

1.1 Game Features

Enhanced bet	<p>Chase the gallows by increasing the base bet with +10%.</p> <p>Sacrifice for a more brutal, but less awarding base game and increase probability to trigger Hang 'em High/Boothill Freespins.</p> <p>Guaranteed Scatter symbol on the second reel.</p>
xNudge Wilds	<p>A stacked Wild symbol that will always nudge to fully visible. Each nudge increases the Wild multiplier by 1.</p> <p>When a part of the xNudge Wild symbol lands on the reels, it will begin to nudge up or down until it is fully visible on the entire reel.</p> <p>Several Wild multipliers add to each other for a total Wild multiplier.</p> <p>Only appears in the three middle reels.</p>
Wild and Splitting Wilds	<p>Regular Wild symbols can only land on reel 2, 3, 4 and 5.</p> <p>Reel Split Wild can only land on middle 3 reels. After landing it split itself and the other symbols on that reel in half, thus doubles the symbols on that reel.</p> <p>xSplit Wild only appears on last reel and counts as 2 symbol high. When landing it will cut symbols to the left in 4 different paths:</p> <ul style="list-style-type: none">- All 4 symbols in the top row.- All 4 symbols in the bottom row.- All 3 symbols in the middle row on the 3 middle reels, and the top symbol on first reel.- All 3 symbols in the middle row on the 3 middle reels, and the bottom symbol on first reel. <p>The path is decided by a random even draw for the 4 possible outcomes. If the symbol on the path already has been split once by a reel split, both 2 new symbols will be split and result in 4 symbols on the initial position.</p> <p>When xSplit Wild splits an xNudge Wild, it will double the xNudge Wild multiplier.</p> <p>xSplit will not split the symbols on reels where Hang 'em High Scatters convert to Reel Split Wilds.</p>

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xRIP	<p>Any spin in main game or bonus mode that generate combinations where the total payout according to the payable is below the base bet triggers xRIP.</p> <p>When xRIP is triggered there is no payout.</p>
Scatter	<p>Hang 'em High Scatter symbols only appears on middle three reels in main game.</p> <p>Boothill Scatter symbol can only appear on the last reel in main game and Hang 'em High Freespins.</p> <p>Landing 3 Hang 'em High Scatter symbols will activate 8 Hang 'em High Freespins. Split Hang 'em High Scatter still only count as 1 symbol for the feature trigger, but will award 1 additional spin if feature is activated. If the Boothill Scatter symbols also land then 10 Boothill Freespins is awarded.</p> <p>Landing only 2 Hang 'em High Scatter symbols will convert them to Reel Split Wilds.</p> <p>Landing Boothill Scatter symbol without activating Boothill Freespins, will respin the last reel and land a Cowboy symbol. This Cowboy symbol becomes Wild on all reels and award random symbol multiplier.</p>
Hang'Em High Freespins	<p>Landing 3 Hang 'em High Scatter symbols will activate 8 Hang 'em High Freespins.</p> <p>The win multiplier will be increased by regular Wilds (x1), Reel Split Wilds (x2), xSplit Wild (x2) and xNudge Wilds (x1-x3) and will remain throughout the feature.</p> <p>Upgrade to a Boothill Freespins if you land Boothill Scatter symbol on last reel and 2 additional spins will be awarded.</p>
Boothill Freespins	<p>Landing 3 Hang 'em High Scatter symbols with a Boothill Scatter symbol will activate 10 Boothill Freespins.</p> <p>The win multiplier will be increased by regular Wilds (x1), Reel Split Wilds (x2) and xNudge Wilds (x1-x3) and will remain throughout the feature.</p> <p>For each spin the landing Cowboy symbol on last reel will turn all symbols of that type to Wild symbols.</p>

For each spin a random multiplier will be drawn and apply to a random Cowboy symbol. The multiplier only affects the drawn Cowboy symbol and adds to the overall multiplier before payout is calculated.

1.2 Game Rules

- Tombstone R.I.P is a video slot with following feature(s):
 - xNudge Wild
 - Reel Split Wild
 - xSplit Wild
 - xRip
 - Hang 'em High Freespins
 - Boothill Freespins
- A 5-reel, 2-3-3-3-1 row setup.
- 108 win ways by default (see pay table for more info).
- The theoretical return to the player for this game is 96.00%.
- The theoretical return to the player for Enhanced Bet is 96.28%.
- When the total win exceeds 300000x, the game round will end and 300000 times the base bet is awarded.
- Features and spin results affect each other within a game round.
- 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.
- The symbol on last reel always counts as 2 symbols.
- Split Hang 'em High Scatter symbol will be counted as 1 for Freespins trigger.
- 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).
- 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.

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- 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.