

# Gem Stacks

## BETS

Bet cost: \$0.10, \$0.20, \$0.50, \$1, \$2, \$3, \$5, \$10, \$20 or \$30

The amount bet for each game is displayed at the top right-hand side of the screen.

## HOW TO PLAY

- Select your play amount by clicking on the "+" or "-" buttons.
- Click on **PLAY** to confirm your bet and start the game on a 3x3 grid (Level 1). The nine blocks will automatically rotate to reveal symbols.
- Win when a cluster of at least three like symbols are connected.
- Each time a winning pattern is displayed those blocks will be destroyed. Remove all the blocks on Level 1 to unlock Level 2 (a 4x4 grid). Do the same again to unlock Level 3 (a 5x5 grid).
- Reveal a **MAGICAL DIAMOND** symbol to automatically level up to the next grid level of blocks.
- Reveal a **MASK** symbol to win the prize shown instantly.
- Reveal four **MULTIPLIER** symbols during a single play to double the winnings.
- Reveal three like **BONUS** symbols to unlock the corresponding Bonus Game.
- At the end of the game, all winnings, if any, will be paid into your Espacejeux account.

## BONUS GAMES

There are 3 Bonus Game symbols:

- Level 1 Bonus - This can be revealed on Level 1, 2 or 3.
- Level 2 Bonus - This can be revealed on Level 2 or 3.
- Level 3 Bonus - This can be revealed on Level 3.

Revealing 3 like Bonus Game symbols within a single play unlocks the corresponding Bonus Game:

### Level 1 Bonus

The Bonus starts with a 2x2 grid of face down tiles. The tiles automatically flip to reveal a symbol. This constitutes 1 Turn.

Symbols that can be revealed are as follows:

- Prize Multiplier - this gets added to the **MULTIPLIERS TOTAL WON**
- Grey Flip Again Symbol - this flips the tile again in the next round (the next Turn)
- Right Arrow - this adds new tiles to the right of the grid which are then revealed in the next Turn
- Left Arrow - this adds new tiles to the left of the grid which are then revealed in the next Turn
- Up Arrow - this adds new tiles to the top of the grid which are then revealed in the next Turn
- Down Arrow - this adds new tiles to the bottom of the grid which are then revealed in the next Turn

### Level 2 Bonus

This plays out the same as Level 1 except an additional symbol can be revealed:

- +1 - this adds 1 one time, to any Prize Multiplier already revealed on the board

### Level 3 Bonus

This plays out the same as Level 2 except an additional symbol can be revealed:





- +2 - this adds 2 one time, to any Prize Multiplier already revealed on the board

For all Bonus Games the game continues until there are no Grey Flip Again Symbols on the board and all power ups have been applied at which point the TICKET COST is multiplied by MULTIPLIERS TOTAL WON figure and awarded.

### PAYOFF RATE

This game has a theoretical payoff rate of **93.0 %**.

### PRIZE STRUCTURE

Symbols	Quantity of adjacent like symbols	Prize X stake
	3	0.10
	4	0.20
	5	0.50
	6	1
	7	2
	8	5
	9	10
	3	2
	4	5
	5	10
	6	20
	7	30
	8	50
	9	100
	3	5
	4	10
	5	20
	6	30
	7	50
	8	100
	9	200
	3	10
	4	20
	5	30
	6	50
	7	100
	8	200
	9	2,000

## **AUTO PLAY**

Press the **AUTO PLAY** button to start automatic play of the game at the currently selected stake. The following settings are available to define how many games you would like to play:

- Number of plays – total number of games that will be played at the current stake.
- Loss limit – auto play will stop when you hit your loss limit, which can be set as a multiple of your current bet stake. If you don't want a loss limit, simply select the "infinity" symbol at the end of the row.
- Single win limit – auto play will stop when you hit a single win limit, which is set as a multiple of your current stake. If you don't want a single win limit, simply select the "infinity" symbol at the end of the row.

Press the **STOP** button at any time to stop the auto play.

Note that your playing skills or the choices made regarding a game have no incidence on the outcome of the game, nor the odds of winning a prize.

Malfunction voids all pays and plays.

The prizes are paid in accordance with the payout table available on the game interface.