



BALANCE \$101,827.36

SPECIAL FEATURES

WILD TO

REWARD 2000x

REWARD 32x

If the WILD cop manages to hit a robber with his baton as he chases him, it will stun the robber until he is caught. The WILD cop may throw his baton multiple times across several spins, allowing him to stun and catch more than one robber! Cop symbol substitute for all paying symbols.

PLAY

HELP INFO HISTORY 18.00 BONUS BALANCE: \$0.00 10 121

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SYMBOL WINS

OFFICER POLICE x5 = 1000 x4 = 260 x3 = 80	HAT x5 = 580 x4 = 160 x3 = 32	CUFFS x5 = 380 x4 = 120 x3 = 24	SUNGLASSES x5 = 280 x4 = 80 x3 = 16	
A x5 = 200 x4 = 40 x3 = 8	K x5 = 160 x4 = 36 x3 = 8	Q x5 = 120 x4 = 32 x3 = 4	J x5 = 80 x4 = 28 x3 = 4	10 x5 = 60 x4 = 24 x3 = 4

PLAY

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WIN LINES

All wins are paid when a symbol matches a payline pattern from the leftmost side of the reels.

PLAY

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HELP

SPECIAL SYMBOLS AND FEATURES

Robbers

Robbers appear randomly on the reels and run for a random amount of spins. Each robber holds a WANTED poster which shows the stake multiplier value of the REWARD for his capture.

Cop

The cop appears on the reels at random and also acts as a WILD symbol as he moves around the reels. He may chase and catch the robbers to claim the REWARD advertised. The robbers may escape the cop. The Cop substitutes for all paying symbols.

Wanted Poster

When the cop catches a robber, the advertised reward will be paid as a stake multiplier. Rewards on offer range from 7X to 2000X stake!

Baton

If the cop throws his baton at the robber it stuns him, and guarantees that the cop will catch him with more spins.

HOW TO PLAY REEL HEIST

GAME PROGRESS

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or – buttons.

Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your total stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount, Stop on Bonus Feature.

General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

The prize value from one payline is equal to the total stake divided by the number of paylines, multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

Example: Total stake is 2. Total paylines are 20. Symbol multiplier for length of 5 is 300. The win for 1 payline with this symbol and length would be calculated as such: $2 / 20 * 300 = 30$.

The prize value from one payline in a Multiline game is equal to the stake multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid.

Example: Stake is 2. Symbol multiplier for length of 5 is 20. The win for 1 payline with this symbol and length would be calculated as such: $2 * 20 = 40$.

The prize value from one way or cluster in a Ways or Winning Clusters game is equal to the stake multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple ways or clusters, the total win values are summed.

Example: Total stake = 2. Symbol win multiplier = 2. Win = $2 * 2 = 4$.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

Minimum stake: \$0.10

Maximum stake: \$200

Game Version: 3.0.1

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.

WITH PROGRESSIVES

Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. Spin the jackpot wheel to determine which of the offered jackpot tiers will be won. The size of the segments on the jackpot wheel do not correlate to the odds of winning each jackpot tier represented. The chances of winning a jackpot increase in correlation with the size of the stake played. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporarily deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. This jackpot does not have a ceiling value and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

Time Jackpot

The time jackpot is a progressive jackpot which is guaranteed to pay out before a set date and time. The prize pot grows with the contributions from the stake of each spin on a jackpot game, and the closer the prize pot gets to the advertised guaranteed latest payout time, the greater the odds of winning it.

Odds increase up to 100% when the guaranteed latest payout time is reached. Once the jackpot has been won, a new time jackpot will be made available and the process repeats with a new deadline for the next guaranteed payout. The jackpot can be triggered and won by a single spin from a single user only. This jackpot does not have a ceiling but must be won before the date and time specified. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

Dynamic Jackpot Allocation

Only the first \$2 of a stake is eligible to win the time jackpot.

Stake amounts in excess of \$2 are contributed directly to the progressive jackpot.

Daily Drop (time)

Current starting value is: \$200, Next minimum starting value is: \$200

Super Drop (progressive)

Current starting value is: \$5,000.00, Next minimum starting value is: \$5,000.00

The RTP shown in the game help screens includes the 3% progressive jackpots contribution.