

SPECIAL SYMBOLS AND FEATURES

DRAGON PROGRESS

The game has 4 levels of progress indicated by a bar above the reels. Landing a specific DRAGON WILD symbol on each level fills the progress bar. Completing a level adds a new type of DRAGON WILD symbol to the reels.

Level 1: Landing 60 DRAGON EGG WILDS is required to complete this level. Completing it adds the BABY DRAGON WILD.

Level 2: Landing 18 BABY DRAGON WILDS is required to complete this level. Completing it adds the YOUNG DRAGON WILD.

Level 3: Landing 10 YOUNG DRAGON WILDS is required to complete this level. Completing it adds the DRAGON QUEEN WILD.

Level 4: Landing 2 DRAGON QUEEN WILDS is required to complete this level. Completing it adds the DRAGON KING WILD.

DRAGON WILDS

The DRAGON EGG, BABY DRAGON, YOUNG DRAGON, DRAGON QUEEN and DRAGON KING symbols are WILDS.

WILDS substitute for all paying symbols and count as the symbol which forms the highest paying combination on a single pay line.

The BABY DRAGON and the DRAGON QUEEN WILDS also hold a WIN MULTIPLIER. The WIN MULTIPLIER applies to all wins which the WILDS participate in. If more than one WILD with WIN MULTIPLIER participate in a single win line, their multipliers are multiplied. E.g. if two WILD symbols with x3 MULTIPLIER participate in the same win line the total multiplier for this win line will be $x3 * x3 = x9$.

BABY DRAGON

BABY DRAGONS are WILD symbols with x3 WIN MULTIPLIER. They land only on reels 2 and 4.

YOUNG DRAGON

YOUNG DRAGONS are expanding WILD symbols that expand over the whole reel if they can form part of winning combination when expanded.

YOUNG DRAGONS land only on reels 2, 3 and 4.

DRAGON QUEEN

The DRAGON QUEEN is an expanding WILD symbol with x3 WIN MULTIPLIER. It expands over the whole reel if it can form part of winning combination when expanded.

The DRAGON QUEEN lands only on the middle reel.

DRAGON KING

The DRAGON KING is an expanding WILD symbol that always mirrors the first two reels onto the last two reels when it lands.

The DRAGON KING lands only on the middle reel. After landing it will mirror the first two reels onto the last two reels. The symbols from reel 1 will be copied to reel 5, and the symbols from reel 2 will be copied to reel 4.

FREE SPINS

Landing 3, 4 or 5 FREE SPINS scatters anywhere in a spin triggers 5, 8 or 12 FREE SPINS respectively. Only 1 scatter per reel is possible. During Free Spins scatters cannot land on the middle reel.

All DRAGON WILD symbols are present in FREE SPINS at all progress levels. Additionally, either YOUNG DRAGON, DRAGON QUEEN or DRAGON KING will land on the middle reel on each spin in the bonus round.

HOW TO PLAY DRAGON'S MIRROR

Game Progress

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or – buttons.

Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

Speed up each reel spin by pressing spacebar again, or by clicking on the reels. For TURBO SPIN, hold down the spacebar or the Spin button.

Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

Gamble Wheel

After a spin which results in a win of more than 0.10 GBP, the "Gamble" button is activated and the player may enter the Gamble game for a chance to increase their win.

The Gamble Wheel offers the player true odds and always plays 100% randomly with 100% RTP. The player can configure the Gamble using the following options:

Pressing the plus button increases the potential win on the ladder and recalculates the wheel's chances. Pressing the minus button decreases the potential win. The green section of the wheel displays the exact chance of winning. The red section displays the exact chance of losing. If the player commits to pressing the Gamble button, the pointer within the wheel will spin. If the pointer lands in the green area, the player wins the highlighted prize which they chose in advance. If the pointer lands on the red area the Gamble is over and the player returns to the slot game.

The player doesn't have to collect the winnings manually. They are auto-collected after every Gamble round. Press the "Collect" button to collect your winnings and return to the slot game. If the Gamble feature is closed, the player cannot return to the feature unless they win another round in the slot game. The Gamble feature is disabled during auto-play. Jackpot winnings cannot be gambled.

Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

Winning combinations and payouts are made according to the Paytable.

If you are playing a Lines game, the prize value from one payline is equal to the total stake multiplied by the symbol multiplier advertised in the Paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

If you are playing a Ways or a Cluster game, the prize value from one way or winning cluster is equal to the payout advertised in the payable. Where multiple wins occur on multiple ways or clusters, the total win values are summed. If more than one win occurs on the same way or cluster, the largest win is paid. If more than one win occurs on the same way or cluster, the largest win is paid.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin.

If you are playing a Scatter Pays game only the highest winning combination is paid per symbol.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

In case of an incomplete game round due to connection loss where the result has not yet occurred, the game will generate an outcome for the round, which will be shown upon restoring of connection and the result will be visible in the Game History after refreshing the game.

In case of an incomplete game round due to connection loss where the result has occurred, but the player could not be informed of this fact, the game will inform the player of the outcome upon refreshing of the game and the result will be visible in the Game History.

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

RTP \approx XX.XX% which includes base game RTP and jackpot contribution.

Minimum stake: \$x.xx

Maximum stake: \$x.xx