

## **SPECIAL SYMBOLS AND FEATURES**

### **GOLD COINS**

As long as there are still SERPENT WILD upgrades to be unlocked, GOLD COINS may appear in the bottom right-hand corner of any symbol on the reels. If they land on the same spin as a SERPENT WILD, then they are collected and contribute to the SERPENT WILD progress bar.

### **PROGRESS BAR**

Collect 30 GOLD COINS to unlock Upgrade #1, 60 GOLD COINS for Upgrade #2 and 90 GOLD COINS for Upgrade #3.

Until all 3 of the possible SERPENT WILD upgrades have been unlocked, the SERPENT WILD progress bar appears to the right of the reels and shows the progress of the collected GOLD COINS which unlock the 3 SERPENT WILD upgrades.

Once all 3 of the possible SERPENT WILD upgrades have been unlocked, the SERPENT WILD progress bar turns into a 6th reel, on which no card suit symbols can land.

### **SERPENT WILD**

One SERPENT WILD can land in a spin on reels 1, 2, 3, 4 or 5. The WILD symbol substitutes for all paying symbols. As GOLD COINS are added to the SERPENT WILD progress bar, a series of 3 SERPENT WILD upgrades may be unlocked:

Upgrade #1 turns the SERPENT WILD into a 1x4 Super symbol.

Upgrade #2 adds a random MULTIPLIER to the SERPENT WILD. The possible MULTIPLIERS that may be applied are: x2, x3 and x5.

Upgrade #3 turns the SERPENT WILD into a Locked Wild. It will remain on the reels until it participates in at least 1 win, followed by a non-winning spin. For each consecutive win it participates in, the WIN MULTIPLIER increases by +1. The SERPENT WILD is unlocked after the 1st non-winning spin which follows at least 1 winning spin. While the SERPENT WILD is locked, if it is on reel 5 and has not yet participated in a win, it may randomly move to one of the first four reels.

### **MULTIPLIER STONE**

When a SERPENT WILD holding a multiplier is present but no win occurs, the Wild may store its multiplier in the MULTIPLIER STONE above the reels. The stored multiplier will be transferred back to the Serpent Wild the next time it lands, adding the value to its own multiplier.

### **SERPENT RESPINS**

When the SERPENT WILD lands on the reels but no win occurs, he may mark 1 symbol type on the reels. All symbols of the selected type will then be locked on the reels and a respin will be triggered. The respins will continue for as long as new symbols of the chosen type land.

Only win lines consisting of the selected symbol type will be awarded at the end of the feature.

## **HOW TO PLAY SERPENT KING**

### **Game Progress**

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

### **Total Stake**

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or – buttons.

### **Spin the Reels**

If you are playing on desktop, click the Spin button or press the spacebar to spin.

Speed up each reel spin by pressing spacebar again, or by clicking on the reels. For TURBO SPIN, hold down the spacebar or the Spin button.

### **Autoplay**

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

### **More Autoplay settings**

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

## Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. Jackpot prizes are not affected by any game features e.g. multipliers are never applied to jackpots. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

## Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

## General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

Winning combinations and payouts are made according to the Paytable.

If you are playing a Lines game, the prize value from one payline is equal to the total stake multiplied by the symbol multiplier advertised in the Paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

If you are playing a Ways or a Cluster game, the prize value from one way or winning cluster is equal to the payout advertised in the paytable. Where multiple wins occur on multiple ways or clusters, the total win values are summed. If more than one win occurs on the same way or cluster, the largest win is paid.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin. If you are playing a Scatter Pays game only the highest winning combination is paid per symbol.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

In case of an incomplete game round due to connection loss where the result has not yet occurred, the game will generate an outcome for the round, which will be shown upon restoring of connection and the result will be visible in the Game History after refreshing the game. In case of an incomplete game round due to connection loss where the result has occurred, but the player could not be informed of this fact, the game will inform the player of the outcome upon refreshing of the game and the result will be visible in the Game History.

For the best gaming experience, use of the latest version of software is recommended. Malfunction voids all pays and plays.

The RTP is  $\approx$  XX.XX% which includes base game RTP and jackpot contribution.

Minimum stake: \$x.xx

Maximum stake: \$xx.xx