## HOW TO PLAY

## PAYOUTS

- Only highest winner paid per winning combination. ANY WAY ${ }^{\text {TM }}$ pays must occur on adjacent reels, beginning with the far-left reel.
Winnings pay per symbol.
This is an Any Way ${ }^{\text {TM }}$ pays game.
There are 4608 ways to win.
- Scatter wins are added to Any Way ${ }^{\text {TM }}$ pays. Paytable reflects current bet configuration.
All wins on multiple ways are added together.


## WILD SYMBOL

- \{wild \} is WILD for \{dolphin \}, \{crab\}, \{starfish\}, \{Ace\}, \{King\}, \{Queen\}, and \{Jack \}.
- $\{$ wild $\}$ only appears on reels 2,3 , and 4 .


## COIN SYMBOLS

- $\{$ coin $\}$ is a Scatter symbol and can land on any reel.
- \{silverCoin\} only appears in Free Spins above each of the reels.
- \{silverCoin\} becomes active above any reel which is full of \{coin\}


## JACKPOT COIN SYMBOLS

- There are 4 Jackpot COIN symbols - MINI, MINOR, MAJOR and MEGA.
- The Jackpot COIN symbols are Scatter symbols.


## BONUS SYMBOL

- $\{$ fire $\}$ is a Scatter symbol.
- The $\{$ fire $\}$ symbol only appears in the base game.


## CASH FALLS ${ }^{\text {TM }}$ FEATURE

- During the base game, each \{coin\} displays a Total Bet Multiplier or Jackpot based on the table below.
- Possible $\{$ coin $\}$ values
- Reel 1-2
- $0.5 \mathrm{x}-10 \mathrm{x}$ Total Bet, MINI
- Reel 3-4
- 0.5x - 20x Total Bet, MINI, MINOR
- Reel 5
- 1x - 20x Total Bet, MINI, MINOR, MAJOR, MEGA
- When $\{$ coin $\}$ land on the reels, the $\{$ coin $\}$ are locked in place for 3 spins, the spins are displayed in the meter below the reel.


## CASH FALLS ${ }^{\text {TM }}$ FEATURE

- Any subsequent $\{$ coin $\}$ which land on the reels, the meter will reset the spins to 3 . Changing the stake will clear the $\{$ coin $\}$ from the reels. On returning to the same stake, the $\{$ coin $\}$ will be retrieved and readded.
- If every position on a reel is filled with \{coin\}, then that reel awards the Cash Falls ${ }^{\mathrm{TM}}$ Feature. The Cash Falls ${ }^{\text {TM }}$ Feature awards the Total Bet Multipliers displayed on each of the $\{$ coin $\}$ on the reel. If a MINI, MINOR, MAJOR, or MEGA Jackpot is displayed on any of the \{coin\} then it awards the Total Bet Multiplier which equates to the corresponding meter.
- All Total Bet Multipliers are added together, with the total displayed in the meter at the bottom of that reel. After a reel awards the Cash Falls ${ }^{\mathrm{TM}}$ Feature, the $\{$ coin $\}$ on that reel are no longer locked in place. The remaining \{coin\} will disappear when the meter below the reels has no more spins.
- \{coin\} can land in stacks of 1,2 , or 3 . A maximum stack of 3 \{coin\} may land per base game spin. Symbols that land behind any \{coin\} are not evaluated.
- The Cash Falls ${ }^{\mathrm{TM}}$ Feature is only awarded in the base game.


## FREE SPINS FEATURE

- Land 3, 4, or 5 \{fire \} to be awarded 1x Total Bet and trigger Free Spins with 10, 12, or 15 Free Spins respectively.
- Possible \{coin\} values
- Reel 1-2
- 0.5x - 10x, 100x Total Bet, MINI
- Reel 3-4
- $0.5 \mathrm{x}-10 \mathrm{x}, 100 \mathrm{x}$ Total Bet, MINI, MINOR
- Reel 5
- 1x-10x, 100x Total Bet, MINI, MINOR
- During the Free Spins Feature, each \{coin\} displays a Total Bet Multiplier or Jackpot based on the table above.
- Any $\{$ coin $\}$ that land during Free Spins will be locked in place for the duration of Free Spins.
- During Free Spins if every position on a reel is filled with \{coin\}, the \{silverCoin\} will display a random Total Bet Multiplier.
- At the end Free Spins, \{silverCoin\} will award a random number of additional Total Bet Multipliers to the meter below the reel after the \{coin\} Total Bet Multipliers have been added to the meter. The additional Total Bet Multipliers awarded can be up to 100x and can also include MINI and MINOR Jackpots only.
- If a MINI or MINOR Jackpot is displayed on any of the \{coin\} then it awards the Total Bet Multiplier which equates to the corresponding meter.
- Additional Total Bet Multipliers from \{silverCoin\} award the same range of multipliers as $\{$ coin \}, dependant on which reel they are on (as seen on page 10). The below table shows the number of $\{$ silverCoin $\}$ awarded for each reel.
- Possible number of $\{$ silverCoin $\}$ awarded
- Reel 1-2
- 6-15
- Reel 3-4
- 8-25
- Reel 5
- 10-30
- The Free Spins Feature ends when no Free Spins remain, or all reel positions are filled with \{coin\}.
- Upon exiting the Free Spins Feature, the base game returns to the state that it was in prior to entering the Free Spins Feature.
- An alternate set of reels is used during the Free Spins Feature. All symbols besides \{coin\} are grayed out and not evaluated. Symbols that land behind \{coin\} are not evaluated.
- \{coin\} can land in stacks of 1 and or 2 . A maximum stack of 2 \{coin\} may land per Free Spin.
- Free Spins cannot be re-triggered.


## BUY PASS ${ }^{\text {TM }}$

- The BUY PASS ${ }^{\text {TM }}$ feature allows direct access to the Free Spins feature.
- The BUY PASS ${ }^{\text {TM }}$ Free Spins feature will randomly award 10, 12 or 15 FREE SPINS.
- The Free Spins feature is played at the selected bet level when BUY PASS ${ }^{\text {TM }}$ was triggered.
- The cost of the BUY PASS ${ }^{\text {TM }}$ Free Spins feature is featured below: \{multiplier\}x.


## TURBO MODE

- Turn on Turbo Mode to speed up each spin, it can be turned off at any point during the game.
- When Free Spins is awarded, Turbo Mode will automatically be turned OFF.
- Activating Turbo Mode does not influence the results of the spins.


## LEGAL NOTICES

- The expected return for this game is $93.85 \%$. This reflects the theoretical return across many plays.
- In accordance with fair gaming practices, the outcome of each and every game is completely independent.
- The chances of getting a particular outcome are always the same at the start of every game.
- Malfunction voids all pays and plays.
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