

SPECIAL SYMBOLS AND FEATURES

CHAIN REACTION

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

CLUSTERBUSTER™

An inactive cluster of locked tiles is present on the reels. The outer tiles of the inactive cluster unlock when winning clusters are formed adjacent to it. Break all outer tiles to bust open the cluster and reveal its prize. The activated positions of the CLUSTERBUSTER™ reset on each spin.

FEATURES PROGRESS

The game features are locked at the start of the game. To unlock them you have to activate the UFO which is represented by the 3x3 cluster in the middle of the reels. The breaking of the outer tiles of the cluster is represented by lighting up parts of the UFO inside it. The game progresses in 3 stages represented by the 3 initially locked indicators above the reels - 1 for each of the locked features. When a cluster win occurs next to the UFO, the adjacent parts of the UFO are lit up. When all of its parts are lit up the UFO activates to unlock the next feature in line.

Bobby the Space Invader is the alien inside the UFO. When a feature is unlocked he triggers it in the next spin and the lights of the UFO are turned off, ready to be activated in the same way in future spins on the same stake. All unlocked features may trigger randomly in future spins. More than one feature may trigger in the same spin if there is more than one feature unlocked.

Randomly when all but one of the lights of the ship have been activated, Bobby may become enraged and light up the final light to activate the CLUSTERBUSTER™.

The order to unlock the features is:

Upgrader > Frenzy > Supersize.

After these features are unlocked the UFO awards 10 INVADER SPINS every time it is powered up.

UPGRADER

Triggered when level 1 of the 3 progress circles is completed. Triggers randomly in future spins. Bobby will charge the UFO's weapons and shoot random low-paying symbols which are not part of a cluster to upgrade them to random high-paying symbols. Between 8 and 24 symbols may be upgraded in this way in the normal game and between 11 and 31 symbols in INVADER SPINS.

FRENZY

Triggered when level 2 of the 3 progress circles is completed. Triggers randomly in future spins. Blobby will charge the UFO's weapons and shoot random symbols on the screen transforming them into WILDS. Between 5 and 20 symbols may be transformed into WILDS in this way. Wilds substitute for all paying symbols.

SUPERSIZE

Triggered when level 3 of the 3 progress circles is completed. Triggers randomly in future spins. Blobby will charge the UFO's weapons and shoot between 2 and 4 random high-paying or wild symbols on the screen making them grow to the size of a 3x3 Super Symbol.

INVADER SPINS

Triggered each time Blobby's UFO is activated after all of the 3 other features have been unlocked. Each activation awards 10 FREE SPINS. INVADER SPINS trigger in the same spin in which they have been awarded. During INVADER SPINS the features trigger at an increased rate. During Invader Spins wilds may only appear from an activation of the FRENZY feature.

Global Multiplier

Blobby's UFO may be activated up to 3 times during INVADER SPINS. The first time this happens a x3 global wins multiplier is awarded. The second activation increases the multiplier to x7. The third and final activation increases it to x12. The multiplier resets at the end of the bonus round. Each activation also awards +3 bonus spins for a potential maximum of 19 FREE SPINS in total.

HOW TO PLAY BLOBSTERS CLUSTERBUSTER™

Game Progress

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

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.

Speed up each reel spin by pressing spacebar again, or by clicking on the reels. For TURBO SPIN, hold down the spacebar or the Spin button.

Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

Gamble Wheel

After a spin which results in a win of more than 0.10 GBP, the "Gamble" button is activated and the player may enter the Gamble game for a chance to increase their win.

The Gamble Wheel offers the player true odds and always plays 100% randomly with 100% RTP. The player can configure the Gamble using the following options:

Pressing the plus button increases the potential win on the ladder and recalculates the wheel's chances. Pressing the minus button decreases the potential win. The green section of the wheel displays the exact chance of winning. The red section displays the exact chance of losing. If the player commits to pressing the Gamble button, the pointer within the wheel will spin. If the pointer lands in the green area, the player wins the highlighted prize which they chose in advance. If the pointer lands on the red area the Gamble is over and the player returns to the slot game.

The player doesn't have to collect the winnings manually. They are auto-collected after every Gamble round. Press the "Collect" button to collect your winnings and return to the slot game. If the Gamble feature is closed, the player cannot return to the feature unless they win another round in the slot game. The Gamble feature is disabled during auto-play. Jackpot winnings cannot be gambled.

General types of games

Check the pays menu in the game payable 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 payable. 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.

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

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.

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

Malfunction voids all pays and plays.

RTP \approx XX.XX%

The calculated max multiplier of the game is 7517.1.

Minimum stake: £0.10

Maximum stake: £XX