

# Danger High Voltage Help

## Introducing the game

Danger High Voltage is a six-reel video slot featuring up to 4096 Ways to win.

## How to play

Select your stake by clicking the left and right arrow buttons on the stake. The stake value is displayed in the stake display.

All payouts are multiplied by the stake of each individual spin.

## Bonus Buy

Press the Bonus Buy button to access the Bonus Buy menu.

You may buy a Free Spins bonus for 65 times the Free Spins Stake.

The feature choice selection screen will appear after buying a bonus.

The Free Spins Stake can be changed by pressing the plus and minus buttons on the Free Spins Stake display. The Free Spins Stake will apply to each Free Spin.

Press the price to buy the bonus for that price. The price will be deducted from your balance.

Bonus Buy may be limited or unavailable in your jurisdiction.

## Auto play

To set up Auto play press the Auto button. This will display Auto play panel which the player can use to modify the number of spins, set a loss limit or set a win limit. When a loss limit has been set the player can select Start to commence auto play.

When Auto play is on, the Play button will change to a Stop button. The remaining Auto plays will be displayed in the Stop button. The player can cancel Auto play by clicking the Stop button. Auto play will stop automatically if any of the limits set is reached or anything occurs that requires player intervention.

Auto play may not be available in your jurisdiction.

## Start the spin

Press the Play button to start the spin at the stake displayed.

The reels will spin and then come to stop, displaying the result.

## Symbol Wins

A win is matching consecutive symbols, from left to right starting from left most reel, except SCATTER which pays any.

Highest win paid per winning combination. All winning combinations are added together. See PAYS for further information.

## Wild

Wild Fire and Wild Electricity substitute for all symbols except Scatter.

All wins are multiplied by 6 for every Wild Electricity that substitutes in the win.

Wild Fire and Wild Electricity occur on Reels 2 to 5 only.

## Scatter

Three or more Scatter symbols (see pays) triggers the Bonus. The Bonus enables a choice between two features. Once a choice is made the feature will play out automatically. Scatter wins are multiplied by total bet. Scatter wins

are added to wins.

The stake used to trigger the feature will be used for the feature duration.

### **Choice 1 – High Voltage Free Spins**

Bonus awards 15 Free Spins.

The High Voltage Wild may appear on reels 2 to 5 during the Free Spins.

High Voltage Wilds multiply adjacent wins between x11 and x66 when lit.

All Free Spin wins with High Voltage Wild are multiplied by the highlighted multiplier.

3 or more Scatters award an additional 15 Free Spins.

High Voltage Wild substitutes for all symbols except Scatter.

### **Choice 2 – Gates of Hell Free Spins**

Bonus awards 7 Free Spins.

One of the game symbols will be revealed as the Sticky Wild for the duration of the Free Spins.

Chosen symbol only becomes Sticky Wild on reels 2 to 5.

Sticky Wild substitutes for all symbols during Free Spins.

Four Sticky Wilds in a reel awards 3 extra Free Spins up to a total of 19 Free Spins.

The Scatter does not appear in the Gates of Hell Free Spins.

### **Return to Player (RTP)**

The Return to Player (RTP) is the theoretical statistical percentage of the total money bet in a game that is paid out as winnings over time. Values are calculated initially by dividing the total payouts by the total bets from a simulation of numerous game rounds. Values reflect the maximum expected RTP and do not change.

The RTP is defined at different stages or modes of the game.

Overall RTP: 96.22%

Bonus Buy RTP: 96.22%

### **General Information**

In the event of a non-responsive game or problem during a spin, the game will repeat the incomplete spin and display the result to the player when the game is next launched.

Incomplete games will be automatically resolved after 30 minutes. Any winnings resulting from automatic resolve shall be paid to player's account.

System malfunction voids all pays and plays.

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