

STATIC NIGHTMARE ABYSSWAYS



WILDS can grow up to 4 tall!

SCATTER symbols expand the reels!

3 SCATTER symbols trigger 8 FREE SPINS!

CONTINUE

Don't show again



Static Nightmare ABYSSWAYS



SYMBOLS



Static Nightmare ABYSSWAYS



SCATTER



3 SCATTER symbols trigger 8 FREE SPINS. Whenever a scatter symbol lands, the reel expands, adding up to 6 new symbol positions.

During FREE SPINS, reel expansion adds new symbol positions to the bottom of the reel instead. All symbol positions added by the reel expansion are marked for falling. Landing 3 scatters during a FREE SPIN adds 8 additional FREE SPINS to the current total. The maximum amount of FREE spins available is 40.

Static Nightmare ABYSSWAYS



WILD



The WILD symbol substitutes for all symbols except scatter. Whenever a SCATTER lands, all wilds currently present on the reels will expand by 1. At the end of each spin, if no scatter is on the reel, each wild has an independent chance of expanding 1-3. The maximum WILD height is 4, and a WILD can't expand further if there is a SCATTER directly above it or if it has reached the maximum reel height of 6.

Static Nightmare ABYSSWAYS



During the FREE SPINS, all WILDS are sticky, and 1-3 WILDS are added to the reel on the first FREE SPIN. If a WILD expands during the FREE SPINS then it expands downwards instead of upwards. At the end of each FREE SPIN, before marked symbols fall, all WILDS will shrink back into 1 tall if they were expanded and then attempt to move horizontally. WILDS can't cross gaps and can't move to a position occupied by another WILD. If no valid horizontal move is available for a WILD, then it will attempt moving 1 step upwards instead. WILDS will try to avoid falling positions as much as possible when moving. Extra reel positions created by WILD expansion are marked for falling.

ABYSSWAYS



At the start of each FREE SPIN, a random number of symbols on the bottom of the reel will become marked for falling, and then at the end of each FREE SPIN, all marked symbols will fall from the reel, reducing the total reel size. Between each spin, a new full row is added on top of the reel, increasing the total reel size.

46656 WAYS TO WIN!



Way wins are awarded for adjacent symbol combinations from left to right. Winning combinations begin with the left-most reel. Only highest winning combination paid per symbol combination.

Static Nightmare ABYSSWAYS

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Malfunction voids all pays and plays.

Information

Way wins are awarded for adjacent symbol combinations, according to the information in the payable and game rules. When winning on multiple ways in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to way wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Only the highest win is paid per winning symbol combination.

Game Rules

STATIC NIGHTMARE ABYSSWAYS™ is a video slot game featuring an expanding 6x3-6x6 reel with 729 46,656 WAYS evaluation, expanding WILDS, and ABYSSWAYS™ FREE SPIN.

SCATTER Symbols - SCATTER symbols are non-paying and trigger FREE SPINS and activate the reel expansion feature. Whenever a SCATTER symbol lands, the reel expands, adding up to 6 new symbol positions. The reels can reach a maximum height of 6 and return to the default 3 when a new spin is started. At the end of each spin, if there are 3 SCATTERS present on the reel, then 8 FREE SPINS with ABYSSWAYS™ are triggered.

WILD Symbols - The WILD symbol substitutes for all symbols except scatter. Whenever a SCATTER lands, all WILDS currently present on the reels will expand by 1. At the end of each spin, if no scatter is on the reel, each WILD has an independent chance of expanding 1-3. The maximum WILD height is 4, and a WILD can't expand further if there is a SCATTER directly above it or if it has reached the maximum reel height of 6.

ABYSSWAYS™ - At the start of each FREE SPIN, a random number of symbols on the bottom of the reel will become marked for falling, and then at the end of each FREE SPIN, all marked symbols will fall from the reel, reducing the total reel size. Between each spin, a new full row is added on top of the reel, increasing the total reel size.

FREE SPIN SCATTER changes - During FREE SPINS, reel expansion triggered by SCATTER symbols add new symbol positions at the bottom of the reel. All symbol positions added by the reel expansion are marked for falling. If there are 3 scatters on the reel at the end of a FREE SPIN then 8 additional FREE SPINS are added to the current total. The maximum amount of FREE spins available is 40.

FREE SPIN WILD changes - During the FREE SPINS, all WILDS are sticky, and 1-3 WILDS are added to the reel on the first FREE SPIN. If a WILD expands during the FS then it expands downwards instead of upwards. At the end of each FREE SPIN, before marked symbols fall, all WILDS will shrink back into 1 tall if they were expanded and then attempt to move horizontally. WILDS can move any number of positions but can't cross gaps and can't move to a position occupied by another WILD. If no valid horizontal move is available for a WILD, then it will attempt moving 1 step upwards instead. WILDS will try to avoid falling positions as much as possible when moving, but must move if they can, so sometimes they have no other option than to go to a marked position. Extra reel positions created by WILD expansion are marked for falling.

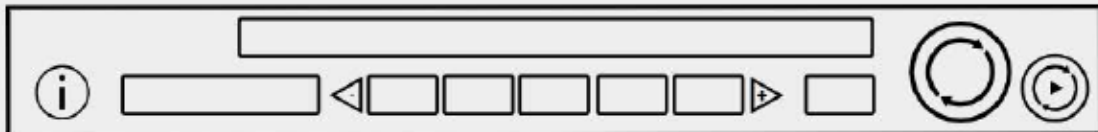
The average RTP is 96.20%. RTP is achieved through participation.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. Way wins are awarded for left to right adjacent symbol combinations. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the payable.

Any combination of wins resulting from a single game cycle, including the results of any possible triggered bonuses, is capped at a maximum of 20000 times total bet.

• **Auto adjust bet** - Automatically reduces the total bet when starting a new spin, if the balance is too low to initiate a spin at the current bet level. The reduced total bet selected will be the highest possible bet and will be lower than the selected bet size when autoplay was initiated. The bet will be decreased only and will not return to its original amount following any wins that would allow the initiating bet size to be resumed.

UI Buttons



Spin / Stop / Spacbar	
	Starts a game round / Stops the reels.
Paytable	
	Opens the payable.
Auto Play	
	Enables / Disables the Auto Play feature.
Select Bet	
	Selects the displayed bet directly.
Bet (-)	
	Decreases the bet.
Bet (+)	
	Increases the bet.
Settings	
	Opens the settings menu.
Close	
	Closes the game.
Game History	
	Opens the game history.
Game Help	
	Opens the game help.
Sound	
	Toggles sound ON.
Sound	
	Toggles sound OFF.

Any disabled or inactive button indicates that the option is not available in the jurisdiction and/or to the operator.

Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.

Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available