

## Jumanji Touch® Game Rules

- Jumanji Touch® is a 5-reel video slot game with 4 random features, a Board Game with 4 different Free Spins, a Mystery Feature, wins, and extra dice rolls. The 5 reels are in a geometric form where the reels are 3, 4, 5, 4, 3 symbols high from left to right.
- The game is played with 36 bet lines (fixed) and different bet values.
- The bet level is set using the **LEVEL** selector. Note: available only in case of multiple bet levels.
- The coin value is set using the **COIN VALUE** selector.
- **COINS** displays the number of coins available to wager.
- **AUTOPLAY** automatically plays the game for the selected number of rounds. (not offered by all operators).
- The Wild symbol substitutes for all symbols except the Scatter symbol.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- Each feature in Jumanji® is played at the same bet level and coin value as the spin that activated the feature.
- **Note:** Only one feature can be activated per spin.

## Main Game Features

- The random features can be activated during the main game only:
  - Sticky Vines
  - Monsoon Wilds
  - Monkey Mayhem
  - Wild Stampede
- Each random feature takes place within a single spin.

## Sticky Vines

- If there are wins on at least 2 bet lines and on at most 9 in total, and the other features have not been activated, then it is possible for the Sticky Vines feature to be activated.
- If the Sticky Vines feature is activated, re-spins are awarded which increase the win.
- During the Sticky Vines feature, all symbols that are a part of a win and all Wilds from the initial spin (even if they are not part of a win) stick to the reels, and all other symbols spin again.
- The symbols spin independently but simultaneously on the reels.
- Re-spins are awarded until no new winning symbols stick, or until the whole game area is filled.
- When the Sticky Vines feature ends, the wins will be evaluated and awarded according to the Paytable.

## Monsoon Wilds

- If the Monsoon Wilds feature is randomly activated in the main game, one or two reels will be completely covered in Wilds while the reels spin.
- Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.
- It is not possible to have only the fifth reel covered in Wilds.

## Monkey Mayhem

- If the Monkey Mayhem feature is randomly activated in the main game, any potential wins are awarded once the reels have stopped. Then, all symbols are shuffled randomly to create a guaranteed win, which is then evaluated and awarded according to the Paytable.

## Wild Stampede

- If the Wild Stampede feature is activated, rhinos will stampede across the screen while the reels spin, adding 4-9 Wilds.
- Once the reels have stopped, any wins are evaluated and awarded according to the Paytable.

## Board Game

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate the bonus Board Game. There are no Scatter symbols in the Board Game.
- The Jumanji® circle in the center of the screen reveals information about wins and features when needed.
- The tokens are purely cosmetic and have no effect on the outcome of the Board Game.
- The player moves the token on the board by rolling the two six-sided dice. The odds for dice rolls are true.
- The number of dice rolls given for the Board Game is determined by the number of Scatter symbols landed:
  - 3 Scatter symbols = 6 dice rolls
  - 4 Scatter symbols = 7 dice rolls
  - 5 Scatter symbols = 8 dice rolls
- The various features and prizes in the Board Game are:
  - Vines Free Spins
  - Monsoon Free Spins
  - Monkey Free Spins
  - Stampede Free Spins
  - Mystery Feature
  - Coin Wins
  - Extra Rolls
- Each Free Spin feature is located at each corner of the board game. When the token lands on one of the two locations in front of a feature, that feature will be activated.
- **Note:** Each Free Spin feature can be activated only once during a Board Game session. After a Free Spin feature has been activated, the corresponding locations will instead give an extra dice roll, if landed on.
- At the end of the Board Game, the total win is added to any wins from the round that activated the Board Game.

- **Note:** If the Board Game is activated during Autoplay, Autoplay will automatically stop. At the end of the Board Game, the game returns to the round that activated the Board Game and Autoplay is no longer activated.

## **Vines Free Spins**

- When the Vines Free Spins feature is activated, 10 Free Spins are awarded.
- In Vines Free Spins, re-spins will always be activated if a win is present after the initial spin. One Free Spin can have multiple re-spins, which work the same way as the Sticky Vines feature.
- Vines grab hold onto Wilds and keep them held for the duration of the whole Vines Free Spins feature, whether they are part of a win or not.

## **Monsoon Free Spins**

- When the Monsoon Free Spins feature is activated, 7 Free Spins are awarded.
- The same rules apply in Monsoon Free Spins as in Monsoon Wilds, with the exception that the same covered reels cannot be chosen for two consecutive Free Spins.

## **Monkey Free Spins**

- When the Monkey Free Spins feature is activated, 6 Free Spins are awarded.
- In Monkey Free Spins, each Free Spin contains the same shuffle mechanics as in the Monkey Mayhem feature.

## **Stampede Free Spins**

- When the Stampede Free Spins feature is activated, 5 Free Spins are awarded.
- In Stampede Free Spins, each Free Spin contains the same mechanics as in the Wild Stampede feature.

## **Mystery Feature**

- When the token lands on the Mystery Feature location, the Mystery Feature is awarded.
- A carousel of Free Spin features, wins (x2 - x10 bet), and 2 extra dice rolls appears within the Jumanji® circle. The player is awarded with the one that the carousel stops on.
- If it is a Free Spin feature, the token moves to the corresponding location.
- Note that since each Free Spin feature can be activated only once within a Board Game session, those previously won will not be a part of the Mystery Feature carousel.

## **Coin Wins**










- When the token lands on the Coin Win location, a win is awarded. The wins on the board range from x1 to x5 bet.
- The win amount is equal to the current bet multiplied by the number indicated on the location.

## **Extra Rolls**


- When the token lands on the Extra Roll location, an extra dice roll is awarded.


## Game Functions


- The table below lists the different buttons found in the game and describes their functions.


Main Game	
	<p><b>Spin Button</b></p> <p>Tap to start playing at the current bet level and coin value.</p> <p>In landscape mode, touch the game area to hide the Spin button.</p> <p><b>Quick Stop:</b> Tap the game area during a spin to stop the reels. (not offered by all operators).</p>
	<p><b>Menu</b></p> <p>Tap to access the game settings and game information.</p> <p><b>Note:</b> Some devices and browsers may not support all of the listed settings.</p>
	<p><b>Sound</b></p> <p>Tap to turn Sound on or off without going to the settings menu.</p>
	<p><b>Quick settings menu</b></p> <p>Tap the plus sign to access the Quick settings menu.</p>
	<p><b>Autoplay</b></p> <p>Tap to turn Autoplay on or off without going to the settings menu. Sets 50 rounds by default.</p>
	<p><b>Quick Spin</b></p> <p>Tap to turn Quick spin on or off without going to the settings menu. (not offered by all operators).</p>
	<p><b>Exit</b></p> <p>Tap to leave the game.</p>
Board Game	
	<p>Tap on the dice to roll them in the Board Game. Alternatively, tap on the <b>ROLL</b> button.</p>
Game Settings and Game Information	
	<p><b>Sound Settings</b></p>


	<ul style="list-style-type: none"> <li>• <b>Game Sounds:</b> Tap the switch to turn sounds on or off.</li> </ul>
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	<p><b>Spin Settings</b></p> <ul style="list-style-type: none"> <li>• <b>Autoplay:</b> Drag or tap the slider to enable autoplay to set the autoplay options and the number of rounds. Autoplay plays the game for the selected number of spins. <ul style="list-style-type: none"> <li>○ <b>On any win.</b> Stops Autoplay when you win in a round.</li> <li>○ If single win exceeds. Stops Autoplay when the amount you win exceeds or equals the amount you specify.</li> <li>○ If cash increases by. Stops Autoplay if cash increases by the amount you specify.</li> <li>○ If cash decreases by. Stops Autoplay if cash decreases by the amount you specify.</li> </ul> </li> </ul> <p><b>Note:</b> If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.</p> <p><b>Note:</b> Some autoplay options are mandatory for some jurisdictions.</p> <ul style="list-style-type: none"> <li>• <b>Quick spin:</b> Tap the switch to turn Quick spin on or off. (not offered by all operators).</li> <li>• <b>Left Hand Mode:</b> Tap to turn the left-hand mode on or off.</li> </ul>
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	<p><b>Bet Settings</b></p> <ul style="list-style-type: none"> <li>• <b>Bet in cash:</b> Shows your bet amount in selected currency.</li> <li>• <b>Bet in coins:</b> Shows your bet amount in coins.</li> <li>• <b>Bet level:</b> Drag or tap the slider to select the number of coins to bet.</li> <li>• <b>Coin value:</b> Drag or tap the slider to select the coin value.</li> </ul>
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	<p><b>Paytable</b></p> <p>Tap to view winning combinations and payouts.</p>
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	<p><b>Game Rules</b></p> <p>Tap to view the game rules.</p>
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	<p><b>Game History</b></p> <p>Tap to view your latest game history.</p> <p>The game history is available only when playing for money.</p>
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	<p><b>Back</b></p> <p>Tap to go back to the main game.</p>
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<b>Autoplay and Quick Spin</b>	
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	<p><b>Autoplay</b></p> <p>Tap to start Autoplay. The number of spins selected is displayed on the button.</p>
	<p><b>Stop Autoplay</b></p> <p>Tap to stop Autoplay. The number of spins remaining is displayed on the button.</p>
	<p><b>Quick Spin</b></p> <p>Tap to start Quick spin. (not offered by all operators).</p>

**Note:** Some operators may not offer all of the listed game settings.

### **Additional Information**

- The following game features and settings may be subject to the terms and conditions of the Operator's website. For more information, refer to the Operator's website:
  - The procedures used to manage unfinished game rounds.
  - The time after which inactive game sessions automatically end.
- In the event of malfunction of the gaming hardware/software, all affected game bets are rendered void and all affected bets are refunded.

### **Return to Player**

- The theoretical return to player for this game is 96.33%

**Game rules generated:**