








# UDDER CHAOS LUCKYTAP

## USER INTERFACE

	'+' / '-' buttons increase / decrease the bet value — the bet value is the total bet per game round.
	Starts a game round at the current bet value.
	Displays the autoplay options.
	Stops the autoplay session.
	The numerical value displayed within the button shows the number of autoplay game rounds remaining.








## BET DEFINITION














- **Current Bet:** The current bet is the value that appears above .
- **Minimum Bet:** The minimum bet is the lowest possible bet value, which is selected by pressing  until the bet value no longer decreases.
- **Bet Multiplier:** The bet multiplier is defined as the current bet divided by the minimum bet.

## AUTOPLAY OPTIONS








- Autoplay will allow game rounds to be played automatically.
- Click on the Autoplay button and select the number of Autoplay game rounds.

## WINS

- The alien  has three special weapons; Claw , Laser , and Tractor Beam . At the start of any bet, a weapon is chosen at random, and each weapon has an equal chance of winning.
- When  is the active weapon, a winning bet occurs when a  or  is successfully lifted off the ground and into the alien ship.

- When  is the active weapon, and a win of three or more  or  occurs, additional  may appear to display the winning prizes.
- When  is the active weapon, a winning bet occurs when a  or  is targeted  by the  and shot, transforming it into .
- When  is the active weapon, a winning bet occurs when a  or  is successfully lifted off the ground and into the alien ship.
- 3 to 18 credit prizes are awarded on a winning bet.

## HYPERDRIVE FEATURE

- After  or  prizes have been awarded, the alien may move to the milk field to select up to two  canisters. Each  will fill the milk meter  with a random amount of milk. If the milk meter is completely filled  the **HYPERDRIVE** Feature is awarded. If the milk meter is not completely filled after two  are added the alien will move back to the prize field.
- During the feature, each cow that is hit by the alien doubles the entire value of the current total win. This can occur up to 5 times. Possible total multiplier values are 2x, 4x, 8x, 16x, or 32x.
- Milk Meter is for entertainment purposes only, and cannot be used to determine chances of winning or losing if you continue to play.

## PAYOFF RATE

This game has a theoretical payoff rate of **93.90 %**.

## GENERAL INFORMATION

- The game outcomes are determined by a random number generator that has been certified by an approved test house.
- Note that your playing skills or the choices made during a game have no incidence on the outcome of the game, nor the odds of winning a prize.
- Misuse and 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 35 days will be cancelled, and the corresponding bet will be refunded.