

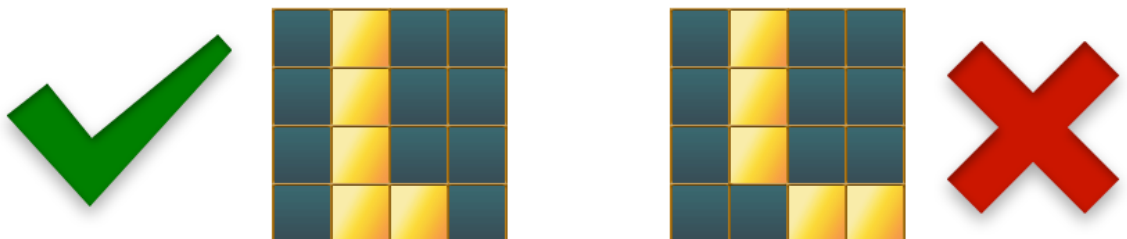


BASE GAME INFO

- When a spin is initiated, symbols will fall into the grid composed of 7 rows and 8 columns.
- Symbols in winning combinations will explode and disappear leaving empty spaces in the grid
- Once all winning symbols have been evaluated and have disappeared, symbols positioned above the empty spaces will cascade down to fill the spaces. New symbols will then fall into the grid.
- Any new winning combinations after a cascade will be evaluated and trigger another cascade until no more wins are awarded. There is a maximum of 10 cascades.
- Multiple wins are added together.
- All win amounts are shown in the payable.
- The prizes are paid in accordance with the payout table available on the game interface.

CLUSTERS

- A win occurs whenever 5 or more payable symbols form a connected CLUSTER



- A CLUSTER is a grouped combination of symbols where every symbol touched at least one other symbol of the same type along a HORIZONTAL or VERTICAL EDGE.
- WILD CLUSTERS do not have an associated payable prize and substitute for adjacent symbols only.
- At least one instance of a payable symbol must appear HORIZONTALLY or VERTICALLY adjacent to a WILD CLUSTER for a winning combination to be awarded.
- Highest single payable prize is awarded per CLUSTER only.

WILD SYMBOLS

- The WILD symbol substitutes for all other symbols except the ELECTRIC COMPANY BULB and the WATER WORKS TAP.
- Once a WILD symbol has been used in a winning combination, it will explode and disappear.
- If the WILD symbol is not used in a win, it will remain on the board during the cascades until the end of the spin.
- A WILD will be allocated to only a single cluster.
- WILD symbols can only form clusters with adjacent symbols.
- The WILD substitutions leading to the highest paying board win will be awarded.

WILD TRACKS

- Whenever a GOLDEN WILD symbol shares the same column or row with another GOLDEN WILD symbol, they trigger WILD TRACKS. CARRIAGE WILDS will then replace all symbols between the GOLDEN WILDS in that row or column.
- In the event that the GOLDEN WILDS form a square, then the CARRIAGE WILDS will expand to cover all symbols within that square.
- The additional CARRIAGE WILDS cannot trigger WILD TRACKS.
- If a CARRIAGE WILD remains on the board after a cascade, it will become a GOLDEN WILD.
- In the event that an ELECTRIC COMPANY BULB or WATER WORKS TAP could be replaced by a CARRIAGE WILD, those symbols are replaced by a combination WILD/ELECTRIC COMPANY BULB or WILD/WATER WORKS TAP respectively.

COMMUNITY CHEST

- Randomly during a spin or cascade a 3 x 3 COMMUNITY CHEST symbol may land on the grid.
- The COMMUNITY CHEST will open to reveal a random cash prize.
- Once the COMMUNITY CHEST feature has ended it will explode and disappear.
- The COMMUNITY CHEST feature awards between 5 - 1000 times total bet.



WATER WORKS

- When a WATER WORKS TAP symbol lands on the grid it increments the associated gauge to the right of the board.
- WATER WORKS TAP will only land during BASE GAME.
- GOLDEN WILDS will not land during the WATER WORKS bonus.
- Once a WATER WORKS TAP symbol has been counted, it will explode and disappear.
- Once the player has collected 15 WATER WORKS TAP symbols and filled the associated gauge, the WATER WORKS bonus will trigger.
- Any additional WATER WORKS TAP symbols accumulated over the maximum of 15 will not be kept once the bonus ends.
- In the event that the WATER WORKS bonus and the ELECTRIC COMPANY bonus is won in the same spin, the WATER WORKS bonus will play first followed by the ELECTRIC COMPANY bonus.
- During the WATER WORKS bonus, the game will initially spin until a winning cluster or clusters lands on the board.
- All winning clusters are locked in place and will remain for the duration of the bonus.
- The game will cascade all non-paying symbols, locking in place any symbols which increase the previous cluster (or clusters) or create new clusters.
- The taps located above the board may activate at any point after the board is populated. If they pour water, it will activate one of two modifiers.
- If there are multiple clusters of different symbols and the taps activate, all clusters will be upgraded to match the cluster with the highest value symbol.
- If all clusters are the same symbol, they will be upgraded to the next highest symbol in the payable.
- The bonus ends when a spin results in no cluster upgrade and no water tap triggers.

ELECTRIC COMPANY

- When an ELECTRIC COMPANY BULB symbol lands on the grid, it increments the associated gauge to the left of the board.
- ELECTRIC COMPANY BULB will only land during BASE GAME.
- Once an ELECTRIC COMPANY BULB symbol has been counted it will explode and disappear.
- Once the player has collected 15 ELECTRIC COMPANY BULB symbols and filled the associated gauge, the ELECTRIC COMPANY bonus will trigger.
- Any additional ELECTRIC COMPANY BULB symbols accumulated over the maximum of 15 will not be kept once the bonus ends.
- In the event that the WATER WORKS bonus and the ELECTRIC COMPANY bonus are won in the same spin, the WATER WORKS bonus will play first followed by the ELECTRIC COMPANY bonus.
- During the ELECTRIC COMPANY bonus the grid symbols are replaced with the following:
 - Property Cards - Collect for Cash Values
 - Property Cards base values are between 0.5 - 25 times total bet
 - Color tiles - Collect to upgrade Property Cards
 - Chance Cards - Reveal a House or Hotel
 - The player is awarded 3 lives.
 - Any PROPERTY CARDS which land are held for the remainder of the feature. If all 56 positions are covered by PROPERTY CARDS no additional spins are played.
 - Any cluster of COLOR TILES will explode and disappear. If they match the color of any PROPERTY CARDS currently on the board, then any associated PROPERTY CARD doubles in value.
 - Clusters of COLOR TILES do not award a credit prize.
 - Any CHANCE CARDS which land are flipped to reveal either a HOUSE or a HOTEL. The following modifier will then trigger:
 - HOUSE - Increases the value of a random PROPERTY CARD by x2
 - HOTEL - Doubles the value of all PROPERTY CARDS on the board
 - Once a CHANCE CARD has applied a multiplier, it will explode and disappear.
 - On each spin, if the player fails to land a PROPERTY CARD or fails to obtain a COLOR cluster or fails to land a CHANCE CARD, then a life is lost and one of the light bulbs goes dark.
 - When a life is lost, the board will respin and the accumulated PROPERTY CARDS stay in place.
 - When all three lives are lost then the bonus will end. The player is then paid the sum of prizes on the PROPERTY CARDS currently on the board.

OFF THE RAILS JACKPOT

- In the base game, if the entire board is filled with WILDS, the player is awarded the OFF THE RAILS JACKPOT. This can be achieved by having 1 GOLDEN WILD in each corner at any point during a spin or by having a total of 10 cascades in the base game in a single paid game.

- In the event the player achieves 10 cascades in the base game, the OFF THE RAILS JACKPOT is awarded on the next cascade and the base game ends.
- It is possible to trigger the features after the OFF THE RAILS JACKPOT is awarded.
- The OFF THE RAILS JACKPOT pays 20000.

GAME RULES

- - Only highest winner paid per winning combination.
- - All awards are multiplied by the current total bet divided by 20.
- - WILD symbol substitutes for any other symbol but the ELECTRIC COMPANY BULB or the WATER WORKS TAP symbols.
- - The chances of getting a particular outcome are always the same at the start of every game.
- - A stable Internet connection is required
- - In the event of a disconnection, please relaunch the game to complete any outstanding transactions.
- - For the Electric Company Bonus, each increment of the gauge represents 1.41% theoretical return to player.
- - For the Water Works Bonus, each increment of the gauge represents 1.30% theoretical return to player.
- - Version 1.1.17

HOW TO PLAY

- - Select your stake.
- - To adjust the STAKE, use the '+' and '-' buttons to increase or decrease the size of your stake.
- - Press the SPIN button to initiate the game.

DISCLAIMERS

- - In accordance with fair gaming practices, the outcome of each and every game is completely independent.
- - The chances of getting a particular outcome are always the same at the start of every game.
- - A stable internet connection is required.
- - In the event of a disconnection please relaunch the game to complete any outstanding transactions.
- - All awards shown are per symbol.

LEGAL NOTICES

- - The expected return for this game is 96.61% which reflects the theoretical return across many plays.

- - In accordance with the fair gaming practices, the outcome of each and every game is completely independent.
- - Any combination of wins in a single game is limited and will not exceed 250,000.00. It may not be possible to reach this limit in a single game from every stake configuration.
- - Malfunction voids all plays and pays.
- - Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.
- - The MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 1935, 2021 Hasbro. All Rights Reserved.
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