



DEAD CANARY

Help file

12/June/24

1.1 Game Features

WILD MINING	<p>Wild Mining is triggered in main game when 3, 4 or 5 of the same kind of paying symbols align diagonally, when there is no winning combination.</p> <p>The triggering symbols will be removed and create a Wild symbol in the middle positions of the alignment:</p> <ul style="list-style-type: none"> - 3 symbols award 1 Wild bomb. - 4 symbols award 2 Wild bombs. - 5 symbols award 3 Wild bombs. <p>Wild bomb explosions will increase the win multiplier by 1 for the next collapse.</p> <p>All other symbols will explode, except xBomb symbols. If a Scatter symbol gets blown away it reappears in a random position in next collapse.</p>
Scatter	<p>Scatter symbols can land anywhere on the reels, but if it lands behind the barrier it will not come in play until its unblocked.</p> <p>Scatter symbols will stick to their positions and remains during the Canary Freespins, unless any Scatter symbol lands in the vault position. It will then be pushed to an available space towards the center.</p> <p>There are two types of Scatter symbols:</p> <ul style="list-style-type: none"> - Gold cage Scatter symbol - Silver cage Scatter symbol <p>Three Scatter symbols of any kind will trigger Canary Freespins.</p>
xBOMB WILD MULTIPLIER	<p>An xBomb Wild symbol substitutes for any symbol except Scatter symbols.</p> <p>An xBomb explodes symbols in a cross pattern next to it, except Scatter symbols and other xBombs and will increase the win multiplier by 1 for the next collapse.</p> <p>All xBombs will explode before the next collapse.</p>

CANARY FREESPINS

Three Scatter symbols of any kind triggers Canary Freespins. The reel area becomes a 4-3-4-3-4-3-4 with the four vaults in the corners being locked.

The four vaults are locked in freespins but collects coins and multipliers from three neighbour positions, the vaults can be open up by xBomb explosions. When a vault gets unlocked, everything that is collected will be awarded as a win at the end of the bonus mode.

Scatter symbols start with 1x and can collect coins, multipliers, upgrades, the rat and the dwarf enhancer.

- **Silver cage Scatter symbol:** Collects in a x-shape 1 position from itself.

- **Gold cage Scatter symbol:** Collects in a x-shape from the entire rows.

All coin values are valued as times the active bet.

Scatter symbols and vaults will stop collecting after 65000x.

The Scatter symbol furthest to the left will pick up first.

Scatter symbols start with 3 hit points and the collected wins will only be awarded if the birds die.

xBombs and gas makes the Scatter symbols lose one hit point. When the bird dies it will respawn in its cage.

Canary Freespins starts with 3 spins and xBombs reset the spin count to 3.

Scatter symbols will be randomly positioned from any bonus buy.

Coin values

When collected, the value of the coin is added to the Scatter symbol that collected it.

Bomb

Bombs explodes and affects its neighbor positions in a x-shape. The explosion removes 1 hit point from Scatter symbols and opens up vaults. Bombs reset the number of spins to 3.

Multipliers

Multiplies the collected value of Scatter symbols and vaults.

Gas

Gas affects all birds adjacent to the gas symbol and reduces the Scatter symbol hit points by 1.

Dwarf

The dwarf symbol can be picked up by one Scatter symbol. When collected the Scatter symbol becomes a persistent collector and collects for each spin from all the other Scatter symbols until the dwarf dies. Adds 1 hit point to the affected Scatter symbol. When the dwarf dies, a bird will respawn in its cage.

The dwarf collects in the shape of the bird it transformed from.

Rat

The rat symbol can be picked up by one Scatter symbol. When collected the Scatter symbol becomes a persistent payer and shares its collected value to all other Scatter symbols for each spin until the rat dies. Adds 1 hit point to the affected Scatter symbol. When the rat dies, a bird will respawn in its cage.

The Rat collects in the shape of the bird it transformed from.

Vault

The vaults can be opened by xBomb explosions. When a vault gets unlocked, everything that is collected will be awarded as a win at the end of the bonus mode.

Upgrade

Upgrades silver cage Scatters to gold cage Scatters. Adds 1 hit point to the affected Scatter symbols.

1.2 Game Rules

- Dead Canary is a video slot with following feature(s):

- xBomb Wild Multiplier
- Canary Freespins
- Wild Mining
 - A 6-reel, 3-3-2-2-1-1 row setup that can go to 3-4-3-4-3-4 row setup.
 - The theoretical return to the player for this game is XX.XX%.
 - When the total win exceeds 65000x, the game round will end and 65000 times the base bet is awarded.
 - Features and spin results affect each other within a game round.
 - A Wild symbol substitutes for any other symbol except Scatter.
 - Winning combinations and pays are made according to the pay table.
 - Different reel configurations are used, depending on the game mode (main game or any of the bonus modes).
 - A Wild symbol substitutes for the highest possible winning combination according to the pay table.
 - All symbol payout values in pay table are displayed in the same currency as bet placed.
 - A malfunction voids all pays.
 - Malfunction in gaming hardware/software; all affected bets are refunded.
 - Game rounds not finished within 90 days will automatically be closed. Any accumulated wins during that game round will be paid out. These rounds cannot be replayed.
 - Autoplay automatically plays the game for selected number of rounds or when any of the advanced autoplay setting criteria are fulfilled.
 - When changing autoplay settings during a game round, all settings will take effect upon completion of the game round or feature.
 - Some autoplay features may be mandatory for some jurisdictions.