




TINCAN CASH





 5x = \$25.00
 4x = \$10.00
 3x = \$2.00


 5x = \$10.00
 4x = \$5.00
 3x = \$0.50

 5x = \$5.00
 4x = \$3.00
 3x = \$0.50

 5x = \$4.00
 4x = \$2.00
 3x = \$0.40
 Of a kind

 5x = \$3.00
 4x = \$1.00
 3x = \$0.30
 Of a kind

 5x = \$2.00
 4x = \$0.50
 3x = \$0.20

 5x = \$2.00
 4x = \$0.40
 3x = \$0.20

Match 3, 4 or 5 symbols across a valid win line to achieve a win



WINNING LINES

All games are played with 20 win lines.
 Only the highest award is paid per winning combination.
 All wins pay left to right across adjacent reels, except Bonus,
 starting from the leftmost reel.
 Wins on different played lines are added.



WILD SYMBOLS



WILDS
 Wilds substitute for any symbols except the bonus scatter:



Wilds appear in the base game and the Free Spins bonus,
 and appear on all reels.



Super-wilds appear only during the Free Spins bonus, and
 appear on the central reel only.



FREE SPINS



Landing 3 or more bonus scatters in view triggers the Free Spins bonus.
Landing 4 or 5 bonus scatters starts the win multiplier at x5 and x10 respectively.
The bonus is played with the following symbols removed:

JOKA

There is a chance on every spin that a Tin Can will appear from behind a reel and sit above it.
Free Spins continue until every reel has a Tin Can in place above it at the end of the reel spin.



Any wild symbol that appears on a reel with a Tin Can above will remove the Tin Can and increase the bonus multiplier.



Any Super-wild symbol that appears on a reel will remove all Tin Cans above the reels, and increase the bonus multiplier by the number removed.

Wins are multiplied by the value contained in the multiplier meter at the start of the spin.



SPIN CHANCE

Spin Chance is triggered automatically if the credit is reduced below the current price of play, yet is still greater than zero.

Spin Chance offers the player an opportunity to wager their remaining credit in an attempt at winning an additional spin at the current bet.

To play Spin Chance, select the 'PLAY' button to begin moving the pointer across the meter.
Alternatively, select the 'NO THANKS' button to exit Spin Chance with the remaining credit.

If the pointer stops on the green segment, a spin at the current bet is awarded and plays automatically.
If the pointer stops on the red segment, the player loses any remaining credit and exits to the base game.

The red and green segments are proportional to the amount of credit in relation to the current bet.
The chance of winning a spin is determined by this ratio.



MAIN GAME CONTROLS



SPIN

Press to start playing at the current bet value.



BET

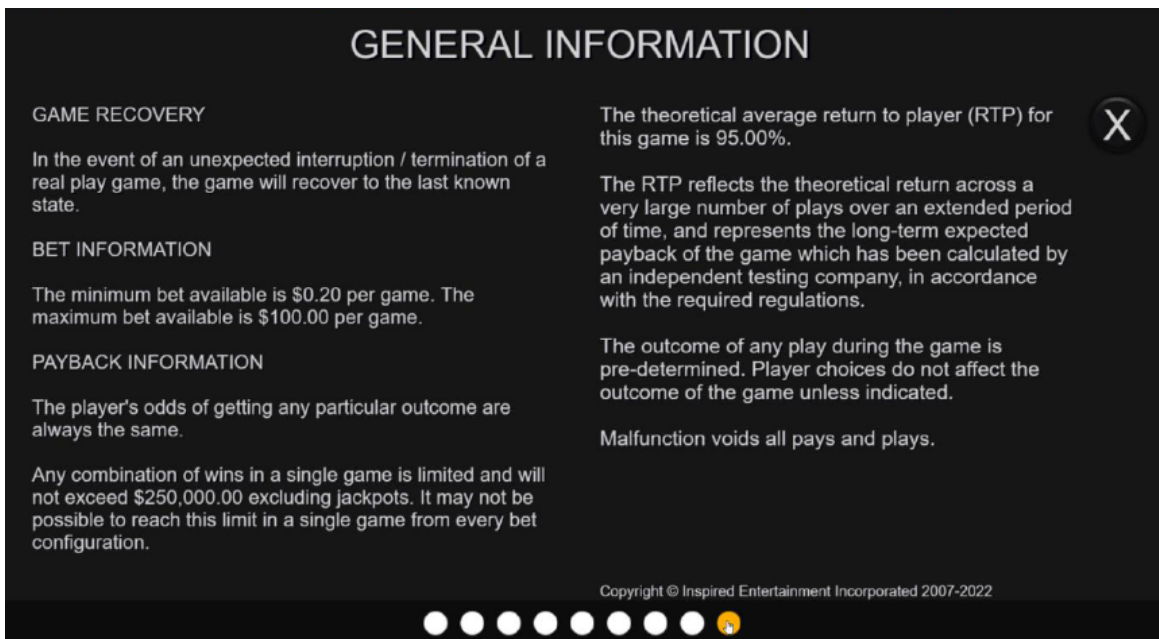
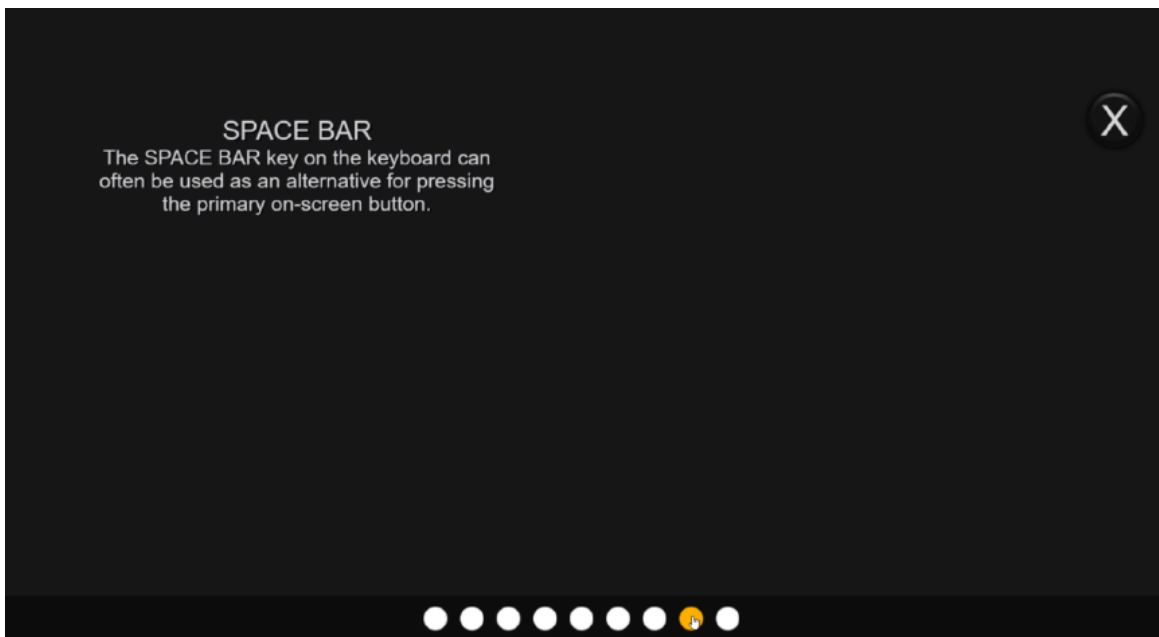
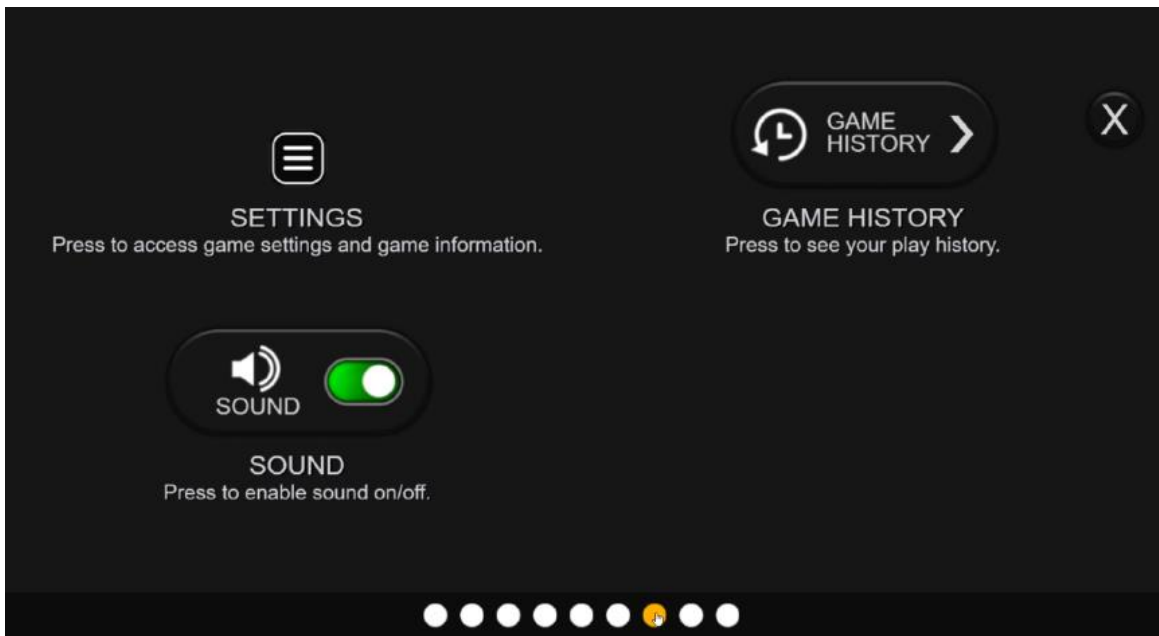
Pressing once will open bet window for you to adjust your bet amount.



AUTOPLAY

In the Autoplay options panel, select the number of autoplay and loss limit amounts. Autoplay countdown is automatic.





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