

1. Introduction

Caribbean Wild is a 5X3 pirate themed slot game that features an unlimited free spin bonus round. The game also features a pick a win pirate treasure hunt adventure bonus where players can collect cash and artifacts to unlock 'achievement' based upgrades.

2. How to Play

- Each press of PLAY will action each reel to spin to a random position. Wins are paid for matching 3, 4 or 5 of-a-kind symbols and also 2 of-a-kind Wild and Logo symbols.
- Line wins pay left to right. All line win symbols must appear on a played line and on consecutive reels, beginning with the far left.
- All wins shown on different win lines will be shown and paid to the player.
- The Wild symbol can substitute for ALL other symbols EXCEPT scatter symbols to help create a line win. Using a Wild symbol to complete a line does not incur any extra multiplier other than the win for the symbol(s) it substitutes for. Only the highest paying win on each line will be counted.
- During the base game play, any 'Wilds' that land in positions on the (5x3) 15 positions on the reels, will accumulate into a 15 stage grid at the bottom of the reels. This grid once full will trigger the 'Unlimited Free Spins' feature with all wins based up on the average stake taken to fill the grid during the base game.
- The game plays like a standard slot with the bonus trigger symbols on the first, middle and last reel to trigger the Pirate treasure hunt 'pick a win' bonus round.

2.1 Set Your Stake

- On 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.

2.2 Features

- To the left-side of the reels, at random, the Parrot on the Pirate may modify a spin with one of these 2 base game modifiers:
 - **Trigger Bonus:** During a random spin, the Parrot will fly on to the reels and award one or more bonus trigger symbols on the reels which may trigger the pirate treasure hunt adventure bonus.
 - **Re-wind modifier:** During the main game at random, Pirate Hunting bonus trigger symbols come in on reels 1 and 3 which in turn create an anticipation on reel 5. Occasionally if the bonus symbol has gone past the aperture, the Parrot will fly on to the reels causing the 5th reel to rewind so that the bonus trigger symbol is activated by being visible in the reel 5 window.

- **Unlimited Free Spins trigger:** During the base game under the reels is a 5X3 reel sand grid representing the reels. Every time a WILD appears on the base game reels the associated position will be 'locked' with a 'Wild' on the grid and stored (through all stakes). To trigger the unlimited free spins a player must 'lock' every position with a WILD in the sand grid and therefore needs to see a WILD symbol land in ALL the 15 unique positions on the base game. Further WILD symbols landing in positions already locked in the sand grid do not add to the accumulator.
- **1- Unlimited Free Spins:**
 - Once a player has completed all 15 position on the 'WILD' sand grid the unlimited free spins will commence. During free spins the sand grid will effectively continue with the same game mechanic as the base game and the unlimited free spins will continue until ALL 15 unique positions within the reels have again been 'Unlocked' by a WILD. As WILDS land on particular positions, those WILDS disappear from the sand grid. This continues until ALL the 'WILDS' have been unlocked (knocked out) from the 'WILD' sand grid accumulator. If a WILD lands in an already unlocked position on the sand grid they simply act as normal WILDS. The unlimited free spins only end when ALL 15 WILD positions on the sand grid have been knocked out.
 - All wins within Unlimited Free Spins will be relative to the current Average Bet played on the base game.
 - Bonus scatter symbols are NOT present during free spins.
- **2- Pirate Treasure Hunt:**
 - Once the bonus has been triggered, the player will be presented with a map containing many Caribbean islands to visit and plunder. The player is prompted to select one of the islands in view. The player's ship then speeds towards the chosen island. Once at the island the player will have an auto reveal of a cash amount based upon the player's stake, between x1 - x12.
 - Once at an island there **may** be on occasion an 'Artefact' icon found. There are 10 'Artefacts' to find. Collecting these 10 'Artefacts' increases the bonus frequency.
 - The players progression to the islands **may** be interrupted by encountering another vessel. The player has to defeat this opposing vessel in battle to continue in the Pirate Treasure Hunt feature. Some of these vessels will be collectables to boost the players in-game experience.
 - There are 10 Pirate ships to battle where the player can win extra crew members and sink Pirate ship. There are also 10 British Naval ships to battle against and defeat, these can also be collected. If the player gets defeated by any of these ships then the feature is over.
 - The aim of this feature game is to try and visit 20 islands without being defeated by one of the sailing ships, which ends the feature. Each island will have cash attributed to it. The player also has the chance win collectables which boost their in-game experience. They are the following:
 - **Find the 10 lost Artefacts** = Increased 2% Bonus average frequency.
The player has a chance to collect these by successfully reaching an island. These are awarded at random and are not guaranteed on every island. Collection of all 10, creates an extra overlay reel which will be spun every time 2 scatter bonuses land in view on the base game giving extra chance of landing third scatter. The reel that hasn't got a bonus scatter symbol on it will re-spin with a bespoke overlaid reel with only blanks and Bonus trigger symbols, if a trigger symbol lands it will trigger the bonus. This feature will be present for the lifetime of the game.
 - **Defeat 10 Navy Vessels** = Unlock Higher island Cash prizes.

The player whilst travelling to an island may encounter a Naval Vessel which if defeated will add to the 10 Navy ships to collect. Collection of all 10, boosts the prizes on each island between x1 - x15 of the players stake.

- **Capture 10 Legendary Pirates** = Less likely to lose in sea battle (longer feature).
The player whilst travelling to an island may encounter another rival Pirate Ship which if defeated may add a Pirate to the 10 Legendary Pirates to collect. Achieving 10 Pirates decreases the chance of being defeated in a sea battle therefore allows the player better progression through the islands for a longer feature (11.39% more islands on average).
- **Defeat 10 Pirate Vessels** = RTP boost.
The player whilst travelling to an island may encounter a Pirate Vessel which if defeated will add to the 10 Pirate ships to collect. Collection of all 10, will unlock and boost Winline 1 to a x2 multiplier for the lifetime of the game.

- System malfunction voids all pays and plays.

2.3 Buttons

- Pressing the rotating arrow icon above the Spin button will open a dialogue panel from which the player can access the autoplays adjuster. If autoplay is not approved in the jurisdiction, this button will not be available.
- Pressing the 'settings' button, on the right-hand side of the base game screen, will open the Paytable information. The player can press the left and right arrow buttons to access all the game information. Pressing the 'X' button will return the player to the main game interface.
- Accessing the paytable will allow the player to toggle the sounds on/off via the settings button, located on the left-hand side of the paytable. On launch of the game, the default setting will be ON.
- + and - buttons on 'Total Stake' adjust the player's Total Stake on each spin.

2.4 Paytable

- Only the highest win per bet line is paid.
- Line wins will pay from left to right only.
- Adjustment of the stake will dynamically alter the awards in the paytable.

3. 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.
- All results are predetermined.

4. General Information

- This game has a theoretical return to player (RTP) of 96.33%.
- If a players' average stake is applied to a bonus round which gives out fractional payments, these will be truncated to 2 decimal places.
- The maximum payout in one spin in this game is capped at 250,000.
- 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.

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