

Hot Racing help_EN

Hot Racing

Introduction

Hot Racing is a new generation game based on a Provably Fair algorithm. The player bets on an increasing multiplier value and starts an exciting car race. When the round begins, the multiplier value grows. If you do not cash out before the car(s) stops racing, your bet will be lost. The win is calculated by multiplying the player's bet amount by the value of the multiplier.

Hot Racing is easy to play:



1. Make a bet or two and wait for the game to start.
2. Press the "Cashout" button during the game and the displayed amount will be yours.
3. Place an extra bet on the winning car.
4. Start the Autoplay mode, and choose the number of your games together with the multiplier. When the defined multiplier is reached, the game will automatically cash out.
5. Look at the win multiplier – it increases until the game stops.
6. Check out the Jackpot Cards level value.

How to Bet

- When first starting the game, the lowest bet button is always selected by default.
- A bet is made by pressing any of the "Bet" buttons.
- Before the game starts, during the "Bet" phase the player can make up to 2 bets simultaneously and cash their money back right before the end of the game.
- Bets on the multiplier can be canceled at any time during the "No More Bets" phase. The "No More Bets" phase continues till the traffic light is available on the screen.
- The Extra Bet is an additional bet, different from the main game bet. The player can decide whether to make an extra bet or not in each round. They can place their bet on the

winning car of their choice where the RNG multiplier coefficient has been previously provided.




- When the player starts the Autoplay mode, they can choose how many games will be played. Also, the player can manually configure any additional settings from the "Autoplay settings" section inside the "Settings" menu.
- Through the "Settings" button the player accesses a screen where they can change their avatar; can configure any additional Autoplay settings; can choose their seed that can be entered manually or randomly on every new game and can open the help page.






Game Controls

The following fields appear on the screen:


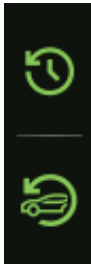




- **"Balance"** – shows the player's balance. If any bets (main or/and extra) are placed, the bet amount is subtracted from the balance immediately after the bet itself.
- **"Win"** – this field appears when the player cashes out and disappears when the game ends. It displays the amount won including the extra bet win. Wins are added to the Balance during the "Bet" phase.

The following buttons and sections appear on the screen:

Button	Name	Description
	Bet	When one or both of the "Bet" buttons is activated, a bet is made and the button(s) changes to "Cancel". During the "Coefficient Update" phase it turns into "Cashout".
	Bet	When activated, the player bets on the blue car.
	Bet	When activated, the player bets on the red car.

	Cancel	<p>This button gives the player's chance to cancel the bet(s) made. Both bets can be canceled only during the "Bet" phase. The player can cancel their bet by clicking on any of the bet amounts different than the one they have already selected or by clicking on the "Autoplay" button. When activating the "Bet" buttons, the car(s) starts moving and these buttons turn into "Cancel" buttons. The "Cancel" button is inactive during the "No More Bets" phase and it becomes active in the "Start" phase.</p>
	Cashout	<p>When the "Cashout" button is activated before the start of the game, a new window opens and the player can choose the multiplier's value. If the player presses it during the game, they win the displayed amount. If the player does not cash out and the game ends, the button changes to "Bet" and they lose the bet amount. If one bet fails (because of the server rejection for example), all bets will fail, including the extra bet.</p>
	Settings	<p>When activated, the player can change their avatar picture and switch on/off the Ambient music.</p>
	Help	<p>"Help" is located inside the "Settings" menu. When activated, this button opens the help file.</p>
	Autoplay settings	<p>"Autoplay settings" is located inside the "Settings" menu. From there the player can define the Autoplay mode conditions.</p>

	<p>Provably Fair settings</p>	<p>"Provably Fair settings" is located inside the "Settings" menu. Here the player can enter their seed manually or get a randomized seed every round. The manual seed (up to 20 Latin characters and digits) can be set by pressing the "Change" button. "Change Seed" popup opens and the player enters his own configuration. Then the "Save" button should be pressed. In the opposite case the seed has not been saved and the last chosen seed will be restored. The saved manual seed stays the same every round until the player changes it or the random seed generation is toggled. The random seed (20 random characters) is set by default every time the player enters the game. Upon entering the game, the random seed and the value in the manual seed input are the same. The player can check the 100% fairness of each round by pressing "✓" icon, opposite the results in "My Bets".</p>
	<p>Provably Fair</p>	<p>"Provably Fair" window opens when the player presses "My bets", "Top wins", "Coefficient multiplier" and menu "My bets history" records. It contains information about the game number, coefficient, date, server seed, the first up to 3 players who have made bets and their client seeds.</p>
	<p>Autoplay</p>	<p>When the "Autoplay" button is activated, the game goes into Autoplay mode and the player can define the number of games they will play.</p>
	<p>Stop Auto</p>	<p>When the "Stop Auto" button is activated, the "Autoplay" game mode stops. This button is active only when the game is in Autoplay mode. The player should stop Autoplay feature if the balance is increased / decreased by a certain value and if the single win exceeds a certain value.</p>
	<p>All Bets</p>	<p>"All bets" is located on the left side of the game interface and displays all players' bets for the current game (2 main bets + 1 extra bet per player). Also the player can see the count of all bets.</p>
	<p>My Bets</p>	<p>"My Bets" is located next to "All Bets". It shows the history of the player's bets and payouts for the current day.</p>

	Statistics	"Statistics" informs the player about the top wins, huge prices and the biggest rounds multipliers.
	Coefficient History	"Coefficient History" displays the main bet game and extra bet game coefficient history. The "clock" icon shows the main game coefficients and the "car" icon – the extra bet coefficients. Both coefficients are displayed and the winning coefficient is underlined. In case the player presses the main game coefficient records, the Provably Fair window opens. Clicking on the extra bet coefficient records, the menu will be closed.
	Sound control	Upon activation of the button, the sound of the game is switched on/off, depending on its preceding condition.
	Screen size control	Upon activation of the button, the screen either expands or decreases its size, depending on its current state. The button is enabled on desktop devices only.
	Menu	Upon clicking on the "Menu" button, the player enters the "Settings" menu.
	Exit	<p>When activating this button, the player leaves the game. The button is inactive when at least 1 bet (main or extra) is placed:</p> <ul style="list-style-type: none"> • if an extra bet is made, it becomes inactive immediately; • if there is no extra bet, it is deactivated during the "No More Bets" phase. <p>This button is active when there are no bets placed; the player's bets are rejected by the server; the last cashout is made if an extra bet has not been placed; if an extra bet has been placed or some of the main bets have not been cashed out during the End phase.</p>

At the bottom of the game screen, the player can also see the game number and the clock.

Rules

- The win multiplier starts at 1x and begins to increase up to 1 million while the player is allowed to cash out at any point multiplying their bet by the amount on the screen.

- The player should press the "Cashout" button in order to exit the game. If the player waits too long to cash out and the increasing of the multiplier stops, they lose the amount they have bet.
- The player's win is their bet amount multiplied by the Cashout multiplier.
- The player's extra bet win is the extra bet amount multiplied by the winning car coefficient.
- Multiplier result – The game uses 1 seed from the operator (publicly available) + 3 seeds from the first 3 players that have placed a bet, to generate a hash sum of the result. The player is able to verify the result after the round.
- Extra bet – Uses Random Number Generation (RNG) to generate the result.
- A malfunction voids all payments and playing.
- Min/Max Bet:

Jackpot Cards Feature

Jackpot Cards is a randomly triggered feature made available while any game which contains it is played.

Jackpot Cards is a four-level game feature. Each level is illustrated by a card suit:

- CLUBS – 1st level (the lowest value);
- DIAMONDS – 2nd level;
- HEARTS – 3rd level;
- SPADES – 4th and the highest level.

Each **Jackpot Cards** level value and currency is displayed on the right side of its corresponding card suit symbol.

The contributions to each level are calculated based on a percentage of the player's bet. No amount is deducted from the player's bet.

- **TRIGGERING**

The **Jackpot Cards** feature can be randomly triggered after a single game is finished and all resulting winnings are collected. When the **Jackpot Cards** is triggered, the player is automatically guaranteed one of the feature's levels.

Jackpot Cards is played on top of the base game and does not end the base game. The **Jackpot Cards** game can be minimized by clicking anywhere outside it, allowing the player to place bets in the base game even while the feature is active. The **Jackpot Cards** game can be finished at a later time at the discretion of the player.

- **RULES AND CONTROLS**

Once triggered, the player is taken to the Jackpot Cards game feature where a pick field made up of 12 cards face-down is displayed. The player selects cards on the screen until they reveal 3 matching card suit symbols. The **Jackpot Cards** level awarded is the one that corresponds to the suit revealed. The winning amount will correspond to the amount accumulated at the moment of

revealing the last matching symbol. To end the **Jackpot Cards**, the player has the option to press on the "Collect" button, thus adding the game feature winnings to their total balance.

The player has a reasonable chance of winning the highest level of the feature with any qualifying bets, every time they enter the **Jackpot Cards** game feature. However, the higher the qualifying bet in the base game, the higher the chance to enter the game feature and win any one of the levels.

Qualifying bets:

- **SLOW INTERNET CONNECTION AND DISCONNECTION**

A slow Internet connection could cause a delay and show outdated award values.

The **Jackpot Cards** feature supports recovery in case of disconnection.

- **WINNERS**

If any **Jackpot Cards** winnings are awarded, all players that are playing the feature will receive a notification on their screen regarding the occurrence of such an event.

Game Interruptions

- **Full Game Recovery**

In the event that the game is interrupted due to loss of connection, when the player accesses the game again, the unfinished game will be automatically resumed at the state it was in at the time immediately before the interruption.

- **Cancellation**

In the event that the game is canceled independently from the player, the moment the cancellation took place is considered to be the end of the game. Any funds accumulated will be automatically returned to the player.

Responsible Gaming

- **How to use the autoplay feature**

When the "Autoplay" button is pressed, the game goes into automatic mode with a limited range of number of rounds. During Autoplay, there will be a countdown of the remaining number of rounds next to the "Stop Auto" button and when it reaches zero, the Autoplay feature will be automatically terminated. At any time, the player can disable the Autoplay feature by pressing the "Stop Auto" button or the button displaying the games left.