

1. Introduction

Cobra Cash is a 6 reel slot with 4 symbols high in view with 40 winlines. The game has 4 'Wild' snake Free Spins bonus rounds. The slot also features 7 snaking Wild base game modifiers.

2. How to Play

- Set your stake: At the left of the screen, the player can choose their stake by pressing the + and - buttons. The chosen stake will be shown in the Total Stake meter.
- Each press of PLAY will action each reel to spin to a random position. Wins are paid for matching 3, 4, 5 or 6 of-a-kind symbols on winlines.
- Line wins pay left to right. All line win symbols must appear on a played line and on consecutive reels, beginning from the leftmost reel.
- All wins shown on different winlines will be shown and paid to the player.
- Wild symbols: The Wild symbol can substitute for ALL other symbols EXCEPT the scatter symbols. Using Wild symbols to complete a line does not incur any extra multiplier, unless stated as a multiplier, other than the win for the symbol(s) they substitute. Only the highest paying win on each line will be counted.
- Bonus Scatter Symbols: These symbols can appear on any reel. Three or more bonus symbols in view will trigger the bonus Free Spins feature.
 - 3 Bonus symbols award - 7 Free Spins.
 - 4 Bonus symbols award - 7 Free Spins + 5x stake win.
 - 5 Bonus symbols award - 7 Free Spins + 20x stake win.
 - 6 Bonus symbols award - 7 Free Spins + 50x stake win.

Scatter wins are added to payline wins. Highest win paid per winning combination, scatter wins are not awarded per line.

3. Game Features

3.1. Snakes

The 7 snakes that will be involved at various times within the modifiers and the Free Spins features are:

- **Grass:** Snake with 4 'Wild' segments chained together.
- **Mamba:** Snake with 5 'Wild' segments chained together.
- **Rattle:** Snake with 6 'Wild' segments chained together.
- **Viper:** Snake with 7 'Wild' segments chained together.
- **Boa:** Snake with 8 'Wild' segments chained together.
- **Python:** Snake with 9 'Wild' segments chained together.
- **Anaconda:** Snake with 10 'Wild' double high segments chained together.

3.2. Base Game Modifiers

- During base game play, at random, the reels may spin longer than usual and the player will be presented with 5 'pick me' options (out of the 7 modifiers) to decide which modifier snake they have.
- Once one of the options has been picked there will be a reveal and the snake modifier won will come onto the reels moving around the reel positions.
- As the snake moves swiftly around the reels it will cover all of the 6x4 reel positions, as its crosses a number of reel positions it may turn that position 'Wild'. The snake segments are chained together but can cover any of the 6x4 reel positions. The snake will then leave the reels back to its basket leaving a pattern of Wilds.
These modifiers don't guarantee a win, but any wins will be paid to the player.

3.3. Free Spins

- During Free Spins, bonus scatter symbols can land which will trigger extra Free Spins. The amount of extra Free Spins will depend on the amount of bonus trigger symbols in view on that spin, (see values below):
 - 2 Bonus scatter symbols = 3 extra Free Spins
 - 3 Bonus scatter symbols = 5 extra Free Spins
 - 4 Bonus scatter symbols = 7 extra Free Spins
 - 5 Bonus scatter symbols = 10 extra Free Spins
 - 6 Bonus scatter symbols = 15 extra Free Spins
- **Snake Ladder:** The player is presented with the Grass Snake that will swiftly move around the reels during the first spin. Certain segments of the snake that cross the symbol positions making 4 positions 'Wild'. The Grass Snake will then leave the reels as they halt and any wins will be processed. On the next Free Spin the Grass Snake will be replaced by the Mamba, this time dropping 5 Wilds, again any wins will be processed. On the next spin the Mamba that has left will be replaced by the Rattle (6 Wilds). This will continue upgrading the

snake for all 7 Free Spins, ending with the final spin with the Anaconda snake of 10 Wild positions.

- **Snake Adder:** The first snake Grass arrives on the first Free Spin dropping 4 Wilds, this then swiftly slithers off before the reels stop. If there has been NO win, then the second snake Mamba arrives on the reels dropping 5 Wilds, again if there are NO wins on the next spin the Mamba will slither off and be replaced by the Rattle. This will continue upgrading the snake as long as the player has received NO wins.
 - If the player has wins on a particular Free Spin the snake they currently have will come back on and move around the reels to form another 'Wild' pattern. This current snake will keep arriving on the reels slithering to other position patterns as long as the player is getting wins. As soon as the player gets NO win the current snake will be upgraded to the next snake for the next Free Spin.
 - This process continues until all 7 Free Spins have been exhausted.
- **Snake Eyes:** Random chance of any snake slithering on to the reels. The player will have 7 Free Spins during which, at random, one of the 7 snakes will slither onto the reels whilst the reels are spinning. The same game mechanic will apply and any symbol positions covered by a snake will turn those positions 'Wild'. Before the next spin the snake will slither off leaving a 'Wild' pattern.
- **Snake Bite:** Random Wilds distributed in pairs co-joined in parallel. The Cobra snake will randomly bite symbols in pairs and turn them into Wilds. With each bite there will be 2 horizontal Wilds added to the reels. On each spin the Cobra snake will bite between 1 to 3 times, therefore turning (2-6 symbols) Wild on each spin. This process continues until all 7 Free Spins have been exhausted.
- All Free Spins wins will be relative to current total bet and the base game payable.

4. Buttons

- Pressing the 'settings' button, on the right-hand side of the base game screen, will open the payable information. The player can press the left and right arrow buttons to access the in-game information. Pressing the 'X' button will return the player to the main game interface.
- + and - buttons on 'Total Stake' adjust the player's Total Stake on each spin.

5. Paytable

- Only the highest win per bet line is paid.
- Line wins will pay from left to right only.
- Adjustment of the stake will dynamically alter the awards in the payable.

6. Game Recovery

- In the event of a game in real play being interrupted, (i.e. started but not completed due to connectivity issues or accidentally closing the browser, etc.), depending on the previous state of the game, it will either resume from the point of the last spin or display the outcome of the game already in play.
- Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.
- All results are predetermined.

7. General Information

- This game has a theoretical return to player (RTP) of 95.30%
- For any payout which gives out fractional payments, these will be truncated to 2 decimal places.
- The maximum payout of one spin in this game is capped at **£250,000.00**.
- System malfunction voids all pays and all plays.
- Due to high production values of this game, lower-tier hardware may run into compatibility issues and, in certain instances, you will not be able to play.

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