














HANDYMAN FEATURE

- BEFORE FREE GAMES BEGIN, EACH  WILL MOVE DOWN UNTIL AT THE BOTTOM OF THE REEL, STARTING WITH THE LEFT MOST 
- EACH POSITION THAT  TOUCHED WHILE MOVING DOWN, INCLUDING ITS INITIAL POSITION, IS EVALUATED ONE AT A TIME AS IF  HAD LANDED THERE
- 2 OR MORE SCATTERED  AWARD 1 FREE GAME
- 3 SCATTERED  AWARD 3 FREE GAMES
- AFTER PAYS HAVE BEEN EVALUATED, EACH  THAT LANDED ON SCREEN WILL MOVE DOWN UNTIL AT THE BOTTOM OF THE REEL, STARTING WITH THE LEFT MOST 
- EACH POSITION THAT  TOUCHES WHILE MOVING DOWN THAT DOES NOT ALREADY HAVE A  , INCLUDING ITS INITIAL POSITION, IS EVALUATED AS IF  HAD LANDED THERE
- EACH POSITION THAT  TOUCHES WHILE MOVING DOWN THAT ALREADY HAS A  , INCLUDING ITS INITIAL POSITION, WILL AWARD 1 FREE GAME
- AN ALTERNATE SET OF REELS IS USED DURING THE HANDYMAN FEATURE
- WINNING COMBINATIONS FOR THESE REELS ARE IDENTICAL TO THE BASE GAME
- DURING THE FEATURE, PRIZES ARE AWARDED AS SHOWN

BIG BAD WOLF FEATURE

-  IS ADDED TO THE POSITION OF EACH TRIGGERING 
- 2 OR MORE SCATTERED  AWARD 1 FREE GAME
- 3 SCATTERED  AWARD 3 FREE GAMES
- BEFORE PAYS HAVE BEEN EVALUATED, IF  HAS LANDED ON SCREEN, A NUMBER OF POSITIONS THAT CURRENTLY HAVE  OR  WILL BE EVALUATED AS IF  HAD LANDED THERE
- AN ALTERNATE SET OF REELS IS USED DURING THE BIG BAD WOLF FEATURE
- WINNING COMBINATIONS FOR THESE REELS ARE IDENTICAL TO THE BASE GAME
- DURING THE FEATURE, PRIZES ARE AWARDED AS SHOWN



MANSIONS FEATURE









-  IS ADDED TO THE POSITION OF EACH TRIGGERING 
- 2 OR MORE SCATTERED  AWARD 1 FREE GAME
- 3 SCATTERED  AWARD 3 FREE GAMES
- AN ALTERNATE SET OF REELS IS USED DURING THE MANSIONS FEATURE
- WINNING COMBINATIONS FOR THESE REELS ARE IDENTICAL TO THE BASE GAME
- DURING THE FEATURE, PRIZES ARE AWARDED AS SHOWN

FRAMES

- DURING ANY FEATURE, FOR EACH  THAT LANDS ON A POSTION WITHOUT  , A NEW FRAME IS ADDED TO THE POSITION OR THE EXISTING FRAME IS UPGRADED, BASED ON THE TABLE BELOW:







FEATURE	CURRENT FRAME	REPLACEMENT FRAME
FREE GAMES FEATURE	NONE	
HANDYMAN FEATURE		
BIG BAD WOLF FEATURE		
MANSIONS FEATURE	NONE	

- DURING ANY FEATURE, FOR EACH  THAT LANDS ON A POSTION WITH  , AN EXISTING FRAME ON A DIFFERENT POSITION IS UPGRADED, A NEW FRAME IS ADDED TO A DIFFERENT POSITION, OR A PRIZE IS AWARDED, BASED ON THE TABLE BELOW:

FEATURE	EFFECT
FREE GAMES FEATURE HANDYMAN FEATURE BIG BAD WOLF FEATURE	<ul style="list-style-type: none">• IF THERE EXISTS A POSITION WITH  , THEN A RANDOMLY CHOSEN  IS UPGRADED TO • OTHERWISE, IF THERE EXISTS A POSITION WITH  , THEN A RANDOMLY CHOSEN  IS UPGRADED TO • OTHERWISE, IF THERE EXISTS A FRAMELESS POSITION, THEN  IS ADDED TO A RANDOMLY CHOSEN FRAMELESS POSITION• OTHERWISE, 10 x TOTAL BET IS AWARDED
MANSIONS FEATURE	<ul style="list-style-type: none">• IF THERE EXISTS A FRAMELESS POSITION, THEN  IS ADDED TO A RANDOMLY CHOSEN FRAMELESS POSITION• OTHERWISE, 10 x TOTAL BET IS AWARDED

- A FRAME APPEARING ON A POSITION IS HELD FOR THE REMAINDER OF THE FEATURE
- EACH POSITION MAY ONLY HAVE 1 FRAME AT A GIVEN TIME

HOUSE PRIZES

- AT THE END OF THE FREE GAMES FEATURE, HANDYMAN FEATURE, BIG BAD WOLF FEATURE, AND MANSIONS FEATURE, EACH POSITION WITH  ,  , OR  IS REPLACED WITH  ,  , OR  , RESPECTIVELY
- EACH HOUSE REVEALS AND AWARDS A PRIZE, BASED ON THE TABLE BELOW:

HOUSE	AWARDS
	50 - 150 x BET MULTIPLIER
	2 - 20 x TOTAL BET, MINOR, MINI
	10 - 100 x TOTAL BET, GRAND, MAJOR, MINOR, MINI

JACKPOTS

- JACKPOTS ARE STATIC AND SCALE WITH BET:

JACKPOT LEVEL	VALUE
GRAND	\$1,500.00
MAJOR	\$120.00
MINOR	\$20.00
MINI	\$4.00

GAME HELP

THIS GAME

GAME NAME	HUFF N' X-TRA PUFF™
MAX WIN	GRAND
GAME RTP %	94.00

- THE EXPECTED RETURN FOR THIS GAME REFLECTS THE THEORETICAL RETURN ACROSS MANY PLAYS
- A STABLE INTERNET CONNECTION IS REQUIRED
- IN THE EVENT OF A DISCONNECTION, PLEASE RELAUNCH THE GAME TO COMPLETE ANY OUTSTANDING TRANSACTIONS

SOFTWARE VERSIONS

GAME VERSION	1.0.8
ENGINE VERSION	2.0.6



CAPPED WINS





- ANY COMBINATION OF WINS IN A SINGLE GAME IS LIMITED & WILL NOT EXCEED **CAD 250,000**
- IT MAY NOT BE POSSIBLE TO REACH THIS LIMIT IN A SINGLE GAME FROM EVERY BET CONFIGURATION

LEGAL NOTICES

- THE LOOK AND FEEL OF THE GAME AND ITS INDIVIDUAL COMPONENTS AND DISPLAYS ARE TRADE DRESS OF LIGHT & WONDER, INC AND ITS SUBSIDIARIES. TM AND © 2018 - 2025 LIGHT & WONDER, INC. AND ITS SUBSIDIARIES. ALL RIGHTS RESERVED.

USER GUIDE

MENU	
CLOSE	

VOLUME	 
MUSIC	 
GAME INFO	
GAME HELP	
QUICKBET	
BET LESS	
BET MORE	
SPIN	
AUTOPLAY	
STOP AUTOPLAY	
SCREENSHOT	

Menu

Home

The home button returns you to the casino lobby.

Pay table

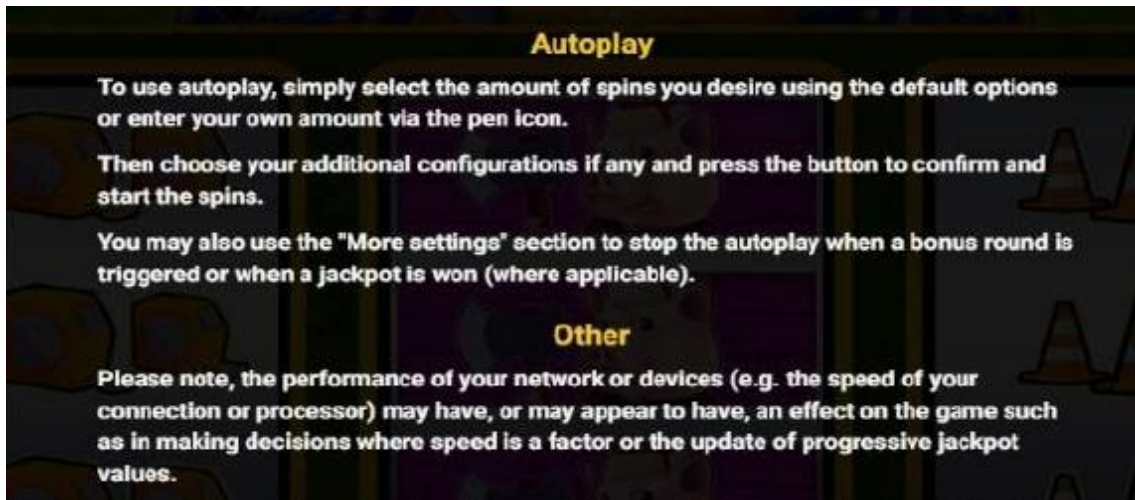
Within the game menu, press the "I" icon to view pay table and game information.

Help

Within the game menu, the "?" icon opens the game's help file.

Sound / Music

Use the sound option to mute or enable all game sounds. Where applicable, you can use the music option to turn off just the background music, while leaving other game sounds on.



- Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.
- 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.