

# Game Infos

## Taxi Ride

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### Description

Racing through the streets of Joburg your taxi driver takes you on a wild ride! The longer you travel in the taxi the more you can win. But beware, the driver drives risky, so the taxi is bound to crash sooner or later. Make sure to get off in time to collect your winnings!

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### How to play?

This is a **multi-player game**, where a lot of users can play the same Taxi Ride round at the same time.

The **players individually choose their stake amount**, but they all play the same bet with the same result.

*The number of players participating, their target, or stake DO NOT affect the game or the bet outcome.*

**The goal is to get a result the same or higher than the number you have chosen.**

- If the bet is a win, the **payout includes the stake amount and the profit amount based on the target cashout**, not based on the game result.
- The bet is a loss if the result is lower than the target multiplier.

### Example

#### **Bet result: 5.43**

- Player 1: selected multiplier **5.43** - **WIN**
- Player 2: selected multiplier **10** - **LOSS**
- Player 3: selected multiplier **5.12** - **WIN**
- Player 4: selected multiplier **5.44** - **LOSS**

There are two ways of playing this game: **Standard** or using **Advanced**.

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## Standard Betting

The first step in order to start betting manually is to **enter the stake amount**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

The target, **“Cashout at”**, means that the taxi driver has to drive **the same or further than you predicted** (*bet result has to be the same or higher than the selected*) in order for the bet to be a winning one.

**If the bet result is below the target, the bet is lost.**

Once a game round has been finalized the player will have an option to see the following elements:

1. **Next round countdown:** it shows in how many seconds the new round will start and the number of players that joined the next round.
2. **Results:** the result of the previous rounds and statistics of their previous betting session.
3. **Advanced button**
4. **Stake** - the bet amount for the next bet
5. **Play (next game)** button

On the left, it is possible to see **Players in this session**: it shows the total number of players in the round, their Multiplier (the point when they won the bet or cashed out, or if they lost that bet), and their Stake amounts.

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## Advanced Betting

For players that don't like to constantly press the **“Place bet”** button or monitor their betting session all the time in order not to miss or skip a round, we provide the **Auto-betting** option.

All the possible settings will be explained below.

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.

- **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).
6. **Auto escape:** In order to chose a target multiplier where the player automatically does a cashout the player can toggle “Auto escape” to “on” and choose what multiplier that should result in an automatic cashout if reached.

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Place bet”** button.

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Rugby Run

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## Description

Last try of the game and our player goes for it! Make sure to pass the ball for the win before the opposition tackles you!

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## How to Play?

This is a **multi-player game**, where a lot of users can play the same Rugby Run round at the same time.

The **players individually choose their stake amount**, but **they all play the same bet with the same result**.

*The number of players participating, their target, or stake **DO NOT** affect the game or the bet outcome.*

**The goal is to get a result the same or higher than the number you have chosen.**

- If the bet is a win, the **payout includes the stake amount and the profit amount based on the target cashout**, not based on the game result.
- The bet is a loss if the result is lower than the target multiplier.

## Example

### **Bet result: 5.43**

- Player 1: selected multiplier **5.43** - **WIN**
- Player 2: selected multiplier **10** - **LOSS**
- Player 3: selected multiplier **5.12** - **WIN**
- Player 4: selected multiplier **5.44** - **LOSS**

There are two ways of playing this game: **Standard** or using **Advanced**.

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## Standard Betting

The first step in order to start betting manually is to **enter the stake amount**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

The target, **“Cashout at”**, means that the rugby player has to run a distance of **the same or further than you predicted** (*bet result has to be the same or higher than the selected*) in order for the bet to be a winning one.

**If the bet result is below the target, the bet is lost.**

Once a game round has been finalized the player will have an option to see the following elements:

1. **Next round countdown:** it shows in how many seconds the new round will start and the number of players that joined the next round.
2. **Results:** the result of the previous rounds and statistics of their previous betting session.
3. **Advanced button**
4. **Stake** - the bet amount for the next bet
5. **Play (next game)** button

On the left, it is possible to see **Players in this session:** it shows the total number of players in the round, their Multiplier (the point when they won the bet or cashed out, or if they lost that bet), and their Stake amounts.

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## Advanced Betting

For players that don't like to constantly press the **“Place bet”** button or monitor their betting session all the time in order not to miss or skip a round, we provide the **Auto-betting** option.

All the possible settings will be explained below.

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.

- **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
- 5. On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).
- 6. Auto escape:** In order to chose a target multiplier where the player automatically does a cashout the player can toggle “Auto escape” to “on” and choose what multiplier that should result in an automatic cashout if reached.

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Place bet”** button.

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Comet Crash

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## Description

Fly to the moon! The longer you fly with the comet the more you can win. But beware, the flight is risky, so the comet is bound to crash sooner or later. Make sure to get off in time to collect your winnings!

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## How to Play?

This is a **multi-player game**, where a lot of users can play the same Comet Crash round at the same time.

The **players individually choose their stake amount**, but **they all play the same bet with the same result**.

*The number of players participating, their target, or stake **DO NOT** affect the game or the bet outcome.*

**The goal is to get a result the same or higher than the number you have chosen.**

- If the bet is a win, the **payout includes the stake amount and the profit amount based on the target cashout**, not based on the game result.
- The bet is a loss if the result is lower than the target multiplier.

## Example

### **Bet result: 5.43**

- Player 1: selected multiplier **5.43** - **WIN**
- Player 2: selected multiplier **10** - **LOSS**
- Player 3: selected multiplier **5.12** - **WIN**
- Player 4: selected multiplier **5.44** - **LOSS**

There are two ways of playing this game: **Standard** or using **Advanced**.

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## Standard Betting

The first step in order to start betting manually is to **enter the stake amount**.

In the "Stake" field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,

- **quick amount** buttons will set the amount as labeled on the button.

The target, **“Cashout at”**, means that the comet has to fly **the same or further than you predicted** (*bet result has to be the same or higher than the selected*) in order for the bet to be a winning one.

**If the bet result is below the target, the bet is lost.**

Once a game round has been finalized the player will have an option to see the following elements:

1. **Next round countdown:** it shows in how many seconds the new round will start and the number of players that joined the next round.
2. **Results:** the result of the previous rounds and statistics of their previous betting session.
3. **Advanced button**
4. **Stake** - the bet amount for the next bet
5. **Play (next game)** button

On the left, it is possible to see **Players in this session:** it shows the total number of players in the round, their Multiplier (the point when they won the bet or cashed out, or if they lost that bet), and their Stake amounts

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## Advanced Betting

For players that don't like to constantly press the **“Place bet”** button or monitor their betting session all the time in order not to miss or skip a round, we provide the **Auto-betting** option.

All the possible settings will be explained below.

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every



winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

**5. On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

**6. Auto escape:** In order to chose a target multiplier where the player automatically does a cashout the player can toggle “Auto escape” to “on” and choose what multiplier that should result in an automatic cashout if reached.

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Place bet”** button.

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Shooting Star

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## Description

Fly to the moon! The longer you fly with the star the more you can win. But beware, the flight is risky, so the star is bound to crash sooner or later. Make sure to get off in time to collect your winnings!

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## How to Play?

This is a **multi-player game**, where a lot of users can play the same Shooting Star round at the same time.

The **players individually choose their stake amount**, but they all play the same bet with the same result.

*The number of players participating, their target, or stake **DO NOT** affect the game or the bet outcome.*

**The goal is to get a result the same or higher than the number you have chosen.**

- If the bet is a win, the **payout includes the stake amount and the profit amount based on the target cashout**, not based on the game result.
- The bet is a loss if the result is lower than the target multiplier.

## Example

### **Bet result: 5.43**

- Player 1: selected multiplier **5.43** - **WIN**
- Player 2: selected multiplier **10** - **LOSS**
- Player 3: selected multiplier **5.12** - **WIN**
- Player 4: selected multiplier **5.44** - **LOSS**

There are two ways of playing this game: **Standard** or using **Advanced**.

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## Standard Betting

The player can place up to **two** bets during one game. Both bets are handled separately. The first step in order to start betting manually is to **enter the stake amount**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

The target, **“Cashout at”**, means that the comet has to fly **the same or further than you predicted** (*bet result has to be the same or higher than the selected*) in order for the bet to be a winning one.

**If the bet result is below the target, the bet is lost.**

Once a game round has been finalized the player will have an option to see the following elements:

1. **Next round countdown:** it shows in how many seconds the new round will start and the number of players that joined the next round.
2. **Results:** the result of the previous rounds and statistics of their previous betting session.
3. **Advanced button**
4. **Stake** - the bet amount for the next bet
5. **Play (next game)** button

On the left, it is possible to see **Players in this session:** it shows the total number of players in the round, their Multiplier (the point when they won the bet or cashed out, or if they lost that bet), and their Stake amounts

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## Advanced Betting

For players that don't like to constantly press the **“Place bet”** button or monitor their betting session all the time in order not to miss or skip a round, we provide the **Auto-betting** option.

All the possible settings will be explained below.

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).
6. **Auto escape:** In order to chose a target multiplier where the player automatically does a cashout the player can toggle “Auto escape” to “on” and choose what multiplier that should result in an automatic cashout if reached.

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the “**Place bet**” button.

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Paperplane

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## Description

It takes skills to create a simple thing like a Paper Plane. But once you develop a good technique, you can just enjoy watching it flying differently every single time. This Paper Plane game creates the same excitement of not knowing how far it will fly and where it will land. But if it lands on the right track – Ka-Ching!

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## How to Play?

**The object of the player is to make the plane fly over or under a value chosen by the player.**

Whether a bet is a winning one or a losing one, it depends on two factors:

1. **The rolled number**
2. **The chosen settings**

There are two ways of playing this game: **Standard** or using **Advanced**.

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## Standard Betting

The player **sets the stake** and proceeds to **choose a result from 0 to 100** (with the decimals).

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button. **The Flight distance can be anywhere from 00.00 up to 100.00 m.**

One can choose the **result in two different ways**.

You can either type in the **wanted distance** (1), or you can move the flag on the bar left or right until the wanted distance is selected.

If the decision is to type in selected, there are two under-sections that must be taken into the account.

(1) If the decision is to define a **Flight distance**, the actual outcome can be defined with **decimals**, eg. 55.66 **or without** (and then the outcome will have 00 as decimal eg. 55.00) In this game mode, the player can choose between the outcomes: **Over or Under**.

***Note: If the Flight distance is exactly the one as defined (eg. 55.66), the bet is always lost, because the outcome has to be either over (if the settings define to roll over) or under (if the settings define to roll under).***

(2) The player can also define the outcome by selecting the **desired multiplier** for the game which will automatically set the actual outcome to match the target multiplier for the game.

Once again, it can be chosen to be **over or under**, and by pressing those buttons next to the multiplier, it will keep the same multiplier, just change the desired sides.

***Note: If the selected value is not possible according to the RTP and payouts chosen by the operator, the closest possible value will be chosen and the display changes accordingly (eg. If the selected multiplier is 500x, it will automatically be set on 495.05x instead).***

*The player can never choose more than one outcome per game round!*

After everything is set, for the player to place a bet, the button **“Let it fly”** has to be pressed.

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## Advanced Betting

For players that like to use different strategies, have longer betting sessions with the same settings, without having to constantly press the **“Let it fly!”** button, we offer an advanced option that allows them to use auto-betting.

All the possible settings will be explained below.

- 1. Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
- 2. Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
- 3. Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
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  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.

- **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

**5. On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Let it fly”** button.

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Archeo

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### Description

The Aztec treasure is well hidden, and you need to dig carefully in order to avoid all the obstacles they have set in order to protect it. Get ready for an intense game that will keep you on your toes!

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## How to Play?

**The goal of this game is to increase the multiplier by opening more and more fields or using the more difficult settings.**

**Choosing the difficulty level (a)** is the first step before placing a bet. Depending on what preferences the player has, he/she can choose **any of the 4 different levels**.

After that, the next step would be **entering the stake amount (b)**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

When both settings are in place, in order to start the bet, the player has to press the **yellow button**.

*Example:*

### **Difficulty level: Easy**

After the bet is placed, the player **presses on one of the four fields**, and goes **from top to bottom**, advancing and **increasing the multiplier**. At every step, the player will be able to see his **current payout** and **what would the payouts be** if he opens all the remaining fields.

When playing manually, **the player can stop at any point and cash out the current payout** (stake + profit) or **continue betting until he/she reaches the desired payout** or **until he/she reaches the end** (opening the Level 10).

**Whenever the “treasure” is opened, the player can proceed to open the next field or cash out. If the player opens a field with the “scull” beneath it, the bet is lost.**

Additionally, in lines **4, 7, and 10**, if the player is lucky enough, he/she will open a field with an **additional multiplier**. It can be **2x or 11x**. This means that the potential win can be even **44x** higher than initially presented payouts if a player reveals all the fields with the highest hidden treasure.

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## Standard Betting

### Game levels in Standard mode

There are four levels:



- **Easy** - low risk/reward - **3 out of 4 tiles are wins**
- **Medium** - moderate risk/reward - **2 out of 3 tiles are wins**
- **Hard** - high risk/reward - **1 out of 2 tiles is a win**
- **Insane** - great risk/reward - **1 out of 4 tiles is a win**

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## Advanced Betting

If a player wants to use the same strategy for multiple bets, then we offer an advanced option that allows them to use auto-betting. The player can choose **any difficulty, and any number of open fields** (it can be anywhere from 1 to 10 open fields). But when those settings are in place, **all the bets in that auto-betting session will be placed the same way.**

### Game levels in the Advanced mode

- **3 out of 4 wins • 2 out of 3 wins • 1 out of 2 wins**
- **1 out of 3 wins**
- **1 out of 4 wins**

- 1. Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
- 2. Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
- 3. Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
- 4. On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
- 5. On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).

When all the desired settings are in place, the player has to **press the yellow button** in order to start the betting session.

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## Additional Features

Below the game there is a section that shows the statistics of the ongoing game session, and includes the following details:

- The bar that shows the **number of the winning (green) and losing (red) bets**
- **Percentage change of the player's current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Jungle Gems

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### Description

The ancient treasure is well hidden, and you need to climb carefully in order to avoid all the obstacles set in order to protect it. Get ready for an intense game that will keep you on your toes!

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### How to Play?

**The goal of this game is to increase the multiplier by opening more and more fields or using the more difficult settings.**

**Choosing the difficulty level** (a) is the first step before placing a bet. Depending on what preferences the player has, he/she can choose **any of the 4 different levels**.

After that, the next step would be **entering the stake amount** (b).

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

When both settings are in place, in order to start the bet, the player has to press the **yellow button**.

*Example:*

**Difficulty level: Easy**

After the bet is placed, the player **presses on one of the four fields**, and goes **from top to bottom**, advancing and **increasing the multiplier**. At every step, the player will be able to see his **current payout** and **what would the payouts be** if he opens all the remaining fields.

When playing manually, **the player can stop at any point and cash out the current payout** (stake + profit) or **continue betting until he/she reaches the desired payout** or **until he/she reaches the end** (opening the Level 10).

**Whenever the “treasure” is opened, the player can proceed to open the next field or cash out. If the player opens a field with the “scull” beneath it, the bet is lost.**

Additionally, in lines **4, 7, and 10**, if the player is lucky enough, he/she will open a field with an **additional multiplier**. It can be **2x or 11x**. This means that the potential win can be even **44x** higher than initially presented payouts if a player reveals all the fields with the highest hidden treasure.

There are two ways of playing this game: **Standard** or using **Advanced**.

---

## Standard Betting

Game levels in Standard mode

There are four levels:

- **Easy** - low risk/reward - **3 out of 4 tiles are wins**
- **Medium** - moderate risk/reward - **2 out of 3 tiles are wins**
- **Hard** - high risk/reward - **1 out of 2 tiles is a win**
- **Insane** - great risk/reward - **1 out of 4 tiles is a win**

---

## Advanced Betting

If a player wants to use the same strategy for multiple bets, then we offer an advanced option that allows them to use auto-betting. The player can choose **any difficulty, and any number of open**

**fields** (it can be anywhere from 1 to 10 open fields). But when those settings are in place, **all the bets in that auto-betting session will be placed the same way.**

### Game levels in the Advanced mode

- **3 out of 4 wins • 2 out of 3 wins • 1 out of 2 wins**
- **1 out of 3 wins**
- **1 out of 4 wins**

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).

When all the desired settings are in place, the player has to **press the yellow button** in order to start the betting session.

---

## Additional Features

Below the game there is a section that shows the statistics of the ongoing game session, and includes the following details:

- The bar that shows the **number of the winning** (green) **and losing** (red) **bets**
- **Percentage change of the player's current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Magic Numbers

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### Description

A game that has been interesting for decades, and it's fun to play no matter how old you are! The excitement of waiting for the numbers to appear and to see how many of them you guessed: marvelous, thrilling, and exciting. Every time!

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### How to Play?

The object of the player is to guess all the numbers that are rolled on the selected number of balls

The multiplier depends on two factors:

- **The number of balls selected**
- **The amount of picked numbers**

There are two ways of playing this game: **standard** or **advanced**. For both ways of playing, you can choose between the **normal mode** (pre-set) or turn on the **Quick Mode** (button is in the top right corner).

**Bonus:** In certain rounds, a player can get a “**Joker**”, which replaces **any number**!

---

## Standard Betting

The player sets stake and proceeds to choose **at least 5 numbers** from the Numbers pool.

On top of the page, the player can see **5 balls**.

Below that, there is a **pool of 25 numbers**, and the player can select **minimum 5 numbers**, and **maximum 24 numbers**

Depending on how many numbers are selected, the **Payout on win will change**:

- If a player selects **fewer numbers**, the payout will be **higher**
- If a player selects **more numbers**, the payout will be **lower**

*Note: You cannot select all the numbers, there must be at least one number left out.*

To **win a bet**, the player must have **5 out of 5 numbers matched**.

If there are **less than 5 numbers matched**, the bet will be **lost**.

---

## Advanced Betting

For players who like to choose personalized settings, this is a great feature.

Besides the “**Stake**” field, the player can now select:

- **Number of balls (3 to 10)**
- **Numbers pool (25 to 50)**

If a player wants to play multiple bets with the same settings, then using the “**Auto**” betting button will be a huge help.

1. **Auto**: In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds**: A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake**: If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win**: This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every

winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the “**Place your bet**” button.

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## Additional Features

Below the Numbers pool, the player will have an option to see the stats of the betting session by pressing the % button:

The stats include the following details:

- (a) **The bar** that shows the number of the winning (green) and losing (red) bets
- (b) **Percentage change** of the players current balance (green – profit, red – loss)
- © **Restart session** button that resets the statistics for that session back to zero
- (d) **Number of bets** made during the session, and presentation of wins and losses
- (e) **Total wagered amount** during the betting session
- (f) **Profit** during the betting session

# Gold Rush

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## Description

Each tile hides something. Can you hide your excitement every time you open a new tile and realized you keep on multiplying your stake? Thinking whether it will be a “yay” or a “nay” on your next step? The Gold Rush is real!

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## How to Play?

**The goal is to open as many tiles as possible without opening the tile where a bomb lays under.**

**The more fields a player manages to open, the higher the payout is.**

**If a player opens a tile with a bomb, the bet is lost.**

There are two ways of playing this game: Standard or using Advanced.

---

## Standard Betting

First, the player has to choose the **difficulty levels** that will be used in a game. It can be:

- Easy - low risk/reward - 3 bombs
- Medium - moderate risk/reward - 5 bombs
- Hard - high risk/reward - 8 bombs
- Insane - great risk/reward - 18 bombs

When the basic settings are being chosen, the player **enters the stake amount**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

When all the three fields are set according to the players 'preference, in order to place the bet, he/she just needs to press the “PLAY FIELD” button.

The bet is placed, and now the player is opening tiles one by one by **pressing on any square tile** he/she wants. **After every opened field, the player can see the current payout** of the bet and **can decide if he/she wants to cashout and finish the bet or continue opening more fields**.

**With every additional opened field, the payout increases.** In case the player opens **a field** where there is a **bomb under it**, the **bet will be lost**.



During the bet, the player will always have the insight in:

(1) **Stake amount**

(2) **Number of bombs**

(3) **Payout on the next tile** – if the player decides to open one more tile, the presented value will be his/her payout amount (stake + profit)

(4) **Cashout button** – it presents the current payout amount (stake + profit)

After pressing the “CASHOUT” button, the game is over, and the payout amount is added to the player’s balance. He/she can place another bet right after that, with the same settings, or, if they want, they can change the settings before placing the next bet.

When the bet is finished, the player will be able to see:

a) **Rating:** depending on the multiplier of a winning bet, more stars will be given b)

**Multiplier**

c) **Payout:** stake + profit

---

## Advanced Betting

For players that like to use the exact **same pattern** of the open fields and place the same bets quicker, they do not have to press the “PLAY FIELD” button repeatedly. They can press the **“Advanced”** button and use the\*\* auto-betting option\*\*.

When using this option, there are the following settings that should be configured according to the player’s desire:

- **Board size:** It can be either a **3x3 matrix** (9 fields), or a **5x5 matrix** (25 fields).
- **Number of bombs:** A player can pick any number of bombs **between 1 and 8** for the 3x3 matrix, or **between 1 and 24** for the 5x5 matrix.

**When it’s pressed *SHOW* near the *AUTO* button, more advanced settings in an auto-betting session are revealed:**

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.

- **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).

When those are all set, in order for the player to start a betting session, he/she just has to press the **“PLAY FIELD”** button.

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## Additional Features

Below the game field, the player will have an option to see the statistics of the current betting session (no matter if they are playing manual or auto).

The statistics of the ongoing game session includes the following details:

- The bar that shows the **number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Street Dice

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### Description

Dice games are always bringing back our memories. Almost all the board games included throwing the dice. But this one will keep you entertained for hours, testing out different strategies and throwing the dice, just like the old times!

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## How to Play?

**The goal of this game is to guess what the outcome will be by looking at the sum of the rolled numbers.**

## Bet types

There are **three bet types**, the player can choose between **Over-Under**, **Correct score** and **Ranges**.

### Over-Under

The player chooses **one number** and guesses whether the result will be **over or under** that number.

The **payout amount will depend on the difficulty** to roll over/under the selected number and **will be displayed below the dice** that are rolling. **Correct Score**

The player has to choose **one number** that he guesses it will be rolled.

The player must **hit the exact score** by rolling the dice in order **to win the bet**.

**The minimum score is equal to the number of dice selected** (*so for 4 dice, the minimum possible score would be 4*), and the **maximum score is equal to the number of dice multiplied by 6** (*again, for 4 dice, the maximum possible score would be 24*).

The player can choose any of the scores in between and **the higher the probability to hit that score will lower the game multiplier and vice versa**.

### Ranges

The player chooses **a range between which the result will be**.

**The range cannot cover all the possibilities** (for example, with the selection of 1 dice, the range cannot be from 1 to 6).

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## Standard Betting

After selecting the Bet Type, the next step is to set the **stake amount**.

Once it's clicked on the "Stake" field, an amount can be entered, or one of these buttons can be clicked:

- - will lower the existing bet amount for 0.5,
- + will increase the existing bet amount for 0.5,
- **2, 10, 25** will set the bet amount 2, 10 or 25 immediately.

That will make the payout amount visible right away, and it depends on the stake and multiplier that is determined by the following settings.

For placing the bet with the chosen settings, the player has to click the **“Roll dice”** button.

---

## Advanced Betting

Auto-betting is possible to be chosen for any of the presented game types. The player can pick the desired settings such as stake and all the other parameters that are presented before.

**Some of the Bet Types have more options under the Advanced settings.**

For example, the **Correct Score** Bet Type gives the option to choose between **ONE or TWO SCORES**. The **Ranges** Bet Type gives the option to choose between **ONE or TWO RANGES**.

After that part has been set, there are even more **advanced settings** a player can adjust according to their choices:

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.

- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).

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## Additional Features

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player's current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

## Rock Paper Scissors

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### Description

Rock Paper Scissors is a classical game that everyone has played! Are you trying to play wise or taking a wild guess?

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### How to Play?

**The goal of the game is to beat the other player's choice by choosing your particular outcome of Rock, Paper or Scissors.**

There are two ways of playing this game: **Standard** or using **Advanced**.

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### Standard Betting

This game is very simple to play. For standard betting, all that has to be done is **enter the desired stake amount** for that bet.

In the "Stake" field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

The multiplier is always fixed for this game, so the second and the final step is to **click on the field you want to select for that bet**:

- Rock, • Paper, or
- Scissors.

On top of the page, the player can always see the **number of Losses, Ties and Wins**, and the **results of the last five bets** are presented with the signs that have been **picked by a player** (*on the right*) and **generated by the house** (*on the left*).

Each bet is followed with a smooth animation and by enlarging the picked and generated signs only.

---

## Advanced Betting

For players that like placing a lot of bets by always picking the same sign, auto-betting is a much more attractive option.

1. **Auto**: In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds**: A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake**: If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win**: This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss**: This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake

for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

After the player creates the settings, he/she wants, all that is left to be done is to **click on the particular outcome** that will be his/her selection for all the bets in that session. The auto-bet starts then. **The session can be stopped/paused at any moment** by pressing the **“STOP”** button.

---

## Game Rules

Once the player has chosen his/her stake and bet (outcome) the game starts. The following results are winning results for the player, all other results are counted as losing bets for the player:

- **Rock beats** (crushes) **scissors**
- **Paper beats** (covers) **rock**
- **Scissors beat** (cut) **paper**
- **Two of the same will draw** (push) and **no one will win that round** (stakes are returned) eg. *Rock vs Rock or Paper vs Paper.*

## Daredevil

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### Description

Hope you're not afraid of heights! Pick one number you want to climb up to. Then, close your eyes and climb high! As high as you can! The bolder you are the more you win, up to 1.000.000 times your stake!

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### How to Play?

The goal is to get a **result same or higher** than the multiplier you have chosen.

- If the bet is a **win**, the payout includes the stake amount and the profit amount based on the target multiplier, not based on the game result.
- The bet is a **loss** if the result is lower than the target multiplier.

There are two ways of playing this game: **Standard** or using **Advanced**.

---

### Standard Betting

The first step in order to start betting is to **enter the stake amount and choose the target multiplier**.

In the “Stake” field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

*The target multiplier means that the bet **result has to be the same or higher than the selected multiplier** in order for the bet to be a **winning** one.*

A player can choose the multiplier either by entering the exact multiplier in the given field or by dragging the mark up and down on the bar that is on the left. *If the bet **result is below the target multiplier**, the bet is **lost**.*

Once a player chooses his/her target multiplier, they will have an option to see the following fields above “Stake” and “Multiplier” fields:

1. **Payout amount**: it shows how much it will be added to the balance if the player wins that bet. It includes the stake amount and the profit amount.
2. **Win chance**: it shows the probability to win that bet. The higher the multiplier is set, the lower the win chance it is, but also that means that the payout amount will be higher.

**The bet result can be any number starting from x1.00 and ending with x1,000,000.00.**

*The player can never choose more than one target multiplier per game round!*

After the player sets all the desired settings into place, he/she just has to press the **“Start climbing!”** button in order for that bet to be placed.

The **last five bet results** will be displayed on the right.

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## Advanced Betting

For players that like to use different strategies, have longer betting sessions with the same settings, without having to constantly press the **“Start climbing!”** button, we offer an advanced option that allows them to use auto-betting.

All the possible settings will be explained below.

1. **Auto**: In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds**: A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake**: If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win**: This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.



- **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for ½) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for ¼) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Start climbing”** button.

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## Additional Features

### Quick mode

One of the most attractive features that are making this game ultra-fast, is the **“Quick mode”** button that can be found on top of the page once the game is opened.

If the Quick mode is turned off the animation shows the numbers rolling until they reach the result.

If a player prefers a quicker game,\*\* by pressing this button\*\*, the animation will still be visible, but the rolling numbers are **more than 10x faster**.

### Statistics

Below the game, the player will have an option to open the statistics by pressing the **%** button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**

- Profit during the betting session

## Monkey Bizniz

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### Description

Hope you're not afraid of heights! Pick one number you want to climb up to. Then, close your eyes and climb high! As high as you can! The bolder you are the more you win, up to 1.000.000 times your stake!

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### How to Play?

The goal is to get a **result same or higher** than the multiplier you have chosen.

- If the bet is a **win**, the payout includes the stake amount and the profit amount based on the target multiplier, not based on the game result.
- The bet is a **loss** if the result is lower than the target multiplier.

There are two ways of playing this game: **Standard** or using **Advanced**.

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### Standard Betting

The first step in order to start betting is to **enter the stake amount and choose the target multiplier**.

In the "Stake" field, you may either input an amount manually or click one of these buttons:

- - will lower the existing bet amount,
- + will increase the existing bet amount,
- **quick amount** buttons will set the amount as labeled on the button.

*The target multiplier means that the bet **result has to be the same or higher than the selected multiplier** in order for the bet to be a **winning** one.*

A player can choose the multiplier either by entering the exact multiplier in the given field or by dragging the mark up and down on the bar that is on the left. *If the bet result is below the target multiplier, the bet is lost.*

Once a player chooses his/her target multiplier, they will have an option to see the following fields above “Stake” and “Multiplier” fields:

3. **Payout amount**: it shows how much it will be added to the balance if the player wins that bet. It includes the stake amount and the profit amount.
4. **Win chance**: it shows the probability to win that bet. The higher the multiplier is set, the lower the win chance it is, but also that means that the payout amount will be higher.

**The bet result can be any number starting from x1.00 and ending with x1,000,000.00.**

*The player can never choose more than one target multiplier per game round!*

After the player sets all the desired settings into place, he/she just has to press the **“Start climbing!”** button in order for that bet to be placed.

The **last five bet results** will be displayed on the right.

---

## Advanced Betting

For players that like to use different strategies, have longer betting sessions with the same settings, without having to constantly press the **“Start climbing!”** button, we offer an advanced option that allows them to use auto-betting.

All the possible settings will be explained below.

1. **Auto**: In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds**: A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake**: If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win**: This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every

winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the **“Start climbing”** button.

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## Additional Features

### Quick mode

One of the most attractive features that are making this game ultra-fast, is the **“Quick mode”** button that can be found on top of the page once the game is opened.

If the Quick mode is turned off the animation shows the numbers rolling until they reach the result.

If a player prefers a quicker game,\*\* by pressing this button\*\*, the animation will still be visible, but the rolling numbers are **more than 10x faster**.

### Statistics

Below the game, the player will have an option to open the statistics by pressing the **%** button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player’s current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Plinko

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## Description

The digital fun and fast version of the most popular pricing game ever on "The Price is Right", debuting on January 3, 1983.

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## How to Play?

Drop a ball into the game and see it bounce down the pegs to win! Or better yet why not drop many simultaneous balls to win even more even quicker!? Do not tilt the phone or the computer, it will not help!

There are two ways of playing this game: Standard or using Advanced.

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## Standard Betting

Set the stake and proceed to choose the number of “buckets” (**8-16**) as well as the game difficulty (**easy-medium-hard**) to set the configuration for the game.

The higher the number of “buckets” and the harder the setting the higher the possible multiplier.

Proceed to press “play” to release a ball into the game.

Once the ball has bounced through the pegs in the game field it will end in one of the buckets. The bucket will determine the win.

Please note that you can drop multiple balls by pressing “play” again once a ball has been released into the game.

There are three settings controlling the speed of the ball dropping in the game and these can be found under the balance in the top right corner. > Is the slowest >> is medium >>> is the fastest

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## Advanced Betting

For players who like to choose personalized settings, this is a great feature.

If a player wants to play multiple bets with the same settings, then using the “**Auto**” betting button will be a huge help. *Please note that multiple balls will be dropped in the game simultaneously.*

1. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto- betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
4. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
5. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for 1/2) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for 1/4) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the “**Start climbing**” button.

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## Additional Features

### Quick mode

One of the most attractive features that are making this game ultra-fast, is the “**Quick mode**” button that can be found on top of the page once the game is opened.

If the Quick mode is turned off the animation shows the numbers rolling until they reach the result.

If a player prefers a quicker game,\*\* by pressing this button\*\*, the animation will still be visible, but the rolling numbers are **more than 10x faster**.

### **Statistics**

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player's current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Soccer Mania

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## Description

The digital, fun and fast soccer version of popular game - "Plinko".

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## How to Play?

Kick a ball into the game and see it bounce down the pegs to win! Or better yet why not drop many simultaneous balls to win even more even quicker!? Do not tilt the phone or the computer, it will not help!

There are two ways of playing this game: Standard or using Advanced.

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## Standard Betting

Set the stake and proceed to choose the number of “buckets” (**8-16**) as well as the game difficulty (**easy-medium-hard**) to set the configuration for the game.

The higher the number of “buckets” and the harder the setting the higher the possible multiplier.

Proceed to press “play” to release a ball into the game.

Once the ball has bounced through the pegs in the game field it will end in one of the buckets. The bucket will determine the win.

Please note that you can drop multiple balls by pressing “play” again once a ball has been released into the game.

There are three settings controlling the speed of the ball dropping in the game and these can be found under the balance in the top right corner. > Is the slowest >> is medium >>> is the fastest

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## Advanced Betting

For players who like to choose personalized settings, this is a great feature.

If a player wants to play multiple bets with the same settings, then using the “**Auto**” betting button will be a huge help. *Please note that multiple balls will be dropped in the game simultaneously.*



6. **Auto:** In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use.
7. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
8. **Max stake:** If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto- betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
9. **On win:** This section has many different options for a player to choose from:
  - **Stop** – it will stop auto betting as soon as the first winning bet is placed.
  - **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
10. **On loss:** This section is opposite from the previous one. It defines the behavior of autobetting once a bet is lost.
  - **Stop** – it will stop auto betting as soon as the first losing bet is placed.
  - **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for 1/2) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for 1/4) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the “**Start climbing**” button.

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## Additional Features

### Quick mode

One of the most attractive features that are making this game ultra-fast, is the “**Quick mode**” button that can be found on top of the page once the game is opened.

If the Quick mode is turned off the animation shows the numbers rolling until they reach the result.

If a player prefers a quicker game,\*\* by pressing this button\*\*, the animation will still be visible, but the rolling numbers are **more than 10x faster**.

### Statistics

Below the game, the player will have an option to open the statistics by pressing the % button that shows the following:

- **Number of the winning (green) and losing (red) bets**
- **Percentage change of the player's current balance** (green – profit, red – loss)
- **Reset button** that resets the statistics for that session back to zero
- **Expand button** that will show the window with even more information
- **Number of bets made during the session**, and presentation of wins and losses
- **Total wagered amount during the betting session**
- **Profit during the betting session**

# Game Info – Mochina Fafi Wheel

## Introduction:

Inspired by the Fafi tradition, Dream\$ Wheel offers a unique gaming experience based on the belief that dreams hold significant meaning. This ancient concept has been embraced by various cultures for centuries, and now you can explore it through symbols and chance.

## How to play:

The goal of Dream\$ Wheel is to correctly predict all the symbols that will appear on the spinning wheel. Your winnings are determined by the number of symbols you successfully guess.

To adjust the speed of the game you can select either "Normal Mode" or "Quick Mode".

There are two ways of playing this game: **Standard** or using **Advanced**.

## Standard Betting:

1. **Set Your Stake:** Determine your desired bet amount.
2. **Choose Your Symbols:** Select at least 5 symbols from the pool of 25 symbols located below the wheel. You can choose a maximum of 24 symbols.
3. **Understand Payouts:** Your potential winnings depend on the number of symbols you select:
  - Fewer symbols selected = Higher potential payout
  - More symbols selected = Lower potential payout
  - **Note:** You cannot select all 25 symbols. At least one symbol must remain unselected.

## Winning Conditions:

To win your bet, you must correctly match all 5 symbols drawn on the wheel. If you match fewer than 5 symbols, you lose the bet.

## Advanced Betting

For players that like to use different strategies, have longer betting sessions with the same settings, without having to constantly press the "play" button, we offer an advanced option that allows them to use auto-betting.

All the possible settings will be explained below.

1. **Auto:** In order to start an auto-betting session, press the "Auto" button, and it will reveal additional settings a player can use.
2. **Number of rounds:** A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an "infinite" number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
3. **Max stake:** If a player uses settings like "increase on loss" or "increase on win" (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the

8bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.

4. **On win:** This section has many different options for a player to choose from:

- **Stop** – it will stop auto betting as soon as the first winning bet is placed.
- **Reset** – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).

5. **On loss:** This section is opposite from the previous one. It defines the behavior of auto-betting once a bet is lost.

- **Stop** – it will stop auto betting as soon as the first losing bet is placed.
- **Reset** – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
- **Custom** – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the play button.

## Spin\$

### Game instructions

Simplicity at its best, the game of spinning in order to win.

After choosing the size of the winning area, you click to spin and enjoy the whirl. This spinning game creates the excitement of not knowing whether the spin will land the chosen winning area so that it covers the white pointer or not. If it does – you win!

### How to Play

The object of the player is to choose the winning area of the circle.

Whether a bet is a winning one or a losing one, it depends where the chosen area lands. If the chosen area covers the pointer when the spin ends, the bet is a win, otherwise it is a loss.

There are two ways of playing this game: Standard or using Advanced.

### Standard Betting

The player sets the stake and proceeds to choose the size of the winning area anywhere between 1.01x and 9900.99x.

In the "Stake" field, you may either input an amount manually or click one of these buttons:

- will lower the existing bet amount, + will increase the existing bet amount, quick amount buttons will set the amount as labeled on the button.

One can choose the result by dragging the square on the bar left and right and that will adjust the winning area.

The player can never choose more than one winning area per game round!

After everything is set, for the player to place a bet, the button “Spin” has to be pressed.

### Advanced betting

For players that like to use different strategies, and have longer betting sessions with the same settings without having to constantly press the "Spin" button, we offer an advanced option that allows them to use auto-betting.

Auto: In order to start an auto-betting session, press the “Auto” button, and it will reveal additional settings a player can use:

1. Number of rounds: A player can define upfront how many bets he/she wants to place. It can go anywhere from 1 to an “infinite” number of bets. If a player picks a certain number of bets, the game will automatically stop after that number of bets has been played.
2. Max stake: If a player uses settings like “increase on loss” or “increase on win” (read more about that below), he/she can define up to what amount the auto-betting will keep on placing the bets. If the bet amount reaches the defined “max stake”, it will no longer continue increasing the bet amount for all the future bets.
3. On win: This section has many different options for a player to choose from:
  - *Reset* – if a player has “increase on loss” settings applied after the bet has been a win, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - *Custom* – a player has an option to customize how the stake amounts will behave on every single winning bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (halve) the stake amount on every winning bet) or to increase the stake for a certain percentage (100%, for example, will increase (double) the stake amount for every winning bet).
4. On loss: This section is opposite from the previous one. It defines the behavior of auto-betting once a bet is lost.
  - *Reset* – if a player has “increase on win” settings applied after the bet has been a loss, the stake amount will be automatically reset to the originally set stake amount in the stake field.
  - *Custom* – a player has an option to customize how the stake amounts will behave on every single losing bet. He/she can choose to lower the stake for a certain percentage (-50%, for example, will decrease (for  $\frac{1}{2}$ ) the stake amount on every losing bet) or to increase the stake for a certain percentage (25%, for example, will increase (for  $\frac{1}{4}$ ) the stake amount on every losing bet).
5. Stop On loss: If the loss reaches the sum given, the auto play stops.
6. Stop on Profit: If the profit reaches the sum given, the auto play stops.

After all the settings are adjusted the way the player wants them to be, in order to start a betting session, it is just necessary to click the Spin button.

# Zama Fruits

## 1. Game rules

Zama Fruits is our version of the well known physical game machine combining fruits and other symbols in order to win big.

Players have to bet on one or more symbols before pressing the “Play” button. The potential winnings will depend on the number of coins placed on each symbol multiplied by the selected coin value.

Once a player hits the “Play” button, a highlight will travel around the board in clockwise direction and will land on one winning symbol.

If the highlight stops on one of the bonus symbols (with a symbol of an animal), a bonus round will start automatically.

**The board:** consists of 24 fields arranged in a rectangular closed path. Each field has a symbol on it. Two of them are bonus fields, with a picture of the theme animal on it. (Lion, Elephant, Buffalo, Leopard, or Rhino).

One of the bonus fields, marked with a crown on the animal head (and in some cases additional symbols), awards a higher bonus than the other one.

### The basic symbols (all variants):

Symbol	symbol multiplier
apple	5
plum	10
banana	15
bell	20
watermelon	20
star	30
77	40
bar	120
bar x 50	50
any basic symbol x 3 (also called “minor” bellow)	3

**The bonus symbols (two per variant, ordinary and minor):**

Bonus symbol	symbol function
Lion	Lion awards 5 free rounds, minor (gray lion) awards 3 free rounds
Elephant	Elephant awards 2 risk free Low/High, minor awards 2 or 1 risk free Low/High
Buffalo	Awards a multiplier. The chance for the higher multiplier is higher for the buffalo compared to the gray one (minor). The player can win up to 10 times their total stake.
Leopard	Awards a multiplier. The chance for the higher multiplier is higher for the leopard compared to the gray one (minor). The multiplier is between 2 and 30.
Rhino	Awards a multiplier. The chance for the higher multiplier is higher for the rhino compared to the gray one (minor). The player can win up to 10 times their total stake.

**Winnings:**

Winnings will be equal to the coin value multiplied by the number of times bet is placed on the symbol multiplied by the symbol multiplier.

Example 1: The player chooses the coin value of 3 EUR. The player clicks twice on the banana symbol. That increases the symbol multiplier to 2. The banana has a win multiplier of 15. If the spin lands on the winning symbol of banana on the board, the player will win 90 EUR.

**Low/High option (all variants)**

"Low/High" option is enabled after the winning spin where the player has the possibility to cashout. Player can choose to cash out if they do not want to risk the winnings in 'Low/High'

Players could bet on 'Low or High' to double the whole or the part of the winnings.

Tap **\*\*x 2\*\*** to double the stakes, or tap **\*\*x 0.5\*\*** to halve the stakes. After the player bets on the "Low" or "High" option, a random number between 1 and 14 will be generated by the system and presented. 1-7 is Low, 8-14 is High. The cash out happens automatically after that.

## 2. Return to Player (RTP)

The RTP is set per licensee the game is sold to (manufacturer) and is typically between 93-97%. The player will always have the RTP set by the licensee regardless of the strategy of the player. The whole margin is taken on the first spin. In High/Low game the RTP is 100% over time, no margin is taken there.



### 3. Payout

Payout Table. Example payout is for 95%, where one banana and one apple is selected.

Basic game:

Symbol	Bar	77	Star	Watermelon	Bell	Banana	Plum	Apple
Stake	0	0	0	0	0	1	0	0

Field	Symbol	Note	Multiplier	Probability	Payout
1	Bar		120	0.25%	0
2	Bar	Minor	50	0.60%	0
3	77		40	0.75%	0
4	77	Minor	3	10.00%	0
5	Star		30	1.00%	0
6	Star	Minor	3	10.00%	0
7	Watermelon		20	1.20%	0
8	Watermelon	Minor	3	12.00%	0
9	Bell		20	0.60%	0
10	Bell		20	0.60%	0
11	Bell	Minor	3	12.00%	0
12	Banana		15	1.00%	15
13	Banana		15	1.00%	15
14	Banana	Minor	3	10.00%	30
15	Plum		10	1.50%	0
16	Plum		10	1.50%	0
17	Plum	Minor	3	10.00%	0

18	Apple		5	1.50%	0
19	Apple		5	1.50%	0
20	Apple		5	1.50%	0
21	Apple		5	1.50%	0
22	Apple	Minor	3	10.00%	0
23	Bonus		5	2.50%	12.5
24	Bonus	Minor	3	7.50%	22.5
Totals				100.00%	95

#### 4. Random number selection

The Split The Pot random number generator generates a constant stream of random numbers or a draw. When the player places a bet the game result will be based on the upcoming draw.

#### 5. Skins

Skins are games with different artwork but the same math as the Standard game. Example of Skins are:

- Zama Fruits