

Guns N' Roses Video Slots Touch™ Game Rules

- Guns N' Roses Video Slots Touch™ is a 5-reel, 3-row, 20-line video slot featuring Wild substitutions, Expanding Wilds, the Appetite for Destruction Wild, Bonus symbols, Encore Free Spins, Legend Spins, a Solo multiplier and a Crowd-Pleaser Bonus Game.
- The game is played with 20 bet lines (fixed) and different bet values.
- The game can be played with cash or coins.
- **BET** is the amount of coins or cash to bet.
- The bet value is set using the **LEVEL** and **COIN VALUE** selectors.
- Bet level is the number of coins bet per bet line.
- The bet value is set by tapping the Bet Settings tab in the Game Settings menu and selecting the cash value.
- **BALANCE** displays the amount of cash or coins available to bet.
- When playing with coins, Scatter wins pay total bet multiplied by the payout displayed in the Paytable.
- All wins pay on bet lines only, except for wins with Bonus symbols and wins in the Crowd-Pleaser Bonus Game.
- When playing with cash, the winning values may be displayed using “K” for “thousand” and “M” for “million”.
- **AUTOPLAY** automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- Only 1 randomly activated feature or Bonus feature can be activated per spin (except for if Encore Free Spins are awarded from the Crowd-Pleaser Bonus Game).

Wild and Expanding Wild

- Wild symbols can appear randomly anywhere on the reels, but not on reel 3 in the Appetite for Destruction Wild feature, and substitute for all symbols except for Bonus symbols.
- Wild symbols turn into an Expanding Wild which automatically expands to cover the entire reel.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the **PAYTABLE**.
- Expanding Wild symbols substitute for all symbols except for the Appetite for Destruction Wild, the overlay Wild in Legend Spins and the overlay Stacked Wild in Encore Free Spins.

Random Features in the Main Game

- In the main game there are 3 features which are randomly activated: Legend Spins, the Appetite for Destruction Wild, and the Solo multiplier.

Legend Spins

- The Legend Spins feature is randomly activated and awards 1 Stacked Wild for the first spin. Then Legend Spins feature has 2 re-spins with 2 Stacked Wild reels.
- A Stacked Wild is a Wild symbol that covers 3 positions on the reel. The same band member symbol can appear on other reels but it will not be stacked or act as a Wild symbol.
- On the 1st spin, reel 3 is a Stacked Wild reel, on the 2nd spin reels 1 and 5 are Stacked Wild reels, and on the final spin reels 2 and 4 are Stacked Wild reels.
- Bonus symbols cannot appear on the reels during Legend Spins.
- Re-Spins are played at the same bet as the round activating the Re-Spins.
- At the end of Legend Spins, the total win from Legend Spins is added to any wins from the round that activated Legend Spins.

Appetite for Destruction Wild

- The Appetite for Destruction Wild feature is an overlay Wild in the shape of a cross that can land randomly, either fully or partially displayed, on reel 3 on one of the 3 possible reel positions according to the PAYTABLE.
- The Appetite for Destruction Wild symbol substitutes for all symbols except for Bonus symbols.
- Appetite for Destruction Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.
- The Appetite for Destruction Wild cannot be activated when 3 Bonus symbols appear anywhere on the reels, or if Legend Spins has already been activated.
- When the Appetite for Destruction Wild is activated, no other feature can be activated.
- Bonus symbols cannot appear on the reels during the Appetite for Destruction Wild feature.
- Wild symbols can appear anywhere on reels 1, 2, 4 and 5 during the Appetite for Destruction Wild feature, but cannot expand if the Wild symbol appears beneath the Appetite for Destruction Wild.
- However, if the Wild symbol lands on the same reel, above or below the Appetite for Destruction Wild, the Wild symbol will expand only to the position on the reel not covered by the Appetite for Destruction Wild.

Solo Multiplier

- The Solo multiplier feature is a random multiplier that awards a win multiplier of x4 - x10 to a winning bet line, when all the bet line wins consist of matching symbols, or matching symbols including Wild substitutions.
- When the Solo Multiplier is activated, there will be one winning symbol but it can be on multiple bet lines since there are Expanding Wilds on the reels. All wins are multiplied by the win multiplier (x4-x10) for the entire win.
- The multiplier is displayed on reel 4 and represents the number of winning symbols that pass through the highlighted middle position of the reel.
- The Solo multiplier is activated if there are at least 3 matching symbols in a bet line win.
- The Solo multiplier is activated for 1 winning symbol per spin only (excluding Wild symbols).
- The Solo multiplier cannot be activated if Legend Spins or the Appetite for Destruction Wild have already been activated.
- The Solo multiplier cannot be activated when 3 Bonus symbols appear together anywhere on the reels, or when a Bonus symbol appears anywhere on both reels 1 and 3.
- All bet line wins are multiplied by the Solo multiplier for the entire win in the current spin.

Bonus Features: Encore Free Spins, Crowd-Pleaser Bonus Game and Winnings

- 3 Bonus symbols appearing anywhere on reels 1,3 and 5 in the main game, randomly award one of 3 features: Encore Free Spins, the Crowd-Pleaser Bonus Game or a coin/cash win.
- Before the Bonus feature starts, a Bonus Wheel appears and starts spinning. Tap the stop button to stop the wheel spinning and see which Bonus feature is activated. The wheel stops automatically after a short period of time if the stop button is not tapped.
- The minimum win is 10 times the bet and the maximum is 30 times the bet.

Encore Free Spins

- Encore Free Spins activates 10 Free Spins.
- During Encore Free Spins, a band member symbol will appear as an overlay Stacked Wild symbol on reel 2, 3 or 4 in each spin. The corresponding band member symbol will act as a Wild on all other reels for the spin.
- A Stacked Wild is a Wild symbol that covers 3 positions on the reel.
- Bonus symbols cannot appear on the reels during Encore Free Spins.
- Free Spins are played at the same bet as the round activating Free Spins.
- Additional Free Spins cannot be won during Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- At the end of Encore Free Spins, the total win from Encore Free Spins is added to any wins from the round that activated Encore Free Spins.

Crowd-Pleaser Bonus Game

- The Crowd-Pleaser Bonus Game is a Pick and Click game with 3 levels. Players have a number of picks, which award cash wins.
- On Level 1, the wins range from 1-2 times the bet, on Level 2, the wins range from 2-5 times the bet, and on Level 3, the wins range from 3-10 times the bet.
- In addition to the coin/cash wins, on all levels in the Crowd-Pleaser Bonus Game, Free Spin symbols and a +1 pick symbol can also appear randomly as an overlay.
- The Crowd Meter displays collected coin/cash wins and players progress towards the next level.
- 3 Free Spin symbols appearing during the entire Crowd-Pleaser Bonus Game activate 10 Encore Free Spins.
- Any Free Spins symbols awarded, are displayed in the boxes in the FREE SPINS field.
- The Encore Free Spins are played when the Bonus game is complete and any wins have been collected.
- On Level 1, 3 clicks are awarded out of a total of 8 available picks to award coin/cash wins.
- 1 Free Spin symbol can be awarded during Level 1.
- Up to 3 Free Spin symbols can be awarded from all 3 levels combined.
- Level 2 is activated when the minimum of 3 times the bet is won in Level 1 and the number of picks remaining is 0.
- At the start of Level 2, 3 new picks are awarded.
- Level 3 is activated when a total of 300 coins or more accumulated from levels 1 and 2 is reached, and there are no picks left.
- Level 3 is activated when a minimum of 15 times the bet is won from levels 1 and 2 is reached, and either there are no picks left or all the instruments have been selected.
- On Level 3, it is possible to double the total win for the feature by accumulating a total win of 40 times the bet, the total Crowd-Pleaser Bonus Game win will be multiplied by 2.
- On levels 2 and 3, if the maximum number of picks left for the level is reached, no extra pick is awarded.
- At the end of the Crowd-Pleaser Bonus Game, the total win from the Crowd-Pleaser Bonus Game is added to any wins from the round that activated the Crowd-Pleaser Bonus Game.

Main Game

Spin Button



Tap to start playing at the current bet value.

In landscape mode, touch the game area to hide the Spin button.

Quick Stop. Tap the game area during a spin to stop the reels.



Menu

Tap to access the game settings and game information.



Sound

Tap to turn Sound on or off without going to the settings menu.



Stop Bonus Wheel

Tap to stop Bonus Wheel.



Quick settings menu

Tap the plus sign to access the Quick settings menu.



Autoplay

Tap to turn Autoplay on or off without going to the settings menu. Sets 50 rounds by default.



Quick Spin

Tap to turn Quick spin on or off without going to the settings menu.



Exit

Tap to leave the game.

Game Settings and Game Information



Sound Settings

Game Sounds. Tap the switch to turn sounds on or off.

Spin Settings



- **Autoplay.** Drag or tap the slider to enable the Autoplay option and set the number of rounds. Autoplay automatically plays the game for the selected number of rounds.
 - **On any win.** Stops Autoplay if a round is won.
 - **If single win exceeds.** Stops Autoplay when the amount you win exceeds or equals the amount you specify.

- **If balance increases by.** Stops Autoplay if balance increases by the amount you specify.
- **If balance decreases by.** Stops Autoplay if balance decreases by the amount you specify.
- **If Free Spins are won.** Stops Autoplay if Free Spins are won before the set number of autoplay rounds.

Note: If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.

Note: Some Autoplay options are mandatory for some jurisdictions.

- **Quick Spin.** Tap to start Quick spin.
- **Show bet in cash.** Switches between bet in cash and bet in coins.
- **Left Hand Mode.** Tap to turn the left-hand mode on or off.

Bet Settings

- **Bet in cash:** Shows your bet amount in selected currency.
- **Bet in coins:** Shows your bet amount in coins.
- **Bet level:** Drag or tap the slider to select the number of coins to bet.
- **Coin value:** Drag or tap the slider to select the coin value.
- **Cash value:** Drag or tap the slider to select the cash value.



Paytable

Tap to view winning combinations and payouts.



Game Rules

Tap to view the game rules.

Game History



Tap to view your latest game history.

The game history is available only when playing for money.



Back

Tap to go back to the main game.

Autoplay and Quick Spin



Autoplay

Tap to start Autoplay. The number of spins selected is displayed on the button.



Stop Autoplay

Tap to stop Autoplay. The number of spins remaining is displayed on the button.



Quick Spin

Tap to turn Quick spin on or off without going to the settings menu.

Note: Some operators may not offer all of the listed game settings.

Additional Information

- The following game features and settings may be subject to the terms and conditions of the Operator's website. For more information, refer to the Operator's website:
 - The procedures used to manage unfinished game rounds.
 - The time after which inactive game sessions automatically end.
- In the event of malfunction of the gaming hardware/software, all affected game bets are rendered void and all affected bets are refunded.

Return to Player

- The theoretical return to player for this game is 92.08%.

Game rules generated: