



WORKSHOP WONDERS

BONUS

FREE GAMES BONUS INITIATION



At the start of each base game spin, if no  is above columns 1, 2, 3, 4, or 5,


then a  may randomly appear above column 1 or 5.





On each subsequent base game spin a  that appeared above column 1 will move one column to the right, and disappear after moving off column 5.

On each subsequent base game spin a  that appeared above column 5 will move one column to the left, and disappear after moving off column 1.


During the base game, a shot fired by , , or  that passes

reel 6 on a column with  above it destroys that  and starts the Free Games Bonus.

During the base game, a  appearing on a column with  above it destroys that  and starts the Free Games Bonus.

During the base game, a  appearing on a position with a  on a column adjacent to a column with  above it destroys that  and starts the Free Games Bonus.

Awards 10 free games.

 does not appear on the reels.

BONUS : FREE GAMES BONUS RULES


The Free Games Bonus uses different reels.

Free games automatically play on 6 reels, which each run horizontally across the screen. The reels are positioned in vertical ascending order from the bottom to the top, with reel 1 at the bottom and reel 6 at the top.


, , , and  appear only on reel 1.
 and  appear only on reels 2, 3, 4, 5, and 6.
 appears only on reels 4, 5, and 6.




appears only on reels 5 and 6.

On reels 2, 3, 4, and 5,  may appear with the following values times the total bet:


bet:
0.5
1

On reel 6,  appears with the following value times the total bet:

1

On reel 2  appears with the following values times the total bet:

2.5


On reels 3, 4, 5, and 6,  may appear with the following values times the total bet:

bet:
2.5
5




appears with the following value times the total bet:

10




On reel 5,  appears with the following value times the total bet:

25

On reel 6,  may appear with the following values times the total bet:

25
50
100

Any , , or  landing on reel 1 will fire 1, 2, or 4 shots, respectively. Shots are fired one at a time. Each shot travels upwards along that

column across reels 2, 3, 4, 5, and 6 until it reaches a , , ,

, , or , or travels past reel 6.

A , , , or  hit by a shot is destroyed and awards the value appearing on that symbol.

Any  landing on reel 1 will destroy all , , , , , and  on that column as if they had been hit by a shot.


All symbols destroyed by  grant their corresponding awards.

The Free Games Bonus starts with no power up symbols on the reels. At the start of every odd numbered free game one random power up symbol is placed on the reels.

 ,  ,  , and  are power up symbols that may be randomly placed on the reels on odd numbered free games.

Each  placed appears with a random multiplier value between 2x and 10x.

Each  and  is placed in a random position on reel 1.

Each  is placed in a random position on the middle 3 columns on reels 3, 4, or 5.





Each  is placed in a random position on reels 2, 3, 4, 5, or 6.

 ,  ,  , and  may not be placed in a position already occupied by a  ,  ,  , or  .


 ,  ,  , and  appear only as a result of being randomly placed on the reels on odd numbered free games.



A  or  placed in any position remains in that position until a  ,  ,  , or  lands in that position.

A  or  placed in any position remains in that position until destroyed as a result of a  ,  ,  , or  .
 ,  ,  , or  may land on a position occupied by a

 or  .
Nothing may land on a position occupied by  or  .

Any  ,  , or  landing on a  will fire shots on adjacent columns in addition to the one that symbol landed on.


Any  landing on  will destroy symbols on adjacent columns in addition to the one that symbol landed on.

Any  ,  ,  , or  landing on a  will apply that multiplier value to the value of all awards resulting from that  .

 ,  , or  .

Any  destroyed as a result of a , , , or 


will also destroy all , , , , , and

 in adjacent positions, prior to any additional shots being fired. All additional destroyed symbols resulting from this effect are treated as if they had been destroyed

by the triggering , , , or  and grant any corresponding awards or effects.


Any  destroyed as a result of a , , , or 

will also destroy all , , , , , and

 on that reel, prior to any additional shots being fired. All additional destroyed symbols resulting from this effect are treated as if they had been destroyed

by the triggering , , , or  and grant any corresponding awards or effects.

A shot fired by , , or  that passes reel 6 awards an additional free game, up to a maximum of 10 free games remaining.

A  landing on any column awards an additional free game, up to a maximum of 10 free games remaining.

The Free Games Bonus is played on a series of up to 6 bonus levels. The Free Games Bonus starts at bonus level 1.

At the start of bonus level 1 a  is placed above column 3.

At the start of bonus level 2 a  is placed above columns 2 and 4.

At the start of bonus level 3 a  is placed above columns 1, 3, and 5.







At the start of bonus level 4 a  is placed above columns 1, 3, and 5.







At the start of bonus level 5 a  is placed above columns 1, 3, and 5.

At the start of bonus level 6 a  is placed above column 3.

A shot fired by , , or  that passes reel 6 on a column with

, , , , , or  will destroy that symbol.

A  landing on a column with  ,  ,  ,  ,  , or  will destroy that symbol.

Once all  ,  ,  ,  ,  , or  have been destroyed, after all shots have been fired for the current free game, the current bonus level is completed and the Free Games Bonus advances to the next bonus level.

Completing bonus level 1 awards 10 times the total amount bet.

Completing bonus level 2 awards 20 times the total amount bet.

Completing bonus level 3 awards 50 times the total amount bet.

Completing bonus level 4 awards 250 times the total amount bet.

Completing bonus level 5 awards 2500 times the total amount bet.


Completing bonus level 6 awards 25000 times the total amount bet.

The Free Games Bonus ends when 0 free games remain or when bonus level 6 is completed.

BASE : BASE GAME RULES

This game is played on 6 reels, which each run horizontally across the screen. The reels are positioned in vertical ascending order from the bottom to the top, with reel 1 at the bottom and reel 6 at the top.


 ,  ,  , and  appear only on reel 1.

 and  appear only on reels 2, 3, 4, and 5.

 appears only on reels 2, 3, 4, and 5.


 appears only on reels 2, 3, 4, 5, and 6.

 and  appear only on reels 3, 4, 5, and 6.

On reels 2 and 3,  may appear with the following values times the total bet:

0.5

1

On reels 4 and 5,  appears with the following value times the total bet:

1

 may appear with the following values times the total bet:

2.5


5

 appears with the following value times the total bet:




10

On reel 3,  appears with the following value times the total bet:
25




On reel 4,  may appear with the following values times the total bet:
25
50

On reels 5 and 6,  may appear with the following values times the total bet:
25
50
100
250

Any , , or  landing on reel 1 will fire 1, 2, or 4 shots, respectively. Shots are fired one at a time. Each shot travels upwards along that

column across reels 2, 3, 4, 5, and 6 until it reaches a , , or .

, , , , or , or travels past reel 6.


A  hit by a shot is destroyed and awards either a  or .

A  hit by a shot is transformed into a  and awards either a

 or .


A , , , or  hit by a shot is destroyed and awards the value appearing on that symbol.


Any  landing on reel 1 will destroy all , , , , , , and  on that column as if they had been hit


by a shot and all  on that column as if they had been hit by two shots. All

symbols destroyed by  grant their corresponding awards.

Each  awarded is collected and carries over from bet to bet. If 10 or more

 have been collected then at the start of the next bet the number of collected


 is reduced by 10 and two random power up symbols are placed on the reels.

This process repeats as long as there are still 10 or more collected .

 ,  ,  , and  are power up symbols that may be randomly placed on the reels as a result of collecting 10 or more  .

Each  placed appears with a random multiplier value between 2x and 10x.

Each  and  is placed in a random position on reel 1.

Each  is placed in a random position on the middle 3 columns on reels 3, 4, or 5.



Each  is placed in a random position on reels 2, 3, 4, 5, or 6.

 ,  ,  , and  may not be placed in a position already occupied by a  ,  ,  , or  .

 ,  ,  , and  appear only as a result of collecting 10 or more  .

A  or  placed in any position remains in that position until a  ,  ,  , or  lands in that position.

A  or  placed in any position remains in that position until destroyed as a result of a  ,  ,  , or  .  ,  ,  , or  may land on a position occupied by a  or  .

Nothing may land on a position occupied by  or  .

Any  ,  , or  landing on a  will fire shots on adjacent columns in addition to the one that symbol landed on.

Any  landing on  will destroy symbols on adjacent columns in addition to the one that symbol landed on.



Any  ,  ,  , or  landing on a  will apply that multiplier value to the value of all awards resulting from that  .





Any  destroyed as a result of a  , or  , or  , will also destroy all   ,  ,  ,  ,  ,  , and  in adjacent positions, prior to any additional shots being fired. All additional destroyed symbols resulting from this effect are treated as if they had been destroyed by the triggering  ,  ,  , or  and grant any corresponding awards or effects.


Any  destroyed as a result of a  ,  ,  , or  will also destroy all   ,  ,  ,  ,  ,  , and  on that reel, prior to any additional shots being fired. All additional destroyed symbols resulting from this effect are treated as if they had been destroyed by the triggering  ,  ,  , or  and grant any corresponding awards or effects.

All  collected and  ,  ,  , and  placed apply only at that total amount bet.


BASE : SPIN-CREASE FEATURE


The Spin-crease feature improves the game as  are collected. Each  awarded is collected and awards 30 Spin-crease points times the bet multiplier. The total amount of Spin-crease points accumulated is counted across all sessions played on the current user account.

The Spin-crease meter fills as Spin-crease points are accumulated. When the Spin-crease meter fills completely, either a  ,  , or  will be upgraded or a new  will be added to reel 1.

A new  is added to reel 1 after 2500 total Spin-crease points have been accumulated.


A  is upgraded to a  after 7000 total Spin-crease points have been accumulated.

A new  is added to reel 1 after 18000 total Spin-crease points have been accumulated.

A new  is added to reel 1 after 50000 total Spin-crease points have been accumulated.

A  is upgraded to a  after 140000 total Spin-crease points have been accumulated.


A  is upgraded to a  after 380000 total Spin-crease points have been accumulated.



A new  is added to reel 1 after 1050000 total Spin-crease points have been accumulated.

A  is upgraded to a  after 2900000 total Spin-crease points have been accumulated.


A  is upgraded to a  after 8000000 total Spin-crease points have been accumulated.

A  is upgraded to a  after 22000000 total Spin-crease points have been accumulated.

A new  is added to reel 1 after 60000000 total Spin-crease points have been accumulated.

A  is upgraded to a  after 165000000 total Spin-crease points have been accumulated.

After 165000000 total Spin-crease points have been accumulated the meter will

display 100% complete and no additional  will be collected.

The Spin-crease feature applies only to the base game.

GENERAL INFO : PAY RULES

All 6 reels are always in play.

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.

Player choices made during gameplay do not affect the game's outcome.

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 starts at 90.0% and increases up to 97.2% as symbols are added or upgraded via the Spin-crease Feature.

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 REELS

The number of reels that are in play

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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