

GAME RULES

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



5 - 500
4 - 250
3 - 100



5 - 200
4 - 100
3 - 50



5 - 200
4 - 100
3 - 50



5 - 150
4 - 75
3 - 30



5 - 100
4 - 40
3 - 15



5 - 100
4 - 40
3 - 15



5 - 50
4 - 15
3 - 5



5 - 50
4 - 15
3 - 5



5 - 50
4 - 15
3 - 5

5 - 500
4 - 250
3 - 100



This is the WILD DICE symbol. It substitutes for all symbols except for BONUS symbol. Whenever it hits, the WILD DICE symbol will have 1, 2 or 3 dots on it. This represents a multiplier of 1x, 2x or 3x that applies to the total win of that spin.



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

SNAKES & LADDERS BOARD BONUS

Hit 3 or more BONUS symbols to trigger the SNAKES & LADDERS BOARD BONUS. Depending on the number of BONUS symbols hit a number of rolls is awarded as follows:

5 BONUS symbols - 16 dice rolls.
4 BONUS symbols - 14 dice rolls.
3 BONUS symbols - 12 dice rolls.

When the feature is hit by 4 or 5 BONUS symbols, there is a chance that one of those symbols will transform into a SNAKE BONUS symbol that awards an extra 2 dice rolls for the subsequent round.

In the BONUS game the player is presented with a board of 144 squares, on a grid of 12x12.

The player is represented by a monkey head which, in the beginning of the game is placed on square 1.

At the beginning of the game, random items are placed in random squares on the grid: money awards expressed as multiplier of total bet, multipliers for the total win, ladders of any size, snakes of any size and bananas.

During the game, for every roll, 2 dice give a random result, from 1 to 6 dots on each. After every roll, the monkey head moves a number of places on the grid according to the total number of dots from both dice.

The monkey head can land on a square with one of the following:

Money award - A random value from 4x to 100x total bet. Landing on a square with money award adds this value to the total win of the round.

Multiplier - A multiplier that when the monkey head lands on will multiply the total win that has been collected so far.

Ladder - The ladder is a shortcut that takes the player from a lower square to another square higher up the grid. When the monkey head lands on the lower base of the ladder, it will automatically move to the square where the upper end of the ladder is.

Snake - The snake is a shortcut that takes the player from an upper square to a lower square. When the monkey head lands on the head of the snake, it will automatically move to the square where the tail end of the snake is.

Banana - Landing on a banana will trigger a sequence where random money award values are added to the grid in random positions and all other bananas on the grid are removed.

Final position - Landing on the 144th position on the table will award 1000x total bet.

Randomly, any square can have a hidden shortcut, the rope charmer. When the monkey head lands on a square with a rope charmer, the shortcut will show and the monkey head will be moved in a random position higher on the grid than this square.

The round ends when there are no more rolls or the final square, number 144, is reached. At the end of the round, the total amount collected so far is awarded.

The BONUS game has a minimum guaranteed win of 20x total bet. If when rolls are finished, the currently collected amount is below 20x total bet, it will enter RAGE MODE and the monkey head will move from current position to the end of the grid by passing all of the remaining positions in order and collecting all of the values and multipliers that it passes over, applying the total of all multipliers collected to the final amount. While in rage mode, the monkey head ignores all ladders, snakes, bananas and rope charmers.

If at any point, the monkey head reaches square 144, the round immediately ends and a chance for a retrigger is presented. The game

will do a roll of 2 dice and if the result is 1-1, 2-2, 3-3, 4-4, 5-5 or 6-6 the BONUS game is retrIGGERED and starts from the beginning.

The number of rolls in the retrIGGERED game is the same as the rolls from the initial BONUS game.

Every time a 1-

1 result is rolled, one more roll is added.

Every time a 1-1, 2-2, 3-3, 4-4, 5-5, 6-

6 result is rolled, a section of a snake present at the top of the reels is filled. The snake has 4 sections. When all 4 sections are filled, one retrigger of the bonus is awarded. The retrIGGERED bonus will be played after the current one ends.

The total win of the round is equal to the total amount collected from all

BONUS games that were played.

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.

Bonus wins are multiplied by total bet.

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.



MAX WIN

The maximum win amount is limited to 5,300x bet in both base game and bonus game. If the total win of a round reaches 5,300x bet the round immediately ends, win is awarded and all remaining features are forfeited.

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



The theoretical RTP of this game is 96.08%

Malfunction voids all pays and plays.


MINIMUM BET: R1.50

MAXIMUM BET: R1,500.00

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

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 5300X bet. If the total win of a round reaches 5300X 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