



GAME SHEET



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# GAME DESCRIPTION

Many hope to get a seat on board of the legendary SteamSpin train. It is said that any passenger can be chosen to claim a piece of treasures transported in one of the cars. To reach the SteamSpin feature, a bonus area must be unlocked by landing a Wild symbol on any position of the corresponding reel below.

In the SteamSpin Charging stage, which comes next, at least one of three gauges needs to be charged up to x10 through scoring Multiplier Wilds.

That's when the main thrill of the ride happens! All multipliers from the meters are added together and a single spin is played only on the bonus top area. Outcome of that spin is multiplied by the total value.

Red Hot SteamSpin is something every passenger dreams about, as it instantly triggers the feature with maxed out multiplier of x33.



# GENERAL INFORMATION

Game Type	Video Slot
Default Bet Size	1.00€
Default Bet Range	0.10€ - 100€
Number of Paylines	9

## SUPPORTED CURRENCIES

AMD - ARS - AUD - BGN - BRL - CAD - CHF - CLP - CNY - CZK - DKK - EUR - GBP - GEL - HKD - HRK - HUF - IDR - ILS - INR - ISK - JPY - KRW - KZT - MXN - MYR - NOK - NZD - PEN - PLN - RON - RUB - SEK - SGD - THB TRY - TWD - UAH - USD - VND - ZAR



# GAME FEATURES

## NUDGING WILD

Whenever a Wild symbol lands in the visible playing area, it locks the reel it appeared on and awards a respin, during which the locked reel nudges down by one position. The locked reel keeps nudging down until the Wild symbol is in view.

If more Wilds appear on the screen, respins will continue until there are no more visible Wilds after the last respin. Present only in SteamSpin Activation stage.





# GAME FEATURES

## NUDGING MULTIPLIER WILD

Acts in the same way as the Nudging Wild but appears with random multiplier value between x1 and x10. The multiplier holds its value throughout the respins.

Present only in SteamSpin Charging stage.



# GAME FEATURES

## STEAMSPIN ACTIVATION

SteamSpin area is limited to three fields forming a 1x3 row which is situated above the main 3x3 area. Game starts with all three fields locked/inactive. Each field is unlocked by landing at least one Wild on a corresponding reel below.

Once all three fields are active, the SteamSpin Charging stage begins.



# GAME FEATURES

## STEAMSPIN CHARGING

Each of the unlocked fields in SteamSpin Area has a corresponding meter which shows a value of x1 after unlocking. Maximum value on each meter is x10.

Increasing that value happens through landing Nudging Multiplier Wilds on the main 3x3 playing area. Each Nudging Multiplier Wild adds its value to the meter on the corresponding reel **only at the moment of landing**. Subsequent nudges do not grant further increase.



# GAME FEATURES

## STEAM SPIN

Once any of the three meters reaches its maximum value of x10, the SteamSpin feature is triggered. Multiplier values from all three meters are added together and a single spin occurs **only on the 1x3 SteamSpin Area**. The outcome of that spin is multiplied by the total value from the meters. During SteamSpin a mixed payout win evaluation is active, meaning that landing three different symbols will also award a win. Once the win is paid out the game returns to its original state with SteamSpin Area locked.



# GAME FEATURES

## RED HOT STEAMSPIN

It is triggered by landing three Bonus symbols in a single spin. Regardless if the SteamSpin Area is active or not, or what current values are on the active meters, all meters instantly gain a value of x11. A single spin is played on the 1x3 SteamSpin Area with a maximum total multiplier of x33. During Red Hot SteamSpin a mixed payout win evaluation is active, meaning that landing three different symbols will also award a win. Once the win is paid out the game returns to its original state with SteamSpin Area locked.



# GAME RULES

## ABOUT THE GAME

SteamSpin is a 3x3 video slot with 9 pay lines and an additional bonus area that requires unlocking and charging through playing. Wins in the main game are formed out of 3 matching symbols situated on one of the pay lines.

- This slot features 4 low and 4 high-paying symbols.
- Wild symbol appears in the first stage of the game (SteamSpin Activation).
- Multiplier Wild symbol appears in the second stage of the game (SteamSpin Charging).
- Bonus symbol appears in both stages on all 3 reels.

## NUDGING REELS

Any time a Wild or Multiplier Wild lands on the reel, that reel will lock and nudge down one position on every respin. All other reels not containing any Wild symbol will spin normally. Respins are free.



# GAME RULES

## STEAMSPIN ACTIVATION

- This is first stage of the game, where all players begin upon starting the game for the first time.
- Through scoring Wild symbols, players need to unlock the SteamSpin area that sits above the main playing area and is composed of 3 reels on a single row.
- Scoring at least one Wild on each reel of the main playing area will activate the corresponding part of SteamSpin area above that reel.

## STEAMSPIN CHARGING

- Once all three parts of SteamSpin area are unlocked. This second stage begins.
- Wilds now carry a multiplier which can show any value between x1 and x10.
- When a Multiplier Wild lands in the main playing area, its multiplier value is added to the corresponding section's meter in the SteamSpin area.



# GAME RULES

## STEAM SPIN

- When at least one of the three meters reaches value of x10, this bonus feature is triggered.
- A single spin is performed only on the SteamSpin area (main playing area does not spin) and its outcome is multiplied by the collective multiplier from all 3 meters.
- During SteamSpin, a mixed payout mechanic is active, meaning that three different symbols will also award a win.
- Example:
- cherry, cherry, cherry = win
- cherry, plum, pear = win
- cherry, cherry, pear = no win
- Reels in the SteamSpin area do not contain Multiplier Wilds and Bonus symbols.
- After the spin is concluded, the game is reset to the first stage – SteamSpin Activation.



# GAME RULES

## RED HOT STTEAMSPIN

Three bonus symbols scored in a single spin in the main playing are will award this feature. It is played out in the same way as regular SteamSpin, only the multipliers on all three meters are brought up to x11 (total x33).

## HOW TO PLAY

Select the coin denomination > Press the Spin button to start game.

## HOW TO CALCULATE DROPDOWN WINS

Game is played on 9 fixed pay lines at all times (except for the SteamSpin and Red Hot SteamSpin bonus features).

Wins are created from 3 matching symbols following any of the pay lines. Win value is calculated based on the symbol value multiplied by current active stake level.

# PAYOUT

## Return to Player

96,00%

## Hit Rate

18.71%

## Volatility

230

Default Maximum Win ..... 800,000€

Hit Frequency into FS:

SteamSpin ..... 1 in 143.56

Red Hot SteamSpin ..... 1 in 805.02





# PAYTABLE

## SYMBOLS



x3 **100.0€**



x3 **25.0€**



x3 **10.0€**



x3 **5.0€**



x3 **2.5€**



x3 **1.5€**



x3 **1.0€**



x3 **0.5€**



# PAYTABLE

## SYMBOLS



WILD

Substitutes for any symbol except SCATTER.

Appears on the main reels during the first stage of Steam Spin feature.



WILD MULTIPLIER

Substitutes for any symbol except SCATTER.

Multiplies the win combination in which it substitutes by the Multiplier (x1-x10).

Appears on the main reels during the second stage of Steam Spin feature.

Several Wild Multipliers in line are added together



# PAYTABLE

## SYMBOLS



3 SCATTER symbols on the screen activate

the Red Hot Spin Bonus.

SCATTER symbols play at any position

on the screen.



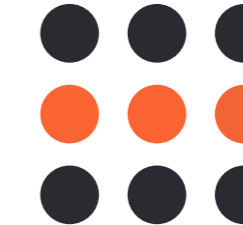
# PAYTABLE



Winning combination pays from left to right along a win line.

The highest win per line is paid.

Malfunctions void all pays and plays.



# GAME PANEL

- A** **Game Rules** Opens page to game rules
- B** **Info** Opens settings and Paytable, options to turn on/off Music, Background sound, Use space to spin, background animations and quick spin. Sub menu has Paytable.
- C** **Balance** Displays player's balance.
- D** **Stake (up/down)** Allows player to change their Bet Value.
- E** **Last Win** Shows the total win value from previous spin.
- F** **Autoplay** Players can make the game play without pressing the spin button each time. Choose the number of rounds to play by pressing the autoplay button. Players can choose additional conditions for when to stop autoplay in the game settings. The loss limit in some game client versions prevents players losing above a set limit during an autoplay session, pressing the spin button during autospins stops autospin.
- G** **Spin button** Starts game play, when reels are spinning, the button transforms to into the stop button, pressing the stop button stops the reels immediately. When in autoplay the start button transforms to a stop button, press stop to stop autoplay.



# GAME PANEL

## GAME PANEL

- PayLines.** The paylines are numbered starting from 1. Some slot machines activate all paylines by default, and others allow player to select the number of active paylines. The amount of active paylines are displayed on the interface of the game and also the controls used for increasing/decreasing the active paylines, if applicable.
- Pay Table** – The player can find this section in the game as '?', 'info', 'help', 'paytable' or under similar names. It contains all the specific rules for this game, including definitions of symbols with its paytables, paylines, bonuses and special features descriptions. Legal info related to the game is displayed here as well.
- Bet settings.** Games allow player to choose the amount of coins, credits or money to wager. The player can modify the bet using the controls in the bet section (BET/LINE BET/TOTAL BET). In any case, the total wagered per spin is obtained by multiplying the number of coins selected (1 by default) by the coin value or line bet by the number of paylines selected. The bet level also defines the payouts level, according to the payable.
- Playing the game.** After the paylines and the bet amount have been set, the player has to put the reels in

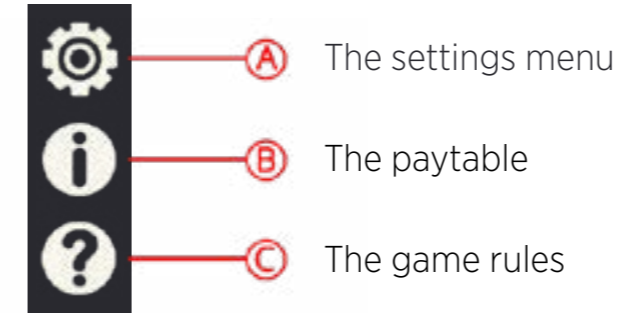


## GAME PANEL

motion clicking or tapping the SPIN/START button, usually located at the center or right side of the screen. Clicking or tapping this button will start the reel spinning animation, and generate a debit in the player's balance. Once the reels stop, the prizes - if any - will be added to the balance. All wins are displayed on screen through the WIN/TOTAL WIN label.

- Autoplay. The player can use the AUTOPLAY controls, to set a number of spins. This function will start each spin automatically until either something that requires the player's intervention occurs or the number of set spins expires. For some jurisdictions, the autoplay options will include extra settings that allow for an autoplay interruption if the total amount won or lost in that session exceeds a specified amount or if any single win exceeds a specified amount.
- Other controls. The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game. There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby

## OPTIONS PANEL





# ADDITIONAL INFORMATION

## KEY DEMOGRAPHIC:

- American Wild West fans
- Steam-powered trains enthusiasts
- Middle-aged and mature players
- Players who enjoy connection to the game through progression

# TECHNICAL INFORMATION

## DESKTOP BROWSERS AND MINIMUM VERSION REQUIRED

Safari	537 (6.1)
Opera	26
Internet Explorer	11
Firefox	33
Google Chrome	32



