

WILD SYMBOLS



THE WILD SYMBOLS APPEAR IN MAIN GAME AND BONUS SPINS ON REELS 2, 3 AND 4 AND SUBSTITUTE FOR ALL SYMBOLS EXCEPT THE CASH PRIZE SYMBOLS, RUBY AND EMERALD GEMS.

In the main game, the wild lamp may be a wild with multiplier (multiplies all ways wins) or a blitz collect symbol (collects the value of any coins in view).

During Bonus Spins, Wilds behave differently depending on the feature:

Ruby Bonus Spins: All Wilds are Blitz Collect symbols.

Emerald Bonus Spins: All Wilds are x2 or x3 Multipliers.

Double Jewel Bonus Spins: All wilds are both Blitz collect symbols and have multipliers (multiplies all ways wins and cash prize symbols collected).

If there is more than one wild with multipliers, the multipliers are added together.

BONUS SPINS - COMBO FRENZY

BLITZ COLLECT™

COMBO FRENZY™



Ruby and Emerald Gems may appear on any main game spin.

Any Ruby or Emerald gem in view will be collected into a matching Ruby or Emerald chest.

Each gem collected gives a chance to trigger a Bonus Spins Feature from the Ruby Chest, the Emerald Chest OR BOTH, if a matching gem is in view.

Landing 4 or more Gems in view guarantees the triggering of a Bonus Spin feature.

All Bonus Spins features award 10 spins.

During Bonus Spins, if 6 or more cash prize symbols land in view, a **Cash Lock™ Feature** is triggered. The version depends on the type of Bonus Spins:

Ruby Bonus Spins → Ruby Cash Lock™

Emerald Bonus Spins → Emerald Cash Lock™

Double Jewel Bonus Spins → Double Jewel Cash Lock™

Ruby Bonus Spins



All wilds collect any cash prize symbol values in view.

Emerald Bonus Spins



All wilds have a x2 or x3 multiplier and multiply all ways wins.

Double Jewel Bonus Spins



All Wilds are blitz collect symbols and have x2 or x3 multipliers.

The wilds collect all cash prize symbol values in view and multiply all wins.



CASH PRIZE SYMBOLS WITH VALUES OF 1-20 X BET CAN APPEAR ANYWHERE ON THE REELS IN THE MAIN GAME, BONUS SPINS FEATURE AND THE CASH LOCK™ FEATURE.

THE CASH LOCK™ FEATURE STARTS WITH 3 SPINS.

ANY LANDING NON-BLANK SYMBOL REMAINS LOCKED IN ITS POSITION AND RESETS THE NUMBER OF SPINS TO 3.

WHEN NO NEW NON-BLANK SYMBOLS LAND 3 TIMES IN A ROW OR IF ALL SYMBOL POSITIONS ARE FILLED WITH NON-BLANK SYMBOLS, THE FEATURE WILL END PAYING OUT THE TOTAL VALUE OF ALL CASH PRIZE SYMBOLS AND RUBY CHESTS (IF ANY) IN VIEW.

THE CASH LOCK™ FEATURES CANNOT BE RETRIGGERED.



1. Standard Cash Lock™

No chests or modifiers.

Can only be triggered via the **Wheel** in the main game (by landing 6+ cash prize symbols).

2. Ruby Cash Lock™

Ruby Chests may land in view.

Ruby Chests collect values from 2 or more cash prize symbols in view.

Can also collect other Ruby Chests.

Collected chests remain in view.

3. Emerald Cash Lock™

Emerald Chests may land in view.

Emerald Chests multiply the value of 2 or more cash prize symbols in view (**x2** or **x3**).

Emerald Chests spin away after one spin.

4. Double Jewel Cash Lock™

Ruby and/or Emerald Chests may land in view.

Emerald Chests multiply the value of 2 or more cash prize symbols and/or Ruby Chests in view (**x2** or **x3**).

Ruby Chests collect from 2 or more cash prize symbols and/or other Ruby Chests.

Multipliers are resolved first before collect is activated.

		 MULTIPLY
STANDARD CASH LOCK		
RUBY CASH LOCK		
EMERALD CASH LOCK		
DOUBLE JEWEL CASH LOCK		

WHEEL FEATURE



Landing **6 or more cash prize symbols** in the main game triggers the **Wheel Feature**.

The Wheel randomly awards one of the 4 Cash Lock™ variants: **Standard, Ruby, Emerald, or Double Jewel**.

WIN WAYS



EACH SPIN CAN HAVE UP TO 243 WAYS TO WIN!

AUTOPLAY

(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 Loss Limit (maximum amount willing to lose for the autoplay session) and then press PLAY to begin your autoplays (other options are available).

Select your stake as normal then press the 'AUTOPLAY' button to select the number of 'Autoplay' bets you want to play.

You can stop Auto Play from continuing onto the next spin by clicking the 'STOP' button.

Auto Play will turn off if you reach the set Loss Limit, Win Limit.

Auto Play will pause if you get into any bonus round, or if a Progressive pot is awarded, and resume on returning to the Main Game. (where applicable)

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).

THE REELS WILL SPIN AND EVENTUALLY STOP AT RANDOM.

IF THE COMBINATION OF SYMBOLS APPEARING ON CONSECUTIVE REELS FORMS MATCHING SYMBOLS STARTING FROM THE LEFTMOST REEL ON ANY OF THE WAYS, THEN YOU WIN.

ANY WINS YOU HAVE WILL BE HIGHLIGHTED AND YOUR WINNINGS WILL BE CREDITED TO YOUR ACCOUNT BALANCE.

MULTIPLE SCATTER FEATURES CAN BE WON IN A SINGLE GAME.

CASH PRIZE SYMBOLS DISPLAY VALUES BETWEEN 1X and 20X BET.

WIN FREQUENCY, VOLATILITY AND LEVEL PROGRESSION MAY VARY DEPENDING ON THE NUMBER OF GAMES PLAYED.

ALL WAY PAY SYMBOLS MUST APPEAR ON CONSECUTIVE REELS BEGINNING WITH THE LEFTMOST REEL (243 ways always active).

ONLY THE HIGHEST WIN IS PAID ON EACH WIN WAY.

SCATTER WINS ARE PAID IN ADDITION TO REEL WINS.

THE BONUS FEATURE IS PLAYED ON THE SAME BET AS THE TRIGGERING GAME.

THE COLLECTION FEATURE IN THE GAME IS FOR VISUAL PURPOSES ONLY AND DOES NOT INFLUENCE GAME OUTCOMES.

VERSION: V1.0

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