



Winning combinations may contain only one symbol from each adjacent reel, beginning with the leftmost reel.

Like symbols, or their substitute, on a single reel are not part of the same winning combination, but may create separate winning combinations.

All ways pays are multiplied by the current Total Bet divided by 20.

WILD substitutes for all symbols except FREE SPINS and FIREBALLS.

WILD only appears on reels 2, 3, and 4.

If FIREBALLS lands on a reel, then all FIREBALLS on that reel are held for the next 3 wagered spins at the same bet level. The number of wagers that a reel's FIREBALL will remain held is shown at the bottom of the associated reel.

If every position on a reel is filled with FIREBALLS and no FIREBALLS on that reel displays FIRE LINK FEATURE, then that reel awards the Cash Falls Feature. The Cash Falls Feature awards total bet multipliers or jackpot displayed on each of the corresponding reel's FIREBALLS. If a Mega, Major, Minor, or Mini is awarded, then the value displayed in the corresponding meter is awarded. After the reel awards the Cash Falls Feature, the FIREBALLS currently on that reel are no longer held.

FIREBALLS land in stacks of 1, 2, or 3. For each reel a maximum of 1 stack of FIREBALLS may land per base game spin. Symbols that land behind FIREBALLS are not evaluated. All information on the Cash Falls Feature pages pertain to the base game.

During the base game each FIREBALL displays a prize based on the table below.

Reels 1, 2: 0.5 - 6.25x Total Bet, Mini, or Fire Link Feature
Reels 3, 4: 0.5 - 25x Total Bet, Minor, Mini, or Fire Link Feature
Reel 5: 0.75 - 50x Total Bet, Mega, Major, Minor, Mini, or Fire Link Feature

During the base game, if every position on a reel is filled with FIREBALLS and one of them displays FIRE LINK FEATURE, then that reel awards the Fire Link Feature.

Initially 3 spins are awarded. All FIREBALLS that triggered the feature are randomly placed on rows 1-4 and held for the duration of the feature. During the feature, any additional FIREBALLS that lands will be held for the remainder of the feature. Additionally, if FIREBALLS lands on an active row, then the number of spins remaining is reset to 3.

At the end of a feature, the prize displayed on each FIREBALL that appears on an active row is awarded. On an active row, if a FIREBALL displays Fire Link Retrigger Feature, then the Fire Link Feature is retriggered.

When the Fire Link Feature is retriggered, 4 randomly placed FIREBALLS will transform into prizes: 0.5 - 50x total bet, Minor, or Mini and are randomly placed on rows 1-4 and held for the duration of the feature. When the Fire Link Feature is retriggered, Fire Link Retrigger Feature will not be displayed on FIREBALLS during the feature.

If all 40 positions are held, no additional spins will be played. An alternate set of reels is used during the feature. Only FIREBALLS are evaluated during the feature. Total Bet Multiplier prizes are awarded as shown. If a Mega, Major, Minor, or Mini is awarded, then the value displayed in the corresponding meter is awarded.

When triggered from Base Game, at the start of Fire Link Feature, FIRE LINK FEATURE symbol will transform into prize based on the table below.

Reels 1, 2: 2.5 - 6.25x Total Bet, or Mini
Reels 3, 4: 2.5 - 25x Total Bet, Minor, or Mini
Reel 5: 6.25 - 50x Total Bet, Mega, Major, Minor, or Mini

During the Fire Link Feature each FIREBALL displays a prize based on the table below.

Rows 1-5: 0.5 - 50x Total Bet, Minor, or Mini
Row 6: 1.25 - 50x Total Bet, Minor, or Mini
Row 7: 2.5 - 50x Total Bet, Minor, or Mini
Row 8: 3 - 50x Total Bet, Mega, Major, Minor, Mini, or Retrigger

During Fire Link Retrigger Feature each FIREBALL displays a prize based on the table below.

Rows 1-5: 0.5 - 50x Total Bet, Minor, or Mini
Row 6: 1.25 - 50x Total Bet, Minor, or Mini
Row 7: 2.5 - 50x Total Bet, Minor, or Mini
Row 8: 3 - 50x Total Bet, Mega, Major, Minor, or Mini

3, 4, or 5 scattered FREE SPINS award 1x total bet and trigger the Free Spins Bonus with 10, 12, or 15 Free Spins, respectively.

Any FIREBALLS that lands during the free spins will be held for the remainder of the Free Spins Bonus. If every position on a reel is filled with a FIREBALLS, then 1 spin of the wheel displayed above the reels is awarded. The wheel may award a 1-3x total bet, +??? or the Fire Link Feature.

If the wheel awards a multiplier, that multiplier is added to all FIREBALLS on that reel. Only one reel multiplier may be awarded to each FIREBALL.

If the wheel awards the +???, a random value is added to each FIREBALL ranging from 1-50x total bet.

If the wheel awards the Fire Link Feature, then the FIREBALLS on that reel are no longer held and will be used to trigger the Fire Link Feature.

During the Free Spins Bonus each FIREBALL displays a prize based on the table below.

Reels 1, 2: 0.5 - 6.25x Total Bet, or Mini
Reels 3, 4: 0.5 - 25x Total Bet, Minor, or Mini
Reel 5: 0.75 - 50x Total Bet, Minor, or Mini

At the conclusion of the Free Spins Bonus, the Total Bet Multiplier prize or jackpot appearing on each FIREBALL is awarded, and any reel that triggered the Fire Link Feature awards the total prize from that feature. If a Minor or Mini is awarded, then the value in the corresponding meter is awarded.

Upon exiting Free Spins Bonus, the base game returns to the state it was in prior to entering Free Spins Bonus. An alternate set of reels is used during the Free Spins Bonus. All symbols other than FIREBALLS are inactive and not evaluated. Symbols that land behind FIREBALLS are not evaluated.

- The expected return for this game is 96.00%. This reflects the theoretical return across many plays.
- Malfunction voids all pays and plays.
- A stable internet connection is required.
- Only highest win paid per winning combination
- In the event of a disconnection, please relaunch the game to complete any outstanding transactions.
- The look and feel of the game and its individual components and displays are trade dress of Light & Wonder, Inc. and its Subsidiaries. TM and © 2013-2023 Light & Wonder, Inc. and its Subsidiaries. All rights reserved.