## Introduction

Frog of Fortune is a 20 winline 5X3 slot with an arcade 'Frogger' style Free Spins feature that includes a final 'Super Spin' at the end. This game also has 7 base game reel modifiers.

## How to Play

- Set your stake: On the left of the screen, the player can choose their stake by pressing the + and - buttons. The stake will be shown in the Total Stake meter.
- Each press of PLAY will action each reel to spin to a random position. Wins are paid for matching 3 , 4 or 5 of-a-kind symbols and also 2 of-a-kind Wild and Logo symbols on played lines.
- All pays start with the leftmost reel, paying left to right (Reel 1-5) only in consecutive order.
- All wins shown on different winlines will be shown and paid to the player.
- The Wild symbols can substitute for ALL other symbols, EXCEPT scatter symbols, to help create a line win. Using a Wild symbol to complete a line does not incur any extra multiplier other than the win for the symbol(s) it substitutes. Only the highest paying win on each line will be counted.
- Bonus Scatter Symbols: These symbols will trigger the bonus Free Spins feature and appear on reels $1,3 \& 5$ only. Two scatter symbols on reels 1 and 3 will trigger an anticipation on the 5th reel.


## Game Features

## Base Game Modifiers

During the base game, on EVERY spin, there will be a chance that 'Mr Frog' will award one of the following modifications:

Wild Reels (Smokey Dokey Wilds):
1 to 5 reels turn Wild prior to the reels stopping. Between 1 and 4 reels in any of the 5 reel apertures can turn Wild. Any winnings once reels come to a halt are paid to the player. The Frog will activate 1 to 5 of Wild reels before the finishing positions have settled.

Random Wilds (Cotton Shakin' Wilds):

Random Wilds appear on the reels before symbols land and award any winnings once reels come to a halt. The frog will awake, activating a number of random Wild positions before finishing positions have settled.

## Mega Symbol (Mega Pickin' Symbol):

Either reels $1 / 2 / 3,2 / 3 / 4$ or $3 / 4 / 5$ will turn into a colossal symbol, which can be anything from the award card, (except scatter Bonus symbols). This symbol will cover 3 whole reels and will act the same way as if there were 9 individual symbols.

Mr Frog will activate a colossus symbol to cover either reels 1-3, 2-4 or 3-5 and will land before finishing positions have settled.

## Random Multiplier (Rootin' Tootin' Multiplier):

The frog will trigger a random multiplier for any payouts on this particular spin only. Mr Frog will let out an enormous burp and a multiplier will float from his mouth whilst the reels are spinning. Once the reels have stopped, any wins are times by the multiplier shown.

## Bonus Chance (Bonus Diggin' Chance):

For this spin, there is a greater chance of triggering the bonus. Mr Frog will start to throw extra bonus symbols onto reels 1 and 3 during the spin. The reels will begin to slow down and grind to a halt, exposing lots of Bonuses that are now populated on reels 1 and 3. There is a $50 \%$ chance that reel 5 will then trigger the Free Spins bonus round.

## Bonus Rewind:

During the main game, if the Free Spins trigger symbols come in on reels 1 and 3, which in turn create an anticipation on reel 5, Mr Frog will awake and occasionally he will whistle and rewind the reel so that the Free Spins trigger symbol is activated by being visible in the reel 5 window.

## Cash Bugs:

Mr Frog will notice bugs arriving and buzzing around the screen. Each of them will have cash prize multipliers associated to them. If Mr Frog splats one of them, it will award the player a win separate from any reel win. Wins will vary between $x 2$ and x 50 of the players current stake.

## Frogs Free Spins

- On triggering the feature, the player will be awarded 14 Free Spins and 1 Super Spin. The player will be presented with a river shown from above. During the Free Spins, moving objects, (lily pads and logs), will appear, moving from both left to right and right to left across the reels. The top and bottom row will have at random, logs moving right to left and the middle row will have lily pads moving left to right. If a 'Frog' Wild symbol lands on a log or a lily pad, they will pay associated winlines but then 'stick' on that object and float left/right accordingly per spin.
- Wild Frogs that do not land on an object will 'splash' into the water. They will still contribute to a winline but will spin off every spin. 'Wild Frogs' that land on objects remain 'Wild' (sticky) in play and travel across the reels with the log or lily pad.
- When the (sticky) 'Wild Frog' symbols move off to the right or left of screen, they will be collected. All 'Wild Frog' symbols that move off left or right of the reels will be stored, so they can enrich the 'Super Spin' event after the final Free Spin.
- The amount of 'Wilds Frogs' collected left of the screen will correlate to the amount of Wilds added to the reels for the final 'Super Spin'.

| Wild Frogs collected | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 13 | 14 |  |  |  |  |  |  |  |  |  |  |  |  |
| Super Spin Wilds applied | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

All 'Wild Frog' symbols that collect on the right of the reels will go towards a multiplier award card, (see multiplier table below):

| Wild Frogs collected | 0 | 1 | 2 | 3 | 4 | 5 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Super Spin Multipliers applied | x1 | x2 | x3 | x5 | x10 | x50 |

- It is possible, due to the random nature of spins, that NO 'Wild Frogs' will land on the logs or lily pads. In the unlikely event that this may happen, there will always be 2 'Wild Frogs' awarded as a base minimum amount of 'Wilds', regardless of collection of 'Wild Frogs'.
- Once the Free Spins have ended, the player will be awarded the final 'Super Spin' with collected wilds and multipliers as per tables above.
- All wins will be relative to the current total bet and the base game paytable.
- System malfunction voids all pays and plays.


## Buttons

- Pressing the 'settings' button, on the right-hand side of the base game screen, will open the Paytable information. The player can press the left and right arrow buttons to access the in-game information. Pressing the ' X ' button will return the player to the main game interface.
-     + and - buttons on 'Total Stake’ adjust the player's Total Stake on each spin.


## Paytable

- Only the highest win per bet line is paid.
- All pays start with the leftmost reel, paying left to right (Reel 1-5) only in consecutive order.
- Adjustment of the stake will dynamically alter the awards in the paytable.


## Game Recovery

- In the event of a game in real play being interrupted, (i.e. started but not completed due to connectivity issues or accidentally closing the browser, etc.), depending on the previous state of the game, it will either resume from the point of the last spin or display the outcome of the game already in play.
- Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.
- All results are predetermined.


## General Information

- This game has a theoretical return to player (RTP) of $95.09 \%$
- The maximum payout of one spin in this game is $\mathbf{6 , 7 5 8} \times$ your stake.
- For any payout which gives out fractional payments, these will be truncated to 2 decimal places.
- System malfunction voids all pays and all plays.
- Due to high production values of this game, lower-tier hardware may run into compatibility issues and, in certain instances, you will not be able to play.


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