SPECIAL SYMBOLS AND FEATURES

VAMPIRE BITE

During a spin between 2 and 10 VAMPIRE BITES may occur on random positions on any of the middle 4 reels. Symbols which land on these positions will be transformed into WILD symbols. WILDS substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single win way.

WEREWOLF SCRATCH

WEREWOLF SCRATCHES may occur during a spin on between 2 and 10 tile positions on any of the reels. Symbols which land on these positions will have a random WAYS MULTIPLIER of between x2 and x10 applied. The symbol will be counted as the number of symbols the multiplier shows in the ways calculation.

In the normal game the VAMPIRE BITE and the WEREWOLF SCRATCH features cannot occur together in a single spin. This may only happen during the BATTLE SPINS bonus round.

VAMPIRE SPINS

The VAMPIRE SPINS symbol is a 1x4 scatter which may only land on the 1st and the last reel. Landing 2 VAMPIRE SPINS scatters in a single spin awards the VAMPIRE SPINS bonus round with 7 free spins. During VAMPIRE SPINS the VAMPIRE BITE feature occurs at an increased rate and with the same rules applied as in the normal game.

WEREWOLF SPINS

The WEREWOLF SPINS symbol is a 1x4 scatter which may only land on the 1st and the last reel. Landing 2 WEREWOLF SPINS scatters in a single spin awards the WEREWOLF SPINS bonus round with 7 free spins. During WEREWOLF SPINS the WEREWOLF SCRATCH feature occurs at an increased rate and with the same rules applied as in the normal game.

BATTLE SPINS

Landing both the VAMPIRE SPINS scatter and the WEREWOLF SPINS scatter in a single spin triggers the BATTLE SPINS bonus round with 7 free spins. During BATTLE SPINS both the VAMPIRE BITE and the WEREWOLF SCRATCH features occur at an increased rate and may be triggered together in a single spin to potentially award WILDS with applied WAYS MULTIPLIERS.

The Vampire scatter and the Werewolf scatter do not land during Werewolf Spins, Vampire Spins or Battle Spins and thus no bonus spins may be awarded during any of the bonus rounds.

HOW TO PLAY TRANSYLVANIA NIGHT OF BLOOD

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.

Jackpot Game

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. Jackpot prizes are not affected by any game features e.g. multipliers are never applied to jackpots. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and

won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

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.

The prize value from one payline is equal to the total stake divided by the number of paylines, 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.

Example: Total stake is 2. Total paylines are 20. Symbol multiplier for length of 5 is 300. The win for 1 payline with this symbol and length would be calculated as such: 2 / 20 * 300 = 30.

The prize value from one payline in a Multiline game is equal to the 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.

Example: Stake is 2. Symbol multiplier for length of 5 is 20. The win for 1 payline with this symbol and length would be calculated as such: 2 * 20 = 40.

The prize value from one way or cluster in a Ways or Winning Clusters game is equal to the stake multiplied by the symbol multiplier 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.

Example: Total stake = 2. Symbol win multiplier = 2. Win = 2x2 = 4.

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.

Gaming session information

"Gaming session" is considered the time since the current game has been opened, until the time it is closed. Opening the game again from the lobby, or reloading the game in the browser is considered a new gaming session.

"Session timer" is being measured for the current gaming session only.

"Net position" is being based on the current gaming session only, calculating "all real money wins minus all real money bets."

For the best gaming experience, use of the latest version of software is recommended. Malfunction voids all pays and plays.

The RTP is ≈ XX.XX% which includes base game RTP and jackpot contribution.

Minimum stake: $x.xx

Maximum stake: $x.xx