

Rick And Morty™ Strike Back™ Jackpot Royale Express

Step 1: Getting Started

1. Click the TOTAL BET button to increase or decrease the amount of your TOTAL BET. Select from the list of available stakes from the Total Bet options (depending on Operator configuration and currency equivalent).
2. Click 'SPIN' to start your game.

Step 2: How To Play

- Press 'SPIN' to start the game (depending on jurisdiction and Operator configuration, Spacebar may also be used to start a game).
- The reels will spin and eventually stop at random.
- If the combination of symbols appearing on consecutive reels forms a way of 2, 3, 4, 5 or 6 matching symbols (starting from the leftmost reel) on any of the ways, then you win. Any winnings you have will be highlighted and displayed to the player.

Wild Symbol

- Only the highest win is paid per winning combination.
- Wild substitutes for all symbols except Scatters, Cash and Collect symbols.

Cash Collect

- Collect symbols are active on reels 1 and 6.
- During any spin where a Cash symbol lands in view, if a Collect symbol lands in view on reels 1 or 6 then the Cash Collect feature is triggered.
- Any Cash symbols will be accumulated on the Collect symbol.

Modifiers

- During any spin, there is a chance the portal gun can appear and trigger the Portal Strike feature.
- Choose a portal to reveal a modifier outcome:

Morty Moolah - adds 1 or more additional Cash symbols to the reels

Bonus Blast - adds 1 or more additional bonus symbols to the reels

Cosmic Cash - increases the value of all Cash symbols in view (boosts the cash values by up to 5xbet or increases all cash symbols to the highest value in view)

Rick Repeat - any Cash symbols are held in position whilst active reels re-spin. This continues until no new Cash symbols land in view.

Schwifty Add - all cash symbols in view are collected up to 5 times.

- On a non-winning spin, there is a chance that Rick can appear and change 1 or more symbols on the reels, creating a win.

Bonus

- 3 or more Bonus Scatter symbols in view on the reels will trigger bonus.
- Choose either Rick C-137 Spins or Morty Spins.

- Once both features have been played once, Rick Prime Spins and Evil Morty Spins also become active as selectable options.

Rick C-137 Spins

- During Rick C-137 Spins, all Cash and Collect symbols are removed from the reels and the Rick C-137 win upgrade feature becomes active, along with a special Rick C-137 symbol replacing the top paying reel symbol.
- Each time a wild lands in view, it will add to the Rick C-137 trail. Once three wilds have been accumulated, the payout for the Rick C-137 symbol will increase, as well as awarding 2 additional spins.
- 2 or more Bonus symbols in view will award additional spins:
 - 2 Bonus symbols awards 4 additional spins
 - 3 Bonus symbols awards 8 additional spins
 - 4 Bonus symbols awards 12 additional spins
 - 5 Bonus symbols awards 20 additional spins
 - 6 Bonus symbols awards 30 additional spins
- Rick C-137 Spins continue until all spins are used, where the player is awarded the amount of the bonus winnings accumulated.
- Rick C-137 Spins are played automatically at the same bet and number of ways as the initiating game.
- Rick C-137 Spins awards a maximum of 4 upgrades per feature.

Morty Spins

- During Morty Spins, only Cash and Collect symbols, as well as a special Morty Multiplier symbol (active on reels 2-5), are present on the reels.
- A Collect symbol land in view on every spin along with at least one Cash symbol, guaranteeing a win.
- Any Morty Multiplier symbols that land in view will reveal a win multiplier, which will multiply the win by the number revealed (multiplier ranges from x2 to x5).
- If more than 1 Morty Multiplier lands in view on the same spin, the values are added together before multiplying the win amount.
- At the end of each spin, the player will be asked to Pick A Portal. Revealing EXTRA SPIN will award 1 additional Morty Spin. Revealing COLLECT will end the feature.
- Morty Spins awards a maximum of 4 EXTRA SPINS per feature.
- Morty Spins continue until all spins are used, where the player is awarded the amount of the bonus winnings accumulated.
- Morty Spins are played on the same bet as the triggering game.

Rick Prime Spins

- During Rick Prime Spins, all Cash and Collect symbols are removed from the reels and the Rick Prime Eliminate feature becomes active, along with a special Rick Prime symbol replacing the top paying reel symbol.
- Each time a wild lands in view, it will add to the Rick Prime trail. Once three wilds have been accumulated, the lowest ranked high pay symbol will be eliminated from the reels, as well as awarding 2 additional spins.
- The symbol elimination can continue up to the top Rick Prime high pay symbol.
- 2 or more Bonus symbols in view will award additional spins:
 - 2 Bonus symbols awards 4 additional spins
 - 3 Bonus symbols awards 8 additional spins

4 Bonus symbols awards 12 additional spins

5 Bonus symbols awards 20 additional spins

6 Bonus symbols awards 30 additional spins

- Rick Prime Spins continue until all spins are used, where the player is awarded the amount of the bonus winnings accumulated.
- Rick Prime Spins are played automatically at the same bet and number of ways as the initiating game.

Evil Morty Spins

- During Evil Morty Spins, only Cash and Collect symbols, as well as a special Morty Multiplier symbol (active on reels 2-5), are present on the reels.
- A Collect symbol land in view on every spin along with at least one Cash symbol, guaranteeing a win.
- Any Evil Morty symbols that land in view will award one of the following collect modifiers:

Boost - boosts all cash values in view (by up to 5xbet)

Max - increases all cash symbols to match the highest cash value in view. Each additional Evil Morty symbol in view that would award the Max collect doubles all cash values in view before they are collected

Collector - the Evil Morty symbol collects all cash prizes in view before being added to the Collect symbol

- At the end of each spin, the player will be asked to Pick A Portal. Revealing EXTRA SPIN will award 1 additional Evil Morty Spin. Revealing COLLECT will end the feature.
- Evil Morty Spins awards a maximum of 4 EXTRA SPINS per feature.
- Evil Morty Spins continue until all spins are used, where the player is awarded the amount of the bonus winnings accumulated.
- Evil Morty Spins are played on the same bet as the triggering game.

Auto Play (subject to operator configuration and jurisdictional requirements)

- There is an Autoplay function in the game that will start each spin automatically.
- By selecting 'AUTOPLAY' you can choose to bet automatically, one after the other.
- Select your stake as normal then press the 'AUTOPLAY' button to select the number of 'Autoplay' bets you want to play.
- Select your Loss Limit (maximum amount willing to lose for the autoplay session) and then press PLAY to begin your autoplays (other options are available).
- Auto Play will turn off if you get into any bonus round, if you reach the set Loss Limit or if a Progressive pot is awarded (where applicable).
- You can stop Auto Play from continuing onto the next spin by clicking the 'STOP' button.

Payout Information and Game Rules

- Feature frequency & volatility may vary depending on number of games played.
- Reel wins are multiplied by the value of the base game bet.
- Wins on different ways are added.
- All way pay symbols must appear on consecutive reels beginning with the far left reel (4096 ways always active). Only the highest win is paid on each win way.
- Multiple scatter features can be won in a single game.
- Scatter wins are paid in addition to reel wins.
- Cash values range from 0.5x to 1000xbet.
- **MALFUNCTION VOIDS ALL PLAYS AND PAYS.**

Applicable date from

Month/Day/Year:12/06/2024 v6.0