

PLAY N GO GAME RULES

Boat Bonanza

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

Game Rules

BOAT BONANZA is a 5-Reel game with 12-fixed paylines.

Boats can activate above a reel during any spin, if CATCH SYMBOLS (fish or lobster symbols) appear below the same reel their values are collected and added to the player's cash win, total FREE SPINS and or collecting boat's MULTIPLIER where applicable. 2 boats active above the same reel triggers the MEGA CATCH feature, which will collect all CATCH SYMBOLS (fish or lobster symbols) on the reels. MULTIPLIER and extra FREE SPINS CATCH SYMBOLS are only available during FREE SPINS! Maximum Cash Catch Symbol Prize is 1000x Bet Size.

3 or more SCATTER symbols award FREE SPINS! 3 SCATTERS Awards 10 FREE SPINS. 4 SCATTERS Awards 15 FREE SPINS and 5 SCATTERS awards 20 FREE SPINS.

During FREE SPINS, 2 boats are always active above the reels. Each boat begins FREE SPINS with a MULTIPLIER total of x1. Any MULTIPLIER CATCH SYMBOLS caught during FREE SPINS adds their value to the catching boat's MULTIPLIER total. The maximum total MULTIPLIER per boat is x5. If a boat catches any cash CATCH SYMBOLS (fish or lobster symbols with cash prizes on them), the total cash catch win will be MULTIPLIED by the catching boat's MULTIPLIER.

During FREE SPINS, any cash catches made from CATCH SYMBOLS (fish or lobster symbols with cash prizes on them) during the MEGA CATCH will be MULTIPLIED by the sum of both boats MULTIPLIERS. Also, during FREE SPINS any MULTIPLIER CATCH SYMBOLS caught during the MEGA CATCH will add their value to both boats' MULTIPLIER totals. The maximum MULTIPLIER per boat is

x5. Any extra FREE SPINS CATCH SYMBOLS that are caught will increase the player's total FREE SPINS. The maximum number of FREE SPINS achievable is 39!

During FREE SPINS, any cash catches made from CATCH SYMBOLS (fish or lobster symbols with cash prizes on them) will trigger a RESPIN feature where the reels will spin in reverse. During RESPINS, only catches can be made and winlines are disabled for the duration of RESPIN features. RESPINS will then continue until no more cash catches are made where FREE SPINS will resume. RESPINS do not decrease the total number of FREE SPINS! Extra MULTIPLIER and FREE SPINS CATCH SYMBOLS alone will not trigger a RESPIN.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.20%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Fire Joker

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

Game Rules

The reels can set fire at any moment in Fire Joker, a 3-reel game with 5 fixed paylines. A combination of three matching symbols along any payline constitutes as a win.

The devilish Fire Joker is a wild symbol that can appear in any position on all three reels. It substitutes for all normal symbols to help comprise winning combinations.

Trigger the RESPIN OF FIRE feature when stacked symbols show on any two reels with no winning paylines. One free re-spin is then awarded on the third reel! The stacked symbols remain in place during the re-spin. If there would be the possibility of two different reels to re-spin, then the reels that will give you the biggest potential reward will remain in place!

Spin the fiery Wheel of Multipliers when all reel positions are filled with the same symbol, where your total win can bubble up by a random value up to a maximum of x10!

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.15%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current

bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Rise Of Olympus 100

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Rise of Olympus 100 is a cascading game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 3 or more symbols in a row, horizontally or vertically. All rows and columns are active, and symbols can be part of multiple winning combinations.

Winning combinations are removed after being collected, and remaining symbols drop down to possibly form new winning combinations. The wild symbol will appear in the middle symbol location when a winning combination of 3 symbols is removed from the grid. A win multiplier is increased at each new drop.

The Wild symbol substitutes for all symbols. Wild symbols can only be created; appearing in the middle when a winning combination of three symbols is removed. Wild symbols are removed when no other symbols are remaining, to completely clear the grid of symbols.

The Hand of God feature is triggered at random on non-winning spins. Depending on the active God shown on-screen, a unique ability is performed to help create a win. Hades converts one set of symbols into another symbol; Poseidon adds 1 or 2 Wild symbols to the grid; Zeus removes two sets of symbols from the grid. The game opens with a random God, with the order fixed to: Hades – Poseidon – Zeus. The active God changes after each Hand of God activation.

The Wrath of Olympus feature is triggered by completely filling the on-screen meter. The meter is only filled with winning combinations containing God symbols. The Wild symbol can contribute to these combinations. The meter has 3 sections. Following the above rules: combinations of X5 fill

the meter with 3 sections, combinations of X4 fill the meter with 2 sections, and combinations of X3 fill the meter with 1 section.

When the meter is fully charged and no further wins are achieved, one free round is awarded. The win multiplier is reset. A Hand of God power is performed on each symbol drop that does not provide a winning combination, until all three Gods have performed their respective ability (3 in total). The order of powers is always the same: Hades first; Poseidon second; Zeus third. Completely clearing the grid of symbols during this free round triggers Free Spins only; no instant prize awarded.

The active God returns to the God on-screen prior to the Wrath of Olympus feature being triggered.

Before the Free Spins feature begins, choose one of the three Gods. Hades awards 4 initial spins; Poseidon awards 5 initial spins; Zeus awards 8 initial spins. The win multiplier is carried over from the Wrath of Olympus feature, only resetting once the feature is over, and can grow to a maximum of x100. During Free Spins, the chosen Hand of God power is triggered on every non-winning spin. The Wrath of Olympus feature cannot be triggered. Additional spins are awarded via fully charging the meter (same rules). Hades awards 4 additional spins; Poseidon awards 3 additional spins; Zeus awards 2 additional spins. The maximum number of spins is 100.

Completely clearing the grid of symbols (except during the Wrath of Olympus feature) awards an instant prize. The prize awarded is 50x the total bet multiplied by the active win multiplier at the time of clearing the grid.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.20%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected

will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Book of Dead

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. In FREE SPINS only: Special expanding symbols will pay for any winning combination with gaps allowed. The wins pay from left to right, beginning on any reels where a winning combination is possible.

Game Rules

Rich Wilde and the Book of Dead is a 5-Reel game. Up to 10 lines can be activated, lines are numbered and always activated in numerical order (1, 2, 3, 4, etc.).

The Scatter symbol acts as a Wild, and substitutes for all other symbols.

3 or more Scatter symbols trigger Free Spins. An initial 10 free spins are awarded.

Before a free spin sequence begins, an ordinary symbol is randomly chosen to act as a special expanding symbol during the entire free-spin sequence. After prizes for regular winning combinations have been recognized, the special symbol may expand to cover all three positions on its reel. The special symbol will expand only when additional prizes can be awarded along active paylines for winning combinations. Expanded symbols do not need to appear adjacent to each other to result in a winning combination.

3 or more Scatter symbols re-trigger Free Spins. An additional 10 free spins are awarded.

The game also features an optional Gamble round that provides an opportunity to multiply the total prize on any spin in the main game by correctly guessing the colour of a face down card which has a winning probability of 50% (1 in 2 chance) to double your current win total. Or correctly guessing the suit of a face down card which has a winning probability of 25% (1 in 4 chance) to quadruple your current win total. You can play the Gamble bonus round up to five times in succession and up to a limit of 2500 coins. Gamble feature will not impact the overall RTP.

In the SETTINGS window, you can specify the number of lines you wish to activate per round, the number of coins you wish to bet per active line, and the coin denomination used. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.21%

Actions

- *Changing Your Bet*- Open the Settings window to alter the number of lines you wish to activate per round, the number of coins you wish to bet per line, and the desired coin denomination. Click the SETTINGS button or click within a field that displays lines, coins or denomination.
- *Activate Additional Lines*- Click + to increase the number of lines you wish to activate.
- *Deactivate Lines*- Click - to decrease the number of lines you wish to activate.
- *Increase Coins/Line*- Click + to increase the number of coins you wish to bet per active line.
- *Decrease Coins/Line*- Click - to decrease the number of coins you wish to bet per active line.
- *Increase Denomination*- Click + to increase the denomination of each coin.
- *Decrease Denomination*- Click - to decrease the denomination of each coin.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings (i.e. #lines, #coins/line and coin denomination). The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Bet Max*- Bets the maximum number of coins per line (as permitted by game rules and your current balance).
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Honey Rush

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and or diagonally on adjacent reels and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Honey Rush is a cascading game played on a hexagonal grid.

Symbols drop into the grid to create wins. 5 or more adjacently connected symbols in a cluster award a win. Only the highest win in the cluster is paid. Winning symbols are removed. New symbols fall down to fill the gaps. Multiple clusters of the same symbol that are not connected are paid as separate clusters.

All wins contribute to increasing the RUSH METER. When a charge level is complete, the respective feature(s) are added to the queue. If the meter is charged and no further wins are visible, the next feature(s) in the queue are activated. The game round will continue as normal after all effects. The meter is reset at the end of the game round. There are 4 charge levels:

- Level 1 – requires 20 winning symbols. This level activates DRONE COLONY before adding 1 x STICKY WILD to the grid.
- Level 2 – requires 40 winning symbols. This level activates DRONE COLONY before adding 1 x STICKY WILD to the grid.
- Level 3 – requires 80 winning symbols. This level activates DRONE COLONY before adding 1 x STICKY WILD to the grid.
- Level 4 – requires 160 winning symbols. The level activates QUEEN COLONY only.

The COLONY feature is activated either randomly on non-winning spins or via RUSH METER. When activated, the symbol in the direct center of the grid is chosen before being cloned from the center, creating a new winning cluster. The center symbol cannot be a STICKY WILD. There are 3 types of COLONY:

- DRONE – creates a minimum cluster of 7 symbols. Activated via RUSH METER.
- WORKER – creates a minimum cluster 7-15 symbols. Randomly activated on non-winning spins.
- QUEEN – creates a minimum cluster of 20-37 symbols. Activated via RUSH METER.

The STICKY WILD symbol substitutes for all symbols and multiplies all wins. This symbol is only added to the grid via RUSH METER, and always placed on the second ring of symbols from the outside. The available multipliers are: x1, x2, and x3. When forming part of a winning cluster, a STICKY WILD will move once to an empty adjacent position before new symbols fall. The maximum number of STICKY WILD symbols is 3.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the symbols land, the symbols displayed determine your prize according to the payable. Winning combinations are removed and new symbols land to fill the gaps.

The average RTP is 96.50%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

KISS REELS OF ROCK

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

KISS REELS OF ROCK is a 6-reel game with 576 ways to win by default but can be up to 4096 ways when ENCORE FREE SPINS feature activates.

The base game plays out on a 2-3-4-4-3-2 grid.

LOCK AND LOAD may trigger randomly on any regular spin. 2 reels are synchronised and will show the same outcome. Only one of the following reel pairs can be synchronized together: 1 & 6, 2 & 5, or 3 & 4. LOCK AND LOAD and DRIVE ME WILD cannot trigger on the same spin. The game continues as normal after the effect.

DRIVE ME WILD may trigger randomly on any regular spin. A guaranteed X2 WILD symbol is added to the reels, only appears on reels 2, 3, 4, or 5, never covering a SCATTER or a 2 symbol high high-paying symbol. All other WILDS landing during DRIVE ME WILD will also have a X2 Multiplier. WILD multipliers are applied to payway wins and they multiply up to X64. DRIVE ME WILD and LOCK AND LOAD cannot trigger on the same spin. The game continues as normal after the effect.

The SCATTER symbol can land on any reel; 3 or more trigger the FREE SPIN selector. Player can choose from 5 FREE SPIN modes each with a varying number of FREE SPINS and ENCORE FREE SPINS.

- Johannesburg (20 Normal, 1 Encore Free Spins)
- Sydney (16 Normal, 2 Encore Free Spins)
- London (12 Normal, 3 Encore Free Spins)
- Rio de Janeiro (8 Normal, 4 Encore Free Spins)

- Tokyo (4 Normal, 5 Encore Free Spins)

ENCORE FREE SPINS can be triggered by landing 3 or more SCATTERS during the last spin of Normal FREE SPINS. ENCORE FREE SPINS are not guaranteed.

FREE SPINS have reel synchronization on every spin. 2 reels are synchronised and will show the same outcome. Only one of the following reel pairs can be synchronized together: 1 & 6, 2 & 5, or 3 & 4. There are no SCATTERS during FREE SPINS, except for the last spin of FREE SPINS; 3 or more SCATTERS during the last FREE SPIN triggers ENCORE FREE SPINS. FREE SPINS cannot be re-triggered.

ENCORE FREE SPINS play out on an extended 6x4 grid, have reel synchronization on every spin. 2 reels are synchronised and will show the same outcome. Only one of the following reel pairs can be synchronized together: 1 & 6, 2 & 5, or 3 & 4. All WILDS landing during ENCORE FREE SPINS have a X2 multiplier. There are no SCATTERS during ENCORE FREE SPINS. ENCORE FREE SPINS cannot be re-triggered.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the paytable.

The average RTP is 96.20%

Actions

- *Paytable*- Toggles the display of the paytable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Crystal Sun

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

Game Rules

Crystal Sun is a 5-Reel game with 10 paylines.

The game includes 3 different wild symbols to substitute all other symbols, and 2 of these have multipliers of x2 and x3.

The wild symbols land on reels 2, 3 and 4 only, but always expand to the full reel and award a single RE-SPIN. Up to 3 RE-SPINS can be obtained in succession when all 3 reels get an expanding wild on consecutive spins! Multipliers in re-spins combine up to 9x multiplier!

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.60%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.

- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Sweet Alchemy

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Sweet Alchemy is a cascading game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 4 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

Winning symbols contribute to the Sugar Rush Meter. If the Sugar Rush Meter is filled with 6 symbols in a game round, 2 Regular Wilds replace 2 symbols on the grid. These Regular Wilds act as any other symbol to create wins and also contribute to the Sugar Rush Meter.

If the Sugar Rush Meter is filled with 13 symbols in a game round, 2 Striped Wilds replace 2 symbols on the grid – these act as any other symbol to create wins and when they do, they also remove all symbols on the same row or column. All removed symbols including the Striped Wilds contribute to the Sugar Rush Meter. Striped Wilds can be orientated horizontally or vertically and this determines whether a row or column is removed.

If the Sugar Rush Meter is filled with 25 symbols in a game round, 2 Dotted Wilds replace 2 symbols on the grid – these act as any other symbol to create wins and, when they do, they also remove all instances of a randomly chosen symbol, from the grid.

If the Sugar Rush Meter is filled with 38 symbols in a game round the Mix the Elixir Free Round will be triggered when the game round comes to a stop. The Free Round will feature 3 Candy Spells. For

every additional 3 symbols collected in the triggering game round, 1 additional Candy Spell will occur in the Free Round, up to a maximum of 7 Candy Spells.

The Mix the Elixir free round is played on a 9x9 grid. Symbols will drop in and wins/cascades will occur as normal. When no more wins are present, the first Candy Spell will play out. The sequence of cascades will then play out again, before the second Candy Spell occurs. The free round concludes when all Candy Spells have played out.

The Candy Spells consist of: Mixed Candy - The symbols on the grid are shuffled to potentially create new wins. Sweet Surprise - 4-12 wild symbols (of any kind) appear on random positions. Sugar Bombs - 14-19 normal symbols are randomly selected and destroyed.

The aim of the free round is to complete the collection challenge and win along the way. The collection involves collecting a certain number of specific types of symbols. These symbols are collected when they form part of a win. Wilds do not count towards the collection in the free round. There are 3 levels to the collection. Level 1 requires players to collect 16 of a specific low pay symbol and 6 of a specific high pay symbol, and will trigger the Elixir of Power Bonus, at the end of the free round. Level 2 requires players to collect 21 of a specific low pay symbol and 11 of a specific high pay symbol, and will improve the prizes available in the bonus. Level 3 requires players to collect 26 of a specific low pay symbol and 16 of a specific high pay symbol, and will improve the prizes available in the bonus again.

In the Elixir of Power Bonus, players must uncover chocolate squares to reveal magic elixirs until they find 3 that match – doing so will award a prize. The available prizes are dependent on the collection level reached during the free round. The prizes are: LEVEL 1: 2x Total Bet; 3x Total Bet; 5x Total Bet; 2x Total Win; 3x Total Win LEVEL 2: 3x Total Bet; 5x Total Bet; 10x Total Bet; 3x Total Win; 5x Total Win LEVEL 3: 5x Total Bet; 10x Total Bet; 3x Total Win; 5x Total Win; 10x Total Win

If players complete the Free Round collection they will progress along the Map when the bonus concludes. For every 3 levels that players progress on the Map, they will be awarded a treasure chest which contains a cash prize. The cash prize in the Treasure Chest is equivalent to 15% of the player's main game winnings since the previous Chest was opened. The Map can be viewed at any time by clicking the Treasure Chest image on the main game screen.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.52%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current

bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Reactoonz

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Reactoonz is a cascading game played on a 7x7 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 5 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

All wins during a game round contribute to increasing the 5 Quantum Leap charge meters one by one. When a charge meter is fully charged, one of the following quantum feature is added to the queue randomly:

Implosion: Transforms 3 to 6 symbols into wild symbols, while also destroying all adjacent symbols

Alteration: Chooses 1 random one-eyed symbol, and all matching symbols turn into another symbol. In case if there are no one-eyed symbols on the grid, feature can choose any available symbol

Demolition: Destroys all one-eyed symbols and all matching symbols

Incision: Cuts a wild symbol into the centre, and creates two intersecting diagonal lines through the grid. Both lines will show the same random symbol.

When all 5 charge meters are fully charged, the Gargantoon feature is added to the queue. The Gargantoon first adds a 3x3 wild symbol to the grid in a random position. If no more cascades are

possible, it first becomes two 2x2 wild symbols, before finally ending up as nine 1x1 wild symbol. New symbols drop down from the top to fill the grid before each move.

If no more cascades are possible, the Quantum features in the queue are triggered. The game round continues normally, allowing the charge meters to charge up for more effects, possibly creating additional wins! Charge meters reset only at the end of the game round, if there are no more winning combinations present.

On any initial non-winning spin, there is a chance for the Gargantoon to drop 4 to 8 wild symbols onto the grid.

4 matching normal symbols adjacent to each other in a square shape automatically form Giantoonz. Wins are doubled in any winning combinations if one or more Giantoonz are part of it.

One random one-eyed symbol type is marked as fluctuating symbol in each spin. If any of the marked symbols are part of a winning combination, they leave 2 wild symbols behind. Wilds substitute for all normal symbols!

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.51%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Rise of Merlin

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. In FREE SPINS only: Special expanding symbols will pay for any winning combination with gaps allowed. The wins pay from left to right, beginning on any reels where a winning combination is possible.

Game Rules

Rise of Merlin is a 5-Reel game. Up to 10 lines can be activated, lines are numbered and always activated in numerical order (1, 2, 3, 4, etc.).

The Scatter symbol acts as a Wild, and substitutes for all other symbols.

3 or more Scatter symbols trigger Free Spins. An initial 8 free spins are awarded.

1 regular symbol (except Scatter) is chosen at random to become a special Expanding Symbol in Free Spins. When enough of the respective symbol lands, they expand to cover all reel positions. These symbols do not need to appear adjacent to result in extra wins.

3 or more Scatter symbols re-trigger Free Spins. An additional 8 free spins are awarded. An additional special Expanding Symbol is chosen at random.

The game also features an optional Gamble round that provides an opportunity to multiply the total prize on any spin in the main game by correctly guessing the colour of a face down card which has a winning probability of 50% (1 in 2 chance) to double your current win total. Or correctly guessing the suit of a face down card which has a winning probability of 25% (1 in 4 chance) to quadruple your current win total. The Gamble round can be played up to five times in a row. Gamble feature will not impact the overall RTP.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.58%

Actions

- *Changing Your Bet*- Open the Settings window to alter the number of lines you wish to activate per round, the number of coins you wish to bet per line, and the desired coin denomination. Click the SETTINGS button or click within a field that displays lines, coins or denomination.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

King's Mask

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

King's Mask is a 5-Reel game with 20-Fixed paylines.

The Wild symbol can appear on any Reel. The Wild substitutes for all symbols except Scatter. If at least one Wild forms a part of a winning combination, the win amount will be multiplied by X2.

3 or more Scatter symbols award Free Spins. At the start of Free Spins, there is a selection screen. One option must be selected. The options are: 15 Free Spins with a X3 Win Multiplier; 10 Free Spins with a X5 Win Multiplier; 5 Free Spins with a X10 Win Multiplier.

During Free Spins, additional Free Spins can be re-triggered by landing 3 or more Scatters. The initial number of Free Spins selected will be rewarded on each re-trigger. All Free Spin options are capped at 300 Free Spins.

Each win in the Free Spins will be multiplied by the Win Multiplier active. If at least one Wild forms a part of a winning combination, then both the Wild and the Win Multiplier will multiply the win by their associated values.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.28%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Gemix

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Gemix is a cascading game played on a 7x7 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 5 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

All wins during a game round contribute to increasing a crystal charge meter. When the crystal charge meter is fully charged and there are no more cascades, the crystal charge effect is activated, triggering one of the following effects:

- **Chain Lightning:** Two, opposite to each other, corner symbols shoot out an electrical arc hitting symbols. These symbols are transformed into one of the corner symbols.
- **Light Beam:** Light rays shoot out vertically and horizontally from a symbol on the grid. All symbols in the affected column and row are transformed to other symbols.
- **Crystal Warp:** A symbol is selected on the grid. The selected symbol and all matching symbols are warped to other symbols.

- **Nova Blast:** A symbol is selected on the grid and explodes. Adjacent symbols are removed from the game in this huge explosion. The explosion then retracts and creates a core of symbols. This core consists of the same symbol.

The game continues normally after the effect, allowing the crystal charge meter to charge up for more effects, possibly creating additional wins!

The game can become Super Charged. When the crystal charge meter is fully charged it is possible to super charge the game by winning on additional symbols. If you manage to win on enough symbols and fully super charge the crystal charge meter before there are no more cascades, your already achieved wins as well as all additional wins following the effect during that game round are multiplied by 3! Super Charge can only be triggered once per game round.

Gemix includes different worlds. Each world is assigned three different patterns. The currently active pattern is indicated on the screen. To clear a pattern you have to achieve wins on the indicated grid positions. Clearing a pattern activates the next pattern for the current world. If you clear three patterns in a world, you reach the next world and you are awarded the World Bonus. The World Bonus is increased with any win during a game round.

Each world has a unique wild symbol that can appear on non-winning game rounds. These wild symbols substitute for any other symbol to help comprise winning combinations. These wild symbols are removed if part of a winning combination.

- **Miner's world:** Wild symbols drop down from the top and land on different positions in the grid, replacing the regular symbols. Up to 10 wild symbols can appear.
- **Princess' world:** An edge symbol is picked to act as a starting point. The symbol is turned into a wild symbol. The wild symbol then spreads to adjacent symbols until it reaches one of the edge symbols of the grid.
- **Wizard's world:** Up to 8 sticky wilds can appear in different positions on the grid. The sticky wild symbols do not drop down when symbols below are removed and are also not removed when part of any winning combination. Sticky wilds stay for one game round or until Crystal Charge is triggered.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.83%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current

bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Perfect Gems

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

Perfect Gems is a 6-vertical-reel and 1-horizontal-reel cascading game with up to 21,609 ways to win!

First and sixth vertical reels are fixed to 3 symbols, but the vertical reels between - second to fifth - can have up to 7 symbols with help from the horizontal reel feature.

The second to fifth vertical reels can dynamically change! If the symbol on a vertical reel matches the symbol on the horizontal reel above, it splits into 2 symbols, increasing the Payways. Wild symbols appear only on the horizontal reel splitting all symbols into 2, except Perfect Scatters and Spin Scatters.

Perfect Gems features a win multiplier, starting at x1 in the main game. Its value is unlimited but is reset with each new spin. Each cascade raises the multiplier by 1.

3 Perfect Scatters activate PERFECT SPINS with 9 Free Spins. Any additional Perfect Scatters on the triggering spin increases the number of Free Spins by 6, up to a maximum of 27 Free Spins!

During PERFECT SPINS, each Spin Scatter awards an additional 2 Free Spins. The number of obtainable Free Spins is unlimited!

When the PERFECT SPINS is triggered, the current win multiplier is carried over to the Free Spins and is never reset during the Feature. The win multiplier is unlimited!

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the symbols land, the symbols displayed determine your prize according to the payable. Winning combinations are removed and new symbols land to fill the gaps.

The average RTP is 96.50%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Legacy of Dead

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. In FREE SPINS only: Special expanding symbols will pay for any winning combination with gaps allowed. The wins pay from left to right, beginning on any reels where a winning combination is possible.

Game Rules

Legacy of Dead is a 5-Reel game. Up to 10 lines can be activated, lines are numbered and always activated in numerical order (1, 2, 3, 4, etc.).

The Scatter symbol acts as a Wild, and substitutes for all other symbols.

3 or more Scatter symbols trigger Free Spins. An initial 8 free spins are awarded.

1 regular symbol (except Scatter) is chosen at random to become a special Expanding Symbol in Free Spins. When enough of the respective symbol lands, they expand to cover all reel positions. These symbols do not need to appear adjacent to result in extra wins.

3 or more Scatter symbols re-trigger Free Spins. An additional 8 free spins are awarded. An additional special Expanding Symbol is chosen at random.

The game also features an optional Gamble round that provides an opportunity to multiply the total prize on any spin in the main game by correctly guessing the colour of a face down card which has a

winning probability of 50% (1 in 2 chance) to double your current win total. Or correctly guessing the suit of a face down card which has a winning probability of 25% (1 in 4 chance) to quadruple your current win total. You can play the Gamble bonus round up to five times in succession and up to a limit of 2500 coins. Gamble feature will not impact the overall RTP.

In the SETTINGS window, you can specify the number of lines you wish to activate per round, the number of coins you wish to bet per active line, and the coin denomination used. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.58%

Actions

- *Changing Your Bet*- Open the Settings window to alter the number of lines you wish to activate per round, the number of coins you wish to bet per line, and the desired coin denomination. Click the SETTINGS button or click within a field that displays lines, coins or denomination.
- *Activate Additional Lines*- Click + to increase the number of lines you wish to activate.
- *Deactivate Lines*- Click - to decrease the number of lines you wish to activate.
- *Increase Coins/Line*- Click + to increase the number of coins you wish to bet per active line.
- *Decrease Coins/Line*- Click - to decrease the number of coins you wish to bet per active line.
- *Increase Denomination*- Click + to increase the denomination of each coin.
- *Decrease Denomination*- Click - to decrease the denomination of each coin.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings (i.e. #lines, #coins/line and coin denomination). The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Legacy of Egypt

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

Legacy of Egypt is a 5-Reel game with 30 fixed paylines.

The game includes a wild symbol (the Scarab) and a free-spin scatter symbol (the Pyramid). The wild symbol substitutes for any other reel symbol except the scatter symbols to help comprise winning combinations.

Three or more Scatter symbols anywhere on the reels will trigger the Wheel of the Gods – a spinning wheel which determines how many Free Spins are awarded. Players can initially win 3, 4, 5, 6, 7, 8, 9, 10, 15 or 20 Free Spins. At the start of each free spin a multiplier is awarded randomly and can be: 2x, 3x, 5x, 8x, or 10x.

Two or more Wild Scatter Symbols during a Free Spin will award Pyramid Spins – Free Spins within the Free Spin round, which retain the multiplier from the triggering spin. The amount of Pyramid Spins awarded is determined by the Wheel of the Gods and can be 3, 4, 5, 6, 7 or 8. Pyramid Spins can be triggered from within Pyramid Spins.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.50%

Actions

- *Paytable*- Toggles the display of the paytable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Moon Princess

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Moon Princess is a cascading game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 3 or more symbols in a row, horizontally or vertically. All rows and columns are active and symbols can be part of multiple winning combinations.

Winning combinations are removed after being collected, and remaining symbols drop down to possibly form new winning combinations. The wild symbol will appear in the middle symbol location when a winning combination of 3 symbols is removed from the grid. A win multiplier is increased at each new drop.

Moon Princess includes a wild symbol (the Moon), three princess symbols (Love, Star, Storm) and an assortment of mystical items in a colourful and beautiful world. The wild symbol substitutes for any other symbol to help comprise winning combinations. When wild symbols are the only symbol remaining on the grid, they are removed, helping you to trigger free spins!

The Girl Power feature has a chance to be triggered on non-winning game rounds. Depending on which active princess is showing on the right-hand side of the screen, a different unique ability is performed. All Girl Powers assist in creating potential winning combinations. In total, there are three Girl Power abilities – one for each princess. They are as follows:

Love: One set of symbols is chosen and transformed into another symbol.

Star: One or two wild symbols will be added to the grid.

Storm: Two sets of symbols are destroyed and removed from the grid.

The Princess Trinity feature is triggered when the on-screen meter is filled completely. This meter is only filled up using winning combinations of the princess symbols. The wild symbol can be used as part of these combinations. All other combinations do not contribute.

The meter has 3 sections. Following the above rules; a five-of-a-kind combination fills up the meter with 3 sections, a four-of-a-kind combination fills up the meter with 2 sections, and a three-of-a-kind combination fills up the meter with 1 section.

Once the meter is full, and there are no further wins, one free round is awarded to the player. The drop multiplier is reset. In the Princess Trinity feature, the Love, Star and Storm Girl Power's take turns in triggering, to create more chances of winning. This order is the same each time the Princess Trinity feature is triggered. When there are no further wins after each drop, a Girl Power will be performed and the game will continue as normal until there are no further wins. This sequence is repeated until the end of the game round and all Girl Power abilities have been performed. All wins are calculated and returned to the player before the next game round starts.

The active princess then changes back to the princess on-screen prior to the Princess Trinity feature being triggered.

Clearing the whole grid of symbols will trigger the free spins feature. Choose one of three free spins options available. Choosing the Love princess awards 4 initial free spins; choosing the Star princess awards 5 initial free spins; choosing the Storm girl awards 8 initial free spins. The selected princess's Girl Power will then be active for the duration of free spins, triggering on every non-winning spin to further help creating potential winning opportunities! The drop multiplier is not reset between game rounds for the duration of the free spin feature, and can grow up to a maximum of x20!

The free spins feature can be extended by fully charging up the on-screen meter, with the same rules as described previously. The Love princess awards 4 additional free spins; the Star princess awards 3 additional free spins; the Storm princess awards 2 additional free spins. The maximum number of free spins is 20. The Princess Trinity feature is not active during free spins. If the grid is cleared during free spins, you win an instant prize of 100x your total bet!

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.50%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.

- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Reactoonz 2

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Reactoonz 2 is a cascading game played on a 7x7 grid.

Wins are achieved by getting 5 or more symbols in clusters. These are removed and new symbols fill up the grid. Cascades continue until no more wins can be created.

A random one-eyed symbol type fluctuates on each new round. If fluctuating symbols form a winning cluster, a single ELECTRIC WILD is created randomly on any spot of the removed symbols. Furthermore, FLUCTOMETER collects all the removed fluctuating symbols and creates 1, 2 or 3 ELECTRIC WILDS randomly when full, after all wins and cascades play out.

All non-WILD, one-eyed and two-eyed symbols removed by an ELECTRIC WILD through wins or WILD PAIR EXPLOSION are counted as charges to the QUANTUMETER.

QUANTUMETER has 4 charge levels and holds up to 135 charges. Level 1 requires 55 charges, level 2 requires 85, level 3 requires 110 and level 4 requires 135. Level 3 is the fully charged state of QUANTUMETER and level 4 is its overcharged state. QUANTUMETER continues to charge after releasing an ENERGOON, but releasing GARGANTOON disables it.

If the QUANTUMETER does not reach level 3, it unleashes ENERGOON WILDS to the grid. Level 2 unleashes a single 2x2 ENERGOON WILD, at a cost of 30 charges. Level 1 unleashes 4 symbols of 1x1 ENERGOON WILDS, at a cost of 55 charges.

If the QUANTUMETER is at level 3 or above, it unleashes GARGANTOON WILDS to the grid. Level 4 adds a x2 multiplier for all wins including GARGANTOON WILDS, but only a single x2 multiplier is used for each winning cluster. Level 3 unleashes a single 3x3 GARGANTOON WILD. After 3x3

GARGANTOON triggers a cascade, it is replaced by two 2x2 GARGANTOON WILDS. After 2x2 GARGANTOON triggers a cascade, it is replaced by nine 1x1 GARGANTOON WILDS.

WILD PAIR EXPLOSION activates if there are 2 or more ELECTRIC WILDS remaining on the grid, after all wins are counted and any FLUCTOMETER and QUANTUMETER effects are played. 2 ELECTRIC WILDS are randomly selected, always preferring those that are horizontally or vertically adjacent. A pair of adjacent ELECTRIC WILDS will remove all other symbols, except for other WILDS. A non-adjacent pair of ELECTRIC WILDS will remove any one-eyed and two-eyed symbols between the pair of WILDS.

UNCHARGED WILDS can cascade onto the grid at any time. These do not take part in any wins but can be charged by adjacent winning clusters or WILD PAIR EXPLOSION. Once charged, they become ELECTRIC WILDS.

Order of Priority after all the winning clusters are counted, and the cascades are done: FLUCTOMETER, then QUANTUMETER, then WILD PAIR EXPLOSION.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.20%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Rise of Olympus

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Rise of Olympus is a cascading game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 3 or more symbols in a row, horizontally or vertically. All rows and columns are active, and symbols can be part of multiple winning combinations.

Winning combinations are removed after being collected, and remaining symbols drop down to possibly form new winning combinations. The wild symbol will appear in the middle symbol location when a winning combination of 3 symbols is removed from the grid. A win multiplier is increased at each new drop.

Rise of Olympus includes a wild symbol (the Coin), three accompanying feature symbols (Helmet, Trident, and Bolt), and the faces of Zeus, Poseidon, and Hades; where forming any combination of the three symbols pay. The wild symbol substitutes for any other symbol to help comprise winning combinations. When the wild symbols are the only symbol remaining on the grid, they are removed, helping you trigger free spins!

The Hand of God feature has a chance to be triggered on non-winning spins. Depending on which active God is showing on the right-hand side of the screen, a different unique ability is performed. The Hand of God assists in creating potential winning combinations. In total, there are three Hand of God abilities – one for each God. They are as follows:

Hades: One set of symbols is chosen and transformed into another symbol.

Poseidon: One or two wild symbols will be added to the grid.

Zeus: Two sets of symbols are destroyed and removed from the grid.

The Wrath of Olympus feature is triggered when the on-screen meter is filled completely. This meter is only filled up using winning combinations of the God symbols. The wild symbol can be used as part of these combinations. All other combinations do not contribute.

The meter has 3 sections. Following the above rules; a five-of-a-kind combination fills up the meter with 3 sections, a four-of-a-kind combination fills up the meter with 2 sections, and a three-of-a-kind combination fills up the meter with 1 section.

Once the meter is full, and there are no further wins, one free round is awarded. The drop multiplier is reset. In the Wrath of Olympus feature, consecutive Hand of God features play after one another by their associated God. This order is the same each time the Wrath of Olympus feature is triggered. When there are no further wins after each drop, a God will perform its feature and the game will continue as normal until there are no further wins. This sequence is repeated until the end of the game and all Hand of God features have been performed. All wins are calculated and returned before the next game round starts.

The active God then changes back to the God on-screen prior to the Wrath of Olympus feature being triggered.

Clearing the whole grid from symbols will trigger the free spins feature. Choose one of the 3 free spins options available. Choosing Hades awards 4 initial free spins; choosing Poseidon awards 5 initial free spins; choosing Zeus awards 8 initial free spins. The associated Hand of God feature will then be active for the duration of the Free Spins, triggering on every non-winning free spin to further help create potential winning opportunities! The drop multiplier is not reset between game rounds for the duration of the free spin feature and can grow up to a maximum of x20!

The free spins feature can be extended by fully charging up the on-screen meter, with the same rules as described previously. Hades awards 4 additional free spins; Poseidon awards 3 additional free spins; Zeus awards 2 additional free spins. The maximum number of free spins is 20. The Wrath of Olympus is not active during free spins. If the grid is cleared during a free spin, you win an instant prize of 100x your total bet!

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.50%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current

bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Super Flip

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

Super Flip is a 5-Reel game. Up to 20 lines can be activated, lines are numbered and always activated in numerical order (1, 2, 3, 4, etc.).

Super Flip includes a wild symbol (“WILD”) and a scatter symbol (“SUPER FLIP”). The wild symbol substitutes for any other reel symbol except the scatter symbol, to help comprise winning combinations.

Three or more SUPER FLIP scatter symbols on the reels trigger the free spins feature. During the free spins, the reels are flipped, putting the last reel first and the first reel last for an increased chance to win big! The free spins feature can be re-triggered up to a total of 90 spins by getting three or more SUPER FLIP scatter symbols on the reels at the same time during the feature. 15 additional spins are awarded each time the feature is re-triggered.

A near-win respin on the middle reel is triggered whenever you receive a full stack of any symbol on the first reel and a full stack of the same symbol (including wilds) on the second reel but no win is achieved on any of the active paylines or scatter symbols. The other reels are locked in place during the respin. The free spin feature can be triggered by the respin feature.

The game also features an optional Gamble round that provides an opportunity to multiply the total prize on any spin in the main game by correctly guessing the colour of a face down card which has a winning probability of 50% (1 in 2 chance) to double your current win total. Or correctly guessing the suit of a face down card which has a winning probability of 25% (1 in 4 chance) to quadruple

your current win total. You can play the Gamble bonus round up to five times in succession and up to a limit of 2500 coins. Gamble feature will not impact the overall RTP.

All symbols can appear on all reels during the main game, during the free spin feature and during the near-win respin feature.

All winnings from Features, Bonus games and/or Scatters are added to payline wins.

In the SETTINGS window, you can specify the number of lines you wish to activate per round, the number of coins you wish to bet per active line, and the coin denomination used. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.52%

Actions

- *Changing Your Bet*- Open the Settings window to alter the number of lines you wish to activate per round, the number of coins you wish to bet per line, and the desired coin denomination. Click the SETTINGS button or click within a field that displays lines, coins or denomination.
- *Activate Additional Lines*- Click + to increase the number of lines you wish to activate.
- *Deactivate Lines*- Click - to decrease the number of lines you wish to activate.
- *Increase Coins/Line*- Click + to increase the number of coins you wish to bet per active line.
- *Decrease Coins/Line*- Click - to decrease the number of coins you wish to bet per active line.
- *Increase Denomination*- Click + to increase the denomination of each coin.
- *Decrease Denomination*- Click - to decrease the denomination of each coin.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings (i.e. #lines, #coins/line and coin denomination). The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Bet Max*- Bets the maximum number of coins per line (as permitted by game rules and your current balance).
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.

- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Tome of Madness

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Rich Wilde and the Tome of Madness is a cascading game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 4 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed, and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

Eye Marks can appear in random positions. Open an eye by forming a win in the Eye Mark's location. 2 SPECIAL WILDS will be added to the grid when no further wins are achieved.

Winning charges the Portal. After winning on 7 symbols, 2 SPECIAL WILDS are added to the grid. After winning on 14 symbols, 2 SPECIAL WILDS are added to the grid. If a win is achieved with a SPECIAL WILD, the ABYSS Portal Effect is triggered. After winning on 27 symbols, 2 SPECIAL WILDS are added to the grid. If a win is achieved with a SPECIAL WILD, the VOID Portal Effect is triggered. The game continues as normal after the effects. If a second (and/or third) charge effect is earned before the first (and/or second) charge effect can be played, then only the latter charge effect will be awarded.

ABYSS removes a row or column from the winning SPECIAL WILD symbol. The symbols removed will contribute further to charging the Portal. If ABYSS removes another SPECIAL WILD, the removal will also be initiated from that symbol.

VOID chooses 1 regular symbol at random and removes all matching symbols from the grid.

The OTHER WORLD FREE ROUND is triggered after winning on 42 symbols. You are awarded 1 free round with 3 random Portal Effects. If the Portal is over-charged, an additional Portal Effect is added for every 3 additional winning symbols collected – up to a maximum of 7 Portal Effects.

During the OTHER WORLD FREE ROUND, a Portal Effect will be triggered when there no further wins are achieved.

The Portal Effects are:

1. SPECIAL WILDS: 4 SPECIAL WILDS added to the grid.
2. ABYSS: 4 SPECIAL WILDS added to the grid. If a win is achieved with any SPECIAL WILD, the ABYSS Portal Effect is triggered.
3. VOID: 4 SPECIAL WILDS added to the grid. If a win is achieved with any SPECIAL WILD, the VOID Portal Effect is triggered.

11 or 12 Eye Marks are visible in the OTHER WORLD FREE ROUND. Open an eye by forming a win in the eye's location. If all eyes have been opened, the MEGA WILD Cthulhu symbol is added to the grid and moves down with each cascade before disappearing. Cascades continue until no more wins are achieved.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the payable.

The average RTP is 96.59%

Actions

- *Changing Your Bet*- Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Tomb of Gold

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

Tomb of Gold is a 6-reel video slot, with 4-rows (maximum of 5 rows), with a maximum of 4096 payways.

Land 6 COIN SCATTERS to trigger the LOCK'N GOLD feature. If only 4 or 5 COIN SCATTERS land, the reels with no COIN SCATTERS on will RE-SPIN. COIN SCATTERS will move up and unlock the top row. The reels will be cleared of all symbols and then the reels will spin, 3 initial RE-SPINS are awarded. Only COIN SCATTERS can land during this feature. COIN SCATTERS will land with the back face shown. Landing one or more COIN SCATTERS will reset the RE-SPINS counter to 3, the maximum amount of RE-SPINS is 30. After the feature is finished, the COIN SCATTERS will flip to reveal any of the following multipliers: x1, x2, x3, x5, x10, x20, x30, x100. The multipliers are added up from each COIN SCATTER and multiplied by the bet. The LOCK'N GOLD feature ends when the RE-SPINS are over or the entire grid is filled with COIN SCATTERS.

Landing 3 SPHINX SCATTERS will trigger the FREE SPINS. If 4+ SPHINX SCATTERS land, an instant prize will be awarded as well as FREE SPINS, the instant prize x bet values are: Land 4 SPHINX SCATTERS: x5. Land 5 SPHINX SCATTERS : x10 and land 6 SPHINX SCATTERS: x20. Before FREE SPINS commence, a wheel will pop up that will determine the amount of FREE SPINS and starting MULTIPLIER that the player will be awarded. The Wheel will have the following values: FREE SPINS: 10, 15, 20, 25, 30. MULTIPLIER: x1, x2, x3, x4, x5. During FREE SPINS, landing a SPHINX SCATTER will increase the FREE SPINS by +1 and each WILD that lands will increase the MULTIPLIER by +1. The maximum amount of FREE SPINS that can be achieved is 65.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. There are 4096 fixed pay ways. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.29%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

The Sword and the Grail

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

Game Rules

The Sword and The Grail is a 5-Reel Video Slot with 20-fixed paylines. The Sword can land on ANY reel; 3 or more triggers the Free Spins. The Grail is Wild and can land on ANY reel; this symbol substitutes for all other symbols except Sword.

The Grail can appear as a Multiplier Wild on ANY spin. The values of the multiplier are: 2, 5, 10, and 100. If the Grail substitutes another symbol as a Multiplier Wild, then it will multiply the win by the associated multiplier value.

Landing 3 or more Swords on a single spin will trigger the progressive Free Spins feature. Any additional Swords landing during the Free Spins are collected to help you advance through the four Free Spin stages. Triggering the Free Spins feature with 3, 4, or 5 Swords will start the Free Spins collection at 3, 4, or 5 respectively.

Triggering the Free Spins feature initially awards 5 Free Spins with every Grail as a Multiplier Wild set at a value of X2.

To advance to the second stage, you must collect 6 Swords (including the Swords that triggered the Free Spins) during the first stage. Advancing to the second stage awards an additional 5 Free Spins with every Grail as a Multiplier Wild set at a value of X5.

To advance to the third stage, you must collect 11 Swords (including the Swords that triggered the Free Spins) during the first and second stage. Advancing to the third stage awards an additional 5 Free Spins with every Grail as a Multiplier Wild set at a value of X10.

To advance to the final stage, you must collect 18 Swords (including the Swords that triggered the Free Spins) during the first, second, and third stage. Advancing to the final stage awards an additional 5 Free Spins with every Grail as a Multiplier Wild set at a value of X100! Swords do not appear in the final stage.

Each Free Spin stage will commence after the previous Free Spin stage concludes.

The average RTP is 96.53%

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the paytable.

Actions

- *Paytable*- Toggles the display of the paytable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Beasts of Fire

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

Beasts of Fire is a 5-reel video slot game with 576 ways to win by default but can be up to 12348 ways when Meteor RE-SPIN feature activates.

WILD symbol substitutes for all symbols except SCATTER and meteor. WILD appears on reels 2, 3 and 4 only. High-paying symbols and low-paying symbols can appear as stacks.

Charging Buffaloes is triggered randomly on ANY spin during the base game. Charging Buffaloes increases the number of Buffalo symbols that land during that spin.

Meteor symbol can land on ANY spin, awarding a RE-SPIN feature. The reel height expands by 1 with an increased chance of triggering the Charging Buffaloes feature. During the RE-SPIN, every time another meteor symbol lands, it awards another RE-SPIN, and the reel height expands again by 1. Reel height can be expanded up to a maximum of 3 times. Meteor symbol is removed when the maximum reel height is reached. FREE SPINS cannot be triggered inside the RE-SPIN feature as the SCATTERS are not available during the event. After the win is evaluated, the game round ends, and the new round starts with default reel height.

3 SCATTERS on reels 2, 3 and 4 trigger the Burnin' Power FREE SPINS with 10 initial FREE SPINS. During FREE SPINS, no Buffalo symbols appear on the reels, as they all turn into Fire Beast symbols. Meteor symbol can land during FREE SPINS, awarding a RE-SPIN. During the RE-SPIN, the reel height expands by 1, up to a maximum of 3 times. The expanded reel height remains throughout the FREE SPIN session. Meteor symbol is removed when maximum reel height is reached. Charging Buffaloes feature is not available during FREE SPINS.

Landing 3 SCATTERS during FREE SPINS retriggers with 10 additional FREE SPINS. After the FREE SPINS win is evaluated, the FREE SPINS end, and the new round starts with default reel height.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.24%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Colt Lightning Firestorm

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the paytable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

COLT LIGHTNING FIRESTORM is a 5-reel game with 1024 payways by default, with up to 3125 payways during FIRE FREE SPINS.

WILD symbol substitutes for all symbols except SCATTERS (FIRESTORM SCATTER and FIRE BALL SCATTER) and HORSESHOE. WILD symbols appear on reels 2, 3 and 4 only.

HORSESHOE symbol appears only on reel 3 and can land on any spin. When the HORSESHOE symbol lands, it triggers the LIGHTNING BLAZE. During the LIGHTNING BLAZE, 3 to 20 FIRE FRAMES randomly appear on the reels. Symbols within the FIRE FRAMES transform into one type of animal symbol.

3 FIRESTORM SCATTERS on reels 2, 3, and 4 trigger the FIRESTORM FEATURE. The FIRESTORM FEATURE consists of FORTUNE STRIKE and FIRE FREE SPINS, both of which will be triggered during the FIRESTORM FEATURE.

FORTUNE STRIKE offers an instant prize of either 5X, 10X, 30X, 40X, 50X, 100X, and 200X of the total bet.

FIRE FREE SPINS awards 8 initial FREE SPINS and increases the size of the grid by expanding the reel vertically by 1. During FIRE FREE SPINS, no COLT symbols appear on the reels, as they have all transformed into FIRE COLT symbols that pay double. HORSESHOE symbol can land during FIRE FREE SPINS, triggering the LIGHTNING BLAZE feature. During the LIGHTNING BLAZE, 1 to 4 FIRE FRAMES appear randomly on the reels and stick for the entire FREE SPINS session. At the end of the FIRE FREE SPINS, all FIRE FRAMES on the reels will transform into one type of animal symbol.

Each FIRE BALL SCATTER that lands during the FIRE FREE SPINS awards +1 extra FREE SPIN, up to a maximum of 46 FREE SPINS.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. There are 1024 fixed pay ways. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.20%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Rich Wilde and the Tome of Insanity

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Game and/or Scatters (if applicable) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature - unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

RICH WILDE AND THE TOME OF INSANITY is a 5x5 cascading game.

Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 4 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed, and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

WILDS substitute for all symbols. BOOK WILD: May trigger portal effects. MULTIPLIER WILD: May bring 2x, 3x, 4x, 5x multipliers in Base Game. May bring 2x, 3x, 5x, 10x multipliers in Bonus Game. When more than one MULTIPLIER WILD is present in a winning cluster only the highest multiplier is applied. MULTIPLIER WILD and multiplier YOG-SOTHOTH WILD values are multiplied. YOG-SOTHOTH WILD: A 2x2 WILD that walks 3 times on the grid.

ALL-SEEING EYES: An ALL SEEING EYE may be created in the base game, while DAMNATION FREE SPIN offers 12 normal and 6 special Eyes. In the base game, opening an ALL SEEING EYE by forming a win on its location awards 2-4 BOOK WILDS. These are added when no more wins are formed. During DAMNATION FREE SPIN, opening every ALL SEEING EYE summons the YOG-SOTHOTH WILD, while additionally opening 4, 5, 6 ALL SEEING MULTIPLIER EYE applies 2x, 3x, 4x multipliers to it.

PORTAL: All winning symbols charge the Portal. 8 charges award 2-4 BOOK WILDS. 16 charges award 2-4 BOOK WILDS. Winning with these triggers HARVEST. HARVEST aims for symbols spots 2 symbols away in all diagonal directions and all spots 3 symbols away in all horizontal and vertical directions, and destroys symbols in these spots, if possible. 30 charges award 2-4 BOOK WILDS. Winning with these triggers ABOMINATION. ABOMINATION upgrades a gem to a ritual item. 48 charges award the DAMNATION FREE SPIN.

DAMNATION FREE SPIN: After the 48 charges are reached, a DAMNATION FREE SPIN will be guaranteed with 3 Portal features, but the Portal can be overcharged to get an extra Portal feature for every 4 additional winning symbols, up to a maximum of 7. 1 random Portal feature is triggered when no wins are achieved after a cascade, until all are used up. The DAMNATION FREE SPIN concludes when all Portal Effects have been played out.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the symbols land, the symbols displayed determine your prize according to the payable. Winning combinations are removed and new symbols land to fill the gaps.

The average RTP is 96.20%

Actions

- *Changing Your Bet-* Click any of the five bet buttons to select a bet or use the plus or minus buttons to increase or decrease the bet by one step.
- *Paytable-* Toggles the display of the payable.
- *Auto Play-* Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin-* Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Start / Spacebar-* Starts the game round with the currently selected bet. Press Spin to begin.
- *Fast Play-* Toggle on for a significantly faster gameplay.
- *Auto adjust bet-* Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Return of The Green Knight

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

Return of The Green Knight is a 5-reel slot game with 20 fixed paylines.

The Wild Multiplier can apply to all Wilds that land in any spin. The values of the Wild Multiplier are: x2, x5, x10, x25, and x100. If the Wild substitutes another symbol with an active Wild Multiplier, then it will multiply the win by the value displayed on the Wild and Wild Multiplier display at the top of the reels. Wild wins with Multiplier are not cumulative on the same payline.

3 or more Scatters will award 5 Free Spins, plus respective Scatter payout as detailed in the payable. All Wilds that land will have the Wild Multiplier applied. The Wild Multiplier will increase with each spin. The Wild Multiplier will increase with each spin starting from x2. The available Multipliers are x2, x5, x10, x25 and x100.

2 or more Scatters in Free Spins will award 5 Shield Spins, plus respective Scatter payout as detailed in the payable. In Shield Spins the Wild Multiplier value is locked-in on the triggering Free Spins' number for the duration of Shield Spins. All Wilds that land during Shield Spins are held in place for the duration of Shield Spins, with their Wild Multiplier applied. Scatters do not land in Shield Spins, and Shield Spins cannot be triggered again within Shield Spins. After Shield Spins finishes, Free Spins will continue, unless there are no further Free Spins remaining.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.28%

Actions

- *Paytable*- Toggles the display of the paytable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Banquet of Dead

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the paytable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. In FREE SPINS only: Special expanding symbols will pay for any winning combination with gaps allowed. The wins pay from left to right, beginning on any reels where a winning combination is possible.

Game Rules

BANQUET OF DEAD is a 5-reel, 3-row game with 10 paylines.

The SCATTER symbol acts as a WILD and substitutes for all other symbols (except for the special Expanding Symbol). Three or more SCATTER symbols on any reel trigger a Free-Spin feature with an initial 7 FREE SPINS awarded.

During Free-Spins, 3 or more SCATTER symbols will re-trigger FREE SPINS where an additional 3 FREE SPINS are awarded. The maximum number of Free Spins achievable is 25.

Before FREE SPINS begins, a regular paying symbol (not including SCATTER) is randomly chosen to act as a special expanding symbol during FREE SPINS. After prizes for regular winning combinations have been awarded, the special symbol may expand to cover all three positions on its reel. The special symbol will expand only when additional prizes can be awarded along active paylines for winning combinations. Expanded symbols can appear anywhere on the reels with gaps to create a winning combination.

After each spin where special symbols were expanded, the current lowest valued Low-Paying symbol will be removed from the game starting from the next spin until the end FREE SPINS. The Low-Paying symbols are in order of value: 10, J, Q, K, A. If the removed symbol was the Special symbol, then a new special symbol will be randomly selected from the remaining non-Scatter symbols.

The game also features an optional Gamble round that provides an opportunity to multiply the total prize on any spin in the main game by correctly guessing the colour of a face down card which has a winning probability of 50% (1 in 2 chance) to double your current win total. Or correctly guessing

the suit of a face down card which has a winning probability of 25% (1 in 4 chance) to quadruple your current win total. You can play the Gamble bonus round up to five times in succession and up to a limit of 2500 coins. Gamble feature will not impact the overall RTP.

The average RTP is 96.20%

You can specify the number of coins you wish to bet per line, and the coin denomination used. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

Actions

- *Changing Your Bet*- Open the Settings window to alter the number of lines you wish to activate per round, the number of coins you wish to bet per line, and the desired coin denomination. Click the SETTINGS button or click within a field that displays lines, coins or denomination.
- *Increase Coins/Line*- Click + to increase the number of coins you wish to bet per active line.
- *Decrease Coins/Line*- Click - to decrease the number of coins you wish to bet per active line.
- *Increase Denomination*- Click + to increase the denomination of each coin.
- *Decrease Denomination*- Click - to decrease the denomination of each coin.
- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings (i.e. #lines, #coins/line and coin denomination). The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Legion Gold Unleashed

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the paytable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

Game Rules

Legion Gold Unleashed is a 5-reel video slot with 25 fixed paylines.

Land 6 Gold Coins to trigger 3 Gold Re-Spins, where only Gold Coins can land. If a Gold Coin lands, then the remaining Gold Re-Spins are reset to 3. Once Gold Re-Spins concludes all values of the Gold Coins on the reels will be paid out. Each Gold Coin will randomly have one of the following values (x total bet): 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 10x, 12x, 16x, 20x, 30x, 40x, 50x, 60x, 80x, 100x, 150x, 200x, 300x, 400x, 500x, 1000x.

Landing a Gold Coin Bag will award the total value of all Gold Coins currently on the reels. During Gold Re-Spins, Gold Coin Bag symbols are not locked after landing and still contribute to resetting Gold Re-Spins to 3.

If Gold Coins fill all symbol spaces the 1000x total bet Golden Prize is awarded, in addition to all values on the Gold Coins on the reels.

Land 3 Scatters to trigger 5 Mega Free Spins. The Mega Symbol will land on a random position on every spin. Mega Free Spins can be re-triggered by landing the Mega Scatter. Mega Free Spins has a cap of 45 Spins.

Gold Re-Spins can be triggered in Mega Free Spins by landing the Mega Gold Coin. This will then break down into 9 Gold Coins with random values. Gold Re-Spins will play out, then the game returns to the Free Spin where Gold Re-Spins was triggered.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the paytable.

The average RTP is 96.25%

Actions

- *Paytable*- Toggles the display of the paytable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Mega Don: Feeding Frenzy

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the paytable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

Mega Don: Feeding Frenzy is a 5-reel video slot game with up to 1024 ways to win!

SNACK TIME can be triggered during any base game spin. Up to 3 small fish symbols are randomly selected and upgraded into a SHARK if they appear on the reels. SCATTER, WILD, and SHARK Symbols cannot transform. Randomly selected SHARK during SNACK TIME increases its number on the reels.

SHARK FEAST FEATURE can be triggered by 3 or more SCATTER. Choose a SHARK to play. The number of initial FREE SPINS and SHARK symbols present on the reels will depend on the chosen SHARK.

SHARK OPTIONS:

- LEOPARD awards 10 FREE SPINS and 88 LEOPARD SHARK symbols on the reels.
- HAMMERHEAD awards 8 FREE SPINS and 98 HAMMERHEAD SHARK symbols on the reels.
- MEGA DON awards 6 FREE SPINS and 108 MEGA DON SHARK symbols on the reels.

SHARK FEAST FEATURE can be re-triggered by landing 3 or more SCATTERS during FREE SPINS. Re-triggering awards extra FREE SPINS and activates more UPGRADING SYMBOLS. The maximum number of FREE SPINS is 20. A Maximum of 6 UPGRADING SYMBOLS in SHARK FEAST.

- 3 SCATTER symbols award 2 extra FREE SPINS and 1 additional UPGRADING SYMBOL.
- 4 SCATTER symbols award 4 extra FREE SPINS and 2 additional UPGRADING SYMBOLS.
- 5 SCATTER symbols award 6 extra FREE SPINS and 3 additional UPGRADING SYMBOLS.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. There are 1024 fixed pay ways. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.20%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Hyper Spin*- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.
- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

Mystery Joker

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 90 days. Malfunction voids all pays and plays.

Information

Payline wins occur on the number of selected paylines, according to the information in the payable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

Game Rules

Mystery Joker is a 3-reel video slot game with 5 fixed paylines. The number of paylines cannot be changed.

Mystery Joker includes a free spin scatter symbol (Joker hat).

Three joker hat symbols appearing on the reels trigger the free spin feature. A sequence of free spins commences. During free spins a mystery prize is won when getting two or three joker hat symbols anywhere on the reels. If three joker hat symbols appear you are awarded additional free spins.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

The average RTP is 96.98%

Actions

- *Paytable*- Toggles the display of the payable.
- *Auto Play*- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.
- *Spin / Start / Spacebar*- Starts the game round with the currently selected bet. Press Spin to begin.

- *Stop*- Stops the reels more quickly.
- *Fast Play*- Toggle on for a significantly faster gameplay.
- *Auto adjust bet*- Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autospins was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.