BASKETBALL KING HOLD & WIN™

Game Rules (1.4 - 03/04/2023)

1. OVERVIEW

The goal is to obtain a winning combination on a winning line spread across the reels.

Game specifications:

Type	Slots
Number of reels	5
Number of rows	3
Number of lines	20 (cannot be changed)
Number of coins you can bet	20 (cannot be changed)
Progressive	No
Double feature	No
Wild symbols	Yes
Multiplier symbols	Yes
Scatter symbols	Yes
Bonus round	Yes(Hold& Win Respins)
Free spins	Yes
Instant win	Yes
RTP	96.00%

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

In the event of technical difficulties resulting in a dropped connection to the game server, the game you were playing is saved automatically and will load the next time you establish a connection to the game server. You will not be able to reconnect to the game server for the first 30 seconds after the disconnection.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided, any bet that was unsettled will be refunded.

2. HOW TO PLAY

All winning lines pay from left to right. Wins on different lines are all added. Only the highest winning combination on each line is paid. Winnings from Free Spins are added to the total win.

On the info bar, you can view the current BET, your BALANCE and your current WIN, displayed in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). To toggle between credit or your real currency, click in the BALANCE area (Available only for specific jurisdictions).

2.1. Desktop version

To play, follow these steps:

1. Click on the main screen, and then use the **+** and **-** buttons to select a coin value.
   Click

   to save the settings and return to the main screen.
   Note: The total BET is displayed in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). To toggle between credit or your real currency, click in the BALANCE area (Available only for specific jurisdictions).

2. Click

   to place the bet and spin the reels one time.

The total amount won will be shown in the WIN field from the info bar, in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). For each winning combination, the amount won is the amount shown in the paytable for that winning combination.

To toggle between credit or your real currency, click in the BALANCE area (Available only for specific jurisdictions).

2.2. Mobile version

To play, follow these steps:

1. Tap on the main screen, then use the **+** and **-** buttons to select a coin value. Tap

to save the settings and return to the main screen.
Note: The total BET is displayed in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). To toggle between credit or your real currency, tap in the BALANCE area (Available only for specific jurisdictions).

2. Tap

to place the bet and spin the reels one time.

The total amount won will be shown in the WIN field from the info bar, in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). For each winning combination, the amount won is the amount shown in the paytable for that winning combination.

To toggle between credit or your real currency, tap in the BALANCE area (Available only for specific jurisdictions).

3. SPECIAL SYMBOLS AND FEATURES

3.1. Wild

The **Wild** symbol replaces any other symbols, except the **Bonus Symbol** and **Cash Fireball** symbols, to form winning combinations.

Note: If no specific payouts for Wild are displayed in the pay table, a combination formed exclusively with Wild will pay just like the highest paying symbol, if that combination is the highest winning combination on a line.

3.2. Bonus Symbol

Landing 3 or more **Bonus Symbol** symbols will award 10 **Free Spins** and a cash prize, according to the paytable.

3.3. Cash Fireball symbol

Landing 5 or more **Cash Fireball** symbols anywhere in view will award **Hold & Win Respins.**

3.4. Basketball King Wild Spin

Randomly on any spin, **Giant Wild** symbols can spin through.

Any which land in view, either fully or partially, will produce multiple **Wilds**.

Note: Giant Wild symbols are always 3 deep and can be 1, 2, 3, 4 or 5 reels wide. More than one can land in view, either fully or partially, on any **Basketball King Wild Spin** .

3.5. Hold & Win Respins

Triggered by 5 or more **Cash Fireball** symbols anywhere in view, **Hold & Win** will award 3 respins with all cash values remaining in place.

During **Hold & Win Respins** only **Cash Fireballs** are in play and every time a new one lands, the respins will reset to 3.

If the respins run down to zero, the feature will end and all cash values in view will be collected.

Note: Filling all 15 spaces with **Cash Fireball** symbols will award a **MVP Award** of 1,000 x Bet.

Values displayed on the **Cash Fireball** symbols are shown in the selected currency/coin. **Cash Fireball** symbol values are random values from 1x to 500x times bet.

3.6. Free Spins

Landing 3 or more **Bonus Symbol** symbols will award 10 **Free Spins** and a cash prize, according to the paytable.

During **Free Spins** a special **Multiplier symbol** is in play on reels 2 and 4 only.

Multiplier symbol are **Wild** and will always land as stacks, with all 3 revealing the same random multiplier: x1, x2, x3, x5 or x10.

Any wins which contain a wild **Multiplier symbol** will be multiplied by the value on the coin. Wild **Multiplier symbol** will multiply each other if 2 are part of the same win, up to a maximum of x100.

Note: During **Free Spins**, landing 3 or more **Bonus Symbol** symbols will award an extra 5 **Free Spins.**

Note: History application keys

Respins_used= Hold &Win Respins played

respins_left= Spins

cash_chips_values: Cash Fireballs values

respins_symbols= Hold & Win Respins

respin_trigger= Hold & Win Respins won

MULTIPLIERS= Multipliers

respins_end= Hold & Win Respins round finished