1.1 Game Features	
HUNTER WILD	A 4-row high Wild symbol exists on reel 2, 3 and 4 and will always nudge to fully visible.
	For every step the Hunter Wild nudges, the win multiplier increases by 1.
	Several Wild multipliers add to each other for a total Wild multiplier.
	A Wild symbol substitutes for any other symbol except Scatter and Bonus.
	Gunslinger Spins: Landing an extra Wild increases the multiplier by 1.
SHOOT OUT	Landing Sheriff Badge symbols on reel 1 and reel 5 in main game award the Shoot Out feature.
	All low win symbols on center 3 reels will act as Wild symbols.
FREESPINS	Landing three Scatters award a Freespin round of the players choice.
	Player gets to choose either 8 Gunslinger Spins or 8 Hunter Spins.
GUNSLINGER SPINS	The Hunter Wilds will award an unlimited win multiplier that sticks for the entire feature. For every step the Hunter Wild nudges, the win multiplier increases by 1.
	Sheriff Badge symbols can land on reel 1 and 5. Each landing Sheriff badge will award +1 spin.
	Landing both Sheriff Badge symbols in one spin upgrade the feature to Shoot Out Gunslinger Spins with the Sheriff Badge symbols locked in place.
HUNTER SPINS	At least 1 Hunter Wild is guaranteed to land for every spin.
	Sheriff Badge symbols can land on reel 1 and 5. Each landing Sheriff badge will award +1 spin.
	Landing both Sheriff Badge symbols in one spin upgrade the

Deadwood xNudge: Help file	Per Lindheimer
	feature to Shoot Out Hunter Spins with the Sheriff Badge symbols locked in place.
SHOOT OUT FREESPINS	Feature can be triggered by landing 2 Sheriff Badge symbols + 3 Scatters in main game or by landing 2 Sheriff Badge sym- bols in one of the two Freespins.
	Landing in main game awards 10 spins in the mode the player chooses: Shoot Out Gunslinger Spins or Shoot Out Hunter Spins.
	During the feature the Sheriff Badge symbols are locked in its place and thus triggering the Shoot Out feature on every spin, all low win symbols on middle reels will act as Wilds.

1.2 Game Rules

- Deadwood xNudge is a video slot with 4 features: Hunter Wilds, Shoot Out, Gunslinger Spins and Hunter Spins.
- A 5-reel, 3-4-4-4-3 row video slot with 13 symbols.
- 576 win ways (see pay table for more info).
- A winning combination pays from leftmost to right.
- The theoretical return to the player for this game is 96.02% 96.03%. 96.02%: achieved with Gunslinger Spins, 96.03%: achieved with Hunter Spins.
- The theoretical return to the player for Freespin feature buy is 96.06% 96.11%. 96.06%: achieved with Gunslinger Spins, 96.11%: achieved with Hunter Spins.
- The theoretical return to the player for Shoot Out Freespin feature buy is 96.08% 96.12%. 96.08%: achieved with Gunslinger Spins, 96.12%: achieved with Hunter Spins.
- Optimal return to player is achieved by choosing Hunter Spins bonus mode.
- A Wild symbol substitutes for any other symbol except Scatter and Bonus.
- A Wild symbol substitutes for the highest possible winning combination according to the pay table.
- 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).
- Shoot Out Freespin mode: When Sheriff Badge symbols are locked no more Sheriff Badge symbol can appear on the reels.

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- All symbol payout values in pay table are displayed in the same currency as bet placed.
- A malfunction voids all winnings.
- 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.
- 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.
- When playing with Cryptocurrency, unfinished game rounds and states will automatically reset after 24 hours. Any accumulated wins during this round will be paid out.

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