

GAME RULES

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



5 - 2000
4 - 200
3 - 50
2 - 5



5 - 1000
4 - 150
3 - 30



5 - 500
4 - 100
3 - 20



5 - 500
4 - 100
3 - 20



5 - 200
4 - 50
3 - 10



5 - 100
4 - 25
3 - 2



5 - 100
4 - 25
3 - 2



5 - 50
4 - 10
3 - 2



5 - 50
4 - 10
3 - 2



5 - 50
4 - 10
3 - 2



This is the WILD symbol.
It appears on all reels during the FREE SPINS round.
Substitutes for all symbols except SCATTER.



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

MONEY SYMBOL



The fish paying symbols are also MONEY symbols. At every spin, the fish take a random money value which can be won during the FREE SPINS feature. Possible values are: 2x, 5x, 10x, 15x, 20x, 25x, 50x, 100x, 200x, 500x, 1666x, 2500x or 5000x total bet.

FREE SPINS

Hit 3 or more SCATTER symbols to trigger the FREE SPINS feature.

5x SCATTER awards 20 free spins
4x SCATTER awards 15 free spins
3x SCATTER awards 10 free spins

In the base game whenever 2 SCATTER symbols hit without a third, there is a chance for another one to be brought onto the screen by a random feature:

- Randomly, if the SCATTERS on the screen can move down one position without leaving the reel area, a respin is triggered where the reels with SCATTERS move one position down and the reels without SCATTERS respin.
- Randomly, a hook can pull one of the reels up to reveal another SCATTER.

Before the round starts, 0 to 5 modifiers that apply to the subsequent round are randomly selected:

- MORE FISH - More fish symbols are present on the reel strips during the subsequent free spins round
- MORE FISHERMAN - More WILD symbols are present on the reel strips during the subsequent free spins round
- MORE DYNAMITES, HOOKS AND BAZOOKAS - During the round, the chance to hit dynamite, hook or bazooka spin feature is increased.
- START FROM LEVEL 2 - The round starts from level 2 in the progressive feature.
- +2 SPINS - The subsequent round starts with 2 more free spins from the beginning and 2 more spins are added to every retrigger.

During the FREE SPINS feature each WILD symbol also collects all the values from MONEY symbols on the screen.

All the WILD symbols that hit during the feature are collected until the end of the round.

Every 4th WILD symbol collected retriggers the feature, awards 10 more free spins and the multiplier for MONEY symbol collection increases to 2x for the second level, 3x for the third level and 10x for the fourth level.

The retrigged spins are played after the previous batch of free spins ends.

The multiplier applies to the retrigged spins.

After the fourth level, the feature cannot be retrigged anymore.

Randomly, when there are fisherman symbols on the screen but no fish, at the end of a free spin, fish

MONEY symbols can appear in random positions via the dynamite spin feature.

Randomly, when there are fish symbols on the screen but no fisherman, at the end of a free spin, a hook will appear pulling a random reel up to bring fisherman symbols onto the screen.

Also randomly, when there are fisherman symbols on the screen but no fish, at the end of a free spin, a bazooka animation can appear and change all the symbols from the screen, except for fisherman symbols to something else.

Special reels are in play during the feature.

MAX WIN

The maximum win amount is limited to 5,000x bet. If the total win of a FREE SPINS ROUND reaches 5,000x the round immediately ends, win is awarded and all remaining free spins are forfeited

BUY FREE SPINS

The FREE SPINS round can be instantly triggered from the base game by buying it for 100x current total bet. When buying the FREE SPINS round, on the triggering spin 3, 4 or 5 SCATTERS can hit randomly.

VOLATILITY ⚡⚡⚡⚡

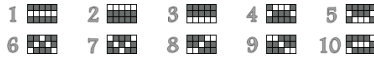
High volatility games pay out less often on average but the chance to hit big wins in a short time span is higher

All symbols pay from left to right on selected paylines.
All wins are multiplied by bet per line.

All values are expressed as actual wins in coins.

Only the highest win is paid per line.

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



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

The theoretical RTP of this game is 96.71%
The RTP of the game when using "BUY FREE SPINS" is 96.71%

Malfunction voids all pays and plays.

MINIMUM BET: R1.50
MAXIMUM BET: R3,750.00

HOW TO PLAY

Click the or buttons to change the bet value and open the bet menu.
Select the bet you want to use in the game.

Press the SPIN button to play.

MAIN GAME INTERFACE

opens the SETTINGS menu that contains settings which affect the way the game is being played.

- cycles through spin speed settings, normal speed, quick spin and turbo spin.

toggles sound and music on and off

opens the Information page

CREDIT and BET labels show the current balance and current total bet.

Click on the labels to switch between coins view and cash view.

and change up or down the current bet and open the bet menu, where you can change the bet denominations.

starts the game

opens the automatic play menu.

Click the button again to stop it.

SETTINGS MENU

INTRO SCREEN – toggles the introductory screen on and off

AMBIENT – toggles the ambient sound and music in the game on and off

SOUND FX – toggles the game's sound effects on and off

GAME HISTORY – opens the game history page

INFORMATION SCREEN

and scroll between information pages

closes the information screen

BET MENU

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.

Use the and buttons in the COINS PER LINE and COIN VALUE fields to change the values.

The maximum win amount is limited to 5000X bet. If the total win

of a round reaches 5000X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.

AUTOPLAY

Click on the buttons showing the number of possible auto-spins to start Autoplay

SKIP SCREENS option auto-skips the feature introduction and end screens after a short period of time