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12 DEADLY SPINS

Game Rules v1.0

1. Overview

12 Deadly Spins is a 5x6 slot with 50 pay lines, paying left to right. Wilds substitute for all symbols except bonus symbols. Game consists of 2 Main Game features and Free Spins.

RTP	96.13%
Pay Lines	50
Reels	5
Rows	6

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

3. Features

12 Deadly Spins

When opening the game, the clock above the reels always starts on 12. When making the first spin the clock moves on step. During these 12 spins, the wilds leave frames on the grid. If a wild lands on an already existing frame, a multiplier is added. This will continue the same way if same scenario occurs. When the 12th spin is reached, any wins from that spin is first paid out and then the frames are filled with the same random symbol. It could be any symbol except bonus symbol. Any new wins are then paid out and the 12-spin cycle is done, and the clock will then restart from 1 with the next spin. If the bet is changed during the cycle, any saved state is then lost, and it starts from the beginning again. If Free Spins are triggered during a cycle, the state will be saved in Main Game, and it will continue when returning to Main Game.

Stacked Symbols

The highest paying symbol comes as a single symbol and a 3-stack symbol. The 3-stack symbols are only present on reel 2 and 4. If any stack is part of a line win, it will then nudge down one step the next spin. It will then continue to nudge down if part of any new line win/s. If not, it will spin out the next spin. These spins are paid spins and not re-spins.

Free Spins

3 or more bonus symbols triggers Free Spins. 12 Free Spins is always awarded as the 12-spin cycle works the same way. But on the last spin, all collected frames will be filled with wild symbols. Free Spins awards as follows:

- 3 bonus symbols awards 12 spins with the stacked symbol being x2
- 4 bonus symbols awards 12 spins with the stacked symbol being x4
- 5 bonus symbols awards 12 spins with the stacked symbol being x6

Bonus Buy

There is an option to buy Free Spins for a cost of 75 x the bet. The Bonus Buy will randomly award 3-5 bonus symbols.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations.
	Information about any existing special features or special symbols and their payouts, or specific awards
	The games paylines/rules
	To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO , SOUND and any other settings can be found.

The **TURBO** mode speeds up the gameplay - the spin time is reduced to a minimum
(available only for specific jurisdictions)

BASKETBALL MINE

Game Rules v1.0 RTP

- 92.01%

1. Overview

The goal of Basketball Mine is to choose a position on the grid and progress to win multipliers and avoid mines, reaching the final position will trigger the Bonus Round where the player has 5 shots to score baskets to win random win multipliers or extra shots.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level.

- You can choose 1 of the 5 positions on the first row
- If successful you will be awarded the win multiplier displayed on the right and continue to select a chosen position on the next row or collect the current win via the **Collect** option.
- Landing on a **Mine** will end the game and lose the current bet/any winnings accumulated.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Court View Game

The player should pass the other players ("mines") in the basketball court and go as far as possible, with each step bringing an increased multiplier for the initial Bet. The multipliers are presented on the side of the court view. At times, randomly, the Booster icon allows the player to skip a row and a mine when landing on row 4. At times, randomly, the Whistle will take the player one row back if landing on a whistle on rows 3 and 5, without losing the game.

4.0. Bonus Feature

Once the player reaches the fifth row the bonus round is triggered.

The player will have 5 shots to shoot and score baskets. Players must swipe ball up towards basket with each ball to try and score. Scoring a basket will either award an increased multiplier of up to 100x or 2 extra balls to shoot.

Shots missed result in no multiplier awarded.

Shots rebounded can allow player to re-shoot and win a multiplier or extra balls. Once the

max of 100x is achieved or the player runs out of balls the bonus will end. Possible

Multipliers are; X1, X2, X3, X5, X10, X20, X50

5. Other game buttons

The following buttons are available:

	Click the Bet button place a bet at the displayed bet level.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about ▪ the payouts for the winning combinations. ▪ Information about any existing special features or special symbols and their payouts, or specific awards The games ▪ paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where SOUND and any other game specific settings can be found.

BASKETBALL MINE

Game Rules v1.0 RTP

- 96.01%

1. Overview

The goal of Basketball Mine is to choose a position on the grid and progress to win multipliers and avoid mines, reaching the final position will trigger the Bonus Round where the player has 5 shots to score baskets to win random win multipliers or extra shots.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all plays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level.

- You can choose 1 of the 5 positions on the first row
- If successful you will be awarded the win multiplier displayed on the right and continue to select a chosen position on the next row or collect the current win via the **Collect** option.
- Landing on a **Mine** will end the game and lose the current bet/any winnings accumulated.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Court View Game

The player should pass the other players ("mines") in the basketball court and go as far as possible, with each step bringing an increased multiplier for the initial Bet. The multipliers are presented on the side of the court view. At times, randomly, the Booster icon allows the player to skip a row and a mine when landing on row 4. At times, randomly, the Whistle will take the player one row back if landing on a whistle on rows 3 and 5, without losing the game.

The game randomly allows the player to pass the row even when he steps on a mine. In case there is only one mine in that row, graphically no mines will be shown.

4.0. Bonus Feature

Once the player reaches the fifth row the bonus round is triggered.

The player will have 5 shots to shoot and score baskets. Players must swipe ball up towards basket with each ball to try and score. Scoring a basket will either award an increased multiplier of up to 100x or 2 extra balls to shoot.

Shots missed result in no multiplier awarded.

Shots rebounded can allow player to re-shoot and win a multiplier or extra balls. Once the

max of 100x is achieved or the player runs out of balls the bonus will end. Possible

Multipliers are; X1, X2, X3, X5, X10, X20, X50

5. Other game buttons

The following buttons are available:

	Click the Bet button place a bet at the displayed bet level.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards The games - paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where SOUND and any other game specific settings can be found.

BLACKJACK

Game Rules v3.0

RTP - 99.67%

1. Overview

Blackjack card game played with 6 decks that are shuffled before each round of the game. The game's objective is to gain a hand value higher than the dealer's is. The player's hand value should not exceed 21 points. A player is dealt two cards face up. A dealer is dealt one face up card. Player stands automatically when total value of the hand is 21. When a player's hand value goes above 21 (busted), the hand loses. If the first two cards dealt to the player have the total value of 21, player has a Blackjack. If a player and a dealer have equal cards, it is a tie and all bets are returned. When the player takes an additional card and the hand's value exceeds 21, the round is over and player losses the round. The (Min /Max) define the minimum and the maximum limits for the initial bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the selected **CHIPS** and choose your selected bet level.

BASIC ACTIONS

When the cards are dealt, the player may choose one of available options depending on the value of cards he received;

Hit

The bank gives you another card.

Stand

Stand when your total points is enough and you do not want another card.

Double

You double your bet and get only one more card.

Fold

Choose Fold when you don't want to continue the game, but you'll lose 1/2 of the bet.

Split

Split is available only when you have two equal cards. Player can only split once in the round. Split will automatically double the initial bet and a player plays two hands separately. After extra cards were dealt, the player may: take an additional card (Hit), stop the cards dealing (Stand) or double the initial bet (Double)

Split Feature for Aces

Ace and 10 received after the split are counted as 21, but do not create a Blackjack hand. When Aces are split, a player receives one extra card to each Ace. After that, these hands stand automatically. The following extra cards and doubling are disabled.

Even money

When the dealer's face up card is an Ace and the player has a Blackjack, the "Even Money" option appears. The Blackjack with "Even Money" pays 1:1 instead of 3:2. In case the player does not use the "Even Money" option and the dealer receives Blackjack, it's a tie.

Insurance

A player can buy an Insurance if the dealer's face-up card is an Ace.

The Insurance costs 12 of the initial bet. If the dealer's hand is a Blackjack, the Insurance will pay 2:1. Otherwise, the bet will be lost. When the player has bought the Insurance, he still has the opportunities to Stand or Hit.

Dealer's Play

Dealer receives additional cards only after the player has made the decision concerning his hand or hands. The cards will be dealt to the dealer automatically until his hand's value will be at least 17.

In case the dealer hand's value exceeds 21, his hand is considered a bust. When all cards are dealt and the dealer's hand is higher than the player's is, and do not exceed 21 - the player loses his bet. If the player's hand is higher than the dealer's, the payout is 1:1. If a player has a Blackjack, his hand is paid 3:2. If the player and the dealer have equal hands, the round is finished and the bets are returned.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

4.0. Gamble Feature

When a player wins the hand, he is given an option to play an additional gamble round.

The aim of the game is to guess the correct colour or suit of a randomly drawn playing card.

The player can choose to Gamble or Collect by pressing either the **GAMBLE** button or **COLLECT** button. Player will be presented with a playing card and 6 choices to choose from:

Colours - RED or BLACK

Suits - HEARTS/DIAMONDS/SPADES/CLUBS

If the player wins the **Colours** bet, their win is DOUBLED (X2) If the

player wins the **Suits** bet, their win is QUADRUPLED (X4)

If the player loses at any point, they will lose all current winnings. The player can choose to collect at any time.

5. Other game buttons

The following buttons are available:

	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards The games - paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
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This button can be found in the **MENU** screen, click this button to view detailed game rules, in a new browser window.



(in real mode only) This button can be found in the **MENU** screen, Click on it to view the gameplay history.



This button can be found in the **Menu** screen, this is where **TURBO** and any other game specific settings can be found.

BLACKJACK VIP

Game Rules v1.0

RTP - 99.67%

1. Overview

Blackjack card game played with 6 decks that are shuffled before each round of the game. The game's objective is to gain a hand value higher than the dealer's is. The player's hand value should not exceed 21 points. A player is dealt two cards face up. A dealer is dealt one face up card. Player stands automatically when total value of the hand is 21. When a player's hand value goes above 21 (busted), the hand loses. If the first two cards dealt to the player have the total value of 21, player has a Blackjack. If a player and a dealer have equal cards, it is a tie and all bets are returned. When the player takes an additional card and the hand's value exceeds 21, the round is over and player loses the round. The (Min/Max) define the minimum and the maximum limits for the initial bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the selected **CHIPS** and choose your selected bet level.

BASIC ACTIONS

When the cards are dealt, the player may choose one of available options depending on the value of cards he received;

Hit

The bank gives you another card.

Stand

Stand when your total points is enough and you do not want another card.

Double

You double your bet and get only one more card.

Fold

Choose Fold when you don't want to continue the game, but you'll lose 1/2 of the bet.

Split

Split is available only when you have two equal cards. Player can only split once in the round. Split will automatically double the initial bet and a player plays two hands separately. After extra cards were dealt, the player may: take an additional card (Hit), stop the cards dealing

(Stand) or double the initial bet (Double)

Split Feature for Aces

Ace and 10 received after the split are counted as 21, but do not create a Blackjack hand. When Aces are split, a player receives one extra card to each Ace. After that, these hands stand automatically. The following extra cards and doubling are disabled.

Even money

When the dealer's face up card is an Ace and the player has a Blackjack, the "Even Money" option appears. The Blackjack with "Even Money" pays 1:1 instead of 3:2. In case the player does not use the "Even Money" option and the dealer receives Blackjack, it's a tie.

Insurance

A player can buy an Insurance if the dealer's face-up card is an Ace.

The Insurance costs 1/2 of the initial bet. If the dealer's hand is a Blackjack, the Insurance will pay 2:1. Otherwise, the bet will be lost. When the player has bought the Insurance, he still has the opportunities to Stand or Hit.

Dealer's Play

Dealer receives additional cards only after the player has made the decision concerning his hand or hands. The cards will be dealt to the dealer automatically until his hand's value will be at least 17.

In case the dealer hand's value exceeds 21, his hand is considered a bust. When all cards are dealt and the dealer's hand is higher than the player's is, and do not exceed 21 - the player loses his bet. If the player's hand is higher than the dealer's, the payout is 1:1. If a player has a Blackjack, his hand is paid 3:2. If the player and the dealer have equal hands, the round is finished and the bets are returned.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

4.0. Gamble Feature

When a player wins the hand, he is given an option to play an additional gamble round.

The aim of the game is to guess the correct colour or suit of a randomly drawn playing card.

The player can choose to Gamble or Collect by pressing either the **GAMBLE** button or **COLLECT** button. Player will be presented with a playing card and 6 choices to choose from:

Colours - RED or BLACK

Suits - HEARTS/DIAMONDS/SPADES/CLUBS

If the player wins the **Colours** bet, their win is DOUBLED (X2) If the player wins the **Suits** bet, their win is QUADRUPLLED (X4)

If the player loses at any point, they will lose all current winnings. The player can choose to collect at any time.

5. Other game buttons

The following buttons are available:

  	Click this button to open the MENU screen, where you can view several screens: Information • about the payouts for the winning combinations. • Information about any existing special features or special symbols and their payouts, or specific awards The games • paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found.

App is not responding. Wait or [cancel?](#)

Candy Drops

Game Rules v1.0

1. Overview

Candy Drops is a 6,6,8,8,6,6 grid slot with mystery boxes hidden underneath the symbols that contains different features.

RTP	95.90%
Pay Lines	Cluster
Reels	6,6,8,8,6,6

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

3. Features

When symbols of 5 or more is part of a cluster, they are removed, and any mystery boxes is revealed. The mystery boxes are collected until the end of the spins and no more wins are displayed. There are 4 features that can be triggered through the mystery boxes but also Bonus symbols can be collected, and this is the only way to trigger Free Spins.

Mystery Boxes:

Mystery boxes are randomly placed underneath the symbols every spin and will be revealed when winning symbols are removed. The boxes will be stored on the bottom of the grid until no more wins are displayed. Game will go into feature mode and no additional boxes will be awarded. The boxes will then open, 1 by 1, and reveal a feature, multiplier, or FS symbol. 1 feature is activated until no more wins are awarded and then next feature will be activated and so on. Any multipliers are added together and then applied in the end of the feature mode, as a total win multiplier. The win from the initial spin is not part of the total win from the feature mode. Maximum 6 features can be collected in 1 spin.

Features:

Bombs: 1-3 bombs will be added to the reels in a random position and remove the symbols around it. The removed symbols don't pay.

Switch: It will pick a random symbol and upgrade all those symbols to the next highest symbol. The highest symbol can't be picked.

Mega candy: Reel 1-2, 3-4 or 5-6 will be merged into 1 reel and only colossal symbols will fall in that reel.

Multiplier: The multipliers can be anything between x2-x10. x2-x50 (Free Spins)

Bonus symbol: 3 or more collected bonus symbols will trigger Free Spins after all features have been awarded.

Random wilds: (Only in Free Spins) 1-4 wilds are randomly placed out on the reels.

Free Spins:

Free Spins is played out like Main Game but there is an additional feature which is random wilds instead of the bonus symbol. Also, max multipliers will be higher. Features that are collected the same way as in Main Game and will also be triggered after each other.

3 bonus symbols = 10 spins

4 bonus symbols = 12 spins

5 bonus symbols = 15 spins

Buy Bonus/Feature Buy:

- Buy Free Spins - Server will randomly choose 3, 4 or 5 scatters.
- Buy a feature spin - Buy 3 features (bombs, switch, and multiplier) to be triggered for 1 spin. Max Win

is 5000x times bet.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations.
	Information about any existing special features or special symbols and their payouts, or specific awards
	The games paylines/rules
	To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.



This button can be found in the **Menu** screen, this is where **TURBO**, **SOUND** and any other settings can be found.

The **TURBO** mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

Chicken Bonanza

1. Overview

Chicken Bonanza is a 6x6 cluster pay game with 8 paying symbols and 1 scatter. 6 or more matching symbols, anywhere on the reels, are "locked" in their position, forming a cluster.

RTP	96.07%
Paylines	Cluster
Reels	6x6

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Pay mechanic is cluster pays, any +6 symbols linked together is valid as a cluster; malfunction voids all pay.

2. How to play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

3. Features

Base game feature

In case of a base game feature, the lowest paying symbol is removed from the reels. For this spin a guaranteed 2x2 mega symbol will be present.

Free spins

If 4 or more scatters land, player is awarded with 10 free spins.

Once the free spins are triggered, a wheel appears on the screen and determines the lowest possible multiplier for the bonus. After lowest possible multiplier for the free spins has been determined, the free spins start. Before each individual spin, a multiplier is revealed on the top of the grid, which is then applied to the payout for that exact spin. Free spins work the same way as base game, except for the added multipliers.

Possible multipliers: 2x,3x,4x,5x,8x,10x,15x,20x,25x,50x,75x,100x

Buy feature / free spins

Players have a chance to buy 2 different features:

1. Feature spin that starts with a 2x2 mega symbol
2. Free spins

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
  	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations. Information about any existing special features or special symbols and their payouts, or specific awards The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.

Clover Mine

Game Rules v1.0

RTP: 96.6 - 97.92%

1. Overview

The main goal is for the player to uncover all positions to increase their win multiplier. Each successful pick will increase their win, any mine position will end the game and lose all their current winnings and bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How To Play

The main game is played on a grid of 25 spaces, each space randomly holds either a win multiplier (Pot of Gold) or a mine (Mushroom)

The player can pick any position to reveal what is behind. Each Pot of Gold found will increase the win multiplier level and finding a Mushroom will end the game and lose all winnings until that point.

Upon successfully revealing a Pot of Gold, the player can then choose to collect the winnings and end the current round or choose another position to try and find another pot to increase their winnings.

Before starting the current round, the player can also choose the amount of Mines active on the grid, they can choose from a min of 1 mine to a maximum of 7 mines. Each increase of mines present will increase the risk and chances of uncovering a mine, but this will also increase the possible multipliers.

3. Other game buttons

The following buttons are available:

	Click the Bet button to place a bet at the displayed bet level
	Click on the - or + to select the number of mines.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations.

 	• Information about any existing special features or special symbols and their payouts, or specific awards • The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.

Dragon Mine

Game Rules v1.0

RTP: 96.6 - 97.92%

1. Overview

The main goal is for the player to uncover all positions to increase their win multiplier. Each successful pick will increase their win, any mine position will end the game and lose all their current winnings and bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How To Play

The main game is played on a grid of 25 spaces, each space randomly holds either a win multiplier (Coin) or a mine (Firecracker).

The player can pick any position to reveal what is buried. Each Coin found will increase the win multiplier level and finding an explosive barrel will end the game and lose all winnings until that point.

Upon successfully revealing a Coin, the player can then choose to collect the winnings and end the current round or choose another position to try and find another Coin to increase their winnings.

Before starting the current round, the player can also choose the amount of Firecracker mines active on the grid, they can choose from a minimum of 1 Bomb mine to a maximum of 7 Firecracker mines. Each increase of Firecracker mines present will increase the risk and chances of uncovering a mine, but this will also increase the possible multipliers.

3. Other game buttons

The following buttons are available:

	Click the Bet button to place a bet at the displayed bet level
	Click on the - or + to select the number of mines.
	Click this button to toggle the game sound on or off.

	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards The games - paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.

Baccarat

Game Rules v1.0

RTP:

Banker Bet - 98.94%

Player Bet - 98.76%

Tie Bet - 85.60%

1. Overview

The objective of the game is to predict whether the player or banker will get a hand totaling closest to 9. The player can also predict if the hand will be a tie.

Eight decks are used in the game, each deck has 52 cards. The deck is shuffled before every hand.

Cards from **2** to **9** are values as indicated. **10** and face cards **Jack**, **Queen** and **King** are all valued as 0. An **Ace** counts as **1**.

All scores which total 10, are counted as **0**. For example, if a **7** and a **6** were dealt, totaling **13**, **10** points would be deducted, making the total **3**.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **CHIP** and choose your selected bet level.

- Press on one of the fields to place a bet - Player, Banker and Tie Press the
- **DEAL** button to start the round

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Bet Types

Bet	Payout
Player	1:1
Banker	0.95:1 (with 5% commission)
Tie	8:1 (in case of tie, Banker bet and Player bet are Push)

4. Other game buttons

The following buttons are available:

	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts - Information about game features and how to play The - games rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where SOUND and any other game specific settings can be found.

Big Fish Bonanza

Game Rules v1.0

1. Overview

The goal is to obtain the highest multiplier cashing out and collecting the win before the line snaps and your lucky fish goes away. This is a player determined volatility game.

RTP	97.00%
Bets Per Round	1

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **BET** button to place a bet.
2. If a round is in place, you can bet to next round.
3. When a new round is ready to start, there will be a countdown phase of 10 seconds. Select your bet and press **BET** button before the countdown reaches 0.
4. Only 1 bet per round can be played.
5. Pressing several times any preselected bet will set the current bet to the pressed one and pressing it again will increase the current bet in increments of the same pressed bet button.
6. Auto Cash out option can be selected by clicking the toggle button but only before choosing the bet amount.
7. Press **CASHOUT** at anytime after the round starts to collect the current multiplier amount displayed.
8. On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Place Bet and Pre round Screen

Once on the pre-round screen a countdown of 10 secs will begin, round will play automatically if a bet is placed or not. During the countdown, select your bets and wait for the round to begin.

When the countdown reaches **ZERO** the fishing will begin.

You can also place **AUTO** bets by selecting **AUTO CASHOUT** and preselecting an **AUTO CASHOUT** value in **TIMES BET**. Auto bets will auto play once the selected multiplier is reached if the round is still in progress.

3.2. Round in Progress

Once the race has begun, you can press **CASHOUT** and Collect the winning amount shown at any point as long as the round is still in progress.

The win will be equal to the bet amount times the multiplier shown on screen.

If the player fails to press **CASHOUT** by the time the line snaps, the bet and any winnings will be lost. Once the line snaps, the round is over and will go back to the Place Bet and Pre Round Screen.

3.3. Live Bets & Statistics

Under the Bet Panel of the game interface, the Live Bets its located. Here all bets that are being made in the current round are visible. In the “My Bets” panel all of your bets and Cash Out information is displayed.

In the “Top” panel, the game statistics such as wins by amount, Cash Out multiplier, and biggest round multipliers are located.

4. Other game buttons

The following buttons are available:

	Press this button to place your bet.
	Press this button to toggle the game sound on or off.
 	Press this button to open the MENU screen, where you can view several screens: Information about - the payouts - Information about game features and how to play
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.

5. Return to Player

- The theoretical return to player is **97%**.

Egypt Mine

Game Rules v1.0 RTP - 96.01%

1. Overview

EgyptMine is an ancient Egypt themed instant win game that is based on the classic minesweeper game.

Player starts his movements from the beginning of the grid (desert field) and progresses to the tomb using both regular and special fields. With each new row on the grid (desert field), the player gets a slightly better multiplier for his initial bet.

The final aim of the game is to get to the tomb view where he will have a chance to multiply his winnings with up to 18x of initial bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level.

- You can choose 1 of the 5 positions on the first row
- If successful you will be awarded the win multiplier displayed on the right and continue to select a chosen position on the next row or collect the current win via the **Collect** option.
- Landing on a **Mine** will end the game and lose the current bet/any winnings accumulated.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Field View Game

The player should pass the mines and go as far as possible, with each step bringing a bigger multiplier for the Initial Bet. The multiplier for each row is equal to the corresponding number on the side of the rows. At times, randomly, the game allows the player to skip a line and a mine when standing on row 4. At times, randomly, the game will take the player one line back if it steps on a mine on rows 3 and 5, without losing the game.

The game randomly allows the player to pass the row even when he steps on a mine. In case there is only one mine in that row, graphically no mines will be shown.

4. Bonus Feature

Once the player reaches the fifth row the bonus round is unlocked: The player chooses one of five chests and increase the multiplier up to x18.

If chest is empty, an extra choice is offered to the player in the form of a “random pick”, for half of the Initial Bet.

5. Other game buttons

The following buttons are available:

	Click the Bet button place a bet at the displayed bet level.
	Click this button to open the MENU screen, where you can view several screens: • Information about the payouts for the winning combinations. • Information about any existing special features or special symbols and their payouts, or specific awards • The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where Sound and any other game specific settings can be found.

EGYPTIAN REELS

Game Rules v1.0

1. Overview

The goal is to obtain a winning combination by on a winning line spread across the reels.

RTP	94.00%
Pay Lines	5
Reels	3
Rows	3 - 6 (6 During Features and Free Spins)

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning lines pay from left to right. Wins on different lines are all added. Only the highest winning combination on each line is paid. Winnings from Free Spins are added to the total win.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Wild Stack Respin

The Wild Stack Respin feature is triggered by landing a full reel of stacked WILDS, this can happen on any reel. Once the Wild stack lands it transform into the Extended Wild symbol and will then unlock and activate the upper reels. The extended WILD will copy to the reels above and grant 1 Free RESPIN with both reel sets active.

Any pays formed by the symbols and WILDS will be displayed and paid, and the event will finish and the upper reels will become in-active once again.

3.2. Rising Wilds

Upon landing a Rising Wild symbol, the reel it lands on will rise and nudge up one space on the reel and the rest of the reels will respin. This will continue up on to the upper reels and unlock and activate the upper reels. Any Rising Wilds in view will continue move up and grant respins until they is out of view.

3.3. Multiplier Rising Wilds

If the top set of reels are unlocked and active, Rising Wilds with Multipliers can appear.

Multipliers of X2 or X5 are available and if more than one multiplier these will be additive of one another.

3.4. Free Spins

Landing 3 Bonus symbols on reels 1,2 & 3 will trigger 10 Free Spins.

During Free Spins, both sets of reels are active for the duration of Free Spins.

Both Wild Stack Respins and Rising Wild features can be triggered during Free Spins. Free Spins can be re-triggered.

4. Other game buttons

The following buttons are available:

 	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
  	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards - The games paylines/rules To navigate among the various screens in the MENU screen, press on the for paytable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found. The TURBO mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

EUROPEAN ROULETTE

Game Rules v1.0

RTP - 97.30%

1. Overview

In European Roulette, there are 37 pockets on the Roulette wheel, and they are numbered from 0 to 36. Each pocket except 0 has a colour: red or black. The purpose of the game is to guess the numbered pocket on the wheel where the ball will fall.

After bets are made the wheel and the ball will spin. The winning number is determined by the pocket where the ball falls. Bets pay if they were made on a winning number or on the set of numbers which includes the winning number.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **CHIP** and choose your selected bet level.

- Press on any one of the places on the Roulette table to place your bet Press the
- **SPIN** button make the bet

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Bet Types

Straight up - A single number bet

Split Bet - A bet on two adjoining numbers (horizontal or vertical)

Street Bet - A bet on three sequential, adjacent numbers

Corner Bet - A bet on four numbers in a corner layout

First Four Bet - Corner first fours (0,1,2,3)

Line Bet - A bet on two adjoining streets, with the chip placed on two adjoining street lines

Column Bet - A bet on all 12 numbers on any of the three columns

Dozen Bet - A bet on the first, second or third group of 12 numbers

Even-Odd - A bet on even or odd number

Red-Black - A bet on red or black numbers

Low-High - A bet on first low 18 numbers, or la

3.1 Special Bets

- **Voisins Du Zéro**
 - 2 chips on three numbers: 0-2-3
 - 1 chip on two numbers: 4-7
 - 1 chip on two numbers: 12-15
 - 1 chip on two numbers: 18-21
 - 1 chip on two numbers: 19-22
 - 2 chips on four numbers: 25-26-28-29
 - 1 chip on two numbers: 32-35
- **Tiers Du Cylindre**
 - 1 chip on two numbers: 5-8
 - 1 chip on two numbers: 10-11
 - 1 chip on two numbers: 13-16
 - 1 chip on two numbers: 23-24
 - 1 chip on two numbers: 27-30
 - 1 chip on two numbers: 33-36
- **Orphelins à Cheval**
 - 1 chip on number 1
 - 1 chip on two numbers 6-9
 - 1 chip on two numbers 14-17
 - 1 chip on two numbers 17-20
 - 1 chip on two numbers 31-34

5. Other game buttons

The following buttons are available:

	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: • Information about the payouts for the winning combinations. • Information about any existing special features or special symbols and their payouts, or specific awards The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.

	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the MENU screen, click on it to view the game's statistics.
	This button can be found in the Menu screen, this is where Sound toggle on/off and any other game specific settings can be found.

FRUIT BLOXX

Game Rules v1.0

1. Overview

The goal is to match symbols touching horizontally or vertically, or a combination of both to obtain a winning cluster.

RTP	96.00%
Cluster Pays	5 or More touching symbols, horizontally, vertically or combination of both
Reels	5
Rows	7

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All cluster-winning combinations pay anywhere on the reels. Wins on different clusters are all added.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Cluster Pays & Cascading Symbols

Wins are awarded for 5 or more matching symbols touching horizontally or vertically, or a combination of both. Winning symbols are removed and new symbols will fall down to fill the gaps and create potential new wins.

3.2 Cascading Multipliers

Every time a win is made the multiplier above the reels will increase and multiply the win starting from X1 up to a maximum of X5, multiplying any win by the given multiplier.

Multipliers will reset back to X1 once no more wins are present.

If reaching X5 any following cascades will be multiplied by this until no more wins are present.

3.3 Fruit Bonus Free Spins

Landing 3 or more Fruit Bonus Symbols will trigger the Fruit Bonus Free Spins.

3 Bonus symbols = 10 Free Spins

4 Bonus Symbols = 12 Free Spins

5 Bonus Symbols = 15 Free Spins

During Free Spins the each of the Cascading Multipliers are doubled from those of the base game to a maximum of X10.

4. Other game buttons

The following buttons are available:

 	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations. Information about any existing special features or special symbols and their payouts, or specific awards The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.

FRUIT STAXX

Game Rules v1.0 RTP

- 96.6%

1. Overview

The goal is to obtain a winning combination by connecting 8 or more connecting symbols either horizontally or vertically or a combination of both.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning combinations pay for 8 or more of the same symbols connecting either vertically or horizontally or a combination of both. On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Cloned Reels

Each spin starts with identical cloned reels that are joined together. During the spin, the cloned reels can expand to become up to five joined adjacent reels.

At the start of each spin, the identical cloned reels can appear adjacently on any of the 5 reels.. The number of reels that are linked together is random and occurs independently for each spin.

3.2. Stacked Wins

8 or more of the same symbols appearing in a stack awards a win. A symbol is part of a stack if it is horizontally or vertically adjacent to the same symbol.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.

	Click this button to toggle the game sound on or off.
  	Click this button to open the MENU screen, where you can view several screens: ▪ Information about the payouts for the winning combinations. ▪ Information about any existing special features or special symbols and their payouts, or specific awards The games ▪ paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found. The TURBO mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

FRUITZ & SPINZ

Game Rules v1.0

1. Overview

The goal is to obtain a winning combination on a winning line spread across the reels.

RTP	94.00%
Pay Lines	5 - 27 (27 during Free Spins)
Reels	3
Rows	3

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning lines pay from left to right. Wins on different lines are all added. Only the highest winning combination on each line is paid. Winnings from Free Spins are added to the total win.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Wild and Wild Multipliers

The Wild symbol replaces any other symbols, except for Bonus, to form winning combinations.

There are also Wild Multiplier symbols present on the reels with multipliers attached, these multipliers are **x2, x3, x4 and x5**.

Note: If no specific payouts for Wild are displayed in the pay table, a combination formed exclusively with Wild will pay just like the highest paying symbol, if that combination is the highest winning combination on a line.

3.2. Bonus Symbol Collect and Bonus Wheel Game

Trigger bar fills only by landing either 1 or 2 Bonus symbols on the reels. 2 Bonus symbols will fill two bars.

Collecting and filling the 6 bars will trigger the Bonus Wheel Game.

The Bonus Wheel can also be triggered by landing 3 Bonus Symbols in the same spin to instantly trigger the Bonus Wheel game.

During the Bonus Wheel Game, the player can spin the wheel to award a random amount from 6-12 Free Spins and a win multiplier level of x1-x4.

3.3. Free Spins

During Free Spins the win lines are increased to 27 lines and all winnings will be multiplied by the multiplier level gained from the Bonus Wheel game.

NOTE: Free Spins cannot be re-triggered

NOTE: Bonus Bar Collect state is unaffected from triggering Free Spins from 3 Bonus symbols.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards - The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found. The TURBO mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

GOAL MINE WORLD

Game Rules v1.0

RTP - 96.01%

1. Overview

The goal of Goal Mine is to choose position on the grid and progress to win multipliers and avoid mines, reaching the final position will trigger the Bonus Round where a random win multiplier can be awarded.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level.

- You can choose 1 of the 5 positions on the first row
- If successful you will be awarded the win multiplier displayed on the right and continue to select a chosen position on the next row or collect the current win via the **Collect** option.
- Landing on a **Mine** will end the game and lose the current bet/any winnings accumulated.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Field View Game

The player should pass the other players ("mines") in the football field and go as far as possible, with each step bringing a bigger multiplier for the Initial Bet. The multipliers in the field are presented on the side of the field view. At times, randomly, the game allows the player to skip a line and a mine when standing on row 4. At times, randomly, the game will take the player one line back if it steps on a mine on rows 3 and 5, without losing the game.

The game randomly allows the player to pass the row even when he steps on a mine. In case there is only one mine in that row, graphically no mines will be shown.

4. Bonus Feature

Once the player reaches the fifth row the bonus round is unlocked: a direct goal shoot! The player chooses one of five spots on the goal to shoot and increase the multiplier up to x18.

If the ball is saved, an Extra Bet is offered to the player in the form of a “Random Shot”, for half of the Initial Bet.

5. Other game buttons

The following buttons are available:

	Click the Bet button place a bet at the displayed bet level.
	Click this button to open the MENU screen, where you can view several screens: Information about the ▪ payouts for the winning combinations. ▪ Information about any existing special features or special symbols and their payouts, or specific awards ▪ The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen. Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where Sound and any other game specific settings can be found.

GOAL MINE

Game Rules v2.0 RTP

- 92.01%

1. Overview

The goal of Goal Mine is to choose position on the grid and progress to win multipliers and avoid mines, reaching the final position will trigger the Bonus Round where a random win multiplier can be awarded.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level. ● You can choose 1 of the 5 positions on the first row

- If successful you will be awarded the win multiplier displayed on the right and continue to select a chosen position on the next row or collect the current win via the **Collect** option.
- Landing on a **Mine** will end the game and lose the current bet/any winnings accumulated.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Field View Game

The player should pass the other players ("mines") in the football field and go as far as possible, with each step bringing a bigger multiplier for the Initial Bet. The multipliers in the field are presented on the side of the field view. At times, randomly, the game allows the player to skip a line and a mine when standing on row 4. At times, randomly, the game will take the player one line back if it steps on a mine on rows 3 and 5, without losing the game.

4.0. Bonus Feature

Once the player reaches the fifth row the bonus round is unlocked: a direct goal shoot! The player chooses one of five spots on the goal to shoot and increase the multiplier up to x20.

If the ball is saved, an Extra Bet is offered to the player in the form of a "Random Shot", for 0.5 of the Initial Bet.

5. Other game buttons

The following buttons are available:



Click the **Bet** button place a bet at the displayed bet level.

  	Click this button to open the MENU screen, where you can view several screens: ▪ Information about the payouts for the winning combinations. ▪ Information about any existing special features or special symbols and their payouts, or specific awards The games ▪ paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where Sound and any other game specific settings can be found.

JOKER POKER

Game Rules v1.0 RTP

- 96.85%

1. Overview

The objective when playing Joker Poker is to create the best possible 5-card poker

hand. The game is played with one standard deck of 52 cards plus 1 joker. The joker is a wild card and substitutes any other card to complete winning combos. You have the option to hold any card that is dealt. The cards are reshuffled before each round of play.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **BET** button and choose your selected bet level.

- Press the **SPIN** button to deal your first hand of cards.
- You can choose to keep from 0 to 5 cards by pressing on selected cards to hold them.
- If your initial bet included potential winning cards they will be held automatically and you can choose to hold them or not. Press **SPIN**
- to discard the cards you choose not to hold, if none are held all 5 cards are replaced.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Cards

The cards used to form winning combinations are 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace, and Joker. The Ace can also be counted as a 1 in a straight.

The Joker card substitutes for any other card.

All cards except the Joker come in four suits: Spades, Diamonds, Hearts and Clubs; the cards that are used in the **Gamble** rounds are: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace. All suits have equal rank.

3.1. Hand Types

Natural Royal Flush Ace: King - Queen - Jack - 10 of the same suit.

5 of a Kind: Five cards with the same value, using a Joker to complete the combination

Wild Royal Flush: A Royal Flush that is completed with a Joker

Straight Flush: Five cards in sequence of the same suit

4 of a Kind: Any four cards of the same value

Full House: Three of a kind and a pair **Flush:**

Any five cards from the same suit

Straight: Five cards in sequence, not of the same suit

3 of a Kind: Three cards of the same value and two unmatched cards **2 Pair:**
 Two sets of paired value cards plus any other unmatched card **Kings or**
Better: A pair of Kings or higher

4.0. Gamble Feature

When a player wins the hand, he is given an option to play an additional gamble round.
 The aim of the game is to guess the correct colour or suit of a randomly drawn playing card.
 The player can choose to Gamble or Collect by pressing either the **GAMBLE** button or **COLLECT** button. Player will
 be presented with a playing card and 6 choices to choose from:
Colours - RED or BLACK
Suits - HEARTS/DIAMONDS/SPADES/CLUBS
 If the player wins the **Colours** bet, their win is DOUBLED (X2) If the
 player wins the **Suits** bet, their win is QUADRUPLED (X4)
 If the player loses at any point, they will lose all current winnings. The
 player can choose to collect at any time.
NOTE: The auto spin feature does not support **Gamble Feature** - players must use manual play as player input is required.

5. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.

  	Click this button to open the MENU screen, where you can view several screens: • Information about the payouts for the winning combinations. • Information about any existing special features or special symbols and their payouts, or specific awards The games • paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found. The TURBO mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

Pirate Mine

Game Rules v1.0 RTP:

96.6% - 97.92%

1. Overview

The main goal is for the player to uncover all positions to increase their win multiplier. Each successful pick will increase their win, any mine position will end the game and lose all their current winnings and bet.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How To Play

The main game is played on a grid of 25 spaces, each space randomly holds either a win multiplier (Coin) or a mine (Bomb).

The player can pick any position to reveal what is buried. Each Coin found will increase the win multiplier level and finding an explosive barrel will end the game and lose all winnings until that point.

Upon successfully revealing a Coin, the player can then choose to collect the winnings and end the current round or choose another position to try and find another Coin to increase their winnings.

Before starting the current round, the player can also choose the amount of Bomb mines active on the grid, they can choose from a minimum of 1 Bomb mine to a maximum of 7 bomb mines. Each increase of Bomb mines present will increase the risk and chances of uncovering a mine, but this will also increase the possible multipliers.

3. Other game buttons

The following buttons are available:

	Click the Bet button to place a bet at the displayed bet level.
	Click on the - or + to select the number of mines.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards The games - paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.



This button can be found in the **MENU** screen, click this button to view detailed game rules, in a new browser window.



(in real mode only) This button can be found in the **MENU** screen, Click on it to view the gameplay history.

Record Spins

Game Rules v1.0

1. Overview

The goal is to obtain a winning combination on a winning line spread across the reels.

RTP	95.92%
Ways	4096
Reels	6
Rows	4

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning ways pay from left to right. Wins on different ways are all added. Only the highest winning combination on each way is paid. On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1 TEMPO feature

Initially unlit, the channels above and below each reel progressively illuminate. When all four channels of a reel are lit, two re-spins are triggered, during which the specific reel displays only one symbol stacked for two spins. These spins are free. In Free Spins, the requirement for triggering this feature is reduced to one channel above and one below. Upon the landing of the MASTER symbol, it shifts either upwards or downwards, revealing new symbols and lighting one channel. In the Main Game, any symbol may be stacked, while in Free Spins, only medium and wild symbols are stacked.

3.2 CORSSFADE feature

Present exclusively on reels 2 and 5, the crossfade symbol, when landed, upgrades the symbols positioned above, below, to the left, and to the right to the subsequent highest symbol, with the wild symbol being the highest. The crossfade symbol itself remains unchanged.

3.3 Free Spins

The MASTER symbols, appearing on reels 2 and 5, must align on the same row to activate 10 Free Spins. If these symbols align during Free Spins, an additional 2 spins are awarded. They also pay out 1x the bet when not aligned, both in the Main Game and during Free Spins.

Max Win is 5000x.

3.4 Buy feature

Buying feature costs x85 total bet.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations.
	Information about any existing special features or special symbols and their payouts, or specific awards The games paylines/rules
	To navigate among the various screens in the MENU screen, press on the for paytable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.



This button can be found in the **Menu** screen, this is where **TURBO**, **SOUND** and any other settings can be found.

The **TURBO** mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

ROCKET RACERS

Game Rules v3.0

1. Overview

The goal is to obtain the highest multiplier before either cashing out and collecting the win before the racer crashes.

This is a player determined volatility game.

RTP	96.00 %
Bets Per Round	1-3

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Swipe to select Racer and press **CONFIRM** to start the Countdown phase
3. During the countdown phase there will be a countdown of 10. Press **BET** button to choose your betting amount and wait for the countdown to end.
4. Up to 3 Bets can be placed per round.
5. Auto Cash out option can be selected by clicking the toggle button but only before choosing the bet amount.
6. Press **CASHOUT** at anytime after race starts to collect current multiplier amount displayed.
7. Press **REBET** button after the race to repeat the previous bets and speed up the countdown.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Racer Select

Players can choose 1 of 3 racers to take part in the race.

You can change ship between rounds by using arrows or swiping left or right.

NOTE: Racer choice is purely visual and has no impact on race outcome.

3.2. Place Bet and Pre Race Screen

Once on the pre-race screen a countdown of 10 secs will begin, races will play automatically if a bet is placed or not.

During the countdown, select your bets and wait for the race to begin. When the countdown reaches **ZERO** the race will begin.

You can also place **AUTO** bets by selecting **AUTO CASHOUT** and preselecting an AUTO CASHOUT value in **TIMES BET**.

Auto bets will auto eject once the selected multiplier is reached if the race is still in progress.

3.3. Race in Progress

Once the race has begun, you can press **CASHOUT** and Collect the winning amount shown at any point as long as the race is still in progress.

The win will be equal to the bet amount times the multiplier shown on screen.

If the player fails to press CASHOUT by the time the racer crashes, the bet and any winnings will be lost.

Once a racer crashes, the round is over and will go back to the Place Bet and Pre Race Screen.

Reaching the finish line will award the maximum prize of 2500x bet.

NOTE: Rocket Racers is not a skill game, players choice has no impact on the game other than when to cash out.

4. Other game buttons

The following buttons are available:

 	Click the AUTO CASHOUT button to open the AUTO CASHOUT settings window where you can choose the amount to automatically cash out. Click REBET to place the bets from previous round and speed up the countdown
	Click this button to toggle the game sound on or off.
 	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts - Information about game features and how to play - The games rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.

	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO and any other game specific settings can be found. The TURBO mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

ROULETTE VIP

Game Rules v1.0

RTP - 97.30%

1. Overview

There are 37 pockets on the Roulette wheel, and they are numbered from 0 to 36. Each pocket except 0 has a colour: red or black. The purpose of the game is to guess the numbered pocket on the wheel where the ball will fall.

After bets are made the wheel and the ball will spin. The winning number is determined by the pocket where the ball falls. Bets pay if they were made on a winning number or on the set of numbers which includes the winning number.

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

Select your bet by pressing the **CHIP** and choose your selected bet level.

- Press on any one of the places on the Roulette table to place your bet • Press the **SPIN** button make the bet

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Bet Types

Straight up - A single number bet

Split Bet - A bet on two adjoining numbers (horizontal or vertical)

Street Bet - A bet on three sequential, adjacent numbers

Corner Bet - A bet on four numbers in a corner layout

First Four Bet - Corner first fours (0,1,2,3)

Line Bet - A bet on two adjoining streets, with the chip placed on two adjoining street lines

Column Bet - A bet on all 12 numbers on any of the three columns

Dozen Bet - A bet on the first, second or third group of 12 numbers

Even-Odd - A bet on even or odd number

Red-Black - A bet on red or black numbers

Low-High - A bet on first low 18 numbers, or la

3.1 Special Bets

- **Voisins Du Zéro**

- 2 chips on three numbers: 0-2-3
- 1 chip on two numbers: 4-7
- 1 chip on two numbers: 12-15
- 1 chip on two numbers: 18-21
- 1 chip on two numbers: 19-22
- 2 chips on four numbers: 25-26-28-29
- 1 chip on two numbers: 32-35

- **Tiers Du Cylindre**

- 1 chip on two numbers: 5-8
- 1 chip on two numbers: 10-11
- 1 chip on two numbers: 13-16
- 1 chip on two numbers: 23-24

- 1 chip on two numbers: 27-30
- 1 chip on two numbers: 33-36

• Orphelins à Cheval

- 1 chip on number 1
- 1 chip on two numbers 6-9
- 1 chip on two numbers 14-17
- 1 chip on two numbers 17-20
- 1 chip on two numbers 31-34

4. Other game buttons

The following buttons are available:

  	Click this button to open the MENU screen, where you can view several screens: Information ▪ about the payouts ▪ Information about game features and how to play The ▪ games rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the MENU screen, click on it to view the game's statistics.
	This button can be found in the Menu screen, this is where SOUND and any other game specific settings can be found.

App is not responding. Wait or [cancel?](#)

Santastic 4

Game rules v2.0

1. Overview

Santastic 4 is a 5x4 slot with 20 pay lines, paying left to right. Wilds substitute for all symbols except bonus symbols.

RTP	95.95%
Pay Lines	20
Reels	5
Rows	4

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

3. Features

3.1 Wilds and Walking Wilds

There are both single and stacked wilds in the game and when a full stack wild lands, it triggers the Re-Spin feature. Expanded Wild(s) walk 1 reel toward the left, (not paid spins) until they disappear. More walking wilds can appear at the same time. The feature ends when there is no more walking wild(s) visible on the reels.

3.2 Free Spins

When 3 or more bonus symbols land anywhere on the reels, 8 Free Spins are awarded. Before Free Spins starts, a random number of frames are added to the reels. New frames will be added when new wild symbols appear. When a full reel is covered with frames, the Re-Spin feature is triggered and the stacked walking wild appears. Expanded Wild(s) walk 1 reel toward the left until they disappear. More walking wilds can appear at the same time. The feature ends when there is no more walking wild(s) visible on the reels. Also, when the walking wild feature is activated, a random multiplier up to x3 can be added and applied to all line wins during the feature. There is no re-trigger.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations. Information about any existing special features or special symbols and their payouts, or specific awards
	The games paylines/rules
	To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO, SOUND and any other settings can be found. The TURBO mode speeds up the gameplay- the spin time is reduced to a minimum (available only for specific jurisdictions)

Tiki Stacks

Game rules v2.0

1. Overview

Tiki Stacks is a 5x4 slot with 20 pay lines, paying left to right. Wilds substitute for all symbols except bonus symbols.

RTP	95.95%
Pay Lines	20
Reels	5
Rows	4

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

3. Features

3.1 Wilds and Walking Wilds

There are both single and stacked wilds in the game and when a full stack wild lands, it triggers the Re-Spin feature. Expanded Wild(s) walk 1 reel toward the left, (not paid spins) until they disappear. More walking wilds can appear at the same time. The feature ends when there is no more walking wild(s) visible on the reels.

3.2 Free Spins

When 3 or more bonus symbols land anywhere on the reels, 8 Free Spins are awarded. Before Free Spins starts, a random number of frames are added to the reels. New frames will be added when new wild symbols appear. When a full reel is covered with frames, the Re-Spin feature is triggered and the stacked walking wild appears. Expanded Wild(s) walk 1 reel toward the left until they disappear. More walking wilds can appear at the same time. The feature ends when there is no more walking wild(s) visible on the reels. Also, when the walking wild feature is activated, a random multiplier up to x3 can be added and applied to all line wins during the feature. There is no re-trigger.

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins.
	Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations. Information about any existing special features or special symbols and their payouts, or specific awards
	The games paylines/rules
	To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.
	This button can be found in the Menu screen, this is where TURBO, SOUND and any other settings can be found. The TURBO mode speeds up the gameplay- the spin time is reduced to a minimum (available only for specific jurisdictions)

WILD VEGAS

Game Rules v1.0

1. Overview

The goal is to match 3 or more symbols of the same type starting from the leftmost reel on adjacent reels to obtain a winning combination.

RTP	96.00%
Ways	243 - 1,125 Ways
Reels	5
Rows	3-5

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning ways pay from left to right. Wins

on different ways are all added.

Only the highest winning combination on each way is paid.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1. Wilds

The Wild symbol symbol replaces any other symbols, except for Cash Chips, to form winning combinations. Wilds

only appear on reels 1 and 2 only.

Note: If no specific payouts for Wild are displayed in the pay table, a combination formed exclusively with Wild will pay just like the highest paying symbol, if that combination is the highest winning combination on a line.

3.2. Wild Vegas Spin

Wilds can only land on reels 1 and 2.

Landing a WILD on each Reel 1 and 2 will trigger a WILD Vegas Spin.

During a WILD Vegas Spin, reels 3, 4 and 5 can expand up by 1 or 2 extra rows increasing the amount of possible ways to a maximum of 1,125 ways.

Landing any Cash Chips on reels 3, 4 or 5, during a Wild Vegas Spin will award the bet multiplier attached to them. Cash Chips are

only paid on consecutive reels and must start on reel 3.

3.3. Cash Chips

Cash Chips only appear on reels 3,4 & 5.

Cash Chips are only awarded when landing Wilds on reels 1 & 2.

Cash Chips are only paid on consecutive reels during a Wild Vegas Spin. Possible Cash

Chip values are as follows; 2x, 4x, 6x, 8x, 10x, 12x, 14x, 16x, 20x On reel 5 only are the

MINI, MAJOR AND GRAND Cash Chips;

MINI = 30x

MAJOR = 100x

GRAND = 1000x

4. Other game buttons

The following buttons are available:

	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
	Click this button to open the MENU screen, where you can view several screens: Information about - the payouts for the winning combinations. - Information about any existing special features or special symbols and their payouts, or specific awards The games - paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.



This button can be found in the **Menu** screen, this is where **TURBO** and any other game specific settings can be found.

The **TURBO** mode speeds up the gameplay - the spin time is reduced to a minimum (available only for specific jurisdictions)

Zeus Gold

Game Rules v1.0

1. Overview

The goal is to obtain a winning combination on a winning line spread across the reels.

RTP	95.96%
Ways	27
Reels	3
Rows	3-5

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided.

2. How to Play

1. Press **PLAY** button to start the game.
2. Press **BET** button to choose your betting amount.
3. Press **SPIN** to place the bet and spin the reels one time.

All winning ways pay from left to right. Wins on different ways are all added. Only the highest winning combination on each way is paid.

On the info bar, you can view the current **BET** and your **CREDIT**, displayed in your real currency.

3. Features

3.1 Second chance respin

In case if scatters land on the reels 1 and 2, but is missing on reel 3, a second chance respin is in order. If there are wins present on the grid, they are paid out, after which the 3rd reel spins again, giving a chance to get the 3rd scatter to receive Thunder Respins. Second Chance respin happens only once per game round.

3.2 Thunder Respins

Upon landing 3 or more Zeus Gold Scatters, the Respins round is triggered and the player will be awarded 3 Respins. Any coins that land will stick and remain in place and reset the respins back to 3.

Respins will continue until all respins are used and no more coins land on the reels.

3.3 Thunder Respin Gamble wheel

Upon receiving Thunder Respins, player is given an option to either collect the feature or spin a gamble wheel for an upgraded feature.

Gamble feature has 3 stages, each for a better upgrade.

Successful first gamble stage removes x2 from the feature row, second stage removes x3 and third stage leaves x6-x10 on the feature row.

Unsuccessful gamble results in losing the feature.

3.4 Extra Unlockable Reels

During Respins, if one reel is filled with coins, an extra row is unlocked on top of the main grid, adding 3 more spaces for coins to land. Another row is unlocked, if 3 reels (whole board is covered) is filled with coins.

Upon landing a multiplier on the feature row, all present coin values are multiplied by the according multiplier.

3.5 Buy feature

Buying “Thunder Respins” costs x50 total bet and starts a round with guaranteed Thunder respin feature.

4. Other game buttons

The following buttons are available:

 	Click the AUTO SPIN button to open the AUTO SPIN settings window where you can choose the amount of auto spins. Click to stop the AUTO SPIN at any time.
	Click this button to toggle the game sound on or off.
  	Click this button to open the MENU screen, where you can view several screens: Information about the payouts for the winning combinations. Information about any existing special features or special symbols and their payouts, or specific awards The games paylines/rules To navigate among the various screens in the MENU screen, press on the for payable and game features.
	This button can be found in the MENU screen, click this button to view detailed game rules, in a new browser window.
	(in real mode only) This button can be found in the MENU screen, Click on it to view the gameplay history.



This button can be found in the **Menu** screen, this is where **TURBO**, **SOUND** and any other settings can be found.

The **TURBO** mode speeds up the gameplay - the spin time is reduced to a minimum

(available only for specific jurisdictions)