols have a multiplier of x30.
Groups of 24 symbols have a multiplier of x50.

If the screen is filled with 25 MONEY symbols the maximum win is awarded.

The round ends when there are no more respins left or the screen is filled with MONEY symbols. When the round ends, the values of all MONEY symbols on the screen are first multiplied by the multiplier of the groups they are in, then added together and paid.

MAX WIN

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

BUY RESPINS

The RESPINS feature can be instantly triggered from the base game by buying it for 100x current total bet.

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.
Respin wins are added to the payline win.
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.

Respin win is awarded to the player after the round completes.
Respin total win in the history contains the whole win of the cycle.



The theoretical RTP of this game is 96.58%

The RTP of the game when using "BUY RESPINS" is 96.58%

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: R3,750.00

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.

MAIN GAME INTERFACE

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

AUTOPLAY opens the automatic play menu

Click the **AUTOPLAY** 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