

Blazing Trails

How to Play

Blazing Trails is a 5 reel random slot game based on a western frontier theme. Each press of the SPIN button will action each reel to spin to a random position. Wins are paid for matching 3, 4 or 5 of-a-kind symbols from left to right on any of the fixed 20 winlines, except the Bonus and Game Logo symbols which also pays for 2 matching symbols).

The player can choose their bet by pressing the bet selection “\$” button to the bottom left of the play button and selecting their chosen bet. The bet will be shown in the “Bet” area at the bottom of the game screen.

Auto Play

Pressing the rotating arrow icon, above and left of the ‘Play’ button, will open a dialogue panel from which the player can access the auto plays adjuster.

Game Information

Blazing trails is a themed online slot machine. You bet on the outcome of five reels, which spin and then come to rest - giving the result.

Match 3 or more symbols on a line to win a cash payout. Only the highest win per bet line is paid. All individual winning lines will be displayed, added to the total win and paid to the player. Payouts increase depending on the number of matching symbols you have.

Winnings are credited your account immediately. If you lose, by having insufficient matching symbols on a win line, you will lose your Bet amount.

Pressing the ‘i’ button icon, on the upper right of the play button will open the information screens from which the player can access the payable information. The player can press the up & down arrows to access all other game information.

Pressing the ‘X’ button will exit the information and return the player to the main game interface.

Game Settings

Accessing the ‘cog’ to the bottom right of the play button will allow the player access to toggle the sounds on/off and, choose the position of the game UI. On

the launch of the game, the default setting will be ON & Right for sound options and UI respectively.

Progressive Cashpots

- **Progressive Cashpots:** There are three progressive cashpots which are labelled Emerald(Green), Ruby(Red) and Diamond(Blue). During each spin a proportion of the money staked is added to each cashpot. Each pot will also have a base re-seed value. The cashpot seeded values are as follows:

Emerald Progressive Cashpot: seeded at 500 \$

Ruby Progressive Cashpot: seeded at 2,000 \$

Diamond Progressive Cashpot: seeded at 10,000 \$

- **Each winning progressive will be delivered via the Map Bonus Game scatter bonus.**
- The progressive cashpots consists of a fixed minimum amount which gradually increases by a percentage of funds inputted into the game until it is won. When a cashpot is won, it is reset to the seed amount and begins to rise again.
- The progressive cashpots are available in "Real Play" only.
- Winning a progressive cashpot neither contributes to, or is affected by, the daily cumulative winnings limit.
- All players contribute a percentage of each bet placed to the progressive on every game.
- The progressive jackpots are initially funded by a Emerald 500 / Ruby 2,000 / Diamond 10,000 start-up seed value. This is topped up by contributions of 1.8% from stakes on the game split bronze 0.9% / silver 0.54% / gold 0.36% across the pots and there is no ceiling value.
- Total return to player from the progressive jackpot is 2%. This is split 1.8% contribution to the jackpot and 0.2% to reseeding once the jackpot has been won. This makes up part of the total game return to player which is given separately.
- All players are eligible to win the progressive cashpot on every game.
- It is not possible for two players to simultaneously win the cashpot. The cashpot is locked when it is being won. This means that no other bets will be accepted for it and only one player at a time is able to win it.

- In the event of a non-responsive game or problem during a draw, the game will repeat the incomplete draw and display the result to the player when the game is next launched.
- In the event of equipment failure or planned/unplanned terminations, progressive cashpot parameters, (including cashpot values and incremental percentages), are fully restored with identical parameters, after re-start.
- System malfunction voids all pays and plays.

Features

It is possible to win multiple bonuses on a single spin.

There are Wild symbols that substitute for other symbols to help create a line win. Using a Wild symbol to complete a line does not incur any extra multiplier other than the win for the symbol(s) it substitutes. Only the highest paying win on each line will be counted. Wild symbol (wild Card) Substitutes for any Icon apart from bonus symbols.

If a Wild symbol lands in the centre reel (3) Then the JC Handcock wanted wild symbol expands across all rows for that spin.

Multiple of the below bonuses can be triggered on one spin. If this occurs the bonuses will be played one after another.

1 – Sheriff Badge (Blue Bonus Scatter symbol): If 3 or more Sheriff Badge symbols land then the Freespins feature is triggered. 3 symbols give 10 freespins, 4 symbols give 20 freespins and 5 symbols give 30 freespins. During the feature two wild symbols will be locked into place on the middle row on reel 2 and 4.

2- Mini Slot Bar Game (Red bonus Scatter symbol): The Yellow “Mini Slot” bonus symbol appears on only reels 2 3 and 4. When three symbols are in view this triggers the Mini Slot Bonus. The player is awarded 3, 5 or 10 spins. The mini slot has 3 spinning wheels each with 9 evenly spaced symbols (diamond, spade, heart). The game is started by pressing spring plunger at the bottom right of the game screen. When the wheels stop spinning the symbols that are aligned under the top stopper arrow are the results of the game. The player is awarded the bet

amount multiplied by the multiplier indicated by the matching symbol sequences on the legend that is on the left-hand side.

3 - Map Bonus Game (*Yellow bonus Scatter symbol*): The Map game is triggered by 3 or more yellow compass symbols landing on the reels. The bonus game theme is the salesman being chased out of town. The players choose one of the three trails. A trail will hold a chest where a cash value will be awarded and sometimes a gem is won. If the player gets a collection of 3 of the same coloured gem, then the player will win the associated Progressive Jackpot.

Trail Bonuses

When either the Duck (*Blue Trail*), Gold nugget (*Red Trail*) or Wheel symbol (*Green Trail*) with a bullet lands on the reel, the matching colour trail target will be shot and added to trail. When all the targets are on a trail are shot, it will trigger the corresponding bonus.

Green Trail: Wheel of fortune: When the Green trail is full the spinning wheel bonus is triggered. When the Play icon on the right hand side of the wheel is pressed the wheel will spin. When the wheel stops, The wheel segment below the selection arrow at the top will pay the associated multiplier. This multiplies the average stake. Some X (lose) symbols will be added to the wheel and the player can then spin the wheel again. Landing on a X will end the game.

Red Trail: Pan for gold: When the Red trail is full the pan for gold bonus is triggered. When the player presses the play button in the centre of the pan, the pan is dipped in and out of the water. When the water is drained from a pan there will be either a gold nugget or it will be empty. If a nugget appears it will be placed on the multiplier trail on the right-hand side, and the pan can be lowered again. When the pan is left empty, the game is ended and the average stake multiplied by the nugget trail multiplier will be paid.

Blue Trail: Duck Shoot: The duck shoot bonus is triggered when all the blue targets are shot and the trail is full. The duck shoot has 5 rounds, the player shoots at one of the ducks that are moving across the screen. When shot the duck will either reveal a multiplier of the average stake or an X. If the duck reveals the X then the game is over.

Paytable


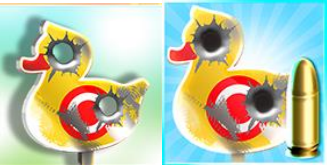

Payouts are shown in multiples of the winning Bet. A minimum of three consecutive icons from left to right on an active win line is required to win. (Except the Bonus and Game Logo symbols which also pays for 2 matching symbols). The icons shown are how they will appear on the reels in the game:

Only the highest win per bet line is paid.

Line wins will pay from the leftmost reel to the rightmost reel.

All winline payouts are multiplied by bet per line. Only the highest win per bet line is paid. All individual winning lines will be displayed, added to the total win and paid to the player

All Trail Bonus payouts are multiplied by the average bet which is stated on each bonus game and at the bottom of each trail.

Icon	Description <small>NOTE: Win lines pay left to right ONLY</small>	Payout 5, 4, 3, 2 Icons
	Game Logo	500,200,20,5
	Duck Logo & Duck Logo with bullet	250,150,20,2
	Cash Wheel & Cash Wheel with bullet	200,100,15,2

		<p>Gold Nugget & Gold Nugget with bullet</p>	<p>120,40,20,2</p>
		<p>Ace</p>	<p>80,20,5</p>
		<p>King</p>	<p>80,20,5</p>
		<p>Queen</p>	<p>60,10,2</p>
		<p>Jack</p>	<p>60,10,2</p>
		<p>Ten</p>	<p>60,10,2</p>
		<p>Wanted Poster (wild Card) Substitutes for any Icon apart from Bonus symbols.</p>	<p>500,200,20,5</p>

General Information

This game has a theoretical Return to Player of up to 94.86%.

The maximum possible pay-out in one spin in this game is 250,000 \$

The prizes are paid in accordance with the payout table available on the game interface.

System malfunction voids all pays and all plays.

Due to high production values of this game, lower-tier hardware may run into compatibility issues, and in certain instances you will not be able to play.

Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.

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Game Recovery

In the event of a game in real play being interrupted (i.e. started but not completed due to connectivity issues or accidentally closing the browser, etc...), depending on the previous state of the game, it will either resume from the point of the last spin or display the outcome of the game already in play.

Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.