

BASS BOSS



REEL IN BIG PRIZES!

BALANCE
\$69.60



BASS BOSS



REEL IN BIG PRIZES!



FISH SYMBOLS



100x OR 200x



30x OR 50x



10x OR 15x



2x OR 5x

Lots of fish with amazing STAKE MULTIPLIER prizes are swimming in the water.
Catch them and earn INSTANT WIN cash rewards.
Watch out for the bigger fish, which yield bigger rewards!



CATCH!

A	Fish 4.00	Q	Boat	10
Fish 4.00	Boat	K	10	K
Fish	Boat	Boat	10	Fish 30.00
10	Hat	Fish 100.00	K	

A fisherman in a boat is shown hooking a red multiplier symbol labeled 'x10' from the right side of the grid.

The fisherman randomly casts his fishing line in the water to catch every fish that appears on the same row as his hook. Occasionally a special MULTIPLIER may be added to the float, leading to even bigger catches!

Progress indicator: 5 dots, 3rd dot highlighted

< **PLAY** >

CONTEST SPINS



3 or more CONTEST SPINS symbols trigger CONTEST SPINS!

4 Multiplier Medals: +10 SPINS 8/8 x2, +10 SPINS 8/8 x3, +10 SPINS 8/8 x5, +10 SPINS 3/8 x10

Grid Symbols: A, Motorboat, Q, Boat, 10, Fish (30.00), Salmon (200.00), K, Hat, 10, Motorboat, K, Fish

Multiplier Hook: x5

Catch as many fish as you can to earn shiny MULTIPLIER medals and be rewarded with bonus spins! During CONTEST SPINS the fisherman will have his hook constantly in the water.

Progress indicator: 4 dots, 3rd dot highlighted

Navigation: Left arrow, PLAY button, Right arrow

SYMBOL WINS



x5 = 300
x4 = 100
x3 = 30



x5 = 200
x4 = 60
x3 = 20



x5 = 150
x4 = 45
x3 = 15



x5 = 100
x4 = 30
x3 = 10



x5 = 30
x4 = 8
x3 = 3



x5 = 25
x4 = 6
x3 = 2



x5 = 20
x4 = 5
x3 = 2



x5 = 15
x4 = 4
x3 = 1



x5 = 10
x4 = 3
x3 = 1



WIN LINES

10 numbered 5x5 grid diagrams showing winning symbol patterns. Each grid has yellow squares representing symbols on a dark blue background.

- 1: 5 yellow squares in the top row.
- 2: 5 yellow squares in the second row from the top.
- 3: 5 yellow squares in the third row from the top.
- 4: 5 yellow squares in the bottom row.
- 5: Yellow squares at (1,1), (2,2), (3,3), (4,4), (5,5).
- 6: Yellow squares at (1,2), (2,3), (3,4), (4,5), (5,1).
- 7: Yellow squares at (1,3), (2,4), (3,5), (4,1), (5,2).
- 8: Yellow squares at (1,4), (2,5), (3,1), (4,2), (5,3).
- 9: Yellow squares at (1,5), (2,1), (3,2), (4,3), (5,4).
- 10: Yellow squares at (1,1), (2,2), (3,3), (4,4), (5,5) in a different arrangement.

All symbols pay from left to right on adjacent reels starting from the leftmost reel.

Progress indicator: 5 dots, 4th dot highlighted.

Navigation: Left arrow, **PLAY** button, Right arrow.

HELP



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 paytable. 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 paytable. 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.

RTP \approx 95.7%

Minimum stake: \$0.20

Maximum stake: \$200

Game Version: 4.0.1

STAKE
\$1.60

AUTO

BASS BOSS



HELP



SPECIAL SYMBOLS AND FEATURES

FISH SYMBOLS

All fish symbols are scatters. The fish symbols may land anywhere on the reels. They do not participate in win lines and they each hold an INSTANT WIN prize representing a monetary value based on a stake MULTIPLIER.

The fish and their corresponding stake MULTIPLIERS are:

- Grey Fish with either 2x or 5x;
- Blue Fish with either 10x or 15x;
- Green Fish with either 30x or 50x;
- Orange Fish with either 100x or 200x

When a fish is caught by the fisherman its INSTANT WIN prize is immediately paid out.

CATCH!

The fisherman above the slot randomly casts his fishing line in the water during or after a spin in attempt to catch fish. The hook on his fishing line will submerge to a random row during or after a spin and collect every fish on that same row. More than one fish can be caught during a single spin.

NUDGE

Occasionally, after being cast on a row where there are no fish or after a successful CATCH!, the fisherman will move the hook on his fishing line to another row for a chance to collect additional fish.

STAKE
\$2.00

ADD

HELP



Occasionally, after being cast on a row where there are no fish or after a successful CATCH!, the fisherman will move the hook on his fishing line to another row for a chance to collect additional fish.

IMPROVED BAIT

Random MULTIPLIERS may be applied to the float of the fishing line during the normal game. Any fish caught when there is a MULTIPLIER on the float will have its INSTANT WIN prize multiplied by the specified amount.

Possible float MULTIPLIERS: x2, x3, x5, x10

CONTEST SPINS

The CONTEST SPINS symbol is a scatter. Landing 3 or more CONTEST SPIN symbols anywhere on the reels will trigger a bonus round, which rewards with a number of FREE SPINS based on the total count of CONTEST SPIN symbols landed:

3 x Contest Spin symbols = 10 Contest Spins

4 x Contest Spin symbols = 15 Contest Spins

5 x Contest Spin symbols = 20 Contest Spins

During CONTEST SPINS the fisherman will hold the hook on his fishing line in the water for the entire duration of the bonus round. After every CONTEST SPIN, the fisherman will either hold the Hook in place or move it up or down for a chance to catch Fish on another row.

CONTEST PROGRESS

A progress bar appears during CONTEST SPINS and tracks the number of fish caught. The progress bar has 4 milestones and rewards with

STAKE
\$2.00

ADD

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HELP



CONTEST PROGRESS

A progress bar appears during CONTEST SPINS and tracks the number of fish caught. The progress bar has 4 milestones and rewards with RETRIGGERS and a float MULTIPLIER as follows: for every 8 fish caught the player is rewarded with 10 more CONTEST SPINS and gets a float MULTIPLIER of x2, x3, x5 and x10 respectively. There is a maximum of 4 RETRIGGERS, which results in 40 extra CONTEST SPINS.

HOW TO PLAY BASS BOSS

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 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.

STAKE
\$2.00

ADD

BASS BOSS

HELP



Expand the AUTOPLAY menu 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 multiplier = 2. Win = $2 * 2 = 4$.

STAKE
\$2.00

ADD

BASS BOSS

HELP



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 paytable. 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 paytable. 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: \$0.20

Maximum stake: \$200

Game Version: 4.0.1

STAKE
\$2.00

AUTO

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 temporary 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.