SPECIAL SYMBOLS AND FEATURES

CASCADE

Symbols forming wins disappear, making way for new symbols to drop in that may form new wins.

YARN BALL

A progressive feature trigger with 4 stages is present above the reels. The progress bar fills by forming winning combinations. Each winning combination increases the progress by the amount of symbols forming the win.
The amount of symbols required to fill each stage are as follows:
Stage 1: 20
Stage 2: 30
Stage 3: 40
Stage 4: 50
Filling each stage of the progress bar activates a random feature. The features are executed at the end of the cascades, when no more winning combinations are formed. One feature is triggered at a time even if more features are available.
The possible features that may trigger by filling each of the first three stages of the progress bar are: Swap Symbols, Destroy Symbols or Random Wilds. Filling up the 4th and final stage always triggers the CATMAGEDDON feature.

SWAP SYMBOLS

All symbols on the reels from a single random type are transformed into another random same type of symbols.

DESTROY SYMBOLS

Random symbols on the reels are destroyed, making way for new symbols to drop in that may form new wins.

RANDOM WILDS

Random symbols on the reels are turned into WILDS.
WILDS substitute for all paying symbols.

CATMAGEDDON

When CATMAGEDDON starts all symbols on the screen are destroyed and a cascade is triggered. A random Cat super symbol will be placed at the bottom of the reels and new symbols will drop. The super symbol is 2x2 sized and has x2 multiplier.
Only the symbol type of the super symbol will be active during the CATMAGEDDON feature. All other symbol types are inactive and do not form winning combinations.
If new symbols of the chosen type land all other tiles are destroyed and a new cascade is triggered.
The cascades end when no new symbols of the chosen type land or if the whole screen is filled with the chosen symbol. Wins formed with the active symbol in CATMAGEDDON are paid only after the last cascade.
During the cascades following CATMAGEDDON if symbols of the chosen type land adjacent to the initial super symbol and form a square shape with it, they will merge into a bigger super symbol and

the multiplier will increase based on the size of the newly formed super symbol. E.g. 3x3 symbol will have a multiplier of x3, 4x4 symbol will have a multiplier of x4 and so on.
If the screen is filled with symbols of the chosen type, one huge super symbol, covering the whole of the reels, will be formed, with a size of 7x7 and a multiplier of x7.
The multiplier is applied to the win formed by the active tiles at the end of CATMAGEDDON.

HOW TO PLAY HERE KITTY KITTY

Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or − buttons.
Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.
The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

General types of games

Check the pays menu in the game paytable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

The prize value from one payline is equal to the total stake divided by the number of paylines, multiplied by the symbol multiplier advertised in the paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

Example: Total stake is 2. Total paylines are 20. Symbol multiplier for length of 5 is 300. The win for 1 payline with this symbol and length would be calculated as such: 2 / 20 * 300 = 30.

The prize value from one payline in a Multiline game is equal to the stake multiplied by the symbol multiplier advertised in the paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid.

Example: Stake is 2. Symbol multiplier for length of 5 is 20. The win for 1 payline with this symbol and length would be calculated as such: 2 * 20 = 40.

The prize value from one way or cluster in a Ways or Winning Clusters game is equal to the stake multiplied by the symbol multiplier advertised in the paytable. Where multiple wins occur on multiple ways or clusters, the total win values are summed.

If more than one win occurs on the same way or cluster, the largest win is paid.

Example: Total stake = 2. Symbol win multiplier = 2. Win = 2x2 = 4.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin.
If you are playing a Scatter Pays game only the highest winning combination is paid per symbol.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

In case of an incomplete game round due to connection loss where the result has not yet occurred, the game will generate an outcome for the round, which will be shown upon restoring of connection and the result will be visible in the Game History after refreshing the game.
In case of an incomplete game round due to connection loss where the result has occurred, but the player could not be informed of this fact, the game will inform the player of the outcome upon refreshing of the game and the result will be visible in the Game History.

Gaming session information

"Gaming session" is considered the time since the current game has been opened, until the time it is closed. Opening the game again from the lobby, or reloading the game in the browser is considered a new gaming session.

"Session timer" is being measured for the current gaming session only.

"Net position" is being based on the current gaming session only, calculating "all real money wins minus all real money bets."

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

The RTP is ≈ XX.XX% which includes base game RTP and jackpot contribution.

Minimum stake: $x.xx

Maximum stake: $x.xx