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GRS2338-3-Animal Madness Rules and Settings

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# Animal Madness

Animal Madness is a 5x5 cascading video slot game.

When winning combinations – 4 or more adjacently connected symbols – are removed from the grid, new symbols fall to fill the gaps, this is known as a cascade. Each cascade grows the Sunflower. Every third cascade will trigger a feature until all four features have been triggered.

3 cascades award 3 1x2 Wilds that will be added to the grid.

6 cascades award a 2x3 Wild that will be added to the grid.

9 cascades award 2 2x2 Wilds that will be added to the grid and all symbols will have their pay-outs doubled.

12 cascades award a 3x3 Wild that will be added to the grid.

On non-winning spins, 1 of 3 Rabbit Destruction features can randomly be triggered. The first will remove 3 rows of symbols from the grid. The second will remove three columns of symbols from the grid. The third will remove all vegetable and crop symbols from the grid.

# Desktop

<b>GID</b>	animalmadness
<b>Game Id</b>	617
<b>Version</b>	1.0



# Mobile

<b>GID</b>	animalmadnessmobile
<b>Game Id</b>	100617
<b>Version</b>	1.0



# Math Model

<b>Number of Reels:</b>	5
<b>Number of Coins:</b>	10 Fixed
<b>Number of Paylines:</b>	1 Fixed
<b>Denominations<sup>1</sup>:</b>	<b>0.01 0.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.10 0.15</b> <b>0.20 0.25 0.30 0.35 0.40 0.45 0.50 0.75 1.00 1.25 1.50</b> <b>2.00 2.50 3.00 3.50 4.00 4.50 5.00 6.00 7.00 8.00 9.00</b> <b>10.00</b> Default values are bolded.
<b>Minimum Bet (*):</b>	0.10
<b>Maximum Bet (*):</b>	100
<b>Maximum Exposure (*):</b>	225 000
<b>Probability of Maximum Exposure:</b>	1 / 100 000 000
<b>Volatility:</b>	6 MEDIUM
<b>Free Game Support:</b>	YES

RTP Configurations					
default <sup>1</sup>	96	94	91	87	84
<b>96.20%</b>	96.20%	94.23%	91.25%	87.24%	84.20

<sup>1</sup>Default values may vary depending on the market.

# Paytable

Paytable represented as a "x total bet" value.

Symbol	4	5	6	7	8	9	10	11-12	13-14	15-17	18+
HP4	1	1	1.2	1.4	1.4	3	8	10	50	300	1000
HP3	0.8	0.8	1	1.2	1.2	2	5	5	20	150	600
HP2	0.6	0.6	0.7	1	1	1.5	4	4	14	100	500
HP1	0.4	0.4	0.5	0.8	0.9	1.3	2.4	3	12	70	400
LP4	0.1	0.2	0.4	0.5	0.6	1	2	2.2	10	30	200
LP3	0.1	0.2	0.4	0.5	0.6	1	1.5	2	9	25	100
LP2	0.1	0.2	0.3	0.4	0.5	0.6	1.3	1.5	7	20	60
LP1	0.1	0.2	0.3	0.4	0.5	0.6	1	1	4	10	40

# Casino Standard Rules and Settings

## WIN CALCULATION AND BETS:

- 1) Maximum wins are inclusive of the origin bet and based on the default bets for games
- 2) Underlined and bold values are default settings
- 3) Default settings can be changed by the operator
- 4) If the default settings/bets are altered, the maximum wins will be altered as well

## CURRENCY:

- 1) All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP.
- 2) Other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- 3) All currency is marked with an asterisk (\*) next to the caption in all tables.