


BASIC RULES


Reels are determined at the start of each spin and contain the following symbols:
STACKED FIREBALL SYMBOLS

 symbols with prizes are present on all 5 reels.



 symbols with prizes are present on reel 3 only.

 and  symbols, SINGLE or DOUBLE are also present on reels.

Each FIREBALL displays a prize ranging from 1x to 100x the total bet, the MINI or the MINOR Bonus Prize.

Both FIREBALLS included in any  symbol always display identical prizes.

STACKED WILD SYMBOLS

 is present on reels 2, 3, 4 and 5 and replaces all symbols except  and any

 or  symbol.

All other symbols          

are unstacked and present on all 5 reels.

All line wins pay from left to right on adjacent reels, starting with the leftmost reel.

Only the highest line win is paid on each active pay line.

Wins on multiple lines are added together.


All wins are multiplied by the bet multiplier.


Only the highest scatter win is paid per play.

The base game is played on a 5x3 grid, with 50 lines.

FREE GAMES FEATURE



3 or more  symbols trigger the Free Games Feature and award:

3x  = 2x the total bet

4x  = 10x the total bet


5x  = 100x the total bet


+ 6 Free Games

All Free Games are played without     and .

Only       and any    or   

symbols appear on reels.

3 or more  symbols during the Free Games Feature award 3 additional Free Games

 symbols are present on reels 2, 3, 4 and 5 during the Free Games Feature.

Free Games are played with a new set of reels.

Scattered wins and Free Games wins are added to other wins.

The bet is the same as the game that triggered the feature.

FLAMIN LINK FEATURE

6 or more FIREBALLS obtained in one game trigger the Flamin' Link Feature.



With less than 6 FIREBALLS on reels at the end of a game, the TIKI MAN may randomly bring the count of FIREBALLS to 6 by turning one or more

 symbols into  symbols.

Each FIREBALL display one of the following prizes:


1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x, 50x or 100x the total bet, the MINI or the MINOR Bonus Prize


Prizes on FIREBALLS are displayed in credits, already multiplied by the bet multiplier, except for the MINI and the MINOR Bonus Prizes, whose values are displayed in money on top of the reels.



The player is taken to a screen with 15 individual mini-reels. All  and 

symbols present on reels at trigger stay locked in their position.

The Flamin' Link Feature starts with 3 spins.

The obtention of 1 or more FIREBALL on screen after a spin, whether with a  and a

 symbol resets the spin counter to 3.

The TIKI MAN may also randomly turn 1 or more  symbols on mini-reels into 

symbols at the end of a spin, which also resets the spin counter to 3.


The Flamin' Link Feature ends when no additional FIREBALL is obtained in any way at the end of a spin with the spin counter at zero, or as soon as all 15 positions are filled with

 and/or  symbols.





If the Flamin' Link Feature and the Free Games Feature are triggered at the same time, the Flamin' Link Feature will be played first.
 All prizes on FIREBALLS obtained at trigger and during the feature, and any winning combination with regular payable symbols obtained in the triggering game (if any) are paid once, at the end of the feature.
 Regular payable symbols are not considered during the Flamin' Link Feature.

JUGGLING FEATURE


Whether during a regular game, a Free Game or during the Flamin' Link Feature, shall all positions of the reels be filled with FIREBALLS, the Juggling Feature is triggered.
 The TIKI MAN juggles with the MINOR, the MAJOR and the GRAND.
 Each Bonus Prize is represented by its associated color.

In regular or Free Games, a full screen of FIREBALLS can occur with  symbols only, in such case, the Flamin' Link Feature will not be played.
 All prizes, MINOR Bonus Prizes displayed on FIREBALLS are paid, in addition to any Bonus Prize won in the Juggling Feature.

BONUS PRIZE FEATURE

MINI: value of CA\$ 
 MINOR: value of CA\$ 
 More than one MINI and MINOR Bonus Prizes can be won in 1 game and the Flamin' Link Feature.
 MAJOR: base value of CA\$ 
 GRAND: base value of CA\$  at any bet and any denomination.
 Only one MAJOR or GRAND can be won during the Juggling Feature
 All 4 Bonus Prize values are displayed in money, on top of the reels, and are available on all bets.
 Any Bonus Prize win is added to other wins.

PAYTABLE


Winings per symbol are calculated for Bet amount of CA\$ 
 RTP of this game is 95.00%.
 The RTP was calculated by simulating at least 1 billion spins.

WILD SYMBOL







SCATTER SYMBOL






x5 
 x4 
 x3 






x5 
 x4 
 x3 
 x2 






x5 
 x4 
 x3 






x5 
 x4 
 x3 






x5 
 x4 
 x3 



x5 
 x4 
 x3 



x5 
 x4 
 x3 



x5 
 x4 
 x3 



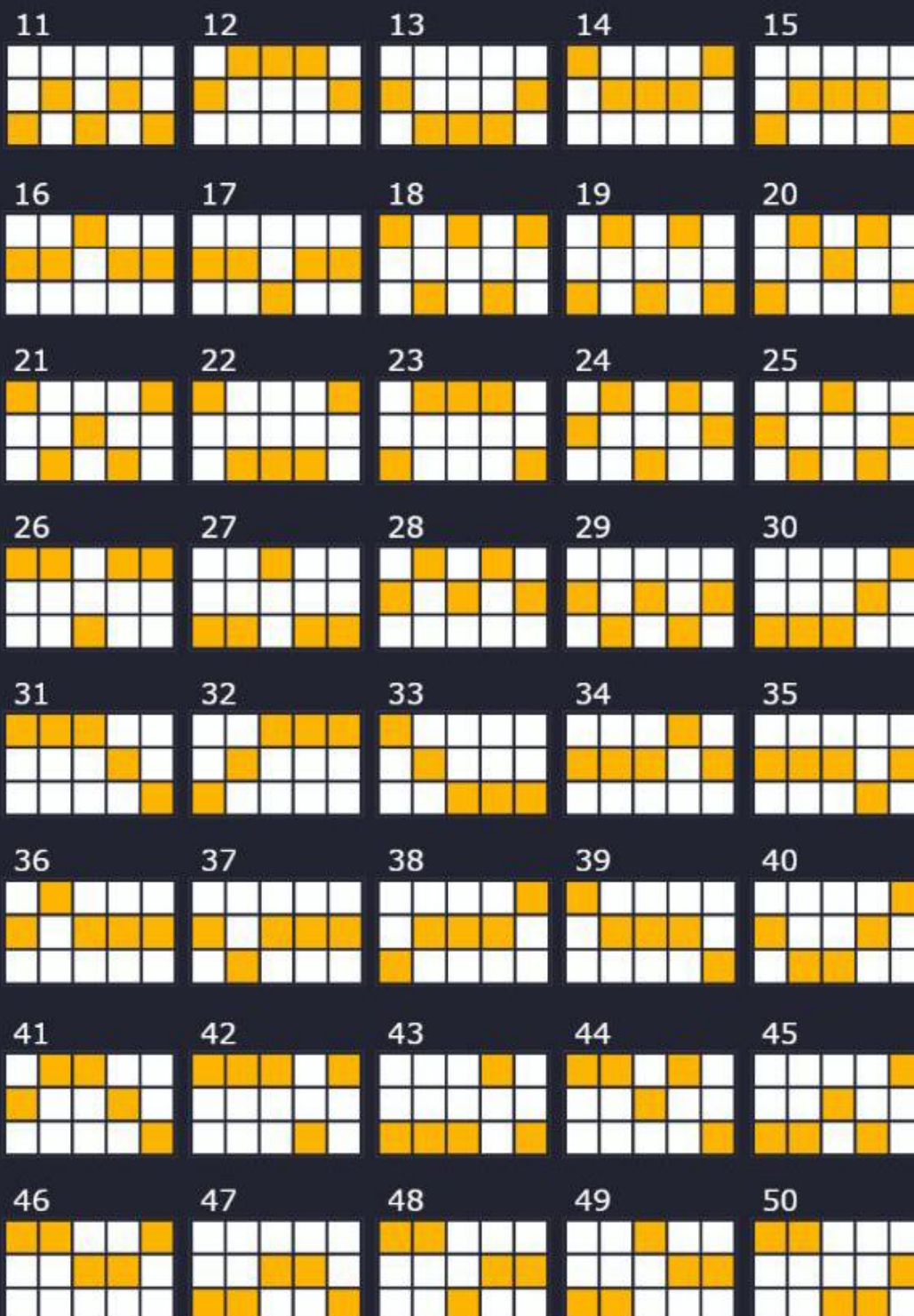
x5 
 x4 
 x3 



x5 
 x4 
 x3 

PAYLINES





QUICK START

Game starts by setting a selected Bet amount and by pressing the Spin button. Round ends when reels stop and there are no wins, or after the win presentation if there are wins.

GAME MENU

Game menu contains options and settings that control some of the game features:

- History - Displays previous rounds from the current session
- Close Game - Closes the game client
- Sound - Controls the Sound FXs in the game (on/off)
- Music - Controls the Music in the game (on/off)
- Left Hand Mode (where available) - Controls the position of the UI on Mobile devices
- Vibrate (where available) - Controls the vibration on the Mobile devices (on/off)

Game is paused while the menu is visible and can be closed by pressing the Close button or anywhere on the screen.

BET SELECTION

Game starts with a default Bet amount set for the game. Player can change the Bet amount by either:

- Using Plus and Minus buttons next to the Bet Amount
- Pressing the Bet amount where Bet Amount selector will open up

Bet amount cannot be changed during a game round and if there is a win presentation happening, changing bet Amount will reset the presentation.

MALFUNCTION

A malfunction of the game voids all pays. In case the game round is interrupted, it can be restored by simply starting the game again. If it is not restored, the round is voided within the jurisdictional requirements or operator's policy and their terms and conditions.

USER INTERFACE



Start a game round. You can also use a space bar (desktop only)



Change the bet amount for the round to be played



Open menu



Display/Hide game rules



Turn the music/sound submenu

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.