

SPECIAL FEATURES AND SYMBOLS

Redbeard Wild, Dragon Wild and Treasure Strike Wild

The Redbeard Wild, Dragon Wild and Treasure Strike Wild trigger different features when they land on the reels in the same spin. Only one of each of these Wild symbols may land in a spin.

Dragon Wild + Treasure Strike Wild

When the Dragon Wild and Treasure Strike Wild land on the reels in the same spin, the dragon breathes fire at the treasure causing it to multiply and create additional Treasure Strike Wild symbols in a rectangular shape for more chances to win! Up to 15 additional wilds may appear on the screen in this way making a total of up to 17 wilds on the screen as an end result of the feature.

Redbeard Wild + Treasure Strike Wild

When the Redbeard Wild and the Treasure Strike Wild land on the reels in the same spin, Redbeard leaps on the treasure and collects as much as he can for an instant win.

The instant win is a cash prize representing stake multiplier. The possible multipliers are 6, 8, 10, 12, 15, 16, 18, 20, 25, 26, 28, 30, 33, 36, 38, or 50x your stake.

Dragon Wild + Redbeard Wild

When the Dragon Wild and the Redbeard Wild land on the reels in the same spin, Redbeard gets scorched by the dragon, leaving a trail of WILDS as he escapes for the chance of even bigger wins!

Dragon Wild + Treasure Strike Wild + Redbeard Wild

When the Dragon Wild, Treasure Strike Wild and Redbeard Wild all land on the reels in the same spin, first the dragon breathes fire on the treasure to create additional Treasure Strike Wilds. Then Redbeard leaps on the treasure to collect as much as he can before he gets scorched by the dragon, leaving a trail of WILDS as he escapes.

Wild

All Wilds substitute for all paying symbols and count as the symbol which forms the highest winning combination on a single win line. All Wilds including the Redbeard, Dragon, and Treasure Strike Wild symbols, share the same pays as the base Wild explained in the Paytable symbol wins section.

Treasure Run

Three Bonus scatters on the 1st, 3rd and 5th reel trigger the Treasure Run feature. In it, Redbeard rides the mine cart collecting treasure as he goes. At every junction in the tracks, including at the start of the bonus, pick which direction Redbeard will travel. The bonus ends when Redbeard comes to the end of the line.

As Redbeard rides he will collect random number of gems. There are 5 types of gems and each gem collected awards a cash prize, representing a stake multiplier. The total prize collected is paid out at the end of the bonus. The stake multipliers awarded are as follows:

- Yellow gem: 0.1x
- Purple gem: 1x
- Pink gem: 3x
- Green gem: 5x
- Diamond: 10x

HOW TO PLAY TREASURE MINE

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.

Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. Jackpot prizes are not affected by any game features e.g. multipliers are never applied to jackpots. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus 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.

Winning combinations and payouts are made according to the Paytable.

If you are playing a Lines game, the prize value from one payline is equal to the total stake multiplied by the symbol multiplier advertised in the Paytable. 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.

If you are playing a Ways or a Cluster game, the prize value from one way or winning cluster is equal to the payout 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.

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% which includes base game RTP and jackpot contribution.

Minimum stake: \$x.xx

Maximum stake: \$x.xx