

GAME RULES

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



3 - 100



3 - 25



3 - 10



3 - 8



3 - 5



3 - 3



3 - 250

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

In the base game, whenever a full screen of the same symbol hits all winning combinations are multiplied by a random multiplier of x5, x10, x15, x25 or x1000.

RESPIN FEATURE

Randomly, at any spin, the RESPIN feature can trigger. When this happens, a random paying symbol is selected and the reels spin and stop with only that symbol, WILD symbols if any and blanks.

After this, the reels will respin and if new symbols of the same type or WILD symbols are added to the grid, they stay on the screen and a new respin is triggered.

Respins end either when there are no more symbols of the randomly chosen type hitting after a respin or when the screen is completely filled with the chosen symbol.

At the end of the respin, if the screen is filled with the chosen symbol all winning combinations are multiplied by a random multiplier of x5, x10, x15, x25 or x1000.

Randomly, in the base game, whenever at least a WILD symbol hits and there is no multiplier applying to the win, the RESPIN feature may be triggered randomly. When that happens, a random symbol is selected as the respin symbol, all instances of the WILD symbol and the respin symbol are held in place and the game starts the RESPIN feature.

MAX WIN

The maximum win amount is limited to 25,000x bet in both base game and respins. If the total win of a RESPIN round reaches 25,000x bet the round immediately ends, win is awarded and all remaining respins are forfeited.

VOLATILITY

Medium volatility games pay out steadily and the range of pays varies from low to very high.

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 96.50%

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

Malfunction voids all pays and plays.

MINIMUM BET: R0.75
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

 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 25000X bet. If the total win of a round reaches 25000X 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