## HOW TO PLAY

## PAYOUTS

- This is an Any Way ${ }^{\text {TM }}$ pays game with 4096 ways to win in the base game and 10,000 ways to win in Free Spins.
- Win must occur on adjacent reels, beginning with the far-left reel.
- Wins on multiple ways are added to the total win.
- The paytable reflects the current bet configuration.
- Only highest winner paid per winning combination.
- Winnings pay per symbol.


## BONUS SYMBOL

- The BONUS symbol is a Scatter symbol.


## WILD SYMBOL

- The WILD symbol substitutes for all symbols except BONUS symbol.
- The WILD symbol can only appear on reels $2,3,4$, and 5 .
- The WILD symbol can appear on reels 1 and 6 if awarded during the Wild Revolver Bonus.


## WILD REVOLVER BONUS

- When two BONUS Symbols land there is a chance that it might trigger the Wild Revolver Bonus.
- When two BONUS symbols trigger the Wild Revolver Bonus, the BONUS symbol will change into a WILD BONUS symbol, and it will substitute for all symbols except BONUS symbols.
- A number of bullet holes will be shot onto the reels replacing some of the symbols and those will turn from bullet holes to WILD symbols.
- The WILD symbols that have been added via bullet holes can appear on reels 1 and 6 .
- Minimum of three bullet holes/WILD symbols will be shot and maximum of five.
- Wild Revolver Bonus and Free Spins Bonus cannot be triggered on the same spin.


## FREE SPINS BONUS

- Land 3 or more BONUS symbols to trigger the Free Spins Bonus.
- Each BONUS symbol will spin and display numbers of Free Spins 1-6, the gun chamber will then spin and randomly select one of the numbers.
- Once all the gun chambers in view have spun, the numbers displayed on each gun chamber will be added together which will give the total number of Free Spins awarded.
- The Free Spins Bonus will then start.


## FREE SPINS BONUS

- On entering Free Spins, there are 4 new reel positions above reels $2,3,4$ and 5.
- The new reel positions are covered with jail bars until they are activated.
- When a WILD symbol lands on reels $2,3,4$, or 5 , it will first pay any wins awarded.
- A duplicate of the WILD symbol will move up to the top of the reel, into the jail cell and the bars will animate upwards.
- These WILD symbols will be locked in place for the duration of Free Spins and will be applied to any wins on subsequent spins.
- When more than 1 WILD symbol is awarded then it will show a multiplier value (x2, $\mathrm{x} 3, \mathrm{x} 4$ etc.) on the WILD symbol.
- The multiplier value represents how many WILD symbols are locked in place on that reel.
- Each spin will process any wins from reel symbols and WILD symbols combined, these are multiplicative for each WILD symbol included in a winning combination.
- The Wild Revolver Bonus may trigger during Free Spins if two BONUS symbols spin into view.
- If three or more BONUS symbols spin into view, the gun chambers will spin and additional Free Spins will be awarded.
- Free Spins are played with the same stake, awards and winning combinations as the base game that triggerered the feature.
- The Free Spins Bonus will end when no more Free Spins remain.


## PREMIUM PLAY

- When the Premium Play button is active, the stakes will change to 1.5 x the original stake.
- The Sheriff Bonus will be triggered if a base game win is more than 1.6 x the Premium Play stake.
- The Sheriff Bonus will display 12 sheriff badges, each badge will reveal either multipliers of x1, x2, x3, x4, x5 or Free Spin Bonus entry.
- If a multiplier value is revealed, then it will multiply the win by the multiplier shown.
- If Free Spins Bonus is revealed, it will return to the base game where the reels will spin resulting in the Free Spins Bonus being awarded.
- When Premium Play is active, the original stake is used to calculate the wins.
- The Sheriff bonus will not be awarded if the Free Spins Bonus is triggered in the base game.
- If Sheriff bonus and Gamble feature are awarded in the same spin, the Sheriff Bonus will be played out first then Gamble.
- Free Spins Bonus triggered by base game or Sheriff Bonus can trigger Gamble feature however Free Spins Bonus awarded by Gamble will not trigger Gamble feature again.


## GAMBLE FEATURE

- When the Gamble button is active and 5 x stake is won, the Gamble feature is triggered.
- If Premium Play is also active, then Gamble will be triggered at 2.5 x the Premium Play stake.
- The Gamble screen shows two options:
-     - Gamble cash value
- Gamble entry into Free Spins Bonus.
- Each option displays a dial with the cash value or number of Free Spins that can be won, the chance of winning is represented by the green section of the dial. These can be increased or decreased before gambling.
- A winning gamble will increase the current win or the number of Free Spins to the value shown in the Current Win meters.
- Both Gamble options can be played alternatively until it is collected or lost.
- A losing gamble will exit the Gamble screen.
- Select 'Collect Winnings' to take the current prize on offer and exit the Gamble screen.
- Each win may be gambled up to a maximum 5 times.
- The Gamble feature will return an average payout of at least $100 \%$.
- Please note this does not mean that every play or series of plays will return the percentage.
- Gamble wins are awarded randomly and the return to any individual player may be less or more than $100 \%$.
- The outcome of each gamble is random and is unaffected by previous results.
- A maximum of 30 Free Spins can be won, whereby the Gamble will exit irrespective of any gamble attempts remaining.
- A dial can become disabled if the win chance is less than $2 \%$ or greater than $98 \%$ and if both dials are disabled due to the same the gamble will not trigger.
- The green (winning) section of the dial is dynamically calculated for each gamble to display the exact chance of winning the next gamble.
- The Gamble feature will not award wins higher than $10,000 \mathrm{x}$ stake.


## 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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