

1. Introduction

Flamin' Elle is a 6 reel slot, 4 symbols high with 40 winlines. The game has 4 'Flamin Wild' free spins bonus rounds. The slot also features 'Flamin Wild' base game modifiers.

2. How to Play

- Set your stake: At the left of the screen, the player can choose their stake by pressing the + and - buttons. The chosen stake will be shown in the Total Stake meter.
- Each press of PLAY will action each reel to spin to a random position. Wins are paid for matching 3, 4, 5, or 6 of-a-kind symbols on winlines.
- Line wins pay left to right. All line win symbols must appear on a played line and on consecutive reels, beginning from the leftmost reel.
- All wins shown on different winlines will be shown and paid to the player.
- Wild symbols: The wild symbol can substitute for ALL other symbols except the scatter symbols. Using wild symbols to complete a line does not incur any extra multiplier, unless states as a multiplier, other than the win for the symbol(s) they substitute. Only the highest paying win on each line will be counted.
- Bonus scatter symbols: these symbols can appear on any reel. Three or more bonus symbols in view will trigger the bonus free spins feature.
 1. 3 bonus symbols award – 7 free spins.
 2. 4 bonus symbols award – 7 free spins + 5x stake win.
 3. 5 bonus symbols award – 7 free spins + 20x stake win.
 4. 6 bonus symbols award – 7 free spins + 50x stake win.

3. Game Features

3.1 Base Game Modifiers

During the base game, on every spin at random the base reels may spin longer than usual and Elle will drink some fuel and blow flames onto the reels. There will be, at random, between 4 and 10 flamin' wilds blown onto the reels.

3.2 Free Spins

During Free Spins, there can be bonus scatter symbols land which will trigger extra Free Spins. The amount of extra Free Spins will depend on the amount of bonus trigger symbols in view on that spin (see values below):

- 2 scatters = 3 extra Free Spins
 - 3 scatters = 5 extra Free Spins
 - 4 scatters = 7 extra Free Spins
 - 5 scatters = 10 extra Free Spins
 - 6 scatters = 15 extra Free Spins
- **Flamin' Riches:** Elle will take a swig of fuel and blow only one flame out covering the reels. On each and every Free Spin, Elle will drink more fuel/breath in more/blow a longer flame per spin.
 - On the first Free Spin, Elle will drink fuel, take a deep breath and blow a flame on to the reels. Once the fire dissipates, it will reveal 4 'Flamin' Wilds' in random positions whilst the

reels are spinning. When the reels come to a halt, any resulting wins will be processed. On the next spin, Elle will drink more fuel, breathe deeper and blow a longer flame this time, revealing 5 'Flamin' Wilds'. This scenario will continue upgrading the amount of 'Flamin' Wilds' for all 7 Free Spins, ending with the final spin. On this final spin, Elle will pull out a flame thrower and burn the reels with a massive flame, revealing 10 'Flamin' Wild' positions. Any final wins will be processed.

- **Blaze it Up:** The same game mechanic will apply. Elle will take a swig of fuel and blow one flame out covering the reels. On each and every Free Spin, Elle will drink fuel, breath in and blow a flame per spin.
 - On the first Free Spin, Elle will drink fuel, breath and blow a flame on to the reels. Once the fire dissipates, it will reveal 4 'Flamin' Wilds' on the screen whilst the reels are spinning. When the reels come to a halt, any wins will be processed. If there is NO win, then, on that spin, Elle will drink more fuel, breathe deeper and blow a longer flame, this time revealing 5 'Flamin' Wilds'. This scenario will continue upgrading the amount of 'Flamin' Wilds' for all 7 Free Spins if there has been NO win, ending with the final spin. If at any point the 'Flamin' Wilds' create a win on that spin, then on the next flame blow, the same amount of 'Flamin' Wilds' will be present and there will be NO upgrade.
 - As soon as the player gets NO win, the current 'Flamin' Wilds' will be upgraded to the next 'Flamin' Wild' level for the subsequent Free Spin.
- **Hot or Not:** Random chance of any 'Flamin' Wild' scenario. On each and every Free Spin, there is a random chance Elle will drink fuel, breath in and either blow flames and award 'Flamin' Wilds' or not drink any fuel and therefore award no Flamin' Wilds.
 - On a chance basis, the next spin may have NO 'Flamin' Wilds' via Elle, or award between 4 and 10 Flamin' Wilds.
- **Heat is On:** Random Wilds distributed in pairs co-joined in parallel. On each and every Free Spin, Elle will drink fuel, breath in and blow flames to award 'Flamin' Wilds' onto the reels. The Wilds may be populated via Elle performing several flame blows and there may be 2 to 6 'Flamin' Wilds' and any combination awarded during any flame blow. There will always be between 2 and 6 'Flamin' Wilds' awarded for each Free Spin, therefore Elle will burn (2-6 symbols) Wilds on each spin. This process continues until all 7 Free Spins have been exhausted.
- All Free Spins wins will be relative to current total bet and the base game payable.

4. Buttons

- Pressing the rotating arrow icon, next to the PLAY button, will open the Autoplay functionality.
- Pressing the 'settings' button, on the right-hand side of the base game screen, will open the payable information. The player can press the left and right arrow buttons to access the in-game information. Pressing the 'X' button will return the player to the main game interface.
- Accessing the payable will allow the player to toggle the sounds on/off via the settings button, located on the left-hand side of the payable. On a device that is compatible, the player can also turn on/off the vibrate functionality. On launch of the game, the default setting will be ON for both of these options.

- + and - buttons on 'Total Stake' adjust the player's Total Stake on each spin.

5. **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.

6. **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.

7. **General Information**

- For any payout 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 250,000.00
- 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.