



	7+ \$10		7+ \$5
	6 \$5		6 \$3.50
	5 \$2.50		5 \$1.80
	4 \$1		4 \$0.50
		7+ \$5	
		6 \$3.50	
		5 \$1.80	
		4 \$0.50	

Every drop, any combination of 4+ matching symbols touching horizontally or vertically will result in a winning combination.

	7+ \$3.50		7+ \$3.50
	6 \$2		6 \$2
	5 \$1		5 \$1
	4 \$0.25		4 \$0.25
	7+ \$2	<p>Every drop, any combination of 4+ matching symbols touching horizontally or vertically will result in a winning combination.</p>	
	6 \$1		
	5 \$0.50		
	4 \$0.10		

CASCADING MULTIPLIER

 A win multiplier is applied to, and increases with, every cascade. Wins can be very high but are limited to the maximum payout cap.



- 7 5 Picks
- 6 4 Picks
- 5 3 Picks
- 4 2 Picks

BONUS SYMBOL & GAME

Matching a combination of bonus symbols will take a player to a galaxy of Starsigns. A player gets to pick 2-5 signs. The number of signs the player gets to pick is based on how many symbols they activated the bonus game with, shown in the table below. Each sign will reveal a cash value. The player wins the total accumulated value from their picks.

COMET SYMBOL

A matching combination of comets will cause a large explosion on the reels. Any symbols touching the comet symbol adjacently will be destroyed.



- 7+ X9 - X18
- 6 X7 - X16
- 5 X5 - X14
- 4 X1 - X10

FREE DROPS SYMBOL & FREE DROPS



- 7 22 FREE DROPS
- 6 18 FREE DROPS
- 5 14 FREE DROPS
- 4 12 FREE DROPS

During FREE DROPS, every win will increase the cascading multiplier by 1. This cascading multiplier will continue to build with every win and will not reset until the end of the FREE DROPS session.

FREE DROPS may also be awarded from a go on the Jackpot Wheel game, upon powering up an element.

POWER MODE FEATURE

There are 5 Power Meters that can be activated by completing or matching the corresponding number of symbols shown on the Meter.



Each Power Meter leads to a distinct new galaxy, home to one of five elements.



Power Up by matching symbols until it explodes. All symbols add power (except comet & bonus symbols). Successfully powering up will award a spin on the wheel.

JACKPOT WHEEL FEATURE

Upon powering up, this feature will activate. A 5-tier prize wheel consisting of Hyper, Super, Giant and Dwarf prizes along with FREE DROPS, will present itself in front of the reels.



The player is granted 1 go on the wheel. The available prizes grow larger in value per element and are shown below:

ELEMENT	HYPER	SUPER	GIANT	DWARF	FREE DROPS
1	x4 - x8	x10 - x20	x50	x250	12
2	x4 - x8	x10 - x20	x100	x500	12, 14
3	x4 - x8	x10 - x20	x150	x1000	12, 14, 18
4	x4 - x8	x10 - x20	x200	x1500	12, 14, 18, 22
5	x4 - x8	x10 - x20	x250	x2000	12, 14, 18, 22

STARSIGN CLUSTERS

FULL GAME RULES

Every drop, any combination of 4+ matching symbols touching horizontally or vertically will result in a winning combination. After payout is made all winning combination symbols will explode, allowing the symbols above them to cascade in.

MAXIMUM PAYOUT CAP

There is a maximum win cap of 5,000x your bet on the game. This is applied to an individual round but can include within it all original symbol payouts, cascade multipliers, free drops and wheel within the single round.

CASCADING MULTIPLIER

A win multiplier is applied to, and increases with, every cascade. Wins can be very high but are limited to the maximum payout cap.

The applied multiplier value is increasing by 1 on every win but the increased multiplier value is displayed only on the subsequent win.

FREE DROPS SYMBOL & FREE DROPS

During FREE DROPS, every win will increase the cascading multiplier by 1. This cascading multiplier will continue to build with every win and will not reset until the end of the FREE DROPS session.

4 matching free spins symbols awards 12 FREE DROPS.

5 matching free spins symbols awards 14 FREE DROPS.

6 matching free spins symbols awards 18 FREE DROPS.

7+ matching free spins symbols awards 22 FREE DROPS.

FREE DROPS may also be awarded from a spin on the Jackpot Wheel game, upon powering up an element.

BONUS SYMBOL & BONUS GAME

Matching a combination of bonus symbols will take a player to a galaxy of Starsigns. A player gets to pick 2-5 signs. The number of signs the player gets to pick is based on how many symbols they activated the bonus game with, shown in the table below. Each sign will reveal a cash value. The player wins the total accumulated value from their picks.

SYMBOLS MATCHED	BONUS PICKS AWARDED
4	2
5	3
6	4
7+	5

Larger multipliers are available when the player enters the bonus game via a higher number of bonus symbols. Entering the bonus game with an active win multiplier will also increase all bonus values by the multiplier amount.

COMET SYMBOL

A matching combination of comets will cause a large explosion on the reels. Any symbols touching the comet symbol adjacently will be destroyed.

Symbols destroyed by a comet explosion will count towards unlocking power mode or add additional power to a meter during power mode.

POWER MODE FEATURE

There are 5 Power Meters that can be activated by completing or matching the corresponding number of symbols shown on the Meter.

Each Power Meter leads to a distinct new galaxy, home to one of five elements.

Power Up by matching symbols until it explodes! All symbols add power (except bonus and free drop symbols). Successfully defeating the boss will award the Jackpot Wheel Feature.

Note: Game progression towards power mode features, and within power mode features is saved and carried over to the next game, allowing players to continue their progress at a later time. However, game progression is tied to the stake used. This means a player can enter power mode by collection symbols from game play with a stake of 1.00, but if they change their stake to 2.00 that game progress will be reset (or resumed to that of their last game played at that stake). After playing with a stake of 2.00, if the player decides to return to the previous stake of 1.00, their prior progress at that stake will be resumed (and their progress at 2.00 saved for later).

JACKPOT WHEEL FEATURE

Upon powering up an element this feature will activate. A 5-tier prize wheel consisting of Hyper, Super, Giant and Dwarf prizes along with FREE DROPS, will present itself in front of the reels.

The player is granted 1 spin on the wheel. The available prizes grow larger in value per boss and are shown below:

BOSS	HYPER	SUPER	GIANT	DWARF	FREE DROPS
BOSS 1	X4 - X8	X10 - X20	X50	X250	12
BOSS 2	X4 - X8	X10 - X20	X100	X500	12, 14
BOSS 3	X4 - X8	X10 - X20	X150	X1000	12, 14, 18
BOSS 4	X4 - X8	X10 - X20	X200	X1500	12, 14, 18, 22
BOSS 5	X4 - X8	X10 - X20	X250	X2000	12, 14, 18, 22

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

Select your bet amount



Press the Spin button to start game



Press the Spin Options menu button to customise your spin experience



Press the bet control buttons to increase or decrease your bet. Once you have reached the min/max bet, the corresponding button will be disabled.



Press the Menu button to access game settings



Press the return button to return to main game



Press the turbo switch button to cycle between normal & turbo spin speeds
This feature may not be available in some jurisdictions

RETURN TO PLAYER

The overall theoretical return to player is 97.5%.

GAME SETTINGS



Game Sounds - Turn the sounds on or off.



Pay Table - Find out how much each symbol pays out, explanations of the game features, and information on the paylines.



Game Rules - Opens the rules of the game.



auto play

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.

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.