

GDM Help File (NOVA)

King Kong Fury

King Kong Fury is a 5 reel slot game with Multiple Features to boost your winnings. During regular play, the goal is to achieve a winning combination of symbols on any of the 50 lines. Payouts depend on the number of coins played and the winning combination of symbols achieved. The theoretical average return to player (RTP) is 96.703%.

GAME RULES

25 coins plays 50 paylines

Payouts are made according to the Paytable

Payline and scatter wins are multiplied by the coin value

Scatter wins are added to payline wins

Highest win only on each payline

Wins on different paylines are added

All wins on specified paylines only except scatters

All wins begin with leftmost reel and pay left to right on consecutive reels, except scatters which pay any
BONUS appears on reels 1 and 5 only

WILD appears on reels 2, 3, and 4 only and substitutes for all symbols except BONUS Malfunction
voids all pays and plays

LIGHTNING REEL Random Feature

Triggered randomly at the commencement of any spin

A LIGHTNING REEL appears spinning over the reel window

Only BEAST symbols (T-REX, TRICERATOPS, SNAKE, PTERODACTYL, INSECT) appear on LIGHTNING REEL

BEAST symbol spun up on LIGHTNING REEL is transferred to 1 or more window positions before reels land

A maximum of 15 BEAST symbols can be transferred onto the reel window per spin

Transferred BEAST symbols supersede symbols landing beneath them on the reels when determining wins

KONG'S CALL Random Feature

Triggered randomly at the completion of any spin

1 or more symbols on reel 2, reel 3 and/or reel 4 turn into WILD

Wins are paid after all WILD symbols have been revealed

LIGHTNING REEL and KONG'S CALL Random Features can be randomly triggered on the same spin

KING OF SKULL ISLAND Bonus

Free Games are triggered with any BONUS win

2 STATUE REELS are displayed onscreen

Possible values on each STATUE REEL are 3, 4, 5, 6, 7, 8, 9 or 10

The values spun up on each STATUE REEL are multiplied to determine the total Free Games triggered

RAGING RE-SPINS

During Free Games, RE-SPINS are triggered whenever 4 WILD symbols appear simultaneously on the same reel (a "FULL STACK")

1 RE-SPIN is awarded for each FULL STACK that appears

FULL STACKS are held in position throughout RE-SPINS

Each new FULL STACK occurring during RE-SPINS awards 1 additional RE-SPIN and is held for the remaining RESPINS

Random Features can be randomly triggered during Free Games and RE-SPINS

Free Games can be retriggered during Free Games and RE-SPINS

Number of Free Games awarded upon retrigger is determined randomly in the same manner as the Free Games trigger

Free Games and RE-SPINS are played at the paylines and coin value of the trigger game Free

Game and RE-SPINS wins are added to payline and scatter wins

How to Play

1: Choose your BET

2: SPIN

MAIN GAME SCREEN BUTTONS:



SPIN: Spins the reels



CONTINUE: During free games, this button when appears allow players to skip to the next free game.



Bet Up: Adjusts the BET. The UP (+) buttons adjust the BET up



Bet Down: Adjusts the BET. The Down (-) buttons adjust the BET down



Menu:
Accesses the SETTING page for EFFECTS QUALITY, SPIN BUTTON POSITION, and BET options
HOME (🏠) is accessible via this option which will access the casino menu

Menu PAGE BUTTONS:



Settings: Accesses the SETTING page for EFFECTS QUALITY, SPIN BUTTON POSITION



Bet: Accesses Bet settings which allows adjustment of the BET per LINE



Info: Accesses pay awards for winning symbol combinations. Also contains the rules for the game.



Sounds: Activates MUTE if clicked during a SPIN.

Activates SOUNDS if sounds are not loaded at game launch or if MUTE is active

Accesses volume controls and sound options if clicked when sound is active and reels are not spinning

Keyboard Shortcuts:

Space bar: Pressing the Space bar or Enter Key will initiate Spin.

The game displays all your details in the following display fields:

Balance: Displays your total balance **Total Bet:**

The total wager staked.

Win (displayed in message bar): Displays the amount won in the spin