

Finn's Golden Tavern Touch™ Game Rules

- Finn's Golden Tavern Touch™ is a 5-reel, 5-row video slot that features a Wild Symbol, Free Spins with a multiplier meter and a coin bonus, and 2 different Random Features.
- Symbols follow a spiral pattern starting at the bottom left corner of the reels and ending in the center position
- 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.
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. **Note:** Not all betting modes are offered by all operators.
- **BALANCE** displays the amount of cash or coins available to bet.
- **BET** is the amount of coins or cash to bet.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- A win match is equal to the value shown in the payable multiplied by any applicable multipliers.
- Only the highest win per win match is paid.
- At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win.
- Simultaneous wins on different win matches are added.
- Free Spins are played using the same spin mechanic with 25 spaces as in the main game and at the same bet as the round that activated them.
- All features are played using the same spin mechanic with 25 spaces as in the main game and at the same bet as the round that activated them.
- Wins from Free Spins and Random Features are added to any wins from the round that activated them.
- Low win symbols are any symbol that is not a gold coin symbol (of any value) a Wild symbol or the Free Spins Chest symbol.
- The same coin symbols are used in the main game and features.

Spin Mechanic

- In each of the 25 spaces, 25 separate symbols appear that are independent of those around it.
- Winning symbols will be destroyed and the remaining symbols will move to fill the empty space.
- Symbols move from higher numbered spaces to the next lowest numbered space in the direction of the arrow (see diagram below)



Wild Symbols

- Wins with Wild symbols can intersect or overlap on the same row or column.
- No Wild symbols appear during the initial spin/drop.
- Wilds can substitute for coin symbols. The coin/cash value of each Wild included in a win is determined randomly but if a Wild is included in more than one win with coin symbols, it has the same value in each.
- Wild symbols substitute for all symbols except for the Free Spins Chest symbol.

Win Matches

- Any horizontal or vertical line of 3 or more of the same symbol is a win match.
- A single row or column can contain more than 1 win.
- When 3 or 4 Wilds are adjacent in a vertical or horizontal line they may only substitute for symbols on either side of the line meaning a group of Wilds cannot create a win by themselves.
- Each coin symbol has a value assigned and any match of 3 or more coin symbols pays out the sum of all the cash/coin values in the match.
- Wins with only Wild symbols are counted only if no other win match is possible either horizontally or vertically. When this occurs, Wilds will be treated as random coins as above and all Wild symbols will be assigned with the same random coin/cash value, generating a win match.

Avalanche and Wild Generation

- After all wins have been evaluated every symbol that was part of a win will explode and disappear.
- Once the symbols have come to rest, a win evaluation is done based on how the 5x5 grid appears.
- There are different types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol.
- Each win will trigger 1 of 2 things depending on the type of win.
- Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it.
- Wins that do not contain a Wild symbol: If wins do not contain a Wild symbol, a new Wild symbol will be created in place of one of the symbols that has exploded and disappeared.
- After all explosions have occurred and new Wilds are in place, the remaining symbols will avalanche to fill the empty spaces. This process repeats until there are no further wins.
- The new Wild symbols will be positioned on the middle of the winning match however there will be instances (see 'wins that do have a Wild' above) where no new Wilds will be generated.
- Avalanche wins are added to the balance along with wins from main game.

Random Coin Feature

- After all winning combinations and/or avalanches have occurred on a spin, a Random Coin Feature can be activated.
- For the Random Coin Feature to have a chance of activating, the Free Spins chest symbol must not be in the central position in the reels but instead in the immediate loop of symbols around the central position.

- After the Random Coin Feature is activated, either 1 or 2 low win symbols are randomly chosen in either the central position, or the loop of symbols surrounding it, and turned into a coin symbol.
- The value of each coin symbol is randomly chosen.
- If the added coin symbols create any wins, the win will pay out as normal and will subsequently avalanche and generate Wilds in the usual manner until no further wins occur. If, after these avalanches, the Free Spins Chest symbol reaches the central position, Free Spins are activated.
- The Random Coin Feature cannot activate more than once on the same spin.

Free Spins Chest Symbol

- The bottom left place on the reels will always begin with a Free Spins Chest symbol.
- The Free Spins Chest symbol will progress to the center as wins occur and the remaining symbols avalanche.
- The Free Spins Chest symbol cannot disappear during the main game or Free Spins.
- Free Spins are activated if the Free Spins Chest symbol is in the central position when there are no more winning combinations and all avalanches are complete.

Free Spins




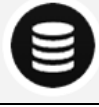



- After all wins or avalanches have occurred, if the Free Spins Chest symbol is in the centre position then a Free Spins game is awarded with 5 Free Spins.
- Free Spins function in a similar manner to the main game except for the addition of a multiplier meter which can increase the win payout.
- The multiplier meter goes up one step for each Wild that is generated during avalanches.
- For every 5 steps in the meter, the multiplier goes up by 1, with this new multiplier applied to all following wins for the remainder of the Free Spins session. When Free Spins begin, the multiplier is at 1.
- The same Random Coin feature that is in the main game can also be active during Free Spins with the same conditions for activation and payout. The Random Coin feature can only be activated once during each individual Free Spin.
- In Free Spins, the Free Spins Chest symbol functions the same as in the base game; starting at the outermost position and progressing inwards when avalanches occur. But, during Free Spins, if the Free Spins Chest symbol is in the central position on the reels after the completion of avalanches, it will activate the coin bonus feature.
- This feature places out a number of coin symbols onto the reels with random values assigned to them.
- The coin symbols replace random low win symbols and, after the initial placing of the coins is finished, a win evaluation is done. If no win occurs after the initial placing of coins, an additional position is chosen from the remaining valid positions until a win occurs.
- After all coins have been placed, all wins are created and subsequently pay out, including being multiplied by the current active multiplier. Wilds and avalanches are also created until no further wins occur.
- The coin bonus feature can occur on any Free Spin, even if it has occurred in a previous Free Spin in the same Free Spin's round.





Fist Slam Feature

- In the main game on a no-win spin the Fist Slam feature can be randomly activated and move a coin symbol so that a win is generated.
- After the win pays out, the remaining symbols avalanche and possibly create new wins.
- The Free Spins Chest symbol cannot be moved by this feature.

Game Functions

- The table below lists the different buttons found in the game and describes their functions.

Main Game	
	<p>Spin Button</p> <p>Tap to start playing at the current bet and coin value.</p> <p>Quick Stop: Tap the game area during a spin to stop the reels.</p>
	<p>Menu</p> <p>Tap to access the game settings and game information.</p>
	<p>Sound</p> <p>Tap to turn the Sound on or off.</p>
	<p>Bet Settings</p> <p>Tap to set the bet value.</p>
	<p>Autoplay</p> <p>Tap to select the number of Autoplay rounds.</p>
	<p>Stop Autoplay</p> <p>If Autoplay rounds have been selected, the remaining number of rounds is display on the Spin button. Click the Spin button to stop Autoplay.</p>
Game Settings and Game Information	
	<p>Advanced Autoplay Options</p> <ul style="list-style-type: none"> • 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. <ul style="list-style-type: none"> ○ 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

	<p>set number of autoplay rounds.</p> <p>Note: If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.</p> <p>Note: Some Autoplay options are mandatory for some jurisdictions.</p>
	<p>Paytable</p> <p>Tap to view winning combinations and payouts.</p>
	<p>Game Rules</p> <p>Tap to view the game rules.</p>
	<p>Game History</p> <p>Tap to view your latest game history.</p> <p>The game history is available only when playing for money.</p>
	<p>Game Settings</p> <ul style="list-style-type: none"> • 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. • Left-hand mode: Tap to turn the left-hand mode 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 96.1%

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.

Translations of Game Terminology

Note: The following table is only applicable if you are playing in a language other than English.

English Term	Translated Term
Wild	Wild
Free Spins	Free Spins
Free Spins Chest	Free Spins Chest
Random Coin Feature	Random Coin Feature
Fist Slam Feature	Fist Slam Feature

Game rules generated: