

1.1 Game Features

Collapsing mine

Each spin begins with 3 active rows and for each collapse an additional row becomes active up till 6 rows.

A new collapse can be triggered by the following events:

- A winning combination.
- xBomb Wild explosion when there is no win.
- Wild Mining feature triggered.

Winning symbols are paid out and removed before triggering next collapse, which will make all symbols fall downwards leaving empty position for new symbols to drop in from above.

Lucky wagon spins

3, 4 or 5 Bonus symbols trigger the Lucky Wagons Spins with 2, 3 or 4 rows of the reel area open initially. The feature starts with 3 spins and will reset to 3 spins every time a coin lands in the reel area. All coin values are valued as times the active bet.

During the feature the top row will reveal enhancers for each spin - Coin values, Multipliers, Dynamite, Bag, Chest or Dwarf. An enhancer is activated when a coin lands on the reel below the enhancer.

Coin values

Sets the value of the coin.

Multipliers

Multiplies the value of all coins on the reel below the enhancer.

Dynamite

Dynamites blow up blocked positions if available or add value to coins in the following order.

- Adds the dynamite count as times bet value to the coin.
- Blows up blocked positions in the reel area.
- Activates chests in the bottom row.
- Add its dynamite count to occupied positions in the area underneath.

Bag

Collects all coins in the corresponding reel and placed at triggering coin position.

	<p>Chest Collects all values in the reel area and remove all occupied positions except for Dwarf and placed at triggering coin position.</p> <p>Dwarf Collects all values in the reel area and placed at triggering coin position. Dwarf will collect all values from the reel area for each spin.</p> <p>Collect chests During the feature the bottom row Collect Chest can be activated by Dynamites. When a Collect Chest is activated it will collect the values in the reel area for the corresponding column above for every spin.</p> <p>Lucky Wagon Spins ends when the reel is full, or when no more spins remain. If any collect chests are activated, they will get its value added 3 more times.</p>
xBomb Wild MULTIPLIER	<p>A xBomb Wild symbol substitutes for any symbol except Bonus symbols.</p> <p>An exploding xBomb Wild removes adjacent symbols except Bonus symbols and will increase the win multiplier by one for the next collapse.</p> <p>All xBomb Wild will explode before the next collapse except when Wild Mining feature is triggered.</p> <p>A xBomb Wild will explode when there is a win, no matter if it is part of a win or not. It will also explode and trigger a new collapse if there isn't a win and Wild mining feature is not triggered.</p>
WILD Minning	<p>Wild Mining will be triggered in main game when 3, 4 or 5 of the same kind of symbols align horizontally and there is no winning combination.</p> <p>The triggering symbols will be removed creating Wild symbols in the middle positions of the alignment: - 3 symbols award 1 Wild.</p>

Fire in the hole xbomb: Help file

- 4 symbols award 2 Wilds.
- 5 symbols award 3 Wilds.

All other positions above the bar will explode if not a Bonus or Wild symbol and trigger a new collapse.

1.2 Game Rules

- Fire in the Hole xBomb is a video slot with following feature(s):
 - xBomb Wilds
 - Wild Mining
 - Lucky Wagon Spins
- A 6-reel, up to 6-row video slot with 12 symbols.
- 64 win ways by default (see pay table for more info).
- A Wild symbol substitutes for any symbol except Bonus.
- A Wild symbol substitutes for the highest possible winning combination according to the pay table.
- 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).
- The theoretical return to the player for this game is 96.00%.
- When the total win exceeds 60000x, the game round will end and 60 000 times the base bet is awarded.
- Features and spin results affect each other within a game round.
- If a second Dwarf is triggered, it will get eliminated and become x1 coin. The existing Dwarf will reset it's value to the total value on the board. A funeral multiplier gift might be rewarded for the death of a Dwarf.
- 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.
- 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.