

GAME RULES

All symbols pay in blocks of minimum 5 symbols connected horizontally or vertically.
The game is played on a 7x7 grid of symbols.



15+	3000
14	1400
13	700
12	300
11	150
10	100
9	50
8	40
7	35
6	30
5	20



15+	2000
14	1200
13	600
12	250
11	120
10	80
9	40
8	30
7	25
6	20
5	15



15+	1800
14	1000
13	500
12	200
11	90
10	60
9	30
8	25
7	20
6	15
5	10



15+	1600
14	800
13	400
12	100
11	60
10	40
9	25
8	20
7	15
6	10
5	8



15+	1200
14	600
13	300
12	70
11	50
10	30
9	20
8	15
7	10
6	8
5	6



15+	800
14	400
13	200
12	60
11	40
10	25
9	15
8	10
7	8
6	6
5	5



15+	400
14	200
13	100
12	50
11	30
10	20
9	10
8	8
7	6
6	5
5	4

7	2000
6	400
5	200
4	100
3	60



This is the SCATTER symbol.

SCATTER symbol appears on all reels.

TUMBLE FEATURE

The **TUMBLE FEATURE** means that after every spin, winning combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty positions are replaced with new symbols coming from above.

Tumbling will continue until no more winning combinations appear as a result of a tumble.

All wins are added to the player's balance after all of the tumbles resulted from a base spin have been played.

RANDOM WILD MULTIPLIER FEATURE

Whenever a cluster of symbols hit and explodes it can randomly leave behind a **WILD** symbol, in a random empty spot.



This is the **WILD** symbol and substitutes for all symbol except for **SCATTER**.

Whenever a **WILD** generated by a winning cluster first appears, it contains a multiplier of 2x that applies to the win of future clusters that it is part of.

When the **WILD** is part of a winning cluster, after explosion, it can randomly appear again or not, and if it comes back it now carries a 4x, 8x, 16x, 32x, 64x, 128x, 256x multiplier, progressively for each subsequent time it appears. If more than one **WILD** symbols are part of the same winning cluster their multipliers add together before multiplying the win of that cluster. A maximum multiplier of 256x in the base game and 729x in free spins applies per cluster after addition and anything above is reduced to 256x and 729x respectively. If the same **WILDS** are part of more than one cluster, their multipliers apply to the win of all clusters that they are part of.

FREE SPINS

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

7 **SCATTER** - awards 25 free spins

6 **SCATTER** - awards 20 free spins

5 **SCATTER** - awards 15 free spins

4 **SCATTER** - awards 12 free spins

3 **SCATTER** - awards 10 free spins

During the **FREE SPINS** round the **RANDOM WILD MULTIPLIER** feature is active.

However, in the **FREE SPINS ROUND** whenever a **WILD** first appears from a winning cluster it carries a 3x multiplier and on subsequent appearances it grows to 9x, 27x, 81x, 243x and 729x, progressively.

Hit 3 or more **SCATTER** symbols during the round to retrigger 5 more free spins.

Special reels are in play during the feature.

MAX WIN

The maximum win amount is limited to 5,000x bet in both base game and free spin. If the total win of a **FREE SPINS ROUND** reaches 5,000x bet 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, you can hit 3, 4, 5, 6 or 7 **SCATTER** symbols 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.

Only the highest win is paid per winning combination.

When winning with multiple blocks all wins are added to the total win.

Free spins and bonus wins are added to the payline win.

All wins are multiplied by base bet.

All values are expressed as actual wins in coins.

Free spins win is awarded to the player after the round completes.

Free spins total win in the history contains the whole win of the cycle.

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

The theoretical RTP of this game is 96.53%

The RTP of the game when using "BUY FREE SPINS" is 96.45%

MINIMUM BET: R3.00
MAXIMUM BET: R1,500.00

Malfunction voids all pays and plays.

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

QUICK SPIN – Selects the Quick Spin setting for game reels to start automatically and stop as soon as released

INTRO SCREEN – toggles the introductory screen on and off

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

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

GAME HISTORY – opens the game history page

INFORMATION SCREEN

 and  scroll between information pages

 closes the information screen

BET MENU

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

Use the  and  buttons in the BET and COIN VALUE fields to change the values.

The maximum win amount is limited to 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