

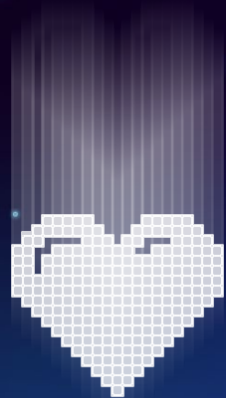


RETRO RICHES

MEGA PIXEL PAYS



HIGH 5 GAMES™



RETRO RICHES MEGAPIXEL PAYS



If words like Game Boy or 8-bit ring a bell...

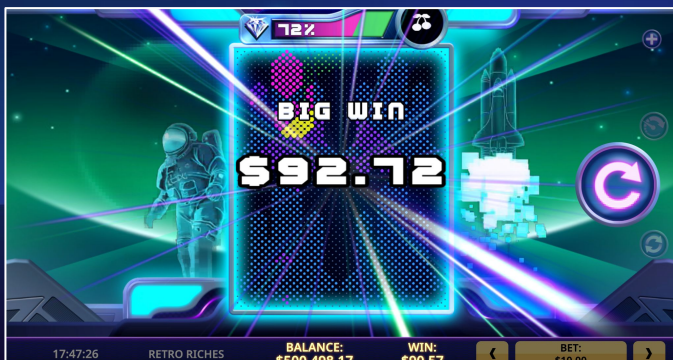
... Retro Riches is your next 80'S game! Based on the MegaPixel Pays model, it brings a new take into slots with a **dot grid** instead of reels and lines. Land symbols within the grid and cover more dots, overlay symbols to charge dots for increased payouts, and unlock better symbols (bigger size and bigger multipliers) with our **Spin-Crease feature!**



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MEGA PIXEL PAYS



TECHNICAL INFO



[PLAY RETRO RICHES](#)

General:

Min Bet: 0.20

RTP: 92.6% / 97.0%

Volatility: Med

Game ID: 3160

Reels: 2400 Dots grid

Hit Rate:

Max Win: 1186x

Hit Rate for Max Win: 1 in 100 Million

Hit rate for 1000x: 1 in 100 Million

Hit Rate for Bonus: 1 in 210

Features:

- MegaPixel Pays Mechanic
- Spin-crease
- 12-16-20 Free spins Bonus
- Persistent state
- And available promos [here](#)



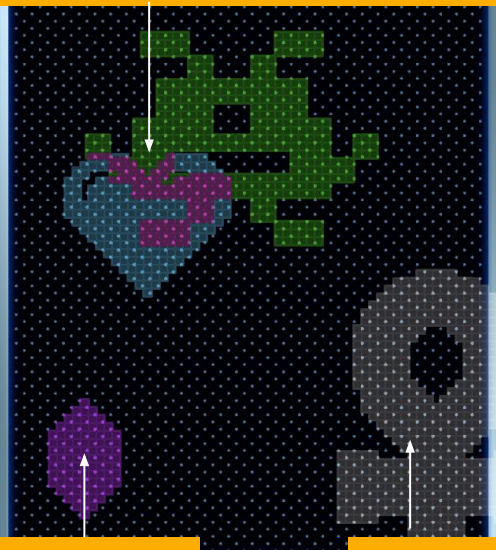
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GAMEPLAY & FEATURES

MEGA PIXEL PAYS

Full symbol + Overlap: increased win + charge



Full symbol:
win + charge

Partial symbol:
only charge

Base game

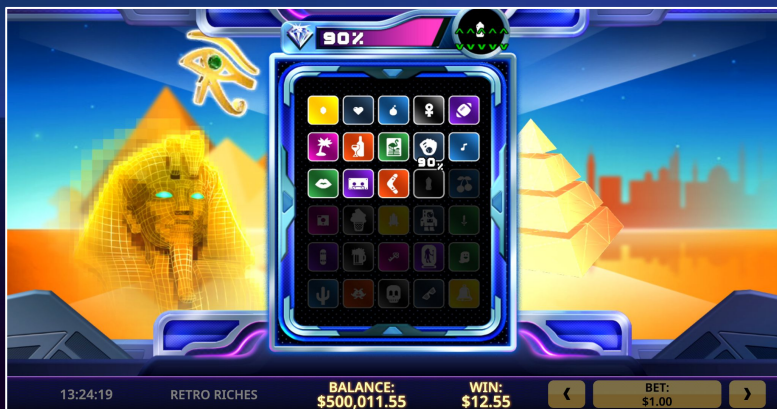
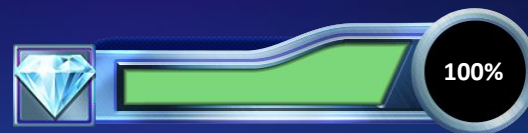
The aim is to land full symbols inside the 2400 dots grid, and charge as many dots as possible.

Win when landing full symbols within the grid. No matter whether they land fully or partially, they charge the dots of the grid they cover. They appear as grey, green or purple. Overlapping parts of symbols increase dots charge by 2, 3 or 4 levels up to a maximum charge of 7 levels. **The more charged they are, the bigger the payout in that area.** Charge is downgraded 1 level after each spin when no new symbols overlay the dots.

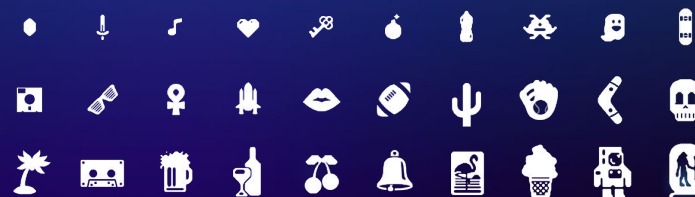


Spin-crease feature

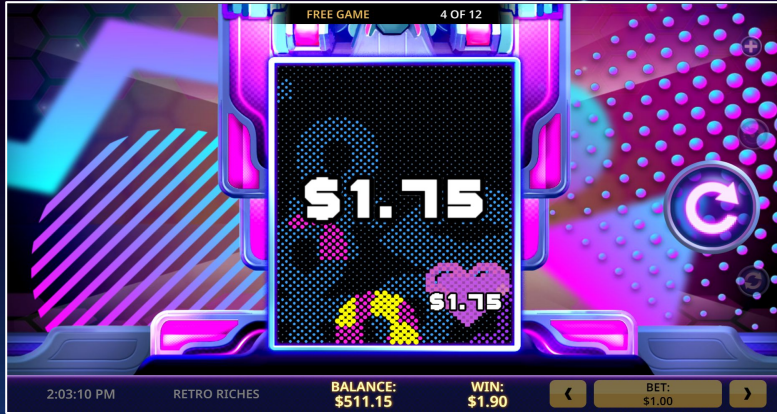
Collect Diamonds, fill up the meter and unlock bigger and more valuable symbols! The bigger the bet, the quicker the progress*!



The base game starts with 8 symbols, and there are 22 symbols more waiting to be unlocked.

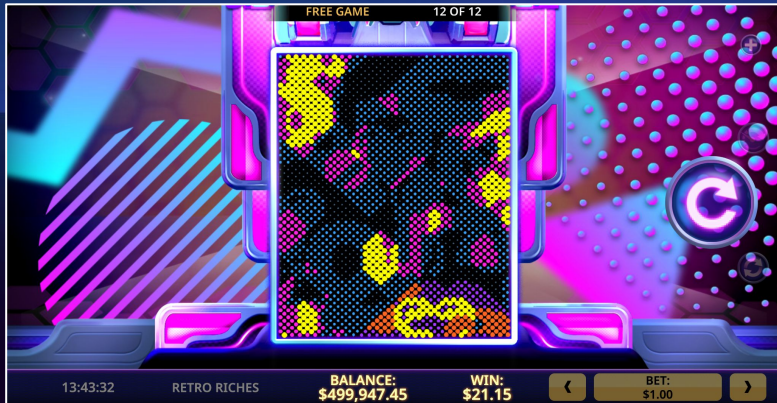


*Retro Riches uses persistent state and will save user progression.



Bonus round

3, 4 or 5 Star Symbols trigger 12, 16 or 20 Free spins. During Free spins, dot value levels are not downgraded, so players can expect increased payouts as the overlaid areas increase level much more quickly.

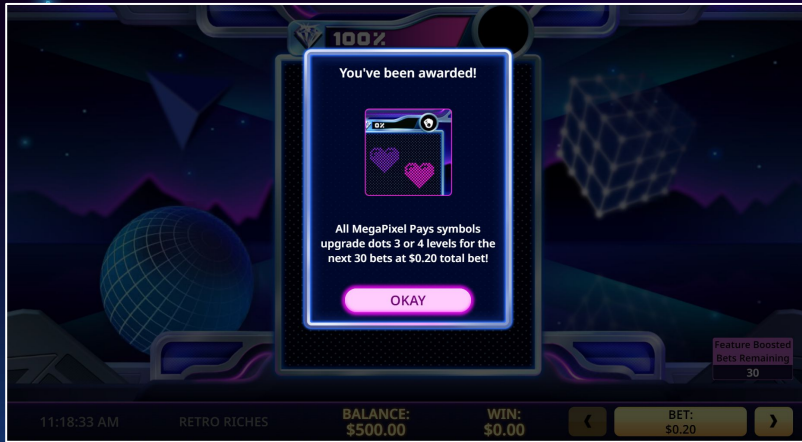




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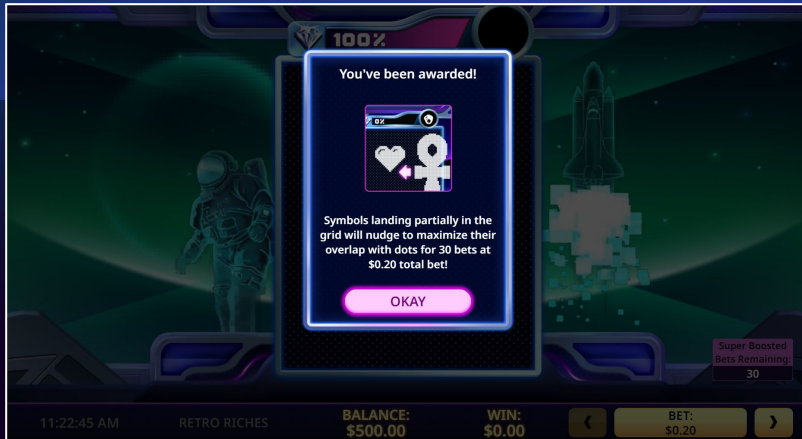


PROMOTIONS & BOOSTS



Feature Boost

Every landing symbol will charge dots 3 or 4 levels for a set number of spins.



Super Boost

Symbols landing partially out, will attempt to move towards the grid to affect more dots for a set number of spins.

Available Promotions

PROMO TYPE	COVER BET	INITIAL SPIN COUNT	EXPECTED VALUE	RTP
Feature Boost	\$0.20	10	\$2.98	246.4%
Super Boost	\$0.20	10	\$17.36	965.1%
Feature Boost Free Bets	\$0.20	10	\$4.92	246.4%
Super Boost Free Bets	\$0.20	10	\$19.30	965.1%
Free Bets	\$0.20	10	\$2.00	N/A
3x Points	\$0.20	10	\$3.90	292.2%
3x Points Free Bets	\$0.20	10	\$5.84	292.2%

Did you know?

Our promos are ready to go - **no integration required!**

As simple as:

- 1.- Choose promo type, timeframe, cost
- 2.- Send your segment in a .csv file
- 3.- Ready!

Ready to enhance your players experience?

Get in touch with your Account Manager!

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JURISDICTIONS

Current Markets

Retro Riches is available for:

- UK/EU/COM
- Germany
- LATAM
- Estonia
- Latvia
- Sweden
- Denmark
- *Spain (pending DGOJ report)*
- New Jersey
- Michigan

Upcoming Markets

- Italy



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MARKETING

MARKETING SAMPLE TEXT

Be transported into a digital world, where you will come face to face with retro fun! Feel the nostalgia as pixelized elements from old-school arcade games cascade down your screen. Hop between lands when you get timeless symbols to land inside your pegboard. Collect tokens to spin-crease your experience and emphasize your gameplay! Program your grid with Retro Riches! Spin-crease and MegaPixel Pays.

[DOWNLOAD ALL ASSETS](#)

Icons / Thumbnails & Banner











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The logo is centered on a purple pyramid. 'RETRO' is in large, 3D orange and yellow letters. 'RICHES' is in smaller, 3D blue letters. 'MEGA PIXEL PAYS' is in yellow letters with a purple outline. The background features a wireframe sphinx, palm trees, and pyramids under a blue sky with floating gold squares.

GAME RULES

BASE AND BONUS : MEGAPIXEL PAYS FEATURE



This game is played on a grid of 2400 dots. On each spin, symbols are randomly placed in positions on the screen that may overlap portions of the grid of dots. Any symbol except  and  may appear as a grey, light blue, or purple symbol.


After each spin, all dots overlapped by any symbol except  and  will upgrade 2, 3, or 4 levels, to a maximum of level 7.

All dots overlapped by grey symbols will upgrade 2 levels.

All dots overlapped by light blue symbols will upgrade 3 levels.

All dots overlapped by purple symbols will upgrade 4 levels.


During the base game, after each spin all dots not overlapped by any symbol except  and  will downgrade 1 level, to a minimum of level 1.

Level 1 dots appear as .


Level 2 dots appear as .



Level 3 dots appear as .

Level 4 dots appear as .

Level 5 dots appear as .

Level 6 dots appear as .

Level 7 dots appear as .

After all dots have been upgraded or downgraded, all symbols except  and  that fully overlap the grid of dots will pay out. All dots overlapped by a paying symbol contribute points to the payout according to the level of the dots.

Level 3 dots contribute 1 point each.

Level 4 dots contribute 3 points each.

Level 5 dots contribute 10 points each.

Level 6 dots contribute 25 points each.

Level 7 dots contribute 100 points each.

Each symbol except  and  has an associated point multiplier.


The points contributed by each dot are further multiplied by the point multiplier of the paying symbol.


The total amount awarded for each symbol is equal to the sum of all points from dots overlapped by that symbol divided by 100, rounded down, and then multiplied by the bet multiplier.


All dot level upgrades and downgrades apply only at that total amount bet.

BONUS:FREE GAMES BONUS INITIATION

During the base game, 3 or more  fully overlapping the grid of dots awards the Free Games Bonus.

3  awards 12 free games.

4  awards 16 free games.

5  awards 20 free games.

BONUS : FREE GAMES BONUS RULES

The Free Games Bonus starts with all dots at level 1.

During the Free Games Bonus dot levels do not downgrade.

Free games automatically play at the same bet multiplier as the game that initiated the Free Games Bonus.


The Free Game Bonus does not award additional free games.

The Free Games Bonus ends when 0 free games remain.

After the Free Games Bonus ends all dots return to the levels they were at when the Free Games Bonus was awarded.


BASE AND BONUS : SPIN-CREASE FEATURE

The Spin-crease feature improves the game as  symbols are collected.

Each  fully overlapping the grid of dots is collected and awards 10 Spin-crease points times the bet multiplier. The total amount of Spin-crease points accumulated is counted across all sessions played on the current user account.

The Spin-crease meter fills as Spin-crease points are accumulated. When the Spin-crease meter fills completely, an additional symbol will be unlocked and may appear on future bets.

- The 1st additional symbol is unlocked after 50 total Spin-crease points have been accumulated.
- The 2nd additional symbol is unlocked after 125 total Spin-crease points have been accumulated.
- The 3rd additional symbol is unlocked after 250 total Spin-crease points have been accumulated.
- The 4th additional symbol is unlocked after 500 total Spin-crease points have been accumulated.
- The 5th additional symbol is unlocked after 750 total Spin-crease points have been accumulated.
- The 6th additional symbol is unlocked after 1250 total Spin-crease points have been accumulated.
- The 7th additional symbol is unlocked after 2500 total Spin-crease points have been accumulated.
- The 8th additional symbol is unlocked after 5000 total Spin-crease points have been accumulated.
- The 9th additional symbol is unlocked after 7500 total Spin-crease points have been accumulated.
- The 10th additional symbol is unlocked after 12500 total Spin-crease points have been accumulated.
- The 11th additional symbol is unlocked after 25000 total Spin-crease points have been accumulated.
- The 12th additional symbol is unlocked after 50000 total Spin-crease points have been accumulated.
- The 13th additional symbol is unlocked after 75000 total Spin-crease points have been accumulated.
- The 14th additional symbol is unlocked after 125000 total Spin-crease points have been accumulated.
- The 15th additional symbol is unlocked after 250000 total Spin-crease points have been accumulated.
- The 16th additional symbol is unlocked after 500000 total Spin-crease points have been accumulated.
- The 17th additional symbol is unlocked after 750000 total Spin-crease points have been accumulated.
- The 18th additional symbol is unlocked after 1250000 total Spin-crease points have been accumulated.
- The 19th additional symbol is unlocked after 2500000 total Spin-crease points have been accumulated.
- The 20th additional symbol is unlocked after 5000000 total Spin-crease points have been accumulated.
- The 21st additional symbol is unlocked after 7500000 total Spin-crease points have been accumulated.
- The 22nd additional symbol is unlocked after 12500000 total Spin-crease points have been accumulated.

After the 22nd additional symbol is unlocked the meter will display 100% complete and no additional  symbols will appear.

The rate of the Spin-crease progress is automatically adjusted based on the exchange rate of the currency in play.

SPIN-CREASE FEATURE - UNLOCKABLE SYMBOLS: SIZES AND VALUES

	Overlaps up to 52 dots	25x point multiplier	Can appear on any spin		Overlaps up to 147 dots	15x point multiplier	Appears only after filling the Spin-crease meter 5 times		Overlaps up to 147 dots	10x point multiplier	Appears only after filling the Spin-crease meter 15 times
	Overlaps up to 125 dots	2x point multiplier	Can appear on any spin		Overlaps up to 185 dots	1x point multiplier	Appears only after filling the Spin-crease meter 6 times		Overlaps up to 745 dots	7x point multiplier	Appears only after filling the Spin-crease meter 16 times
	Overlaps up to 167 dots	5x point multiplier	Can appear on any spin		Overlaps up to 571 dots	5x point multiplier	Appears only after filling the Spin-crease meter 7 times		Overlaps up to 230 dots	3x point multiplier	Appears only after filling the Spin-crease meter 17 times
	Overlaps up to 318 dots	1x point multiplier	Can appear on any spin		Overlaps up to 271 dots	10x point multiplier	Appears only after filling the Spin-crease meter 8 times		Overlaps up to 397 dots	5x point multiplier	Appears only after filling the Spin-crease meter 18 times
	Overlaps up to 384 dots	7x point multiplier	Can appear on any spin		Overlaps up to 657 dots	1x point multiplier	Appears only after filling the Spin-crease meter 9 times		Overlaps up to 213 dots	15x point multiplier	Appears only after filling the Spin-crease meter 19 times
	Overlaps up to 481 dots	10x point multiplier	Can appear on any spin		Overlaps up to 338 dots	25x point multiplier	Appears only after filling the Spin-crease meter 10 times		Overlaps up to 465 dots	1x point multiplier	Appears only after filling the Spin-crease meter 20 times
	Overlaps up to 544 dots	15x point multiplier	Can appear on any spin		Overlaps up to 701 dots	2x point multiplier	Appears only after filling the Spin-crease meter 11 times		Overlaps up to 281 dots	2x point multiplier	Appears only after filling the Spin-crease meter 21 times
	Overlaps up to 609 dots	3x point multiplier	Can appear on any spin		Overlaps up to 75 dots	3x point multiplier	Appears only after filling the Spin-crease meter 12 times		Overlaps up to 586 dots	25x point multiplier	Appears only after filling the Spin-crease meter 22 times
	Overlaps up to 420 dots	2x point multiplier	Appears only after filling the Spin-crease meter 1 time		Overlaps up to 250 dots	7x point multiplier	Appears only after filling the Spin-crease meter 13 times				
	Overlaps up to 100 dots	5x point multiplier	Appears only after filling the Spin-crease meter 2 times		Overlaps up to 523 dots	1x point multiplier	Appears only after filling the Spin-crease meter 14 times				
	Overlaps up to 357 dots	3x point multiplier	Appears only after filling the Spin-crease meter 3 times		Overlaps up to 147 dots	10x point multiplier	Appears only after filling the Spin-crease meter 15 times				
	Overlaps up to 501 dots	7x point multiplier	Appears only after filling the Spin-crease meter 4 times		Overlaps up to 745 dots	7x point multiplier	Appears only after filling the Spin-crease meter 16 times				



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sales@high5games.com

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