

## 1.1 Game Features

<b>xWAYS</b>	<p>xWays symbol can land on the three middle reels.</p> <p><b>xWays symbol properties:</b></p> <ul style="list-style-type: none"> <li>- Will reveal a random regular symbol.</li> <li>- If more than one xWays symbol lands on the reels, then all xWays symbols will reveal the same symbol.</li> <li>- The size of the xWays symbol can range from 2-4 symbols.</li> </ul>
<b>XSPLIT WILDS</b>	<p>xSplit Wild symbols can only land in base game on the three last reels.</p> <p>xSplit Wild symbols split all symbols to the left on the same row and double that symbol. If a symbol is split more than once, it will be displayed with a multiplier.</p> <p>When xSplit Wilds splits xWays symbols, the xWays multiplier will be doubled for every split.</p> <p><b>xSplit Wild setup on reels:</b></p> <ul style="list-style-type: none"> <li>- Only single xSplit Wild on the third reel.</li> <li>- Two stacked xSplit Wilds on the fourth reel, which means it can land on 2 rows during one spin.</li> <li>- Three stacked xSplit Wild on the fifth reel, which means it can land on all 3 rows in one spin.</li> </ul> <p>xSplit Wild symbols converts to regular Wild after landing and can be split by another xSplit Wild.</p>
<b>SCATTER</b>          <b>BUNKER RAID SPINS – WASTELAND SPINS</b>	<p>A Scatter symbol can land on reel 2, 3, 4 and 5.</p> <p>A Scatter symbol doesn't get split by the xSplit Wild, it will instead become a Super Scatter symbol.</p> <p>Landing 3 or more Scatters will trigger Bunker Raid Spins.</p> <p><b>Super Scatter properties:</b></p> <ul style="list-style-type: none"> <li>- If Bunker Raid Spins is triggered the position of the Super Scatter and the positions below it will become sticky xWays symbols.</li> <li>- If Bunker Raid Spins isn't triggered, the Super Scatter will convert to an xWays symbol in its position.</li> </ul> <p>3 or 4 Scatter/Super Scatter symbols trigger 7 or 10 Bunker Raid Spins respectively.</p> <p>During the Bunker Raid Spins the xWays symbol remain sticky for the rest of the feature after landing.</p> <p>Super Scatters converts itself and symbols below it to xWays symbols when entering the mode.</p>

Each new xWays symbol that lands will award +1 spin.

Each new xWays symbol that lands will be dropped down to the lowest non xWays occupied position on the reel, and merged with any already sticky xWays symbols.

Hoarder Level Up: For every third collected xWay symbol a new hoarder level is reached.

Wasteland Spins is the final level with max number of collected xWays and only 4 different symbols on the reels.

**Level awards:**

- Hoarder Level 1 - 3 xWays collected: The lowest paying character symbol and object symbol are removed from the reels.
- Hoarder Level 2 - 6 xWays collected: The second lowest paying character symbol and object symbol are removed from the reels.
- Hoarder Level 3 - 9 xWays collected: The third lowest paying character symbol and object symbol are removed from the reels.

## 1.2 Game Rules

- xWays Hoarder xSplit is a video slot with following feature(s):
  - xWays
  - xSplit Wilds
  - Bunker Raid Spins - Wasteland Spins
- A 5-reel, 3-row video slot with 13 symbols.
- 243 win ways by default (see pay table for more info).
- A Wild symbol substitutes for any symbol except Scatter.
- A Wild symbol substitutes for the highest possible winning combination according to the pay table.
- A winning combination of the same symbol pays from leftmost to right on adjacent reels.
- Coinciding wins on multiple combinations are paid out.
- Winning combinations and pays are made according to the pay table.
- Different reel configurations are used, depending on the game mode (main game or any of the bonus modes).
- The theoretical return to the player for this game is 96.00%.
- When the total win exceeds 11030x, the Bunker Raid Spins/ Wasteland Spins will end and 11030 times the base bet is awarded.
- Features and spin results affect each other within a game round.

## **xWays Hoarder xSplit: Help file**

- All symbol payout values in pay table are displayed in the same currency as bet placed.
- A malfunction voids all pays.
- Malfunction in gaming hardware/software; all affected bets are refunded.
- Game rounds not finished within 90 days will automatically be closed. Any accumulated wins during that game round will be paid out. These rounds cannot be replayed.
- Autoplay automatically plays the game for selected number of rounds or when any of the advanced autoplay setting criterias are fulfilled.
- When changing autoplay settings during a game round, all settings will take effect upon completion of the game round or feature.
- Some autoplay features may be mandatory for some jurisdictions.