#### HOW TO PLAY

## PAYOUTS

- Only highest winner paid per winning combination. ANY WAY<sup>TM</sup> pays must occur on adjacent reels, beginning with the far-left reel. Winnings pay per symbol. This is an Any Way<sup>TM</sup> pays game. There are 4608 ways to win.
- Scatter wins are added to Any Way<sup>TM</sup> pays. Paytable reflects current bet configuration.
  - All wins on multiple ways are added together.
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### WILD SYMBOL

- {wild} is WILD for {dolphin}, {crab}, {starfish}, {Ace}, {King}, {Queen}, and {Jack}.
- {wild} only appears on reels 2, 3, and 4.

## **COIN SYMBOLS**

- {coin} is a Scatter symbol and can land on any reel.
- {silverCoin} only appears in Free Spins above each of the reels.
- {silverCoin} becomes active above any reel which is full of {coin}

### JACKPOT COIN SYMBOLS

- There are 4 Jackpot COIN symbols MINI, MINOR, MAJOR and MEGA.
- The Jackpot COIN symbols are Scatter symbols.

#### **BONUS SYMBOL**

- {fire} is a Scatter symbol.
- The {fire} symbol only appears in the base game.

### CASH FALLS<sup>TM</sup> FEATURE

- During the base game, each {coin} displays a Total Bet Multiplier or Jackpot based on the table below.
- Possible {coin} values

- Reel 1-2
- 0.5x 10x Total Bet, MINI
- Reel 3-4
- 0.5x 20x Total Bet, MINI, MINOR
- Reel 5
- 1x 20x Total Bet, MINI, MINOR, MAJOR, MEGA
- When {coin} land on the reels, the {coin} are locked in place for 3 spins, the spins are displayed in the meter below the reel.

## CASH FALLS<sup>TM</sup> FEATURE

- Any subsequent {coin} which land on the reels, the meter will reset the spins to 3. Changing the stake will clear the {coin} from the reels. On returning to the same stake, the {coin} will be retrieved and readded.
- If every position on a reel is filled with {coin}, then that reel awards the Cash Falls<sup>™</sup> Feature.
- The Cash Falls<sup>TM</sup> Feature awards the Total Bet Multipliers displayed on each of the {coin} on the reel. If a MINI, MINOR, MAJOR, or MEGA Jackpot is displayed on any of the {coin} then it awards the Total Bet Multiplier which equates to the corresponding meter.
- All Total Bet Multipliers are added together, with the total displayed in the meter at the bottom of that reel. After a reel awards the Cash Falls<sup>™</sup> Feature, the {coin} on that reel are no longer locked in place. The remaining {coin} will disappear when the meter below the reels has no more spins.
- {coin} can land in stacks of 1, 2, or 3. A maximum stack of 3 {coin} may land per base game spin. Symbols that land behind any {coin} are not evaluated.
- The Cash Falls<sup>TM</sup> Feature is only awarded in the base game.

#### FREE SPINS FEATURE

- Land 3, 4, or 5 {fire} to be awarded 1x Total Bet and trigger Free Spins with 10, 12, or 15 Free Spins respectively.
- Possible {coin} values
- Reel 1-2
- 0.5x 10x, 100x Total Bet, MINI
- Reel 3-4
- 0.5x 10x, 100x Total Bet, MINI, MINOR
- Reel 5
- 1x 10x, 100x Total Bet, MINI, MINOR
- During the Free Spins Feature, each {coin} displays a Total Bet Multiplier or Jackpot based on the table above.

- Any {coin} that land during Free Spins will be locked in place for the duration of Free Spins.
- During Free Spins if every position on a reel is filled with {coin}, the {silverCoin} will display a random Total Bet Multiplier.
- At the end Free Spins, {silverCoin} will award a random number of additional Total Bet Multipliers to the meter below the reel after the {coin} Total Bet Multipliers have been added to the meter. The additional Total Bet Multipliers awarded can be up to 100x and can also include MINI and MINOR Jackpots only.
- If a MINI or MINOR Jackpot is displayed on any of the {coin} then it awards the Total Bet Multiplier which equates to the corresponding meter.
- Additional Total Bet Multipliers from {silverCoin} award the same range of multipliers as {coin}, dependant on which reel they are on (as seen on page 10). The below table shows the number of {silverCoin} awarded for each reel.
- Possible number of {silverCoin} awarded
- Reel 1-2
- 6 15
- Reel 3-4
- 8 25
- Reel 5
- 10 30
- The Free Spins Feature ends when no Free Spins remain, or all reel positions are filled with {coin}.
- Upon exiting the Free Spins Feature, the base game returns to the state that it was in prior to entering the Free Spins Feature.
- An alternate set of reels is used during the Free Spins Feature. All symbols besides {coin} are grayed out and not evaluated. Symbols that land behind {coin} are not evaluated.
- {coin} can land in stacks of 1 and or 2. A maximum stack of 2 {coin} may land per Free Spin.
- Free Spins cannot be re-triggered.

#### BUY PASS<sup>TM</sup>

- The BUY PASS<sup>™</sup> feature allows direct access to the Free Spins feature.
- The BUY PASS<sup>™</sup> Free Spins feature will randomly award 10, 12 or 15 FREE SPINS.
- The Free Spins feature is played at the selected bet level when BUY PASS<sup>TM</sup> was triggered.
- The cost of the BUY PASS<sup>TM</sup> Free Spins feature is featured below: {multiplier}x.

### **TURBO MODE**

- Turn on Turbo Mode to speed up each spin, it can be turned off at any point during the game.
- When Free Spins is awarded, Turbo Mode will automatically be turned OFF.
- Activating Turbo Mode does not influence the results of the spins.

# **LEGAL NOTICES**

- 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.
- Malfunction voids all pays and plays.
- 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 cancelled, and the corresponding bet will be refunded.
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