

SPECIAL SYMBOLS AND FEATURES

FISH SYMBOLS

All fish symbols are scatters. The fish symbols may land anywhere on the reels. They do not participate in win lines and they each hold an INSTANT WIN prize representing a monetary value based on a stake MULTIPLIER.

The fish and their corresponding stake MULTIPLIERS are:

- Grey Fish with either 2x or 5x;

- Blue Fish with either 10x or 15x;

- Green Fish with either 30x or 50x;

- Orange Fish with either 100x or 200x

When a fish is caught by the fisherman its INSTANT WIN prize is immediately paid out.

CATCH!

The fisherman above the slot randomly casts his fishing line in the water during or after a spin in attempt to catch fish. The hook on his fishing line will submerge to a random row during or after a spin and collect every fish on that same row. More than one fish can be caught during a single spin.

NUDGE

Occasionally, after being cast on a row where there are no fish or after a successful CATCH!, the fisherman will move the hook on his fishing line to another row for a chance to collect additional fish.

IMPROVED BAIT

Random MULTIPLIERS may be applied to the float of the fishing line during the normal game. Any fish caught when there is a MULTIPLIER on the float will have its INSTANT WIN prize multiplied by the specified amount.

Possible float MULTIPLIERS: x2, x3, x5, x10

CONTEST SPINS

The CONTEST SPINS symbol is a scatter. Landing 3 or more CONTEST SPIN symbols anywhere on the reels will trigger a bonus round, which rewards with a number of FREE SPINS based on the total count of CONTEST SPIN symbols landed:

3 x Contest Spin symbols = 10 Contest Spins

4 x Contest Spin symbols = 15 Contest Spins

5 x Contest Spin symbols = 20 Contest Spins

During CONTEST SPINS the fisherman will hold the hook on his fishing line in the water for the entire duration of the bonus round. After every CONTEST SPIN, the fisherman will either hold the Hook in place or move it up or down for a chance to catch Fish on another row.

CONTEST PROGRESS

A progress bar appears during CONTEST SPINS and tracks the number of fish caught. The progress bar has 4 milestones and rewards with RETRIGGERS and a float MULTIPLIER as follows: for every 8 fish caught the player is rewarded with 10 more CONTEST SPINS and gets a float MULTIPLIER of x2, x3, x5 and x10 respectively. There is a maximum of 4 RETRIGGERS, which results in 40 extra CONTEST SPINS.

HOW TO PLAY BASS BOSS

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.

Speed up each reel spin by pressing spacebar again, or by clicking on the reels. For TURBO SPIN, hold down the spacebar or the Spin button.

Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

Gamble Wheel

After a spin which results in a win of more than 0.10 GBP, the "Gamble" button is activated and the player may enter the Gamble game for a chance to increase their win.

The Gamble Wheel offers the player true odds and always plays 100% randomly with 100% RTP. The player can configure the Gamble using the following options: Pressing the plus button increases the potential win on the ladder and recalculates the wheel's chances. Pressing the minus button decreases the potential win. The green section of the wheel displays the exact chance of winning. The red section displays the exact chance of losing. If the player commits to pressing the Gamble button, the pointer within the wheel will spin. If the pointer lands in the green area, the player wins the highlighted prize which they chose in advance. If the pointer lands on the red area the Gamble is over and the player returns to the slot game.

The player doesn't have to collect the winnings manually. They are auto-collected after every Gamble round. Press the "Collect" button to collect your winnings and return to the slot game. If the Gamble feature is closed, the player cannot return to the feature unless they win another round in the slot game. The Gamble feature is disabled during auto-play. Jackpot winnings cannot be gambled.

General types of games

Check the pays menu in the game paytable 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 paytable. 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 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.

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

RTP \approx XX.XX%

The calculated max multiplier of the game is 4835.3.

Minimum stake: £0.10

Maximum stake: £XX