

SPECIAL SYMBOLS AND FEATURES

MEGAWAYS™

The number of possible win ways varies per spin according to the total number of individual symbols which land on the reels, with a maximum potential of 117,649 MegaWays™ to win!

CHAIN REACTION

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

RANDOM WILDS

Randomly during a spin between 2 and 10 RANDOM WILDS may land on reels 2, 3, 4 and 5. WILDS substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single win way.

SUPER WILDS

Randomly during a spin up to 2 SUPER WILDS may land on reels 2, 3, 4 and 5. The Super Symbols cover an entire reel and have a ways multiplier of between x2 and x7. The ways multiplier represents how many symbols the Super Wild is being counted as in the ways calculation.

BONUS SCATTERS

Randomly during a spin 2, 3 or 4 FREE SPINS scatters may be added to the reels, giving a bigger chance to enter the bonus round.

WIN MULTIPLIERS

Randomly during a spin a wins MULTIPLIER of x2, x3 or x5 may be applied to all wins in the current spin. This feature cannot be triggered in a non-winning spin. The MULTIPLIER resets at the start of the next spin.

FREE SPINS

Landing 3 or more FREE SPINS scatters triggers 5 FREE SPINS. Each of the scatters awards 1 pick in the picker bonus at the start of FREE SPINS. Up to 5 scatters may land in a spin resulting in a maximum potential of 5 picks.

FREE SPINS PICKER BONUS

The bonus round always starts with a picker bonus where the player can pick between 10 closed coffins. When a coffin is picked the Vampire inside is slain and a random feature is activated for the entire duration of FREE SPINS.

2 of the available coffins may award the RANDOM WILDS feature. Every coffin that reveals the RANDOM WILDS feature grants an activation of between 2 and 5 wilds on random positions on reels 2, 3, 4 and 5 in every spin. Picking both coffins containing this feature will award an activation of between 4 and 10 wilds.

Unless both coffins awarding this feature have been picked, it may also trigger randomly on its own during the bonus round.

2 of the available coffins may award the SUPER WILDS feature. Each coffin that reveals the SUPER WILDS feature grants 1 SUPER WILD which will land on every spin on one of the middle four reels.

Unless both coffins awarding this feature have been picked, it may also trigger randomly on its own during the bonus round.

If only one of the coffins containing the SUPER WILDS prize has been picked during the picker bonus, a random activation of the SUPER WILDS feature during the bonus round may award only 1 additional SUPER WILD in a spin. If both RANDOM WILDS and SUPER WILDS are active during FREE SPINS, the SUPER WILDS will be placed on the middle four reels before the RANDOM WILDS.

3 of the available coffins may award 1, 2 or 3 BONUS SPINS respectively which will be added to the initial count of 5 FREE SPINS. This feature may also trigger randomly on its own during the bonus round and award up to 3 BONUS SPINS.

3 of the available coffins may award a WINS MULTIPLIER of x2, x3 or x5 respectively. The multipliers stack if more than one coffin with a multiplier prize is picked. The accumulated multiplier is applied to all wins in FREE SPINS and resets at the end of the bonus round. This feature may also trigger randomly during FREE SPINS to further increment the multiplier by the values that were not picked during the picker game. If all possible multiplier values have been awarded during the picker bonus, the feature will not activate during the bonus round. The overall multiplier during FREE SPINS cannot exceed x10.

HOW TO PLAY BLOOD SUCKERS™ MEGAWAYS™

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.

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 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.

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 payable. 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 = $2 * 2 = 4$.

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.

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 \approx XX.XX%

Minimum stake: \$x.xx

Maximum stake: \$x.xx