

# Invading Vegas Revenge on Mars

## Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 30 days. Malfunction voids all pays and plays.

## Information

Payline wins occur on the number of selected paylines, according to the information in the paytable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line. Scatter symbol wins (where applicable) pay for any winning combination including any gaps.

## Game Rules

Invading Vegas Revenge on Mars is a 5-reel video game with 20 paylines.

Invading Vegas Revenge on Mars includes a WILD symbol (Space Cowboy), Walking WILD symbol (Armed Space Cowboy), SCATTER symbol (Space car) and a Mystery Symbol (Space cube). The WILD and walking WILD symbols are substituting for any other reel symbol except the SCATTER symbol to help comprise winning combinations.

Three SCATTER symbols on the reels trigger FREE SPINS. The FREE SPINS feature can be re-triggered by landing three SCATTER symbols on the reels at the same time. 12 additional spins are awarded for each re-trigger for a maximum of 120 FREE SPINS.

A WALKING WILD is triggered on the middle reel with RE-SPINS whenever you receive a full stack of any symbol on the first reel and a full stack of the same symbol (including WILDS) on the second reel, but no win is achieved on any of the active PAYLINES or SCATTER symbols. The same WALKING WILD is triggered on the middle reel with RE-SPINS whenever you receive a full stack of any symbol on the fourth reel and a full stack of the same symbol (including WILDS) on the fifth reel, but no win is achieved on any of the active PAYLINES or SCATTER symbols.

The WALKING WILD symbol moves by one reel for each RE-SPIN until landing on the first or last reel. As the reels spin, WALKING WILD will randomly place between 3 and 12 Mystery symbols. An additional RE-SPIN occurs on all reels once the WALKING WILD has stopped on the first or last reel. If the WALKING WILD is triggered with reels one and two, then it moves from left to right. If the WALKING WILD is triggered with reels four and five, then it moves from right to left. While the WALKING WILD is active, SCATTERS can't land.

WALKING WILD will never place a Mystery symbol on the reel it is moving towards. Each mystery symbol will either turn into a WILD or a normal paying symbol. All normal symbols revealed will be of the same kind.

Before they open Mystery Symbols have a chance of becoming WILDS, which may then also have a chance of appearing with an x2, x3, x5 or x10 Multiplier. When more than one multiplier occurs on a winline, they are added together, and the total multiplier is then applied to the line win.

Stacked High-Paying symbols can land on the last 2 reels in the base game. During FREE SPINS, stacked High-Paying symbols will land on the first 2 reels.

All symbols can appear on all reels during the main game, during the FREE SPIN feature and during the RE-SPIN feature.

During the mystery's symbols feature, the most displayed symbols will have a higher chances to be displayed as the mystery symbols once revealed.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the paytable.

Any combination of wins resulting from a single game cycle, including the results of any possible triggered bonuses, is capped at a maximum of 2500 times total bet.

## Actions

### *Paytable*

- Toggles the display of the paytable.

### *Auto Play*

- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

### *Hyper Spin*

- Pressing and holding down the SPACE button activates Hyper Spin mode after 1.5 seconds. The spins speed up immensely but slow down if a feature is activated.

### *Spin / Start / Spacebar*

- Starts the game round with the currently selected bet. Press Spin to begin.

### *Stop*

- Stops the reels more quickly.

### *Fast Play*

- Toggle on for a significantly faster gameplay.