

BUFFALO CANYON

BONUS

FREE GAMES BONUS INITIATION

During the base game, 3 or more  fully overlapping the grid of dots awards the Free Games Bonus.

3  awards 12 free games.

4  awards 16 free games.

5  awards 20 free games.

BONUS : FREE GAMES BONUS RULES

The Free Games Bonus starts with all dots at level 1.

During the Free Games Bonus dot levels do not downgrade.

Free games automatically play at the same bet multiplier as the game that initiated the Free Games Bonus.


The Free Game Bonus does not award additional free games.


The Free Games Bonus ends when 0 free games remain.

After the Free Games Bonus ends all dots return to the levels they were at when the Free Games Bonus was awarded.

BASE AND BONUS : MEGAPIXEL PAYS FEATURE

This game is played on a grid of 2400 dots. On each spin, symbols are randomly placed in positions on the screen that may overlap portions of the grid of dots. Any

symbol except  may appear as a grey, light blue, or purple symbol.


After each spin, all dots overlapped by any symbol except  will upgrade 2, 3, or 4 levels, to a maximum of level 7.

All dots overlapped by grey symbols will upgrade 2 levels.

All dots overlapped by light blue symbols will upgrade 3 levels.

All dots overlapped by purple symbols will upgrade 4 levels.

During the base game, after each spin all dots not overlapped by any symbol except

 will downgrade 1 level, to a minimum of level 1.

Level 1 dots appear as  .

Level 2 dots appear as  .


Level 3 dots appear as  .

Level 4 dots appear as  .

Level 5 dots appear as  .

Level 6 dots appear as  .

Level 7 dots appear as  .

After all dots have been upgraded or downgraded, all symbols except  that fully overlap the grid of dots will pay out. All dots overlapped by a paying symbol contribute points to the payout according to the level of the dots.


Level 3 dots contribute 1 point each.

Level 4 dots contribute 3 points each.

Level 5 dots contribute 10 points each.

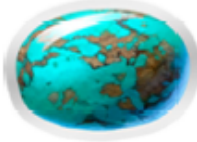






Level 6 dots contribute 25 points each.

Level 7 dots contribute 100 points each.







Each symbol except  has an associated point multiplier. The points contributed by each dot are further multiplied by the point multiplier of the paying symbol.




The total amount awarded for each symbol is equal to the sum of all points from dots overlapped by that symbol divided by 100, rounded down, and then multiplied by the bet multiplier.

All dot level upgrades and downgrades apply only at that total amount bet.

	Overlaps up to 50 dots	25x point multiplier
	Overlaps up to 78 dots	5x point multiplier
	Overlaps up to 102 dots	2x point multiplier
	Overlaps up to 127 dots	7x point multiplier
	Overlaps up to 152 dots	10x point multiplier
	Overlaps up to 180 dots	1x point multiplier
	Overlaps up to 199 dots	3x point multiplier

	Overlaps up to 235 dots	15x point multiplier
	Overlaps up to 267 dots	5x point multiplier
	Overlaps up to 289 dots	1x point multiplier
	Overlaps up to 337 dots	7x point multiplier
	Overlaps up to 372 dots	3x point multiplier
	Overlaps up to 403 dots	15x point multiplier

	Overlaps up to 428 dots	1x point multiplier
	Overlaps up to 467 dots	10x point multiplier
	Overlaps up to 507 dots	2x point multiplier
	Overlaps up to 533 dots	5x point multiplier
	Overlaps up to 562 dots	3x point multiplier
	Overlaps up to 607 dots	25x point multiplier

	Overlaps up to 652 dots	1x point multiplier
	Overlaps up to 697 dots	2x point multiplier
	Overlaps up to 755 dots	7x point multiplier

GENERAL INFO : GENERAL RULES

This game is played using MegaPixel Pays evaluation.

Wins are shown in credits unless marked as currency.

Values displayed in the Help Screens have not been pre-multiplied, except where stated.

Wins subject to verification.

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 will be completed automatically and the corresponding prize, if any, will be deposited into the account. In the eventuality that a choice is required that may have a bearing on the outcome of the game, the game will be completed based on the choice offered at the top left.

GENERAL INFO : RETURN TO PLAYER

Stopping the spin animation using the spin or stop button will have no effect upon the outcome of the game.

The theoretical return to player for the game is 96,04 %.

If the player is accessing the game on this website, the player is subject to the restrictions on play on this website for all configurable items based on operator's terms and conditions.

GENERAL INFO : METER RULES

PLAYING 000 DOTS

The number of dots that winning symbols can award on

MULTIPLIER: x0000

The multiplier applied to the wager

**BET:
0000000**

Select the total amount that will be wagered when the spin button is pressed

**WIN:
00000000**

Total amount won for this spin

**BALANCE:
00000000**

Total balance that the player has available for wager

GENERAL INFO : RECOVERY RULES

If the game gets interrupted during play, the player will be credited for the value of the game event.

We will complete the event for the player.

All required player selections will be chosen from the topmost left option.

In any situation where the player does not consider this sufficient, please contact the gaming website's support.

GENERAL INFO : BONUS COMPLETE SCREEN

The Bonus Complete screen will not include the amount won unless the cumulative winnings exceed the total bet.

GENERAL INFO : SPEED SPIN

(if accepted in your country)

Hold down the spin button to activate Speed Spin.

Your games will play faster until you release.

GENERAL INFO : ATTRIBUTIONS

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