#### Stepping Wilds





Win over 10000x **Progressive Multiplier Free Spins** 



Have up to 8 high wild stacks, on 3 reels starting with 5x

Wilds will step down by 1 on your next spin

### Stepping Wilds



Stepping Wilds will move down 1 position on the next paid spin

#### **Progressive Multiplier Free Spins**



Number of Wild Reels (Max 3)

Free Spins will continue while there is a wild in view, each spin the wilds will move down 1 position and increase the multiplier by 1.

# **Game Information**



Substitutes for all paying symbols.



3 in view awards Free Spins.

# Paytable



5x

4x

3x

5x

4x

3x

5x

4x

Зx



10x 5x 2x 10x 5x 2x 8x 3x

1x









5x 4x 1x 4x Зx 0.4x 5x 4x 1x 4x Зx 0.4x 5x 2x 0.6x 4x

0.2x

3x







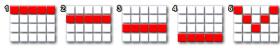
5x 2x 0.6x 4x 3x 0.2x 5x 1x 0.2x 4x Зx 0.1x 5x 1x 4x 0.2x

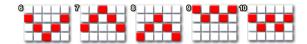
0.1x

Values are based on current stake multiplied by the win per line for each symbol.

3x

# Win Lines





110				12			18				13				15				
	_	_	_		_	_		_				_		_		_		_	Н
																			Η

131	71	80	9	20
				╵┼┶┙┼┦

Wins are achieved for any 3, 4 or 5 of a kind along a winline. This is a 20 win line game, paying from left to right only.

## **Game Information**

The overall payout percentage of the game is 96.1%.

This game is completely random. Malfunction voids all pays.

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 cancelled, and the corresponding bet will be refunded.

Only the highest win per line is paid.

If multiple wins are achieved on different winlines on any spin, the total win will be the sum of all individual wins on separate winlines.

The maximum win from any spin cycle is: \$250,000.

## **Game Information**

Turbo Spins - toggle on for faster spins (this may be unavailable in certain jurisdictions).

Swipe up to fullscreen.

Press the space bar to spin.

All original characters, renderings, screenshots and software code are Copyright ©2020 of Live 5 Limited.

v:1.1.5