




	5x = \$15.00 4x = \$4.00 3x = \$1.00		5x = \$25.00 4x = \$5.00 3x = \$2.00 2x = \$0.10
	5x = \$10.00 4x = \$3.00 3x = \$0.50		5x = \$15.00 4x = \$4.00 3x = \$1.00
	5x = \$5.00 4x = \$2.00 3x = \$0.40		5x = \$5.00 4x = \$2.00 3x = \$0.40
	5x = \$2.50 4x = \$0.50 3x = \$0.20		5x = \$2.50 4x = \$0.50 3x = \$0.20

 SUBSTITUTES FOR ALL SYMBOLS EXCEPT 
 OR MORE IN VIEW AT END OF SPIN AWARDS BONUS FEATURE

MATCH 2, 3, 4 OR 5 SYMBOLS ACROSS ADJACENT REELS ON A VALID WIN LINE, STARTING WITH THE LEFTMOST REEL, TO ACHIEVE A WIN


WINNING LINES

All games are played with 20 win lines.
Wins can occur across any or all of the win lines.
Only the highest award is paid per winning combination.
Wins on different played lines are added.
All wins pay left to right across adjacent reels, except Bonus, starting from the leftmost reel.




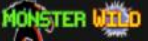


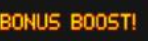
REEL MODIFIERS

UFO + CANNON



During the base game reel spin there is a chance that the UFO can fly over the top of the reels as the Cannon appears and attempts to shoot it.

If the UFO is hit 1 of 5 reel modifiers will be awarded:

 WILD CANNON
  MONSTER WILD
  5 OF A KIND!
  MEGA REEL
  BONUS BOOST!

REEL MODIFIERS



As the reels continue to spin the Cannon appears and shoots at the centre 3 reels, adding wild positions, the reels then land behind them.



Any wilds which subsequently land expand to cover the full height of the reel.



Guarantees at least one 5 of a kind reel win spinning in.



As the reels continue to spin a roaming mega-sized reel appears, which can choose to cover the left, middle or right side of the reel window. The remaining reels then land around this.



Extra bonus symbols are added to the reels for this spin.



REEL MODIFIERS

UFO ONLY



At the end of a losing base game reel spin there is a chance that the UFO can appear and fly over the reels.

By shining a beam onto a symbol they will grow to super-size.

CANNON ONLY



At the end of a losing base game reel spin there is a chance that the Cannon can appear and slide under the reels.

Invaders can be shot out from the reels which will then cascade to a winning position.

LOCK N SPIN INVASION

At the end of a base game reel spin all symbols of the same type may lock in place. The reels then continue to spin behind these symbols until no new symbols spin in, with any new symbols also becoming locked.



BONUSES



During the base game 3 or more bonus coin scatters anywhere in view awards a bonus.



Spin the wheel to select 1 of 6 bonuses.

The size of the segments of the wheel do not necessarily reflect the true odds of landing on them.



BONUSES



SHOOT OUT



Press the fire button to shoot at Invaders and UFO's, a prize is awarded for the first type to be completely destroyed. The multiplier award is applied to the players current stake.

Prizes available are as follows -

- Red Skulls - x2, x5, x10.
- Blue Crabs - x4, x10, x20.
- Pink Crabs - x6, x15, x30.
- Green Squids - x8, x20, x40.
- UFOs - Space Invaders bonus.

Multiple prizes can be awarded via the Continue pick a coin outcome.



BONUSES



UFO CLIMBER



Pick a UFO and climb a trail of increasing multipliers, reach the end to play the Space Invaders bonus. The multiplier award is applied to the players current stake.

Prizes available are as follows -

- Trail values - x5, x6, x8, x10, x12, x15, x20, x25, x30, x40, x50, Space Invaders bonus.

The prize awarded is determined by the final position the player reaches in the trail, this could be after a bonus extension awarded from the Continue pick a coin outcome.



BONUSES



WILD CANNON FREE SPINS

MONSTER WILD FREE SPINS

MEGA REEL FREE SPINS



The Cannon can appear and add sticky wilds which remain throughout the Free Spins.



All wilds expand to cover the full reel.



Roaming mega-sized reel.



BONUSES

SPACE INVADERS



Shoot the Invaders and UFO's to accumulate wins, if all the Invaders are shot a completion bonus prize is awarded. Each multiplier award is applied to the players current stake.

Prizes available are as follows -

- Red Skull - x5.
- Blue Crab - x10.
- Pink Crab - x15.
- Green Squid - x20.
- UFOs - x50, x100, x250.

Each time a UFO is hit the prize award will increase.

Completion bonus - x100 for each cannon remaining, maximum completion bonus is x300.



PICK A COIN



At the end of a bonus this may be offered and reveal one of the following 3 outcomes:



Bonus terminates, with any accumulated prize awarded.



Bonus continues from current state, extra spins awarded for a Free Spins bonuses.



Space Invaders bonus awarded, this is in addition to any previous bonus winnings.



BONUS GAMBLE

A gamble may be offered for a higher bonus in the trail or a mystery cash prize.

The mystery awards are determined by the current base stake and the level of bonus being gambled for, with a maximum award of 150 times and a minimum award of 5 times the value of the current stake.

Feature awards are determined by the current base stake.

The size of the segments on the wheel do reflect the true odds of landing on them.

The expected payback for the Bonus Gamble is 100.00%.



SPIN CHANCE

Spin Chance is triggered automatically if the credit is reduced below the current price of play, yet is still greater than zero.

Spin Chance offers the player an opportunity to wager their remaining credit in an attempt at winning an additional spin at the current bet.

To play Spin Chance, select the 'PLAY' button to begin moving the pointer across the meter. Alternatively, select the 'NO THANKS' button to exit Spin Chance with the remaining credit.

If the pointer stops on the green segment, a spin at the current bet is awarded and plays automatically. If the pointer stops on the red segment, the player loses any remaining credit and exits to the base game.

The red and green segments are proportional to the amount of credit in relation to the current bet. The chance of winning a spin is determined by this ratio.



MAIN GAME CONTROLS



SPIN

Press to start playing at the current stake value.



STAKE

Pressing once will open stake window for you to adjust your stake amount.



AUTOPLAY

In the Autoplay options panel, select the number of autoplay and loss limit amounts. Autoplay countdown is automatic.



SETTINGS

Press to access game settings and game information.



GAME HISTORY

Press to see your play history.



SOUND



SOUND


Press to enable sound on/off.



SPACE BAR

The SPACE BAR key on the keyboard can often be used as an alternative for pressing the primary on-screen button.

X



GENERAL INFORMATION

GAME RECOVERY

In the event of an unexpected interruption / termination of a real play game, the game will recover to the last known state.

STAKE INFORMATION

The minimum stake available is \$0.20 per game. The maximum stake available is \$100.00 per game.

PAYBACK INFORMATION

The player's odds of getting any particular outcome are always the same.

Any combination of wins in a single game is limited and will not exceed \$250,000.00 excluding jackpots. It may not be possible to reach this limit in a single game from every stake configuration.

The theoretical average return to player (RTP) for this game is 95.00%.


The RTP reflects the theoretical return across a very large number of plays over an extended period of time, and represents the long-term expected payback of the game which has been calculated by an independent testing company, in accordance with the required regulations.

The outcome of any play during the game is pre-determined. Player choices do not affect the outcome of the game unless indicated.

Malfunction voids all pays and plays.

X

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The prizes are paid in accordance with the payout table available on the game interface.
Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.