

BOOM

City

The logo features the word "BOOM" in large, 3D, cyan-colored block letters with a white outline and a slight shadow. Below it, the word "City" is written in a pink, cursive script. Two white dice are positioned on either side of the word "City". A glowing yellow and orange ring surrounds the dice and the word "City".



BOOM CITY

Boom City is not permitted in Denmark or Romania.

Introducing a brand-new thrilling game show with revolutionary mechanics where players can bet and predict the outcome of two dice.

Depending on the outcome, players can qualify for one of three bonus games receive a payout or enhance their winnings with a PowerUp feature!



KEY GAME FEATURES



VARIETY OF SCENARIOS



THREE BONUS GAMES



MULTIPLIERS UP TO 20,000X



DECISION-BASED BONUS GAMES



POWERUP SPECIAL FEATURE



KEY BENEFITS



PRODUCT DIVERSITY



UNIQUE GAME MECHANICS



NEW PRODUCT IN THE INDUSTRY



ULTIMATE PLAYER ENGAGEMENT



HOW TO PLAY

The main game is based on a board of 6x6 rows with 36 fields. Depending on the result of the dice once rolled, each field represents a different outcome from instant loss to bonus games.



The Gold die dictates the vertical outcome, and the blue die dictates the horizontal.

POTENTIAL OUTCOMES:

- Multipliers: Instant payout
 - 1x = Bronze
 - 2x = Silver
 - 5x = Gold
- Bust: Instant loss
- PowerUp: Randomly multiples all fields
- Three bonus games with specific mechanics:
 - Boom or Bust
 - Dice Battle
 - Lucky Drop



BONUS GAME

BOOM OR BUST

- Players advance through levels while deciding to receive the offered payout (CASH OUT) or continue playing (KEEP ROLLING)*
- The higher level the player reaches, the bigger the payout potential but also the greater the risk to go bust.
- The bonus game has a 'Safe Value' that protects the player from losing their winnings if they go bust.
- This game includes bonus fields such as:
 - **Level Up** - Moves the player up to 3 levels with the chance of landing on a multiplier or Safe Value
 - **Safe Value** - Improves the multiplier
 - **Hyper Jump** - Instantly moves the player to level 6 and lands on a multiplier.



*if the player doesn't take any action, as a default 'cash out' will be selected automatically



BONUS GAME

DICE BATTLE

- Players need to choose a side for the upcoming dice battle; either gold or blue.*
- Each side will have three rolls and the outcome after each roll will then be totalled.
- The total number will be used to multiply the player's initial bet.
- At the end of the game, the winner will receive not only the multiplier of its side but also the multiplier of the defeating side.
- If the player receives a triple six, there will be a special award of 500x the initial bet.



At the end of the game, if a player bets on gold, he will get 17x plus the losing side x10

*if the decision is missed; one of the options will be randomly selected



BONUS GAME

LUCKY DROP

- Players will pick one of six columns and will have a maximum of six rolls each.
- After each roll, columns will be populated with the dice outcome. If the outcome of the dice doesn't match the chosen column number, the players will continue playing until it matches.
- The more dice results collected by a column the higher multiplier.
- Each column has guaranteed multipliers, if one of the columns is missed.
- Achieve five rolls in a row the player will receive 250x – 500x on the initial bet.



*if the decision is missed; one of the options will be randomly selected





SPECIAL FEATURE POWERUP

- Randomly multiples fields and activates an extra dice roll.
- All 'Bust' fields to be replaced with 1x (Bronze) field.
- There are always four PowerUp fields on the board of each game round.
- Players can enjoy PowerUp up to 5 times in a row increasing final multiplier.
- All bonus games can be improved with a PowerUp.





980x

680x

THANK YOU

sales@pragmaticplay.com

www.pragmaticplay.com



3x

13x

18x

18

5x

16x

