

1.1 Game Features

Scatter	<p>In main game the Scatter symbol can land on any reel.</p> <p>Landing two Scatters will trigger a respin that guarantees a Wild Car on each Scatter landing reel.</p> <p>Landing 3 or more Scatter symbols activate the Bonus Modes.</p> <ul style="list-style-type: none">- 3 Scatters: Activates 6 spins of "Morning Rush".- 4 Scatters: Activates 8 spins of "H1ghway Jam".- 5 Scatters: Activates 10 spins of "City Mayh3m".
Mystery Symbol	<p>Mystery symbol may only land in a bonus mode. Only one Mystery symbol can land on each reel.</p> <p>Mystery symbol reveals a color of either green, red or yellow.</p> <p>Revealing a color that matches any Wild Car present on the reels will increase that Wild Car's symbol size by 1.</p> <p>Revealing a color that matches the sticky Wild Car color which is displayed next to the reel area will increase Wild Car multiplier by 1.</p> <p>Revealing a color not matching the Wild Car color in the above scenarios will award +1 spin.</p>
Wild Cars	<p>All Cars are Wilds and have different features depending on the Car's color.</p> <ul style="list-style-type: none">- Yellow Car/Engine Breakdown: Increases all other symbol sizes by 1 on the same reel.- Red Car/Drive-By: Drives from right to left and increases the symbol multiplier by 1 for all the symbols it drives over and leaves a Wild where it started and stops.- Green Car/Drive-By: Drives from left to right and increases the symbol multiplier by 1 for all the symbols it drives over and leaves a Wild where it started and stops. <p>Colliding Cars trigger when the Red and Green Wild Cars travel towards each other in the same row and there are odd number of symbols between them.</p>

	<p>When colliding, the multipliers on the respective cars are added and the result multiplier is displayed on the Colliding Wild. The Colliding Wild remains sticky if either Red or Green Car is sticky during any bonus mode.</p> <p>Car movements are stopped by Scatter, Mystery or other Wild Cars.</p> <p>The Car stop position will get the Cars value added to it's position. Default value is 0 and can be increased in bonus modes.</p> <p>Fuel Rage may happen when 3 Red Cars land on reel 3,4,5 and same row in Freespin and moves 2 steps then the symbol multiplier just behind last car loses it's value by 1.</p>
Rage Buff	<p>Before each bonus mode starts, the Rage Buff will activate and decide additional spins and multipliers that applies to the Wild Cars.</p> <p>The Wild Cars will land on the last reel and move horizontally through the reels and take the effect of the road sign symbols it passes.</p> <p>In Bonus mode, Sticky Wild Car multiplier value and Drive-By multiplier value is displayed along side reel area.</p> <p>Enhanced cars start the setup phase with a car multiplier of 1.</p> <p>Sticky Wild Car multiplier add it's value to all Wild Cars that matches it's color and Drive-By (Tire) multiplier add it's value to all symbols that are affected by Wild Cars.</p> <p>The available road sign symbols are:</p> <ul style="list-style-type: none">- Stop sign : stops the car movement and can land only during "Rage buff respin".- Turn signs : makes the car turn left, right or make a U turn. Once the car reaches the U turn, Rage buff respin will be activated. The reel that triggers the respin will stick and hold the car on that position.- Freespin sign : awards +1 spin.- Car sign : increments Sticky multiplier by 1.- Speed Bump sign : increments Drive-By multiplier by 1.- Dice sign : reveals Freespin, Car or Speed Bump sign with

	2x multiplier.
Morning Rush	<p>3 Scatters trigger Morning Rush Spins with 3 rows. One of the Wild Car will be selected and will act as a sticky Wild at their stop position during the bonus mode.</p> <p>Landing 1 or 2 Scatters will upgrade bonus mode to Highway Jam or City Mayhem respectively. Upgraded bonus mode will start once the Morning Rush spins are exhausted. Rage Buff is triggered again with 2 or 3 Wild Cars.</p> <p>At the time of bonus upgrade: Each sticky car awards +1 spin. Collided sticky car awards +2 spins.</p>
Highway Jam	<p>4 Scatters trigger Highway Jam Spins with 4 rows. Two Wild Cars will be selected and will act as a sticky Wild at their stop position during the bonus mode.</p> <p>Landing a Scatter will upgrade bonus mode to City Mayhem. City Mayhem will start once the Highway Jam spins are exhausted. Rage Buff is triggered again with 3 Wild Cars.</p> <p>At the time of bonus upgrade: Each sticky car awards +1 spin. Collided sticky car awards +2 spins.</p>
City Mayhem	<p>5 Scatters trigger City Mayhem Spins with 5 rows. All three Wild Cars will act as a sticky Wild at their stop position during the bonus mode.</p>

1.2 Game Rules

- Road Rage is a video slot with following feature(s):
 - Morning Rush
 - Highway Jam
 - City Mayhem
 - Mystery Symbol
 - Wild Cars
 - Rage Buff
- A 5-reel, up to 5-row video slot with 23 symbols.

Road Rage: Help file

- 99 connected win ways by default (see pay table for more info).
- A Wild symbol substitutes for any other 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%.
- Wild payout only occurs when a full screen of Wilds, and the game round will end and 36000 times the base bet is awarded.
- When the total win exceeds 36000x, the game round will end and 36000 times the base bet is awarded.
- Features and spin results affect each other within a game round.
- 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.