

Game Help and Paytable are available within game.

## **ADDITIONAL INFORMATION**

### **Win What You See**

The total win of each spin is equal to the concatenated numbers that land centered on the single center payline. 1-“Blank” pays 1 credit. “Blank”-0-5 pays 5 credits. 1-0-“Blank” pays 10 credits. 1-“Blank”-0 pays 10 credits. The Diamond Symbol has no credit value and represents a “Blank”. Example shown at Max Bet.

### **Reel Activation**

Each bet level corresponds to a number of active reels. Bet 1 credit to play on the 1st reel only with a maximum possible award of 10 credits. Bet 5 credits to play reels 1 and 2 only with a maximum possible award of 105 credits. Max bet to play all 3 reels with a maximum possible award of 10,500 credits. Number symbols available on Reel 1 are 1, 2, 5, and 10. Number symbols available on Reel 2 are 0 and 5. Number symbols available on Reel 3 are 0, 5 and 00.

Available credit prizes include 1, 2, 5, 10, 15, 20, 25, 50, 55, 100, 105, 150, 155, 200, 205, 250, 255, 500, 505, 550, 555, 1,000, 1,005, 1,050, 1,055, 1,500, 2,000, 2,500, 5,000, 5,500, 10,000, and 10,500. Only the Highest displayed prize is paid.

### **Red Respin**

The Red Respin bonus is triggered randomly after certain spins showing a winning reel stop. Any active reels that do not have a prize on the payline may respin one time to reveal an award that is greater than the initial spin. Only the respin value is awarded. The maximum total number of spins is 2. The Red Respin Bonus cannot occur on a 1 credit bet. The Red Respin Bonus cannot occur on the same play as the Zero Respin bonus. Reels are weighted differently during the Red Respin bonus. The odds of winning the Red Respin bonus are different as bet level varies.

### **Zero Respin**

The Zero Respin bonus is triggered after a losing spin with at least one active reel displaying at least one Zero or Double Zero symbol on the payline. Any active reels that do not have a Zero or Double Zero symbol on the payline will respin once. If the respin is a losing spin and any of the reels that participated in the respin display a Zero or Double Zero symbol on the payline, any remaining active reels will respin once more. The Zero Respin bonus ends after any winning spin or a losing spin with no additional Zero or Double Zero symbol landing on the payline.

The Zero Respin bonus cannot occur on the same play as the Red Redspin bonus. Reel 1 does not contain any Zero or Double Zero symbols. Reel 2 does not contain any Double Zero symbols. The Zero Respin bonus cannot occur on a 1 credit bet. The maximum number of total spins at 5 credits bet is 2. The maximum number of total spins at Max Bet is 3. Reels are weighted differently during the Zero Respin bonus. The odds of winning the Zero Respin bonus is different as bet level varies.

### **Interrupted Game**

In the event of disconnection, an interrupted bonus feature may be resumed immediately by starting the game again. The results of a completed reel spin (where display of the visual result was interrupted) will not be re-displayed within the game but may be reviewed in My Transaction History.

Any amount wagered on an unfinished spin will remain paused until you either complete the game, the game is voided, or it's auto completed within 24 to 48 hours. When an unfinished spin is voided, your bet will be refunded to your account.

### **Game History**

The result of a completed game may be viewed in My Transaction History immediately after closing the game window. Results of unfinished games are not displayed in My Transaction History.

### **Expected Payback**

*The theoretical average return to player (RTP) is 93.00 – 95.00%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing lab. Bet settings determine the RTP percentage range; adjusting the bet settings to the maximum number of lines, bet levels, or bet multipliers provides the maximum RTP.*

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