

Orient Story Video Slot

Introduction

Orient Story video slot is a 5-reel, 15-line fixed game. The slot consists of 11 symbols – 1 of which is Wild, 1 is Scatter and 1 is Bonus symbol. All winning combinations are paid left to right and right to left, except for Scatters.

How to Bet

- When first starting the game, the lowest bet button is always selected by default.
- Bet is made by pressing the "Start" button, or any of the Bet buttons.
- Through the "Settings" button the player accesses a screen where he/she can open the payable and the help page, and manage:
 - the denomination;
 - the active paylines (in case of non-fixed line games);
 - the Bet amount.

If the player uses a desktop or a laptop computer, the bet buttons can also be activated with the use of the following keyboard keys: "C", "V", "B", "N" and "M". Pressing the "C" key places the smallest bet, pressing "V" button places the next bet and so on.

Gamble Feature

When a player wins, they are given the option to access the Gamble round, by pressing the "Gamble" button.

The Gamble feature is activated when the Gamble screen is open and the card in the middle of the screen is face down and flashes red and black. The "Gamble Attempts Left" label shows the remaining number of trials the player has for this game. The "Gamble Amount" label shows the amount the player would like to double in the Gamble game. The "Gamble to Win" label shows the amount which a player could win if they guess the color of the card. There are two buttons to select: "Red" and "Black". When selecting "Black" or "Red", the card moves up in the screen and is kept as a past card. The last five cards during the player's session are kept in the History section.

If the player has guessed the color of the card, a new card appears face down in the middle of the screen and flashes red and black. This process continues until the player guesses incorrectly. The sum from "Gamble Amount" field is shown in the "Win" field. If the player wishes to end the "Gamble" game, they activate the "Collect" button. The screen closes and the amount is transferred from the "Win" field to the "Balance" field.

If the player does not guess the color of the card, the Gamble game ends, and the player loses the relevant amount. The screen closes. The amount from the "Win" field is lost and is not added to the Balance.

The maximum amount won that can be brought to the Gamble round is provided in the Paytable.

If the player uses a desktop or laptop computer, the "Red" and "Black" buttons can also be activated by pressing the arrow keyboard keys: "⇒" for "Black" and "⇐" for "Red".

Game Controls

The following fields appear on the screen:

- **"Balance/Credit"** – upon activation of this field, the player switches from credit to the currency they have chosen to play with. This is also valid when switching from currency to credit. The activation of this button is possible at all stages of the game;
- **"Win"** – this field displays the total amount won from the lines in one rotation of the reels. If the "Collect" button is activated while the animation of the increasing amount is active, the animation stops and the amount won for this rotation of the reels is shown;
- **Win Line field** – this field is located below the reels. It shows the line number and the amount the player won from that combination.

The following buttons appear on the screen:

Button	Name	Description
	Bet	When the "Bet" button is activated, a bet is made. If an amount had been won earlier, it is automatically added to the player's balance.
	Stop All	When the "Stop All" button is activated, all reels stop turning at the same time and the button changes to "Bet" (if there is no winning combination), or "Collect" (if there is a winning combination). When activating the "Start" and "Bet" buttons, the reels start turning and the "Bet" buttons turn into "Stop All" buttons.
	Collect	When activating the "Collect" button, the increased winning animation stops and the entire winning sum is shown in the "Win" field, and the status of the button turns to "Bet".

	Start	When activating the “Start” button, the reels start turning. The player can hold the button to activate the Turbo Spin function, which speeds up the rotation of the reels. If an amount had been won earlier, the “Start” button is replaced with the “Collect” button.
	Collect Win	When activating the “Collect Win” button, the entire winning sum is transferred from the “Win” field to the “Balance” field.
	Gamble	When activated it opens up the Gamble screen.
	Settings	When activated, the player can choose the denomination value. The denomination value currently selected is displayed there.
	Paytable	The “Paytable” button is located inside the “Settings” menu. When activated this button opens the rules of this game.
	Help	“Help” is located inside the “Settings” menu. When activated, this button opens the help file.
	Autoplay settings	"Autoplay settings" is located inside the "Settings" menu. From there the player can define the Autoplay mode conditions.
	Game settings	"Game settings" is located inside the "Settings" menu. That is where the player can enable/disable "Left hand mode" (for mobile devices only) and "Ambient music".
	Denomination	Displays the value of one credit. By selecting any of the possible options, the player is activating the display of values. When activated, different values are displayed and the player can make their choice.

	Paylines	When using these buttons, the player can choose the active lines that they are willing to use.
	Bet value	The amount displayed on each of the "bet value" buttons is the total amount for all paylines active at this moment. When activated, different values are displayed and the player can make their choice.
	Autoplay	When the "Autoplay" button is activated, the game goes into Autoplay mode.
	Stop Autoplay	When the "Stop Auto" button is activated, the "Autoplay" game mode stops. This button is active only when the game is in Autoplay mode.
	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.
	Close	When activated, this button returns the player to the main screen.
	Exit	When activating this button, the player leaves the game. The button is inactive when the reels are rotating, when the player has won and they have the option to gamble, in Gamble mode, and during Free Spins and/or other Game Features (if such are present in the game).

At the bottom of the game screen, the player can also see the game number and the local time according to their device.

All values in the above table are for illustrational purposes only.

If the player uses a desktop or laptop machine, pressing the "Space" key on their keyboard may result in starting or stopping the rotation of the wheels, depending on the current state of the game. It can also cease the animation of the increased winning if it is active. Pressing the "X" key opens the denomination options. The player is able to use the "C", "V", "B" and "N" keys on the keyboard in order to select a specific denomination value. Pressing the "C" key selects the smallest denomination, pressing "V" selects the next one and so on. Pressing the "↔" or "⇄" keys can also activate the "Gamble" button. Pressing the "Z" key opens the Autoplay options (if it is enabled). The player is able to use the "C", "V", "B" and "N" keys on the keyboard in order to select a specific number of spins. The player may also exit the game by pressing the "," symbol on their keyboard. When the player is in the Game Settings screen, the hotkeys for bet and denomination buttons, as well as for Autoplay, are disabled.

Rules

- Payouts are displayed on the Paytable.
- Scatter awards are independent from payline awards and are also added to the total amount paid.
- In the event of multiple winning combinations on the same line, the combination which brings more profit to the player is paid off.
- In the event of two different winnings with an equal profit on the same payline, the longer combination is paid off.
- Simultaneous wins on different paylines are added.
- A malfunction voids all payments and playing.
- Min/Max Bet:

Bonuses

The game offers Dynamic Reel Prizes.

"Golden Lamp" symbol awards the prize above the reel it lands on if it's active.

Active prizes at base game are above the 1st, 3rd, and 5th reels. All prizes above the reels are active during Free Spins.

- CASH PRIZE

It awards the cash prize if it lands on a reel with such prize above it.

- EXPANDING SYMBOL RESPIN

Expanding symbols can be all symbols except Scatter and "Golden Lamp".

In case of winning a Respin with an Expanding symbol, the symbol expands on the 2nd, 3rd, and 4th

reels. At base game, the Expanding symbol stays locked on the screen for 1 Respin and during FREE SPINS for 3 Respins. All prizes above the reels are inactive during the Respins.

- FREE SPINS

Free Spins are triggered only as a prize above the reel. Scatter combinations do not trigger Free Spins.

The reels start automatically to rotate until all Free Spins are completed.

The Free Spins are played at trigger bet and lines.

The Free Spins cannot be stopped.

If during Free Spins "Golden Lamp" symbol appears under Expanding Symbol Prize, it triggers 3 Free Respins with the respective Expanding Symbol.

In case of retriggering of the Free Spins, the number of new Free Spins is added to the current number of Free Spins.

After all free spins are completed, total amount won in the Free Spins can be played in the game "Gamble" (if the amount is smaller or equal to the one specified in the Paytable screen).

During the Free Spins a different set of reels is used.

Bonus Spin Mode

- During the base game, the player can be granted a certain number of free bonus spins by the casino operator (no deductions are made from the player's balance when hitting the bet button nothing).
- The bet value and number of lines in Bonus Spin Mode are predetermined and cannot be modified by the player.
- During Bonus Spin Mode the Jackpot bonus game cannot be triggered and there is no contribution to the jackpot levels.

Jackpot Cards Bonus

Jackpot Cards Mystery is a randomly triggered bonus made available while any game which contains a **Jackpot Cards** bonus game is played.

Jackpot Cards is a four-level mystery jackpot. Each mystery jackpot level is illustrated by a card suit:

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

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

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

- **TRIGGERING**

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

Jackpot Cards Mystery is played on top of the base game and does not end the base game. Auto Play stops automatically when the **Jackpot Cards** Mystery round is triggered. After it finishes, the game that was being played prior to the **Jackpot Cards** Mystery bonus being triggered resumes control.

- **RULES AND CONTROLS**

Once triggered, the player is taken to the **Jackpot Cards** bonus game where a pick field made up of 12 face-down cards is displayed. The player selects cards on the screen until they reveal 3 matching card suit symbols. The **Jackpot Cards** Mystery level awarded is the one that corresponds to the suit revealed. The bonus amount will correspond to the amount accumulated at the moment of revealing the last matching symbol. To end **Jackpot Cards**, the player has the option to press on the "Collect" button, thus adding the bonus game winnings to their total balance.

The amount won in the **Jackpot Cards** Mystery round cannot be used in the Gamble round.

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

Qualifying bets:

- **SLOW INTERNET CONNECTION AND DISCONNECTION**

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

Jackpot Cards bonus supports recovery in case of disconnection.

- **WINNERS**

If any of the jackpot mysteries is awarded, all players that are playing a **Jackpot Cards** bonus game 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.

- **Cancelation**

In the event that the game is canceled independently from the player, the moment the cancelation 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 spins. During Autoplay, there will be a countdown of the remaining number of spins inside 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.