

## SPECIAL SYMBOLS AND FEATURES

### DRAGON WILD

During a spin in the normal game, the Reel Keeper might fly over the slot and drop a DRAGON WILD on the rightmost reel. The DRAGON WILD is a 1x6 Super Wild symbol that always occupies an entire reel. The Reel Keeper might also fly across the reels in order to move over all already present DRAGON WILDS by one reel to the left.

The Reel Keeper might move all present DRAGON WILDS and also drop a new one in the same spin. In such cases, first the present DRAGON WILDS will be moved to the left, and then the new DRAGON WILD will be added.

In the normal game when a DRAGON WILD reaches the leftmost reel it disappears at the start of the next spin. If two or more neighbouring DRAGON WILDS reach the leftmost reel together they will all disappear on the next spin.

DRAGON WILDS substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single pay line.

### FREE SPINS

FREE SPINS scatters may land on any reel. 3 FREE SPINS scatters trigger 10 FREE SPINS. It is possible to enter FREE SPINS with DRAGON WILDS present on the reels, in which case they will transfer into the bonus round.

In FREE SPINS the Reel Keeper might drop a DRAGON WILD not only on the rightmost reel, but also on any reel except the first two.

In FREE SPINS, the DRAGON WILDS lock when they reach the leftmost reel or another locked DRAGON WILD. Locked DRAGON WILDS disappear at the end of the bonus round.

A DRAGON WILD that has not reached the leftmost reel or another locked DRAGON WILD by the end of the bonus round will be transferred into the normal game and will continue its path towards the leftmost reel.

Free Spins scatters do not appear in Free Spins and thus no bonus spins can be awarded during the bonus round.

## HOW TO PLAY REEL KEEPER POWER REELS™

### 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.

### 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.

### Gamble Wheel

After a spin which results in a win of more than 0.10 EUR, the "Gamble" button is activated and the player may enter the Gamble game for a chance to increase their win.

The Gamble Wheel offers the player true odds and always plays 100% randomly with 100% RTP. The player can configure the Gamble using the following options:

Pressing the plus button increases the potential win on the ladder and recalculates the wheel's chances. Pressing the minus button decreases the potential win. The green section of the wheel displays the exact chance of winning. The red section displays the exact chance of losing. If the player commits to pressing the Gamble button, the pointer within the wheel will spin. If the pointer lands in the green area, the player wins the highlighted prize which they chose in advance. If the pointer lands on the red area the Gamble is over and the player returns to the slot game.

The player doesn't have to collect the winnings manually. They are auto-collected after every Gamble round. Press the "Collect" button to collect your winnings and return to the slot game.

If the Gamble feature is closed, the player cannot return to the feature unless they win another round in the slot game. The Gamble feature is disabled during auto-play. Jackpot winnings cannot be gambled.

#### 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 payable. 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 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.

RTP  $\approx$  XX.XX%

Average payout rate of 1 EUR is 0.9271 EUR.

Maximum win amount probability in a single spin is 0.004544% or 1 in 22007

Minimum stake: €0.10

Maximum stake: €XX