

GAME RULES

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



5 - 75
4 - 20
3 - 10



5 - 20
4 - 4
3 - 2



5 - 20
4 - 4
3 - 2



5 - 20
4 - 4
3 - 2



5 - 10
4 - 2
3 - 1



5 - 10
4 - 2
3 - 1



5 - 10
4 - 2
3 - 1



5 - 5
4 - 2
3 - 1



5 - 5
4 - 2
3 - 1



5 - 5
4 - 2
3 - 1

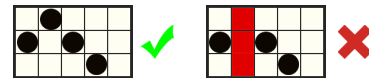


5 - 5
4 - 2
3 - 1



These are WILD symbols and substitutes for all symbols except for COLLECT and MONEY symbols. PURPLE WILD can appear only on reel 2. RED WILD can appear only on reel 3. GREEN WILD can appear only on reel 4.

243 ways to win



Wins awarded for left to right adjacent symbol combinations.



This is the MONEY symbol. It can appear only on reels 2, 3, 4 and 5. At every spin it takes a random value from a predefined set. Possible values are: 10, 15, 20, 25, 30, 35, 40, 75, 100, 150, 200, 375, 750, 1500 multiplied by base bet or 12 (MINI), 25 (MINOR), 300 (MAJOR), 1000 (MEGA) and 10000 (GRAND) multiplied by total bet.



This is the COLLECT symbol. It can appear only on reel 1.

Whenever the COLLECT symbol hits on reel 1 alongside MONEY symbols on adjacent reels, starting from reel 2, the values of the connected MONEY symbols are collected and paid.

FEATURES TRIGGERED BY WILDS

Whenever any WILD symbol hits it is collected at the top of the game. Randomly when collection happens, different features can be triggered.

The PURPLE WILD can trigger the UPGRADE feature. In the UPGRADE feature first a wheel of fortune containing money amounts and award names is shown. Then random slices are going to be upgraded with random amounts. Slices with jackpot values cannot be upgraded. Possible upgrade amounts are: 50, 100, 200, 250 or 1000 multiplied by base bet. After this the wheel spins once and stops on a random slice, winning that award.

The GREEN WILD can trigger the EXTRA feature. In the EXTRA feature first 1, 2 or 3 pointers for the wheel of fortune will be randomly selected. After this the wheel spins once and stops, winning the amounts from the slices on which pointers are.

The PURPLE and GREEN WILDS can hit at the same time and randomly trigger the UPGRADE and EXTRA features together.

When this happens, first the UPGRADE feature and then the EXTRA feature apply to the wheel. Then the wheel spins and stops once, winning the amounts from the slices on which pointers are.

The RED WILD can trigger the RESPINS feature.

Before the RESPINS feature starts, a wheel containing numbers of respins on each slice spins, stops and awards the number of respins shown by the pointer, for the subsequent round. Possible number of respins are: 5, 6, 7, 8, 10, 12, 15, 20, 30 or 50.

During the round, reel 1 is full of COLLECT symbols and, on reels 2, 3, 4 and 5 only MONEY symbols and blanks can hit at every respin. After each respin the values of the MONEY symbols on adjacent reels starting from reel 2 are collected. Also, after each respin a random multiplier is selected for each MONEY symbol that is going to be collected on that respin, multiplying it's value before collection. Possible multiplier are: x2, x3, x4, x5, x8 or x10.

The feature cannot be retrIGGERED.

The RED and PURPLE WILDS can hit at the same time and randomly trigger the RESPINS and UPGRADE features together.

When this happens, first the UPGRADE feature applies. The wheel showing possible number of respins appears and random slices are upgraded with random numbers of respins through consecutive spins of the wheel. Possible upgrade numbers of respins are: 3, 5, 7, 10, 15 or 20. Then the wheel spins once, stops and awards the number of spins shown by the pointer, for the subsequent round.

The RED and GREEN WILDS can hit at the same time and randomly trigger the RESPINS and EXTRA features together. When this happens, first 1, 2 or 3 pointers for the wheel that awards a number of respins are randomly selected. Then the wheel spins once, stops and awards the total number of respins shown by the pointers, for the subsequent round.

The RED, PURPLE and GREEN WILDS can hit at the same time and randomly trigger the RESPINS, UPGRADE and EXTRA features together. When this happens, first a random amount of slices on the wheel are upgraded with random number of respins then, 1, 2 or 3 pointers for the wheel are selected. Then the wheel spins once, stops and awards the total number of respins shown by the pointers, for the subsequent respins round.

This wheel exists only as a graphic representation for entertainment purposes.

MAX WIN

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

BUY RESPINS

The RESPINS round can be instantly triggered from the base game by buying it.

Pay 50x total bet to trigger the RESPINS feature by itself, along with the UPGRADE or EXTRA feature or with both UPGRADE and EXTRA features at the same time.

Pay 100x total bet to trigger the a COMBO feature where it is guaranteed that the RESPINS, UPGRADE and EXTRA features trigger together.

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 wins are multiplied by base bet.

All values are expressed as actual wins in coins.

Only the highest win is paid per winning combination on the same pay way.

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

Respin wins are added to the pay way win.

Respins win is awarded to the player after the round completes.

Respins total win in the history contains the whole win of the cycle.

The theoretical RTP of this game is 96.50%

The RTP of the game when using "BUY RESPINS" is 96.50%

The RTP of the game when using "BUY COMBO BONUS" is 96.51%

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

Malfunction voids all pays and plays.

MINIMUM BET: R2.25

MAXIMUM BET: R3,600.00

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 bet multiplier available in the game, and the current total bet in both coins and cash.

Use the  and  buttons in the BET 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