

GRAND \$ 1 000.00	MAJOR \$ 250.00
MINOR \$ 125.00	MINI \$ 30.00

COIN FURY

WILD WILD WILD	\$
    of a kind	\$
   	\$

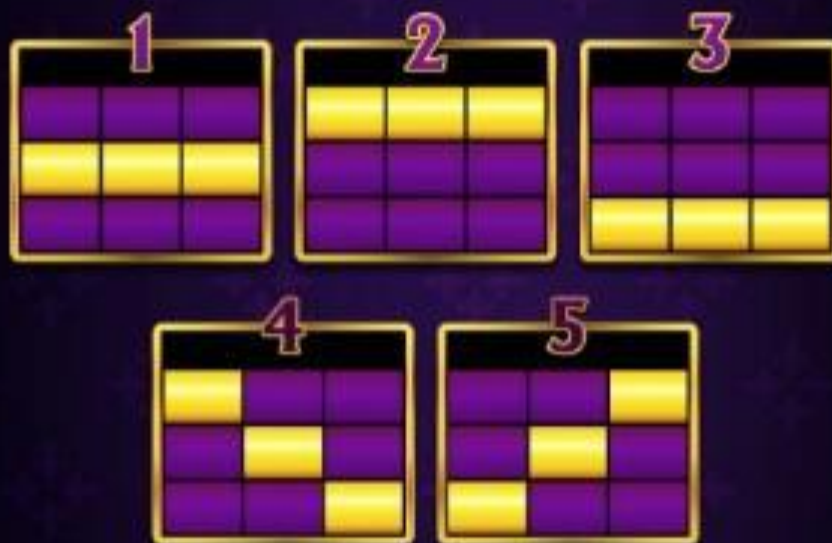
Wild Symbol

WILD

Substitutes for all symbols except:




Win Lines



Hold & Spin Feature 1/8

When each reel contains at least 1 Coin symbol the Hold & Spin Feature will be triggered.



Hold & Spin Feature 2/8

Any Coin symbol on the middle reel will be held and 3 Free Spins will be awarded.



The Hold & Spin Feature is played with the same bet level as the spin which triggered it.

Hold & Spin Feature 3/8

The values, or bonuses, on the Coin symbols on the leftmost and the rightmost reels will be added to the value of every Coin symbol on the middle reel.



Hold & Spin Feature 4/8

Any Coin symbol which will be spun in will reset the Free Spins to 3.



Any Coin symbol which will be spun in on the middle reel will be held.

Hold & Spin Feature 5/8

The values, or bonuses, on the Coin symbols which will be spun in on the leftmost and the rightmost reels will be added to the value of every Coin symbol on the middle reel.



Hold & Spin Feature 6/8

The Hold & Spin Feature ends when no Free Spins are left.



At the end of the feature the values on any Coin symbol on the middle reel will be awarded to the player.

Hold & Spin Feature 7/8

The possible values on the Coin symbols on the leftmost and the rightmost reels depend on the total bet and can be: 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x or 25x the total bet.



Hold & Spin Feature 8/8

The "Mini", "Minor", "Major" or "Grand" label on a Coin symbol represents the bonus displayed in the appropriate bonus meter.

GRAND
\$ 1 000.00

MAJOR
\$ 250.00

MINOR
\$ 125.00

MINI
\$ 30.00

Pile of Coins Feature 1/3

There is a pile of coins around the big coin which is presented on top of the reels.

Each time a Coin symbol lands on any reel, an animation is played virtually adding coins to this pile.

Every now and then, during gameplay, the pile will visually grow.

Pile of Coins Feature 2/3

Each time a Coin symbol lands on any reel, the "Pile of Coins" Feature can be triggered.

The pile will collapse and Coin symbols will be randomly added to the reels and the Hold & Spin Feature will be triggered.

Pile of Coins Feature 3/3

The pile of coins, presented above the reels, is just an animation with no influence on the actual chance of winning the "Pile of Coins" Feature.

It is not possible to trigger the "Pile of Coins" Feature during the Hold & Spin Feature.

Coin Fury

GAME RULES

- This page contains information on how to play this game.
- Please scroll down to read through all topics.

Getting started

- When you start the game, you enter a lobby where you can choose a machine to play this game. Simply click on "Play now" or a vacant machine to begin playing!
- This game is a game for one player - the gameplay of other players does not affect yours. Each game starts when you place a bet and ends when you leave the application.
- In the lobby, you may see other players in the same game sitting at a machine. By clicking such a machine, you are entering "spectator mode" and can watch a different player play. You are not able to influence the game which you are spectating in any way.

Playing

- You choose the total bet per round via the "Total Bet" button.
- The minimum bet per round is \$ 0.20.
- The maximum bet per round is \$ 30.00.
- The "Start" button begins a round of play.
- Each round is independent of previous rounds.
- All game outcomes are independent and randomly determined.
- When you start a round, the bet is deducted from the balance you've paid in.
- At the end of a round, the console displays your win, if any.

Win Lines

- This game has 3 reels and 5 win lines.
- You can find an overview of the win line pattern via "Paytable & Info".

Autoplay

- Clicking on "Auto" starts automatic spins.
- If "Autoplay" is activated the button label becomes green. Clicking it again stops the automatic spins.
- Autoplay stops automatically when the total bet is higher than your current funds.
- Autoplay stops automatically when a feature is awarded.
- Autoplay is not possible during the Hold & Spin Feature.

Winnings

- Winning combinations and payouts are made according to the paytable.
- Symbol payout values shown in the paytable are dynamic and change in accordance with the selected bet value.
- All wins start on the leftmost reel and are for combinations on adjacent reels except scatters.
- Highest win only paid on each selected line and per scatter combination. Scatter wins and line wins are added.
- The leftmost reel is reel 1, the rightmost reel is reel 3.

Bonus Symbols

- Each reel containing at least 1 Coin symbol will trigger the Hold & Spin Feature.
- A Wild Symbol substitutes for all symbols except the Coin symbol.

RTP Range

- The theoretical RTP (return to player) value for this game is 93.96%.
- The theoretical RTP is calculated as total win/total bet over a large number of games played and reflects the prizes awarded by a game as a percentage of all bets made. The actual RTP can vary widely in either direction for a small number of games due to statistical variance.

Connection Loss

- In case you lose your network connection, the game will proceed to complete the current round of play automatically after a delay of 2 hours absence from the game.
- If you reconnect into the game earlier, you are able to continue playing the current round.
- This includes all settings such as number of lines and bet.
- If this round contains multiple spins (e.g. free games feature), the game will determine your winnings based on the game's expected win values.

Malfunction voids all pays and plays.

GAME FEATURES

Hold & Spin Feature

- When each reel contains at least 1 Coin symbol the Hold & Spin Feature will be triggered.
- Any Coin symbol on the middle reel will be held and 3 Free Spins will be awarded.
- The Hold & Spin Feature is played with the same bet level as the spin which triggered it.
- The values, or bonuses, on the Coin symbols on the leftmost and the rightmost reels will be added to the value of every Coin symbol on the middle reel.
- Any Coin symbol which will be spun in will reset the Free Spins to 3.
- Any Coin symbol which will be spun in on the middle reel will be held.
- The values, or bonuses, on the Coin symbols which will be spun in on the leftmost and the rightmost reels will be added to the value of every Coin symbol on the middle reel.
- The Hold & Spin Feature ends when no Free Spins are left.
- At the end of the feature the values on any Coin symbol on the middle reel will be awarded to the player.
- The possible values on the Coin symbols on the leftmost and the rightmost reels depend on the total bet and can be: 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x or 25x the total bet.
- The "Mini", "Minor", "Major" or "Grand" label on a Coin symbol represents the bonus displayed in the appropriate bonus meter.






Pile of Coins Feature

- There is a pile of coins around the big coin which is presented on top of the reels.
- Each time a Coin symbol lands on any reel, an animation is played virtually adding coins to this pile.
- Every now and then, during gameplay, the pile will visually grow.
- Each time a Coin symbol lands on any reel, the "Pile of Coins" Feature can be triggered.
- The pile will collapse and Coin symbols will be randomly added to the reels and the Hold & Spin Feature will be triggered.
- The pile of coins, presented above the reels, is just an animation with no influence on the actual chance of winning the "Pile of Coins" Feature.
- It is not possible to trigger the "Pile of Coins" Feature during the Hold & Spin Feature.

SYMBOLS

The table below lists the winning symbols of this game.


	Coin on reels 1 and 3 only (Scatter)		Coin on reel 2 only (Scatter)
	Seven		Melon
	Grape		Bell

	Plum		Orange
	Lemon		Cherry
	Wild		

USER INTERFACE

Buttons

The table below lists the different buttons found in the game and describes their functions.

	Start: Start a game round at the current bet level.
	Total Bet: See available bet options or press + or - to increase or decrease your current bet.
	Max Bet: Set your bet to the maximum available bet.
	Auto: Start Autoplay (for more details on Autoplay see the "Game Rules" section).
	Open the menu to access: The payable, deposit options, settings, replay mode or help screen. You can find more details on the available menu options below.
	In the payable: Click the arrow buttons to scroll through the payable. Pressing "X" brings you back to the game again.
	Exit: Exit the game.
	Change sound settings (sound & music, sound only or sound off).
	Toggle between fullscreen and windowed mode.
	In replay mode: Press left or right to step through your last played rounds. Press the "Play" button to see the complete round again.

When playing on a mobile or tablet, you can move the buttons by dragging and dropping them to the positions you want.

Keyboard Input

The table below lists the supported keyboard shortcuts and describes their functions.

	Space <ul style="list-style-type: none">- Starts a new round.- Collects your current winnings.- Triggers a fast stop of the running reels.
	Left Arrow <ul style="list-style-type: none">- Decreases the current bet until the minimum possible bet has been reached.
	Right Arrow <ul style="list-style-type: none">- Increases the current bet until the maximum possible bet has been reached.
	Tab <ul style="list-style-type: none">- Opens the payable.- Navigates to the next page when pressed while the payable is in view.- Closes the payable again when pressed on the last page.

Paytable & Info

- The payable lists the symbols, winning combinations and payouts of the game.
- The payable always shows the prizes for the currently selected bet and number of lines.
- It consists of multiple pages which can be accessed by using the arrow buttons.

Replay

- With the replay option you are able to rewatch your previous rounds.
- For an overview about the controls in replay mode find details in the user interface table above.

Help

- This button displays the ingame help.

Exiting the game

- You can exit the game at the end of each round.

VERSIONS

Game Certification

- Game Certification Version: 1.260.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Factory Version: 1.10.54.0
- Game Server Build Version: 1.260.0
- Game Math Version: 1.0.0

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop

Manufacturer and Supplier

- Manufacturer: Greentube Netherlands B.V.
- Supplier: Greentube GmbH

Any game in progress for more than 2 hours will be completed and the corresponding prize, if any, will be deposited into the account.

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.