

① Diamond Cart

- [Introduction](#)
- [How to Play](#)
- [Game Features](#)
- [Buttons](#)
- [Paytable](#)
- [Game Recovery](#)
- [General Information](#)

1. Introduction

Diamond Cart is a 3x5x5x5x3, All-Ways slot resulting in a theoretical 1,125 ways to win. This is a Revolving Reels slot where any wins cause the reels to revolve 90 degrees clockwise before new symbols drop in from above. The game then continues to pay left to right once a new first reel (formally the bottom row) is in place.

The game has a cascade mechanic, meaning any winning symbols will explode and allow a cascade of further symbols to fall from the top after the 90 degrees revolving reels occur.

2. How to Play

- Set your stake: At 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. To win, the player must have at least one symbol in view on the first reel and the same matching symbol in view on reel 2 and reel 3. The only exception is the top paying 'Diamond Cart' symbol which pays for two matching symbols on reels 1 and 2.
- All-Ways – 1,125 ways to win pays left to right, (reels 1–5). All winning symbols must appear on consecutive reels, beginning from the leftmost reel.
- All winning combinations are added together.
- All wins will be shown and paid to the player. Only the highest paying winning combination will be paid to the player.
- Any winning symbols will explode and trigger the game to rotate 90 degrees clockwise. Following the rotation, new symbols will drop in from the top. After the reels have rotated, the game will still pay from left to right but what was the bottom row of symbols has now become the symbols on reel 1. This action continues for each and every win.

- Wild symbols: The Wild symbol can substitute for ALL other symbols EXCEPT the bonus scatter symbol. Wild symbols do not incur any extra multiplier, unless stated as a multiplier, other than the win for the symbol(s) they substitute.
- Bonus scatter symbols: These symbols can appear on any reel. In the base game, three or more bonus symbols in view will trigger the Free Spins feature:
 - Free Spins
 - 3 Bonus scatter symbols award = 8 Free Spins
 - 4 Bonus scatter symbols award = 10 Free Spins
 - 5+ Bonus scatter symbols award = 14 Free Spins

3. Game Features

3.1. Modifiers

During base game play, the following modifiers may randomly trigger:

- **Miner Multiplier:** If this is triggered (pre spin), the mine will rumble, and rocks will fall from the ceiling (mid spin). Each spin now has an associated multiplier (starting at x2) that will increment by 1 until a winning spin or Free Spins occur (no extra stake required for these spins). There is no multiplier cap for this modifier. At the end of each losing spin, the multiplier will increase, and a new set of symbols drop in. The more losing random spins occur, the higher the multiplier will become until a win lands. Once a win lands, the usual revolving reels will apply via the miner operating the lever, creating further win chances until completion. Once complete, the associated multiplier will be added to any wins.
- **Miner Movement:** On occasion after a losing spin, the mine will rumble, rocks will fall from the ceiling, and the miner can pull his lever to rotate the reels 90 degrees. If this results in a win, then symbols will explode, and the game rotates as per normal. If after 90 degrees a win is not available, the game will continue to rotate until a win is achieved. This modifier is a guaranteed win spin.

3.2. Free Spins

- During Free Spins, there are bonus scatter symbols which can award extra spins. The amount of extra Free Spins will depend on the amount of bonus scatter symbols in view on that spin (see values below):
 - 2 Bonus scatter symbols = 2 extra Free Spins
 - 3 Bonus scatter symbols = 4 extra Free Spins
 - 4 Bonus scatter symbols = 6 extra Free Spins

- 5+ Bonus scatter symbols = 8 extra Free Spins
- During Free Spins, the game follows the same mechanic as the base game. Each individual Free Spin can result in multiple cascades/rotations of the reels, but the Free Spins counter will only decrease by 1.
- In Free Spins, each reel rotation (winning cascade) will increase the multiplier by 1 increment. Therefore, should a winning combination occur after entering Free Spins, the multiplier will increase from x1 to x2 on rotation and any wins that follow will be multiplied by x2. On that same spin, if there is a further win after the reels rotate, the multiplier will move to x3, and so on. The multiplier will persist and increase through all Free Spins, cascades and retriggers and never resets or decreases until the Free Spins are exhausted.

3.3. Pots and Progressive Jackpot

- This game has 3 standard fixed pots:

Green Gem Cart x25 stake

Blue Gem Cart x50 stake

Red Gem Cart x100 stake

- The progressive Jackpot is as follows:

Purple Gem Cart Jackpot Seeded at £25,000

- All currencies are expressed in GBP. The amounts stated will apply in the user's own currency.
- The progressive jackpot has a fixed minimum amount which gradually increases by a percentage contribution of funds inputted into the game via players until it is won. When the jackpot is won, the value is reset to the seed amount and continues to increment as more games are played.
- During each spin, a proportion of the money staked is added into the jackpot as per the table below. All players contribute a total of 0.5% of each bet placed to the progressive jackpot on every game. The progressive jackpots are seeded, reseeded and increased by contributions from the player's stake, total RTP 1.03%, (see table below):

Progressive Jackpot Purple Gem Cart Pot

% of Stake to Jackpot 0.5%

% of Stake to Seed 0.53%

- The progressive jackpot is available in 'Real Play' only.
- Winning a progressive jackpot neither contributes to, nor is affected by, the daily cumulative winning's limit.
- Progressive jackpot payout will be rounded down to two decimal points.
- All players are eligible to win the progressive jackpot on every play.
- It is not possible for two players to simultaneously win the same progressive jackpot. The jackpot is locked when it is being won. This means that no other bets will be accepted for it and only one player at a time is able to win it.
- In the event of a non-responsive game, or problem during a draw, if interruption occurs after the server receives notification, (and outcome cannot be influenced), then the result of the gamble stands. In this event, the game will repeat the incomplete draw and display the results to the player when the game is next launched. If interruption occurs before the server receives notification, the stake will be returned to player.
- In the event of equipment failure, or planned/unplanned terminations, after restart, progressive jackpot parameters, (including jackpot values and incremental percentages), are fully restored with identical parameters.
- Jackpot value may change at any point during the game in accordance with the applicable conversion rates applied.
- At random, if the jackpot may have been won, the player will be shown the following:
 - The player will be presented with a mining cart on a rail track. The cart will move down the track and stop at junctions. The player is prompted to choose a direction (left or right). This continues until:
 - The cart comes to the end of the tunnel with gem treasures in view and the progressive jackpot or a standard fixed pot is won.
 - If no jackpot is won, then the cart comes to the end of the tunnel which is blocked and the jackpot feature ends.

4. Buttons

- Pressing the 'menu' button, on the base game screen, will open the payable 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.

- Pressing the 'information' button (i) on the base game screen, will open an extended version of the game help information.
- + and - buttons on 'Total Stake' adjust the player's total stake on each spin.

5. Paytable

- All-Ways means there are theoretically 1,125 ways to win.
- All wins will pay from left to right only.
- All winning combinations are added together.
- Adjustment of the stake will dynamically alter the awards in the paytable.

6. 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.

7. General Information

- This game has a theoretical return to player (RTP) of 94.00%.
- For any payout which gives out fractional payments, these will be truncated to 2 decimal places.
- The maximum payout of one spin in this game is **25,000 x stake**.
- 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.

Diamond Cart - 1.5

© 2023 CORE Gaming Limited. All rights reserved.

Unauthorised copying of any images, icons, layout or content by any means is not permitted.