

PADEL

Game Version: 1.0.2

RTP	96%
Min Wagers	Min \$ 0.10
Jackpot	NO
Jackpot contribution	N/A
Linked Jackpot	NO
Linked Jackpot contribution	N/A

SLOT RULES

The slot consists of 2 reels. **The minimum base bet** is \$ 0.10 and **the maximum base bet** is \$ 100.

The stake unit for every line is set by using the selector (+/-) in the Stake Unit area.

The player is only entitled to one spin. The bet can only be changed at times when the total winnings are equal to zero.

Once the bet is set, with the **Spin** button, you start spinning the reels to determine the result of your game.

You can stop the reels from spinning with the **Spin** button itself. If you do this, the outcome of the spin is shown immediately.

The Slot can also be started with the **Auto Start** button, which lets you select the number of consecutive spins to be made. **Auto Start** mode ends when the reels have carried out the number of spins set by the player, or when the player clicks on **Spin**.

Any winnings are calculated according to the payable explained below.

Symbols

Payout



+



The payout increases and you move on to the next level.



+



The payout increases and you move on to the next level.



+



The payout increases and you move on to the next level.



+



The payout increases and you move on to the next level.

Level Outcome

1	Bet x2
2	Bet x5
3	Bet x9
4	Bet x15
5	Bet x24
6	Bet x38
7	Bet x59
8	Bet x90
9	Bet x135
10	Bet x200
11	Bet x300
12	Bet x450
13	Bet x670
14	Bet x1000

SYMBOLS



+



The Padel Tour will activate



+



The Padel Tour will activate



+



The player only loses the bet



+



The player only loses the bet



+



The player only loses the bet



If the net symbol appears, the winnings reset to zero



If the glass symbol appears, the winnings reset to zero

If the player has already achieved a win, they can:

- try to increase their winnings while risking losing them all;
- collect all their winnings;
- partially cash in their winnings and return to the previous step.

PADEL! TOUR

The Padel! Tour is set in a typical padel court; a wheel with 5 possible wins is displayed at the entrance, the amount of which depends on the step the player is in at the time they access it (see table below). The player is only entitled to one spin.

Level 0:	x1, x3, x5, x7, x10
Level 1:	x1, x3, x5, x7, x10
Level 2:	x2, x4, x6, x8, x11
Level 3:	x3, x7, x11, x15, x20
Level 4:	x4, x8, x12, x18, x24
Level 5:	x5, x10, x16, x22, x28
Level 6:	x6, x11, x16, x23, x30
Level 7:	x8, x14, x22, x32, x45
Level 8:	x14, x22, x34, x50, x71
Level 9:	x16, x30, x60, x90, x125
Level 10:	x31, x60, x90, x140, x200
Level 11:	x40, x70, x110, x160, x216
Level 12:	x70, x110, x160, x220, x286
Level 13:	x106, x180, x260, x350, x500
Level 14:	x150, x250, x350, x500, x696

RTP

The RTP is equal to 96.00%.

DISCONNECTIONS AND INACTIVITY

Any disconnections and reconnections are handled as follows:

Double connections:

If a player accesses the slot/table game when they are already connected, the first session will be closed.

Disconnections and automatic reconnections:

- If a player is disconnected, the system carries out several reconnection attempts (during which the reconnection alert is displayed).
- If the player is not reconnected after a certain time, the reconnection attempts will cease and the final disconnection alert will be displayed.

Session closing if user disconnects:

When a user disconnects, before closing the session, the system:

- **If there are pending choices**, will not close the session immediately and the user will be able to re-access and finish the round. If the user does not reconnect after 10 minutes, the round of play will be automatically completed according to the game rules; the session will then be closed, and the remaining credit will be transferred to the user's gaming account.
- **If there are no pending choices**, will wait for 3 minutes (2 minutes in the instant version) to allow the user to reconnect. After the timeout is reached, the session will be closed and the remaining credit will be transferred to the player's gaming account.

Session closing if user is inactive:

Player inactivity is handled as follows:

- **If there are pending choices**, the user will be disconnected and the timeouts described in the section on disconnections and reconnections will apply.
- **If there are no pending choices**, the system will wait for 3 minutes (2 minutes in the instant version), then the session will be closed and the remaining credit will be transferred to the user's gaming account.

MALFUNCTIONING

When calculating the remaining credit, the situation after the last move that was correctly completed and communicated to the player before the interruption due to malfunctioning occurred is considered valid.

Should the malfunctioning occur during a bonus choice or a free spin, the system will upon restoration make the choices randomly, determine winnings, close the session, and transfer the remaining credit to the player's gaming account.

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

Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available.