

COPS 'N' ROBBERS MEGAWAYS SLOT GAME OVERVIEW

Betting in this game uses the Megaways mechanic, which features up to 117,649 paylines.

CASCADES

Every winning symbol is involved in a cascade during the base game, meaning they are removed from the reels. They are replaced by new symbols dropping down from above the reels, or from the right on the extra reel.

All winning symbols with the exception of the Walking Wild on the extra reel is part of a cascade when you are playing Free Spins.

REEL MODIFIERS

It's possible that the police siren may flash during a spin in the base game. It will be lit either red or blue when the flashing stops.

If the police light is lit blue, it will cause a randomly selected number of Mystery symbols to be brought onto the reels before they stop.

All Mystery symbols on screen will randomly transform into one of the symbols from the base game.

RED REELS

Should the police siren be lit red, it will trigger the Red Reels modifier, beginning an increasing Megaways sequence of games.

Until you reach the maximum number of 117,649 Megaways, they will be enhanced with every game.

The robber is displayed and progresses across the screen below the reels, as long as the crossing light is lit green. This is randomly determined.

If the robber reaches the right-hand reel, a greater number of Bonus symbols are added to the reels, therefore making it certain that a bonus will be activated.

This feature will conclude if any of the following scenarios take place: maximum ways, a win greater than or equal to 5x, a bonus is unlocked.

In Red Reels, every spin is viewed as a separate game cycle, and the cost of each spin in Red Reels is identical your stake in the game that activated the feature.

If you alter your stake prior to the end of Red Reels, then Red Reels will not be carried over to the new stake. If you wish to alter your stake and then return to your initial stake at a later point, you will go back to Red Reels.

FREE SPINS GAMBLE

You will have the opportunity to stake your free spins that you won for the chance to win a greater number of them.

The 'Take' button displays the amount that you are risking, and the prize for winning the gamble will be shown on the 'Spin' button.

Hit the 'Take' button if you wish to receive your current prize, or the 'Spin' button if you wish to go ahead with the bet.

You will be a winner if the arrow lands in a green area, and you will lose if it finishes in the red section. You can view the potential prizes for winning or losing the gamble underneath the gamble wheel and on a trail at the top of the screen.

It is possible to risk the winning free spins again until you reach the end of the trail.

No more than 25 free spins can be won when you play the gamble wheel. Should you reach this total, your free spins are automatically accepted, as well as any remaining free spins after a non-winning gamble.

The segments of the wheel are based on your likelihood of winning or losing.

BONUS CHOICE

A bonus will be awarded if you land at least three Scatter symbols anywhere on the reels while playing the base game.

A selection of two bonus games will then be shown to you: The Chase or Free Spins.

Three Bonus Scatter symbols triggers a chase with a 'Cop Snooze Count' of three, which represents the amount of moves the robber makes before the cop wakes up, at which point the chase will begin.

Whenever a Scatter appears, the snooze count has one added to it.

Three Bonus Scatter symbols landing on the reels will activate award the Free Spins bonus, and you will have eight free spins in total.

For any extra Scatters that land over the minimum required, you will receive a further two free spins. The maximum number of free spins is 78.

The Bonus win is added to any coincidental ways win.

FREE SPINS

The value of the unlimited multiplier is boosted by 1 every time you achieve a winning cascade.

When cascades began, winning symbol combination pays are multiplied by the current multiplier.

While you are playing this bonus round, 'Bonzo' the walking wild dog can wake up and begin to walk across the top reel. He will move one position per spin, and he behaves in the same way as the Wild symbol for all symbols, not including the Bonus Scatter symbol.

If a Wild symbol hits directly below the Walking Wild, it will cause every symbol on that reel to turn Wild.

Base prizes in Free Spins are identical to the bet that triggered the bonus.

CHASE BONUS

Bert the robber is moved around the board based on the roll of the red dice, while the cop is moved around the board by the blue dice.

When you land on squares, the cash that is contained in them will be added to the total winnings meter. For each roll of the dice, the snooze count's value is decreased by one, and the cop is only able to move when this hits zero, meaning the robber has a number of risk-free moves.

If the cop catches the robber, you will enter the I.D. Parade, where the following outcomes are possible.

- Bert – the bonus ends, and you are awarded any winnings you achieved;
- Vic – the board square values are increased, and you return to the board in order to continue the bonus round;
- Sid – you receive extra compensation, and you are taken back to play the bonus.

If you land on the bottom left square then the displayed winnings appearing in the 'Total Winnings' meter will be multiplied by the multiplier shown.

The multiplier's value will be boosted whenever it is landed on, up to a limit of 5x.

RETURN TO PLAYER

Return To Player (RTP): 95.50%.

The expected return is the amount we pay out to players relative to the amount of wagering on the game.

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

Malfunction voids all plays and pays.

Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.