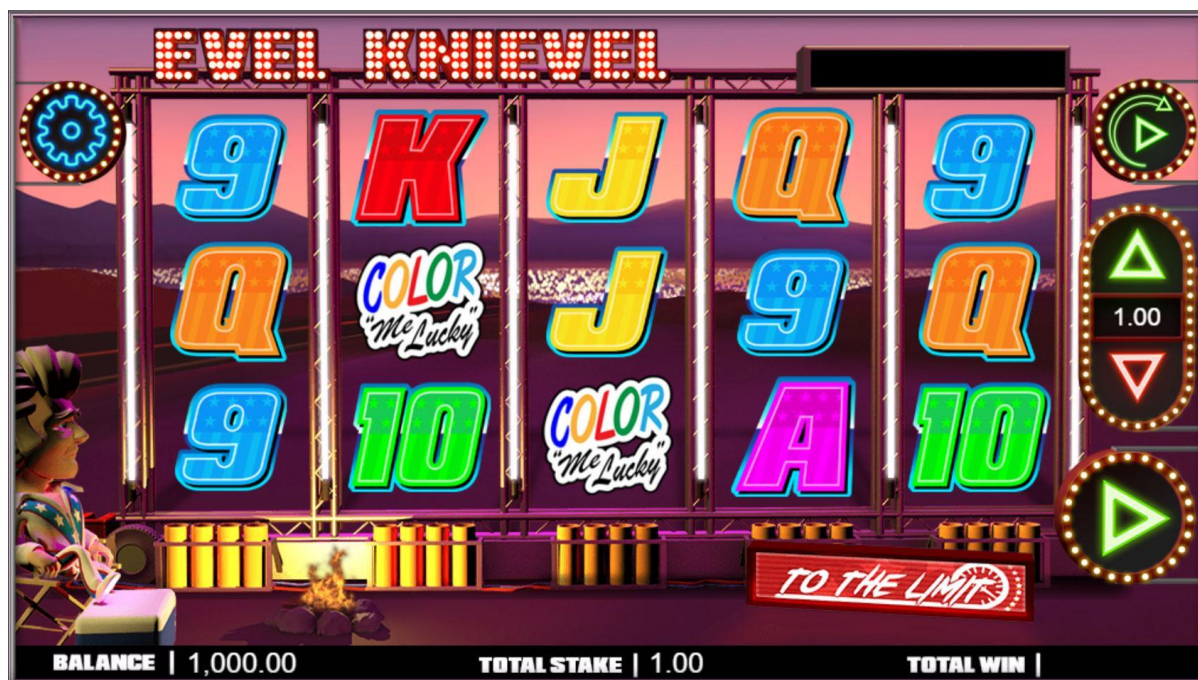


Evel Knievel – Road To Vegas

1. Introduction

Evel Knievel- Road To Vegas is a five reel, fixed 25 winline, multi-line slot, with 5 free spins bonus features that vary in profile tailoring for soft and hard gamblers.



2. How to Play

- Each press of SPIN will action each reel to spin to a random position. Wins are paid for matching 2, 3, 4 or 5 of-a-kind symbols from left to right on any pay line.

2.1 Set Your Stake

- The player can choose their stake by pressing the ARROW icons above the spin button.

2.2 Features

- The Wild symbols can substitute for the other symbols to help create a line win, except scatters (feature trigger symbol).
- The Evel Knievel bonus is activated by 3, 4 or 5 'STAR' scatter symbols anywhere on the reels. A separate cash value is also awarded.
- Once a player triggers the Evel Knievel Bonus, they are presented with a Feature wheel that has all the 5 bonus rounds on it. The Wheel is spun by Evel Knievel and a feature is awarded when the wheel comes to a rest on the win marker at the top of the wheel.
- Route 66: Guide Evel Knievel on his bike through a series of 10 daring stunts to win cash prizes. Player has to keep pressing the screen to accelerate and complete tricks, but has to be careful not to go too fast and flip the motorbike. Note: Player skills as part of the Route

66 bonus have no impact on its result. The result of the bonus is determined randomly when the bonus is triggered. The intermediate steps leading to the final result represent only animations that do not impact the final result of the bonus.

- Skycycle bonus: 15 Free Spins are awarded with a Lock n Load symbols. Evel Knievel will fly by in his rocket bike setting alight symbols locking them in place for better possible wins. The Sky Cycle Bonus is a “Lock ‘n’ Load” feature which works according to the following rules:
 - If a winning symbol combination is made, those symbols are Locked in place and the reels are spun again (or re-loaded).
 - If any new winning combinations are made after the re-spin, those extra symbols making up the win are also Locked in place for another re-spin. The re-spins do not count in the free spins total.
 - The re-spins will continue until no further new combinations are made.
- Memory Bank bonus: Flip through Evel Knievel’s scrapbook and pick 8 photo’s from his most famous jumps to hunt for prizes. Find hidden ‘Stars’ to turn the pages, which may award bigger wins.
- To The Limit bonus: Free Spins Feature which will award an unlimited amount of random free spins, with a random multiplier applied to any winning combination. The reels will spin until a road sign ‘Stop’ symbol arrives anywhere in the window on Reel 3. This will then bring the unlimited spins to a stop.
- Jump For Glory bonus: A super volatile Jump Feature, which will award 3 Jumps. Evel Knievel will perform the jump 3 times trying to collect the cash values that float above the buses. Will he crash or will he collect big money.

2.3 Secondary Bonuses

Any game can trigger a ‘Secondary bonus’. Evel Knievel sits at the side of the reels in the base game and will randomly use his skills to modify the reels giving a positive outcome. This event will consist of the following:

2.5.1 - Flaming Reels

Evel Knievel gets out of his chair and turns on the pyrotechnics to change some of the current symbols to wild symbols.

2.5.2 - Tap the Reels

Evel Knievel gets out of his chair and taps the edge of the reel frame to change the losing combination into a winning combination or a bonus trigger.

2.4 Buttons

- Tapping the ‘Settings’ panel above the hero will open a dialogue panel from which the player can access the Paytable and Settings.
- Once within the Paytable information, the player can tap the arrows left and right to access all the game information. Tapping the ‘EXIT’ button will return to the main game interface.
- Accessing the Settings panel will allow the player to toggle the sounds on/off. On a device that is compatible the player can also turn on/off the vibrate function. The default setting will be ON for both of these on launch of the game.

2.5 Paytable

- Only the highest win per bet line is paid.
- Line wins will pay from leftmost reel to rightmost reel.
- Adjustment of the stake will dynamically alter the awards in the paytable.
- The prizes are paid in accordance with the payout table available on the game interface.

3. Game Recovery

- In the event of a game in real play being interrupted (i.e. started but not completed due to connectivity issues or accidentally closing the browser etc), depending on the previous state of the game, it will either resume from the point of the last spin or display the outcome of the game already in play.
- Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.
- Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.

4. General Information

- This game has a theoretical Return to Player of 94.36%.
- System malfunction voids all pays and all plays.
- Due to high production values of this game, lower-tier hardware may run into compatibility issues, and in certain instances you will not be able to play.

5. Copyright

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