

Spicy Meatballs Help

Introducing the game

Spicy Meatballs is a 6 reel Megaways™ game with reacting wins and up to 117,649 ways to win.

How to play

Select your stake by clicking the left and right arrow buttons on the stake. The stake value is displayed in the stake display.

All payouts are multiplied by the stake of each individual spin.

Auto play

To set up Auto play press the Auto button. This will display Auto play panel which the player can use to modify the number of spins, set a loss limit or set a win limit. When a loss limit has been set the player can select Start to commence auto play.

When Auto play is on, the Play button will change to a Stop button. The remaining Auto plays will be displayed in the Stop button. The player can cancel Auto play by clicking the Stop button. Auto play will stop automatically if any of the limits set is reached or anything occurs that requires player intervention.

Auto play may not be available in your jurisdiction.

Start the spin

Press the Play button to start the spin at the stake displayed.

The reels will spin and then come to stop, displaying the result.

Bonus Buy

Press the Bonus Buy button to access the Bonus Buy menu.

You may buy 8 Free Spins for 65 times the Free Spins Stake.

Meatball Multipliers all start at x4.

The Free Spins Stake can be changed by pressing the plus and minus buttons on the Free Spins Stake display. The Free Spins Stake will apply to each Free Spin.

Press the price to buy the bonus for that price. The price will be deducted from your balance.

Bonus Buy may be limited or unavailable in your jurisdiction.

Reactions

Every winning symbol, except Wild Meatball, is part of a reaction and is replaced by symbols coming from above.

Symbol Wins

A win is matching consecutive symbols, regardless of height, from left to right starting from the left most reel.

Wild Hat

Wild Hat substitutes for every symbol except Wild Meatball. Wild Hat occurs on reels 2 to 5 only.

Wild Meatball

Every spin, and every reaction, a Wild Meatball may be added to the top of reels 2 to 5.

Wild Meatball substitutes for all symbols.

Up to 2 Wild Meatballs can appear at any one time.

Wild Meatballs begin with the multiplier displayed on the pot above the reel. The multiplier increases by one for every row that the Wild Meatball moves down. Wild Meatballs move down at least one row per reaction.

Wins with a Wild Meatball are multiplied by the displayed multiplier.

Wild Meatballs stay on screen through reactions until they are removed from the bottom of the reel, or no more wins occur.

Multipliers reset to x1 when the base game, or Free Spins, is complete.

Free Spins

When 5 or more reactions occur in the base game, 8 Free Spins are awarded, plus one for each reaction beyond the fifth.

Every Free Spin is guaranteed to begin with a Wild Meatball.

Meatball Multipliers carry over from the triggering game into the Free Spins.

When 5 or more reactions occur in the Free Spins, 4 additional Free Spins are awarded, plus one for each reaction beyond the fifth.

The stake that was used to trigger the Free Spins will be used for the Free Spins duration.

At the end of the Free Spins, the total winnings for the spins will be displayed. Any winnings will be credited into the player's account and regular play then resumes.

Return to Player (RTP)

The Return to Player (RTP) is the theoretical statistical percentage of the total money bet in a game that is paid out as winnings over time. Values are calculated initially by dividing the total payouts by the total bets from a simulation of numerous game rounds. Values reflect the maximum expected RTP and do not change.

The RTP is defined at different stages or modes of the game.

Overall RTP: 96.59%

Bonus Buy RTP: 96.60%

General Information

In the event of a non-responsive game or problem during a spin, the game will repeat the incomplete spin and display the result to the player when the game is next launched.

Incomplete games will be automatically resolved after 30 minutes. Any winnings resulting from automatic resolve shall be paid to player's account.

System malfunction voids all pays and plays.

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