## ABOUT THE GAME

Rocket Reels is an outer space themed $7 x 7$ grid slot featuring a max win of up to $10,000 x$ ! Each spin has the potential to bring a number of rockets into play. When the rockets launch they shatter all symbols in their launch path and leave behind a trail of multipliers of up to $75 x$ !

If the multiplier overlaps a winning cluster, the win value will be multiplied by the multiplier value. If more than one multiplier overlaps a winning cluster, the multipliers will first be added and then multiplied by the cluster win.

Each winning cluster will then be removed and make way for more symbols. The drops will continue until no new winning clusters are created. Multipliers stay on the reels for the duration of the base game round.

## MULTIPLIER ROCKETS



This game features launching ROCKETS that ascend through the reel and destroy any symbols they pass through. The ROCKETS then leave a trail of MULTIPLIERS on all symbol positions! When new symbols drop you have a chance to overlay a MULTIPLIER on a winning cluster and multiply your win.

If you land more than one MULTIPLIER on the same winning cluster, the multipliers will first be added together and the win will then be multiplied by the total multiplier value.

There can be only one ROCKET on each reel per spin. In the base game three or more ROCKETS are required to trigger a ROCKET launch and in the Free Spins feature all landed rockets will launch.

There are three types of rockets with different multiplier values

## ROCKET 1

Possible multiplier values: $1 \mathrm{x}, 2 \mathrm{x}, 3 \mathrm{x}, 4 \mathrm{x}, 5 \mathrm{x}$


## ROCKET 2

Possible multiplier values: 10x, 15x, 20x


## ROCKET 3

Possible multiplier values: $25 \mathrm{x}, 50 \mathrm{x}, 75 \mathrm{x}$


## UFO



Get lucky and you might see a UFO! The UFO appears randomly on spins where rockets have launched. It will beam up a random number (minimum 20 and maximum all of them) of symbols and clear those from the grid. New symbols will then drop to replace the removed ones. The UFO can appear both in the base game and in the Free spins feature.

## FREE SPINS



Get at least three free spin scatter symbols in the base game to trigger the free spin feature. In this feature every single rocket launches and drops their multipliers, the maximum value is up to 75 x per multiplier!

3 FREE SPIN symbols will give you 8 free spins.
SYMBOL PAYOUTS


The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is $96.3 \%$. The RTP was calculated by simulating $10,000,000,000$ rounds.

The overall chance to win a prize is $45.59 \%$.
The odds of the max win in this game is 1 in 500000 .

## SPECIAL SYMBOLS

The Wild symbol substitutes for all paying symbols in the paytable. The Wild symbol only appears in Free Spins.


## WAYS TO WIN

The specified requirements for a winning combination in the base game are also used during bonus features or free spins play unless otherwise stated. Each wager is eligible for all winning combinations unless otherwise stated.

Land 5 or more connecting symbols of the same kind anywhere on the grid to get a winning combination.
After every win the winning symbols are removed and new ones drop in. This continues until there are no more new wins on the reels.


## BONUS BUY

This game offers the possibility to purchase the special feature(s) directly from the main game by pressing the BUY BONUS button.

The RTP when buying FREE SPINS is $96.34 \%$. For full information about this feature, see the section above.

## GENERAL

## BALANCE

Your current balance is shown in the BALANCE display. Balance, bets and winnings are presented in the player's chosen currency.

## BET

The current bet level is shown in the BET display. Change the bet by clicking on the arrows and choosing the bet level of your choice.

The allowed bet levels for this game are between $\$ 0.20$ and $\$ 100.00$. Feature buys can exceed this limit.

## SPIN

The game is started by pressing the SPIN symbol button. The spacebar on the keyboard can also be used to initiate a spin.

## WIN

Winnings and winning combinations are paid according to the paytable. Multiple wins in one round are added together and the total round win will be displayed in the WIN field (to the right of BALANCE). Separate wins in a winning combination will be displayed during the win presentation. Symbol payouts are displayed in the paytable and reflect the current bet configuration. Only the highest win per winning way is paid.

MAX WIN
The maximum achievable win in this game is 10,000 multiplied with the current bet level. The maximum win may be achieved by triggering specific combinations and/or features.

## FREE SPINS

In Free spins the total win for each spin is shown in the WIN field while the accumulating win for all free spins is shown in the TOTAL WIN field next to the number of remaining spins.

## TURBO PLAY

The Turbo Play functionality is used to get the fastest game round possible (not available on all operators and jurisdictions). Turbo Play is activated from the menu.

## ADDITIONAL INFORMATION

In addition to the features described here, the bar on the bottom of the game screen displays the current balance in the chosen currency, the amount paid if a win occurs, and the amount bet on the last/current proposition.

## INTERRUPTED GAME

In the event of disconnection, a previously started round that has been interrupted may be resumed immediately by starting the game again. The results of a completed round (where display of the visual result was interrupted) will only be re-displayed within the game for winning rounds, but all game rounds may be reviewed in Game History. Any amount wagered on an unfinished game will remain paused until you either complete the game or the game is void as a result of account inactivity or system maintenance. When an unfinished game is void, your bet will be refunded to your account. Any awards earned on an unfinished round will not be credited unless you resume and complete the game. Winnings on unfinished game rounds where the player cannot further influence the outcome of the game will be automatically credited to the player's account after 1 day. Game rounds will never be affected by unforeseen external errors due to hardware, bandwidth, network errors or similar. Game rounds will be either stored and completed by the player at a later time or they will be closed and the wager will be refunded to the player. If an incomplete game round has not been resumed within 30 days, the round will be rolled back and the wager will be refunded.

## GAME HISTORY

The result of a completed game may be viewed in Game History immediately after closing the game window. Results of unfinished games are not displayed in Game History.

## GENERAL TERMS AND CONDITIONS

- Misuse or malfunction voids all pays and plays.
- Any visual representation of a physical device (a reel, a wheel of fortune or similar) does not represent a "real" physical device and the probabilities of it stopping on any particular position is determined by the game's random number generator, and not the number of positions on each device.

The prizes are paid in accordance with the payout table available on the game interface.
Any game in progress for more than 24 hours will be completed and the corresponding prize, if any, will be deposited into the account.

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