



## WILDS








The Wild symbol can substitute for any symbol except scatter.

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## BONUS



The Bonus game is awarded when 3 Bonus Symbols appear on the reels.

You may choose which bonus game to play

### Bonus Game

THE GOOD

THE BAD


THE UGLY

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## BONUS GAME - THE GOOD

ROUGH JUSTICE

10 FREE SPINS are awarded. WILDS are sticky for the duration of the bonus game. BONUS retrigger is possible, which will award 10 free spins.


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## BONUS GAME - THE BAD

BANK ROBBERY



Collect TNT to increase win multiplier

The more TNT collected, the higher the win multiplier you may unlock. The win multiplier starts at 3x and moves to 7x, 15x and 50x. Each time a win multiplier is unlocked +5 free spins are awarded.




The multiplier will be applied to all wins that include a WILD.

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## BONUS GAME - THE UGLY

CASHOUT

By selecting this option you will be essentially cashing out of your bonus game quickly. You will receive a random multiplier of your stake from 25x to 100x



**WILD**



**WILD**



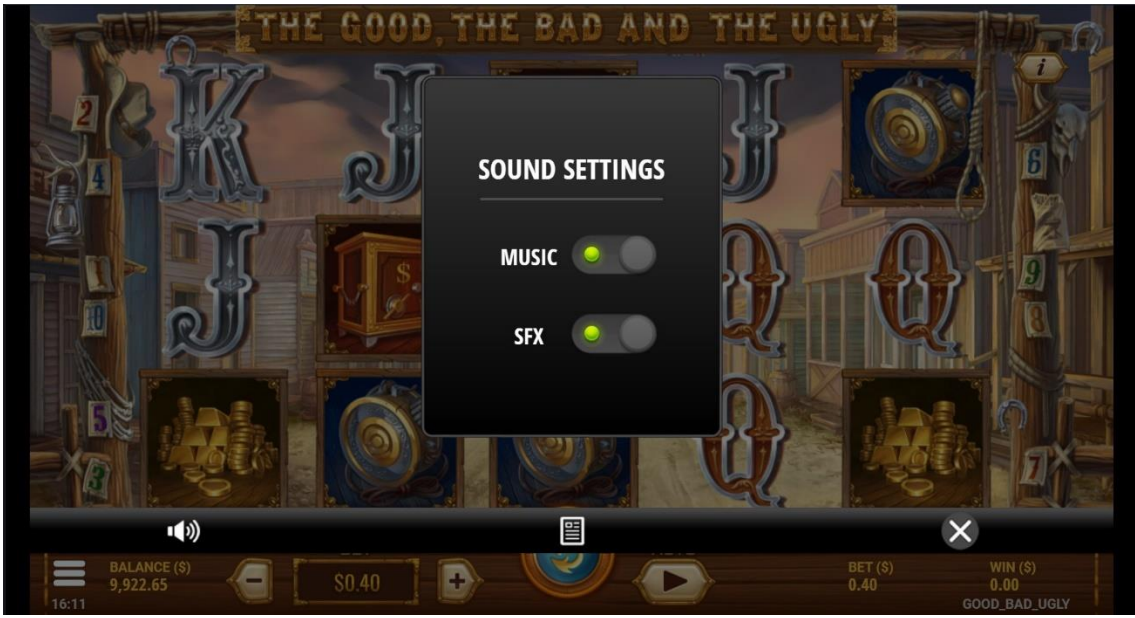
**WILD**

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## PAY LINES



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## THE GOOD, THE BAD AND THE UGLY

### FULL GAME RULES

#### THE GOOD, THE BAD AND THE UGLY

The Good, The Bad and The Ugly is a 5 reel, 3 row video slot. The game is played with 10 bet lines (fixed), with the bet amount being spread across all 10 lines (line wager = bet / qty lines). The bet lines are orientated from left to right, starting from the outermost left. The 'BONUS' symbol is a scatter symbol. 3 scatter symbols on reels 1, 3 and 5 will trigger the bonus game selection screen, where you may choose to play 1 of 3 bonus games.

All wins multiplied by bet staked per line. Paylines are orientated to pay left to right. Multiple wins across multiple paylines will be added together. Only the highest win is paid per line.

WILD is wild for all symbols except SCATTER. BONUS symbol appears only on reels 1, 3 and 5.

The maximum payout of this slot machine is (5000x max bet). Any wins in excess of this amount will be instead limited to this maximum payout.

#### BONUS GAME – THE GOOD

Awards 10 free spins. Every time a wild appears it is locked in place, making it a 'sticky' wild for the entire duration of free spins. Retrigger is possible here and will award 10 additional free spins.

#### BONUS GAME – THE BAD

Initially 5 free spins are awarded, alongside a win multiplier of 3x. You must collect the dynamite symbols to progress to the next stage, each time you progress a stage the win multiplier increases and further free spins are awarded.

The final stage awards a 50x win multiplier. The win multiplier multiplies all wins containing a WILD by the active multiplier amount. Please see the table below for a detailed view of how the phases work.

	Free spins awarded	Active WILD win multiplier	Total dynamite required
Phase 1	5	3x	0
Phase 2	+5	7x	2
Phase 3	+5	15x	5
Phase 4	+5	50x	12

#### BONUS GAME – THE UGLY

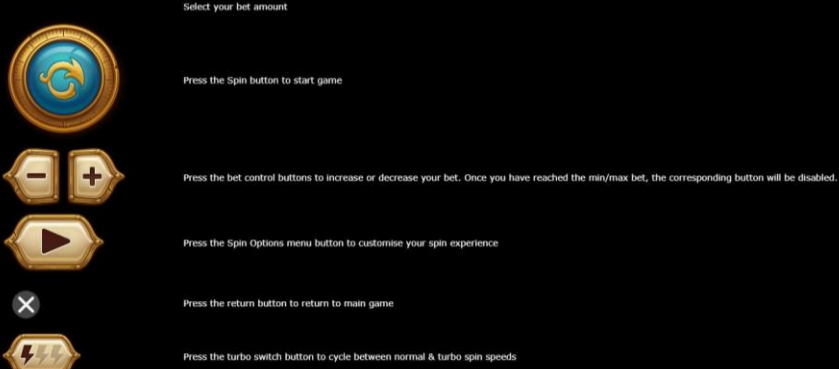
Random immediate win between 25x – 100x your bet.

### AUTO PLAY

Auto play plays the game automatically for the number of game rounds selected in the SPIN OPTIONS menu. Selecting Turbo will enable fast play. Selecting Super Turbo will enable even faster play. However, please note that Auto play, Turbo and Super Turbo features are not available in some jurisdictions.

To use autoplay, simply select the number of auto-spins you desire by selecting number. Then choose a total loss limit and then press the button to CONFIRM and start spins. You may also choose to stop the autoplay if your single spin win exceeds a particular amount.

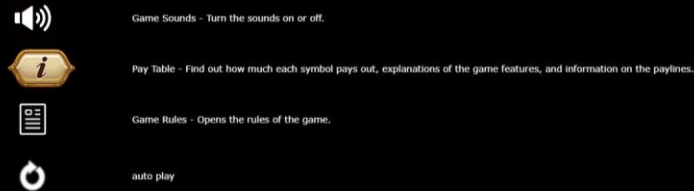
### HOW TO PLAY



### RETURN TO PLAYER

The overall theoretical return to player is 95%.

### GAME SETTINGS



### DEMO PLAY

The Operator's Demo Mode games are a sample of the Play for Real version. They play with the exact same rules and random number generator. Demo Mode versions of games allow you to play for 'fun money' that has no financial value.

### GAMING SYSTEM MALFUNCTION

The Operator reserves the right to withhold winnings and void wagers if a Player manipulates the games in a fraudulent manner or the Gaming System itself malfunctions.

The definition of such a malfunction extends to an error in the published odds or pay tables, or a game not working in accordance with its published rules.

## Additional information

Malfunction voids all plays and 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 completed and the corresponding prize, if any, will be deposited into the account.

Paylines are from left to right AND on consecutive reels.