

Arcane: Reel Chaos™ Touch Game Rules

- Arcane: Reel Chaos™ Touch is a 5-reel, 3-row, 20-line video slot featuring Wild substitutions, 4 mini features and progressive Free Spins.
- The game is played with 20 bet lines (fixed) and different bet values.
- Bet value is set by tapping the Bet Settings button and selecting the coin value if the player is in coins mode. If the player is playing with cash, then the bet value is set by tapping the Bet Settings button and selecting the bet.
- **BALANCE** displays the amount of cash or coins available to bet.
- Winning combinations and payouts are made according to the Paytable.
- A bet line win is equal to the value shown in the Paytable multiplied by any applicable multipliers.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All wins pay on bet lines only, except for wins with Scatter symbols.
- Only one mini feature can be activated at a time.
- After a mini feature is completed, the total win from the mini feature is added to the cash or coin balance.
- Free Spin wins are added to any initial bet line wins.
- Mini features cannot be activated at the same time as Free Spins.

Wild

- Regular Wild symbols can appear on any reel in the main game and in the Chrono Re-spins and substitute for all symbols except for Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the **PAYTABLE**.

Psyop's Stacked Wilds

- The feature is randomly activated in the main game.
- When Psyop appears during a spin, 3 Stacked Wild overlays are created that cover an entire reel.
- Stacked Wilds appear on 2 or 3 reels during the feature.

Flare's Multiplier

- The feature is randomly activated in the main game when a bet line win occurs.
- When Flare appears during a spin, the multiplier increases bet line wins by x3, x4 or x5.

- Multipliers apply to the current spin and multiply all bet line wins.

Chrono's Re-spin

- The feature is randomly activated in the main game on a no-win game round but not when 3 Scatter symbols appear on the reels.
- The Chrono's Re-spin feature activates a Re-spin on all 5 reels after a no-win spin. The Re-spin feature will continue until a bet line win occurs.
- During the Chrono's Re-spin feature, Scatter symbols are not present on the reels.
- For every re-spin a progressive multiplier increases bet line wins by a minimum of x2 and up to a maximum of x10. With every new re-spin the multiplier is increased by 1.
- Multipliers apply to the current spin and multiply all bet line wins.

Zero.x's Overlay Wilds

- The feature is randomly activated in the main game.
- When Zero.x appears on the reels during a spin, 3 to 5 random Overlay Wild symbols are created.
- This feature can be activated on any spin in the main game: even spins where there is a line win.

Free Spins

- 3 Scatter symbols appearing on reels 1, 3 and 5 in the main game activate Free Spins.
- When Free Spins is activated a bonus win of x5 the bet is awarded.
- In Free Spins, the heroes fight the enemy, Deep Pockets, in up to 4 different stages. If the hero passes the final stage, an additional bonus win is awarded.
- The heroes and Deep Pockets have one health meter each. For each spin, either the hero's or the current enemy's health bar will decrease by one. If the spin gives a win the enemy's health bar decreases by one, if the spin gives no win then the hero's health decreases by one. When Deep Pocket's health meter is depleted, a new stage begins and a new battle takes place. The Free Spins fight ends when the health meter of either the heroes, or Deep Pockets, reaches zero.
- When the feature starts, the heroes' health meter contains 6 health points and has a multiplier of x1. For every stage the heroes defeat Deep Pockets, both the health meter and multiplier increases by 1. The health meter can only increase to its maximum of 6 points. When finishing the 4th and final stage against Deep Pockets the health bar will not increase.
- Deep Pockets starts with a different amount of health points, depending on the stage: Stage 1 has 2 health points and a x1 multiplier. Stage 2 has 4 health points and a x2 multiplier. Stage 3 has 5 health points and a x3 multiplier while stage 4 has 6 health points and a x4 multiplier.

- The enemy health meter cannot increase, only decrease.
- If the final Deep Pocket's stage is passed, a bonus of 10 times the initial bet per health points remaining is awarded.
- Only character symbols can appear on the reels during Free Spins (see PAYTABLE for character symbols).
- Free Spins are played at the same bet value as the round that activated Free Spins.
- Multipliers apply to the current spin and multiply all bet line wins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- The Total Win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.

Main Game

Spin Button



Tap to start playing at the current bet and coin value.

Quick Stop: Tap the game area during a spin to stop the reels.

Menu



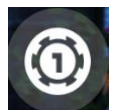
Tap to access the game settings and game information.

Sound



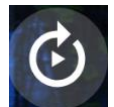
Tap to turn Sound on or off without going to the settings menu.

Bet Settings



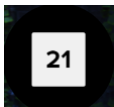
Tap to set the bet value or coin value.

Autoplay



Tap to select the number of Autoplay rounds.

Stop Autoplay



If Autoplay rounds have been selected, the remaining number of rounds is display on the Spin button. Click the Spin button to stop Autoplay.

Game Settings and Game Information

Advanced Autoplay Options



- **Autoplay:** Tap to select the number of spins. Select advanced autoplay

options by tapping on the arrow in the top right corner of the screen. Start the autoplay rounds by tapping on the green button in the middle right side of the screen.

- **If single win exceeds.** Stops Autoplay when the amount you win exceeds or equals the amount you specify.
- **If cash increases by.** Stops Autoplay if cash increases by the amount you specify.
- **If cash decreases by.** Stops Autoplay if cash decreases by the amount you specify.
- **Stop if Free Spins is won.** Stops Autoplay if Free Spins are won before the set number of autoplay rounds.

Note: If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.

Note: Some autoplay options are mandatory for some jurisdictions.



Paytable

Tap to view winning combinations and payouts.

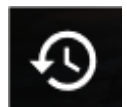


Game Rules

Tap to view the game rules.

Game History

Tap to view your latest game history.



Note: The game logs will always display coin rather than cash value, regardless of the mode selected before play. A reminder that a win in cash equals a win in coins multiplied by the coin value.

The game history is available only when playing for money.

Game Settings



- **Quick spin:** Tap the switch to turn Quick spin on or off.
- **Intro Screen:** Tap the switch to turn the intro screen on or off.
- **Show bet in cash:** Switches between bet in cash and bet in coins.

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

Return to Player

- The theoretical return to player for this game is 96.81%

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.

Game rules generated: