

SPECIAL SYMBOLS AND FEATURES

CHAIN REACTION

Symbols forming wins disappear, making way for new symbols to drop in that may form new wins.

ENCHANTED REELS

Each of the 4 middle reels may become enchanted by one of the elements in the game – Fire, Air, Earth and Water. The enchantment may also lock for up to 3 spins. If a high-paying symbol of the same element as the one with which the reel has been enchanted lands on it, that symbol will be transformed into a WILD.

In the normal game up to 3 reels may become enchanted in a single spin. All enchanted reels may be affected by the same element.

WILDS

WILDS substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single win way.

SUPER WILD

On any spin SUPER WILDS covering a whole reel may appear on any of the middle 4 reels with between x2 and x7 ways multipliers. The ways multiplier represents how many symbols the SUPER WILD is being counted as in the ways calculation.

If a SUPER WILD lands on an enchanted reel its ways multiplier will be increased to a value anywhere between x8 and x20.

MAGIC SPINS

Up to 6 MAGIC SPINS scatters may land in spin on any reel. The first 3 scatters award 9 FREE SPINS and each additional scatter awards an extra 3 FREE SPINS up to a maximum total of 18 FREE SPINS.

Any locked enchantments on reels will transfer into the bonus round on those same reels. New reel enchantments that have occurred during the bonus round may also become locked. If after the last free spin there are still locked enchantments present on the reels they will transfer out of the bonus round and into the normal game.

During MAGIC SPINS up to 4 of the middle reels may become enchanted and the enchantment of reels occurs on every spin. It is possible for all enchanted reels to have the same element.

A WIN MULTIPLIER is applied during MAGIC SPINS and it increases with every winning screen during the bonus round. The multiplier may rise up to x20 and is reset at the end of MAGIC SPINS.

HOW TO PLAY MAGIC POWERS MEGAWAYS™

GAME PROGRESS

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at. You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or - buttons.

Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

The prize value from one payline is equal to the total stake divided by the number of paylines, multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

Example: Total stake is 2. Total paylines are 20. Symbol multiplier for length of 5 is 300. The win for 1 payline with this symbol and length would be calculated as such: $2 / 20 * 300 = 30$.

The prize value from one payline in a Multiline game is equal to the stake multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid.

Example: Stake is 2. Symbol multiplier for length of 5 is 20. The win for 1 payline with this symbol and length would be calculated as such: $2 * 20 = 40$.

The prize value from one way or cluster in a Ways or Winning Clusters game is equal to the stake multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple ways or clusters, the total win values are summed.

Example: Total stake = 2. Symbol win multiplier = 2. Win = $2 \times 2 = 4$.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

For the best gaming experience, use of the latest version of software is recommended. Malfunction voids all pays and plays.

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.

RTP \approx 94.67%

Minimum stake: \$0.10

Maximum stake: \$20

Game Version: 4.0.1