

Help File

HYPER RESPINS™

HYPER RESPINS™ is an innovative slot game with new mechanics. It is a 6 reel, 6 row, cluster-pays game, with the following features:

- HYPER SYMBOLS
- BONUS RESPINS

The Theoretical Return to Player is:

- Regular Game: 96.05%

Rules

WILD



- WILD substitutes for all symbols except SCATTER.
- Any symbol win with one or more WILD symbols is multiplied by 4.

SCATTER



- Bonus Respins are triggered when 5 or more SCATTER symbols appear.

BONUS RESPINS

- Bonus Respins are triggered when 5 or more SCATTER symbols appear.
- 3 respins are awarded.
- Respins are completed when no more respins remain, or when all visible positions on the reels are filled with SCATTER symbols.
- Bonus Respins are triggered only after all symbol wins and HYPER SYMBOLS have been finalized.
- All SCATTER symbols are held, and all remaining positions spin.
- When any new SCATTER symbols appear, they are held, and respins are reset to 3.
- Upon completion of respins, each SCATTER symbol awards a prize.
- Initial prize values per scatter range from 1 to 100 x total bet, then may be increased via HYPER SYMBOLS.
- Bonus Respins are played at the bet of the triggering spin.
- Only SCATTER symbols, BLANK symbols and HYPER SYMBOLS appear in respins.

HYPER SYMBOLS

- BOMB, MEGABOMB, ZAP (HORIZONTAL), ZAP (VERTICAL), MEGAZAP and HYPERBOMB are HYPER SYMBOLS.
- After all symbols wins have been determined, one of any present HYPER SYMBOLS is enacted.
- HYPER SYMBOL to enact is chosen in bottom-to-top order per column, with columns traversed in left-to-right order.
- The HYPER SYMBOL to enact will explode and affect symbols in a layout around itself.
- SCATTER symbols will have their prize value doubled.

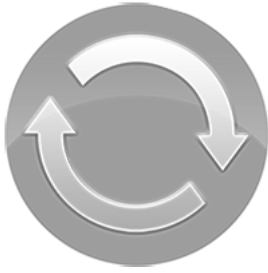
- Non-SCATTER symbols will be exploded and pay an immediate prize as per the Hyper Symbol Explosion Paytable.
- HYPER SYMBOLS are not affected by other HYPER SYMBOLS.
- Once an explosion is completed, the HYPER SYMBOL and affected non-SCATTER symbols are removed and replaced by symbols coming from above.
- Any new symbol wins will then be determined prior to enacting any other remaining HYPER SYMBOLS.
- BOMB affects symbols in a 3x3 square centred on the BOMB.
- MEGABOMB affects symbols in a 5x5 square centred on the MEGABOMB.
- ZAP (HORIZONTAL) affects all symbols on the same row as the ZAP (HORIZONTAL).
- ZAP (VERTICAL) affects all symbols on the same column as the ZAP (VERTICAL).
- MEGAZAP affects all symbols on the same row and column as the MEGAZAP.
- HYPERBOMB affects all symbols on the grid.

GAME RULES

- Player selects a Total Bet size.
- Base Bet is equal to Total Bet divided by 20.
- All wins (except SCATTER) are achieved when 5 or more matching symbols are grouped in adjacent (horizontal or vertical) positions.
- Payouts are made according to the paytable.
- All wins are multiplied by total bet.
- Highest win paid per winning combination.
- Coinciding wins are added.
- Only positions containing the winning symbol are used in determining the win for that symbol.
- Every winning symbol (except SCATTER) explodes and is replaced by symbols coming from above.
- WILD substitutes for all symbols except SCATTER.
- WILD does not pay as a standalone symbol.
- Any symbol win with one or more WILD symbols is multiplied by 4.
- Malfunction voids all pays and plays.

How to play

Pick your bet amount and push spin button.



Spin Button

- Places a bet then spins the reels.



Menu Button

- Opens a window where the player can view info pages; go to lobby; change bets; configure autoplay and adjust game settings.
- It defaults to info pages.

BALANCE:

Balance Meter

- Display the player's current balance.

TOTAL BET:

Total Bet Meter

- Display the total wager staked.

WIN:

Win Meter

- Display the current win amount.



Info Button

- Display info pages.



Return to Game Button

- Go back to base game.



Home Button

- Go to Lobby. Configurable per operator.



Bet Settings Button

- Opens Bet configuration window, where player can select the desired bet amount.



Game Settings Button

Open Game settings configuration window, where the player can adjust the following:

- Turn sounds On or Off
- Turn background music On or Off (keep sound effects On)



Sound Buttons

- Turn sounds On or Off respectively.

