

## ***Mystery of the Lamp Desert Veil***

### **How to Bet**

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#### **Bet Settings Menu**

Press the cog or TOTAL BET to open the Bet Settings menu.

#### **Coins**

Displays the current number of coins being played.

Betting is fixed at 50 paylines.

#### **Coin Value**

Displays the current coin value shown in currency.

#### **Total Bet**

Displays the current total bet shown in currency. Change by selecting the desired total bet.

On desktop devices, optionally press the minus button (-) to decrease the total bet or press the plus button (+) to increase the total bet.

Press OK to confirm and close the Bet Settings menu.

#### **Spin**

Press the circular arrow to submit the bet and spin the reels.

### **Auto Spin Feature**

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Auto Spin plays the game automatically for a given number of spins at the current bet.

For jurisdictions where Auto Spin is enabled: Select the number of auto spins and where available, the loss limit, and the (optional) single win limit.

After selecting the desired bet configuration, press **AUTO SPIN**, and choose how many spins to play at the current bet settings.

Auto Spin plays the specified number of spins until **STOP** is pressed, a bonus is triggered, the balance is insufficient to spin, or any enabled win/loss limit settings are reached.

Auto Spin is only available in approved jurisdictions.

## **Mystery of the Lamp Bonus**

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During the base game, each Double Gem, Ignite Gem, and Jackpot Gem Scatter Symbol in any position on the reels flies up to the Double Jar, Ignite Jar, and Jackpot Jar, respectively.

If a Gem Scatter Symbol breaks a Jar, the *Mystery of the Lamp Bonus* begins with the corresponding feature active.

Triggering the *Mystery of the Lamp Bonus* awards 3 bonus spins.

If the *Double*, *Ignite*, or *Double and Ignite* features are active, the bonus is played on 15 separate reels. Only Coins, Double Gems, Ignite Gems, and Jackpot Gems are available during the bonus.

If the *Jackpot*, *Jackpot and Double*, *Jackpot and Ignite*, or *Jackpot, Double, and Ignite* features are active, the bonus is played on 30 separate reels.

When triggering the bonus with the *Jackpot* feature active, only Coins and Jackpot Gems are available on the reels. If multiple features are active at the beginning of the bonus, the available gems are as follows:

*Jackpot + Double* Features: Coins, Double Gems, and Jackpot Gems

*Jackpot + Ignite* Features: Coins, Ignite Gems, and Jackpot Gems

*Jackpot + Double + Ignite* Features: Coins, Double Gems, Ignite Gems, and Jackpot Gems

Each Coin Scatter Symbol on the reels appears with a prize value.

If a Coin, Double Gem, Ignite Gem, or Jackpot Gem Scatter Symbol appears on 1 or more unlocked reels after a bonus spin, the number of spins remaining resets to 3 and all reels containing Coins lock for the remainder of the bonus.

If the *Double* feature is active, Double Gems that appear on the reels after a bonus spin transform into 2x multipliers and up to 10 2x multipliers are placed over Coins on the reels. Each time a 2x multiplier is placed over a Coin, the value appearing on that Coin is doubled. A maximum of 10 2x multipliers may be placed per bonus spin. Each Coin may be doubled a maximum of 4 times per bonus.

If the *Ignite* feature is active, Ignite Gems that appear on the reels after a bonus spin ignites 1 Coin on the reels. The value on the ignited Coin is boosted at the start of each remaining bonus spin.

If the *Jackpot* feature is active, each Jackpot Gem that appears on the reels after a bonus spin fills in 1 gem position under the Grand, Major, Maxi, Minor, or Mini jackpot meter. If all 3 gem positions under a jackpot meter are filled, the corresponding jackpot is awarded and the collected gems under that jackpot meter are cleared. Multiple Grand, Maxi, Minor, and Mini jackpots may be awarded during the *Mystery of the Lamp Bonus*. The Major jackpot may be awarded only once per bonus. The Grand jackpot may be awarded only once from collecting 3 corresponding Jackpot gems per bonus, but may also be won by locking all 30 reels in place during the same bonus. Collected Jackpot gems are cleared at the end of the bonus.

After a bonus spin, 1 or more Double Gems in any position on the reels may break the Double Jar to activate the *Double* feature for the remainder of the *Mystery of the Lamp Bonus*.

After a bonus spin, 1 or more Ignite Gems in any position on the reels may break the Ignite Jar to activate the *Ignite* feature for the remainder of the *Mystery of the Lamp Bonus*.

After a bonus spin, 1 or more Jackpot Gems in any position on the reels may break the Jackpot Jar to activate the *Jackpot* feature for the remainder of the *Mystery of the Lamp Bonus*. If the *Jackpot* feature is activated during the *Mystery of the Lamp Bonus*, the remainder of the bonus is played on 30 separate reels.

If the *Jackpot* feature is activated after a bonus spin, the remainder of the bonus is played with the following symbols based on the other active features:

*Jackpot + Double* Features: Coins, Double Gems, and Jackpot Gems

*Jackpot + Ignite* Features: Coins, Ignite Gems, and Jackpot Gems

*Jackpot + Ignite + Double* Features: Coins, Ignite Gems, Double Gems, and Jackpot Gems

If all reels lock, the Grand jackpot is awarded and any remaining bonus spins are not played.

The *Mystery of the Lamp Bonus* continues until no respins remain or all reels have locked, and awards all accumulated wins.

Different reels are used during the *Mystery of the Lamp Bonus* and depend on the coin value from the triggering spin and the active features.

## **Options**

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### **All Sound**

- Toggle game sounds on or off.

### **Sound Effects**

- Toggle sound effects on or off.

### **Music**

- Toggle music on or off.

### **Voice**

- Toggle voice on or off.

## **Rules**

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Misuse or malfunction voids all pays and plays.

Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.

Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available.

All line win symbols must appear on a played line and on consecutive reels, beginning with the far-left reel.

Only the highest winner is paid on each payline. Line wins are pre-multiplied by the current bet. Coinciding line wins on different paylines are added.

Bonus wins are independent from line wins and are added to the total amount paid.

Wild Symbol appears on reels 2, 3, 4, and 5 in the base game.

Wild Symbol is wild and substitutes for all symbols except Double Gem, Ignite Gem, and Jackpot Gem Scatter Symbols in the base game.

Grand, Major, Maxi, Minor, and Mini jackpot values are multiplied by the coin value.

Grand, Major, Maxi, Minor, and Mini jackpots are fixed awards and are not shared – they are only winnable by the player.

An increased number of coins by the jars and jar animations have no effect on game play.

Wins are shown in currency.

In some jurisdictions, regardless of bet size, there may be an award cap on any single transaction. See the paytable for details. A transaction includes the results of the bonus, plus the outcome which launched the bonus. If the award cap is reached in the bonus, the bonus ends immediately, even if there are remaining spins.

## **Additional Information**

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