

Money Horse

GAME RULES

MONEY HORSE

About slot games

This is a game of chance, with fixed odds, where the player can bet a certain amount of money or credits to try to get combinations of symbols that grant payments. The game presents a number of reels or columns, each with a set of symbols that, on each play, stop at a random position, defining which symbols are visible on the screen. Each game has different symbols, both in quantity and appearance, according to its theme and design.

Basic info

Usually placed in the upper or lower side of the game, the player can find the session info, which can include:-Balance/Credit: The money or credits the player has in his casino account, available to wager.-Bet/Total bet: The value set as the current bet.- Total win: The value earned on the last play.-Play ID: a unique number that identifies each game round. When a new game round starts, this number is updated and remains on screen until the next game round.

Payouts

A specified number of like symbols appearing in a selected payline results in a payout. The number of each symbol required, its payout and the paylines patterns available in this game are explained in the Help/Paytable of the game itself.

Paylines

The paylines are numbered starting from 1. Some slot machines activate all paylines by default, and others allow player to select the number of active paylines.

Bet settings

Games allow player to choose the amount of coins, credits or money to wager. The player can modify the bet using the controls in the bet section (BET/LINE BET/TOTAL BET). In any

case, the total wagered per spin is obtained by multiplying the number of coins selected (1 by default) by the coin value or line bet by the number of paylines selected. The bet level also defines the payouts level, according to the payable.

Playing the game

After the paylines and the bet amount have been set, the player has to put the reels in motion clicking or tapping the SPIN/START button, usually located at the center or right side of the screen. Clicking or tapping this button will start the reel spinning animation, and generate a debit in the player' s balance. Once the reels stop, the prizes - if any - will be added to the balance. All wins are displayed on screen through the WIN/TOTAL WIN label.

Autoplay

The player can use the AUTOPLAY controls, to set a number of spins. This function will start each spin automatically until either something that requires the player' s intervention occurs or the number of set spins expires. For some jurisdictions, the autoplay options will include extra settings that allow for an autoplay interruption if the total amount won or lost in that session exceeds a specified amount or if any single win exceeds a specified amount.

Other controls

The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game. There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby where you can find the game catalog.

Special symbols

In addition to regular symbols, the game may have one or more of the following special symbols: -Wild: It can substitute most other symbols in order to complete a winning combination. -Scatter: This symbol need not necessarily appear in defined paylines. The specified number of scatter symbols can appear anywhere on the reels. Scatter symbols can also be used to trigger bonus rounds. -Bonus: When appearing on screen in the specified number and/or location, this symbol triggers a bonus round. In order to see the special symbols available in this game, please refer to the Help/Paytable of the game itself.

Bonus rounds

The game can offer different bonus rounds:-Free Spins Bonus: A number of free spins are awarded. The player can play without wagering but any winning combination is paid.-Pick me Bonus: Essentially, the player has to select one or more objects from those displayed on the screen. Winning picks and their payouts are determined at random.Special features and bonuses available in this game and its rules are displayed on the Help/Paytable of the game itself.

Bonus Jackpot

The Mini, Minor, Major, or Grand Jackpot is a fixed value jackpot. The Jackpot Mini Game will be triggered by the scatter symbol randomly during Base Game. The chance of triggering the Jackpot Mini Game is higher when the total bet is increased.

Help/Paytable

The player can find this section in the game as "?", "info", "help", "paytable" or under similar names. It contains all the specific rules for this game, including definitions of symbols with its paytables, paylines, bonuses and special features descriptions. Legal info related to the game is displayed here as well.

Return to player (RTP)

The theoretical return to player value for this game is informed in the Help/Paytable of the game itself.

FEATURE SELECTION

- The player will win GRAND if 15 Scattered Dragon Ball appear in the BASE GAME.
- There is 0.2X, 0.4X, 0.6X, 0.8X, 1X or 10X on each Scattered Dragon Ball.
- The winning values on the Scattered Dragon Ball is multiplied by the bet multiplier.
- 6 or more Scattered Dragon Ball will trigger the FEATURE SELECTION in the BASE GAME.
- There are two options, FREE GAME and DRAGON UP FEATURE in the FEATURE SELECTION.
- When there are 15 Scattered Dragon Ball in Base game and the player wins a GRAND, the player can only play the FREE GAME from the Please note that the FREE GAME does not provide a chance to win another GRAND.
- When less than 15 Scattered Dragon Ball appear in the Base game and if a player selects

the FREE GAME from the FEATURE SELECTION, the player will first receive credits based on the Scattered Dragon Ball and then trigger the FREE GAME. After the FREE GAME ends, the player may have a chance to win a GRAND.

■ Click DRAGON UP FEATURE to remain the Scattered Dragon Ball triggering the FEATURE SELECTION, and start the DRAGON UP.

<8 FREE SPINS >

TRIGGER RESPIN FEATURE

FREE GAME FEATURE

■ FREE GAME FEATURE:

The will appear on the reels 1 and 5 only in the free spins.

The Scattered Dragon Ball will appear on the reels randomly in the free spins. When the Scattered Dragon Ball appears, the player will win the total credits on the Scattered Dragon Ball which are collected when FEATURE SELECTION triggers.

8 free spins, additional 2 free spins will be awarded if 2 or more Scattered Dragon Ball appear at the same time. The maximum of free spins is 999.

■ RESPIN GAME FEATURE:

In FREE GAME FEATURE, if both reels 1 and 5 are full of the RESPIN FEATURE will be triggered.

In RESPIN GAME FEATURE, Scattered Dragon Ball will not appear on the reels.

In RESPIN GAME FEATURE, the reels 2, 3 and 4 will respin once additionally.

Horse is a wild symbol and will become WILD when winning combination appears during RESPIN FEATURE.

DRAGON UP FEATURE

■ Win 6 free spins. The appeared during the DRAGON UP FEATURE will be locked on the reels.

■ All positions spin individually.

■ All paylines will not be paid out during the DRAGON UP FEATURE.

■ The start-up percentage is 100%.

■ 50%, 100%, 200% and 500% will have a chance to appear on the.

■ When a stops on the reels, the percentage of the will be accumulated on the screen first. The total credits of the remaining Scattered Dragon Ball will be added up and shown on the , and winnings are the final credits multiplied by the final percentage.

■ The that appears first is calculated first.

■ +1 SPIN, +2 SPINS and +3 SPINS will have a chance to appear on the reels or symbols.

- The maximum of free spins is 30.

- If Scattered Dragon Ball or are fully covered whole reels in the 15 positions, the player will be awarded the GRAND and calculate total winnings, and DRAGON UP FEATURE will end.

- There is a chance that a position of the reels will not appear any in every spin.

- The remaining spins will only continue if at least one position is not covered by Scattered Dragon Ball or.

LONG YI FA MINI GAME FEATURE

- LONG YIFA Mini Game is triggered randomly by Scattered Dragon Ball on the reels.

- There are 12 on the screen in the LONG YI FA Mini Game.

- The consists of symbols.

- Click a to reveal one of prize symbols, The player receiving three same symbols will win the prize and calculate total winnings.

and are bonuses which the payouts are proportional to the bet per spin.

SYMBOL PAYOUT VALUES

- All wins are from the leftmost to the right on adjacent reels only.

Scattered Dragon Ball: 6 or more ball in the BASE GAME will trigger the FEATURE SELECTION.

Wild Symbol: wild symbol will substitute for all symbols except Scattered Dragon Ball.

wild symbol appears on the reels 2, 3 and 4 only in the BASE GAME.

DURING THE FREE GAME,wild symbol APPEARS ON THE REELS 1 AND 5 ONLY.

[Symbol 1]

5 - 2.50

4 - 0.80

3 - 0.30

[Symbol 2]

5 - 1.50

4 - 0.50

3 - 0.20

[Symbol 3]

5 - 1.00

4 - 0.30

3 - 0.20

[Symbol 4]

5 - 0.80

4 - 0.30

3 - 0.20

[Symbol 5]

5 - 0.60

4 - 0.20

3 - 0.10

[Symbol 6]

5 - 0.50

4 - 0.20

3 - 0.10

MAXIMUM WAYS

- Winning combinations must start from the leftmost reels and the symbols have to be on consecutive reels.
- Only the highest win is paid when there are more than one winning combination with a certain symbol.
- Base game setting = 243 maximum ways.
- Free game setting = 243 maximum ways.

GAME INFO

MALFUNCTION VOIDS ALL PAYS AND PLAYS.

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