Opal Fruits Help

Introducing the game

Opal Fruits™ is a six-reel video slot featuring Big Time Gaming's unique Triple Reaction™ with 5,625 ways to win.

A Triple Reaction™ game features win reactions in the main reels as well as two extra reels.

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.

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.

Bonus Buy

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

You may buy 10 Free Spins for 100 times the Free Spins Stake.

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.

Extra Reels

The Extra Reels add symbols above and below reels 2, 3, 4 and 5.

Reactions

Every winning symbol is part of a reaction and is replaced by symbols coming from above on the reels, from the left on the top Extra Reel and from the right on the bottom Extra Reel.

Symbol Wins

All wins begin with the leftmost reel and pay left to right on consecutive reels. Payouts are multiplied by stake.

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

Wild

Wilds substitute for all symbols except Scatters. Wilds appear in Extra Reels only.

All wins with an x3 Wild are multiplied by 3. x3 Wilds multiply each other on different columns and add together on the same column. x3 Wilds appear in the base game only.

Scatter

The Scatter symbol can appear in any of the six vertical reels.

Get 4 FREE Scatters to win 10 Free Spins. Any extra Scatters increase the Free Spin Win Multiplier.

Scatter symbols do not appear in the Free Spins.

Free Spins

During Free Spins, there is an unlimited Win Multiplier which starts at 1 and is increased by 1 after each reaction. An extra Scatter starts the Win Multiplier at x5. Every additional Scatter thereafter increases the starting Win Multiplier by x10.

The stake that was used to trigger the Free Spins will be used for the Free Spins duration.

At the end of the Free Spins, the total winnings for the spins will be displayed. Any winnings will be credited into the players account and regular play then resumes.

Free Spins Retrigger

Every time the Win Multiplier reaches a multiple of 10, an additional 5 Free Spins are awarded.

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: 96.67%

Bonus Buy RTP: 96.67%

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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