TWICE THE MONEY

BASE PAYTABLE

SUBSTITUTE	SCATTER			
Dynamite	Gold			

| | | K | J | Q |
| A | 10 | 9 | | |

FEATURE PAYTABLE

SUBSTITUTE	SUBSTITUTE	SUBSTITUTE	SUBSTITUTE	SCATTER
Dynamite	Multiplier Dynamite X2	Multiplier Dynamite X4	Multiplier Dynamite X8	Gold

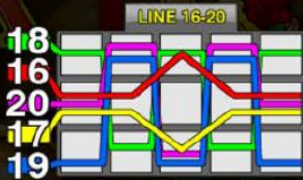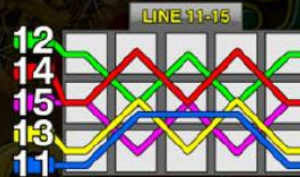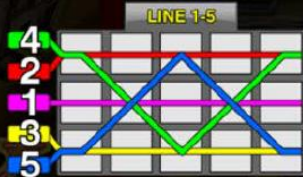| GOLD MINE HERE | | | | |
| A | K | J | 10 | Q |
| 9 | | | | |
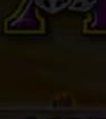
LINES

Game Rules

'Dynamite' substitutes for all symbols except scatters during paid games only.

'Dynamite' appears on reels 3, 4 and 5 only during paid games.

'Gold' is a scatter.

'Multiplier Dynamite' appears during the Free Games Feature and Twice The Money Feature only.

All wins begin with leftmost reel and pay left to right on adjacent reels, except scatters.

Scatters pay in any position.

All wins on lit lines only except scatters.

Highest win only on each line.

Scatter wins are added to line wins.

Wins on different lines are added.

Highest win awarded only on each scatter combination, if applicable.

The game has a return to player of 94.30%.

FREE GAMES FEATURE

10 free games of Free Games Feature are triggered by any 3 or more scattered 'Gold'.

During the Free Games Feature, 'Multiplier Dynamite' appears on reel 3 only and substitutes for all symbols except scatters and 'Dynamite'.

During the Free Games Feature, 'Dynamite' appears on reels 2 and 4 only and substitutes for all symbols except scatters and 'Multiplier Dynamite'.

During the Free Games Feature, the Feature paytable is applied.

During the Free Games Feature and during the Twice The Money Feature, if a 'Multiplier Dynamite' substitutes in a winning combination, the pay for that win is multiplied by the 'Multiplier Dynamite' multiplier as follows:

For free games 1 to 4, the 'Multiplier Dynamite' multiplier is 2.

For free games 5 to 8, the 'Multiplier Dynamite' multiplier is 4.

For free games 9 or more, the 'Multiplier Dynamite' multiplier is 8.

TWICE THE MONEY FEATURE

During the Free Games Feature, any 3 or more scattered 'Gold' appearing will trigger the Twice The Money Feature and award 5 additional free games.

Once the Twice The Money Feature is triggered, all the remaining free games are played as Twice The Money free games.

During the Twice The Money Feature, 'Multiplier Dynamite' appears on reel 3 only and substitutes for all symbols except 'Dynamite'.

During the Twice The Money Feature, 'Dynamite' appears on reels 2 and 4 only and substitutes for all symbols except 'Multiplier Dynamite'.

'Gold' does not appear during the Twice The Money Feature.

Free Games Feature cannot be triggered again during the Twice The Money Feature.

During the Twice The Money Feature, the Feature paytable is applied.

Bet and lines played during the Free Games Feature and the Twice The Money Feature are the same as the game that triggered the Free Games Feature.

Reel strips during the Free Games Feature and the Twice The Money Feature are different to each other and also different to the reel strips during paid games.

HOW TO PLAY

LINES: If available, Increase or decrease the number of 'LINES' by clicking on the '+ / ▲' or '- / ▼' button.

The 'TOTAL BET' is the 'BET' multiplied by the number of 'LINES'.

SPIN / PLAY: Click on '▶ / 🔄' or press spacebar to start the game. After the reels stop spinning, any winning combinations on the selected lines will be paid according to the paytable.

STOP: Once play is initiated the '▶ / ↻ ' button becomes a '■' stop button. Click this button or press space bar to stop reels from spinning. The '■' button has no effect on the game outcome.

AUTO: Click on the '⟳ / ⏩ / ＋' button and use the '+ / ▲' or '- / ▼' button to select the number of games to auto play. Number of auto play games remaining is displayed. During auto play, the '▶ / ↻' button becomes a '■' button. Select this button to stop auto play once the current spin is complete.

MAXIMUM BET: If available Click on the 'MAX' button to set the maximum bet.

GAME HISTORY: This can be viewed by clicking on the 'clock / 🕐 ' button.

RESULT: Any wins are indicated by the highlighted lines and symbols animating wherever applicable. Wins are shown in the message box.

The game rules are identical in both real play and demo play modes.

The player is responsible for checking the correct bet has been registered before commencing play.

Malfunction Voids all Pays and Plays.

The prizes are paid in accordance with the payout table available on the game interface.