

Cash-o-Matic Touch™ Game Rules

- Cash-o-Matic Touch™ is a 1024 -bet way, 5-reel, 4-row video slot with Free Spins, Multipliers, and the Avalanche™ feature.
- The game is played on 1024 bet ways (fixed), 1 - 10 levels (20 coins per level), and different coin values.
- There are no bet lines.
- The bet level is set using the **LEVEL** selector.
- The coin value is set using the **COIN VALUE** selector.
- **COINS** displays the number of coins available to wager.
- **AUTOPLAY** automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Symbol values are the same, regardless of the color scheme.
- Matching symbols in any position on 2 (in case of the red Star symbol) or more adjacent reels, starting from the leftmost reel to the rightmost reel, is a bet way win.
- Bet way wins pay if in succession from leftmost reel to right.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- It is possible to win on more than 2 different symbols at the same time.
- Simultaneous wins on different bet ways are added.
- A bet way win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

Example of a Way to Win payout at level 1

- 4 matching blue Gem symbols on adjacent reels starting from the leftmost reel award 5 coins. This is multiplied by 2 (for 2 Gem symbols on reel 4), giving a total win of $2 \times 5 = 10$.



Avalanche™ Feature


- A bet way win or Scatter symbols on the reels start an Avalanche™.
- The symbols fall into positions on the reels, instead of spinning.
- Symbols in a winning combination remain on the reels, while all the other symbols disappear, leaving space for a second Avalanche™ of symbols for a chance of bigger wins.
- The Avalanches™ continue until there are no more wins.
- The winnings from the Avalanches™ are counted and paid out after the final Avalanche™.








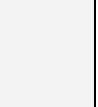
Free Spins









- 10 Scatter symbols and more, appearing anywhere on the reels, activate Free Spins.
- The number of Scatter symbols collected equals the number of Free Spins won.
- The minimum number of Free Spins is 10.
- The number of Scatter symbols collected resets in between spins, but not Avalanches™.
- Collected Scatter symbols are added to the Scatter meter, while the rest of the symbols remain in place. Collected Scatters are then replaced by new symbols on the reels. This continues until there are no more Scatter symbols to collect.
- Scatter symbols are collected first, before any wins are evaluated.
- In Free Spins, 1 Free Spin will be awarded for each row filled with winning symbols (see Level Multiplier section). The Level Multiplier remains the same as at the start of Free Spins, regardless of the number of Free Spins collected.
- The Total Win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

Level Multiplier

- The Level Multiplier is awarded, if at least 1 row is filled with winning symbols. It can be activated in both main game and Free Spins.
- The Level Multiplier multiplies bet way wins only.
- All in all, it has 4 levels (one level for each row filled with the winning symbols).
- In the main game, the levels equal the following Multipliers: 1 level - x1 Multiplier; 2 level - x2 Multiplier; 3 level - x4 Multiplier; 4 level - x10 Multiplier.
- In Free Spins, the Multiplier depends on the number of Scatter symbols that activated Free Spins. Any bet way wins are multiplied by the current Multiplier.
- 10-14 Scatter symbols: 1 level - x2 Multiplier; 2 level - x4 Multiplier; 3 level - x8 Multiplier; 4 level - x20 Multiplier.
- 15-19 Scatter symbols: 1 level - x3 Multiplier; 2 level - x6 Multiplier; 3 level - x12 Multiplier; 4 level - x30 Multiplier.
- 20+ Scatter symbols: 1 level - x5 Multiplier; 2 level - x10 Multiplier; 3 level - x20 Multiplier; 4 level - x50 Multiplier.
- The Level Multiplier resets in between Free Spins, but not Avalanches™.
- The win field in the main game includes any wins from the round multiplied by the respective Multiplier.

Main Game	
	<p>Spin Button</p> <p>Tap to start playing at the current bet level and coin value.</p> <p>In landscape mode, touch the game area to hide the Spin button.</p>

	<p>Quick Stop: Tap the game area during a spin to stop the reels. In portrait mode, tapping the Spin button also stops the reels.</p>
	<p>Menu</p> <p>Tap to access the game settings and game information.</p>
	<p>Sound</p> <p>Tap to turn Sound on or off without going to the settings menu.</p>
	<p>Quick settings menu</p> <p>Tap the plus sign to access the Quick settings menu.</p>
	<p>Quick Spin</p> <p>Tap to turn Quick spin on or off without going to the settings menu.</p>
	<p>Autoplay</p> <p>Tap to turn Autoplay on or off without going to the settings menu. Sets 50 rounds by default.</p>
	<p>Exit</p> <p>Tap to leave the game.</p>
	<p>Game Settings</p> <ul style="list-style-type: none"> • Game Sounds: Tap the switch to turn sounds on or off. • Intro screen: Tap the switch to turn the intro screen on or off.
	<p>Spin Settings</p> <ul style="list-style-type: none"> • Autoplay: Drag or tap the slider to enable Autoplay to set the autoplay settings and the number of rounds. Autoplay plays the game for the selected number of spins. • If single win exceeds: Stops Autoplay when the amount you win exceeds or equals the amount you specify. • If Free Spins are won: Stops Autoplay when Free Spins are won. • If cash increases by: Stops Autoplay if cash increases by the amount you specify. • If cash decreases by: Stops Autoplay if cash decreases by the amount you specify. <p>Note: If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.</p> <p>Note: Some Autoplay settings are mandatory for some jurisdictions.</p> <ul style="list-style-type: none"> • Quick spin Tap the switch to turn Quick spin on or off.

	<p>Bet Settings</p> <ul style="list-style-type: none"> • 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.
	<p>Paytable</p> <p>Tap to view winning combinations and payouts.</p>
	<p>Game Rules</p> <p>Tap to view the game rules.</p>
	<p>Game History</p> <p>Tap to view your latest game history.</p> <p>The game history is available only when playing for money.</p>
	<p>Back</p> <p>Tap to go back to the main game.</p>
<p>Autoplay and Quick Spin</p>	
	<p>Autoplay</p> <p>Tap to start Autoplay.</p> <p>The number of spins selected is displayed on the button.</p>
	<p>Stop Autoplay</p> <p>Tap to stop Autoplay.</p> <p>The number of spins remaining is displayed on the button.</p>
	<p>Quick Spin</p> <p>Tap to start Quick spin.</p>

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

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Return to Player

- The theoretical return to player for this game is 96.33%.

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.

Translations of Game Terminology

Note: The following table is only applicable if you are playing in a language other than English.

English Term	Translated Term
Scatter	Scatter
Free Spins	Free Spins
Avalanche	Avalanche
Multiplier	Multiplier

Game rules generated: