

A 6-reeler with a huge 10,000 ways to win, ARRR! 10K WAYS has plenty of wealth on offer by way of bonus respins featuring multipliers and plenty of power up potential.

With buy-a-bonus available in permitted territories and a post feature gamble opportunity, this is a core gamblers slot.

Sail with ReelPlay on a pirates adventure - there's great wealth and LARRRGE treasure to be found!

But beware of the Kraken guarding the way... ready your cannons!

ID: 10247







RTP **90.5%**



HIT Frequency **27.8%**



Volatility **HIGH**













Key selling points

Max Win: 20,000x total bet

10K Ways™: 10,000 WAYS to win

Win lots of Bonuses and Prizes in the Feature!

Cascading Wins reactions!

Exciting and Colourful Pirate theme



Target demographic

Volatile bonuses – those who love the ways games and bonus chases online

Players who enjoy Chain reactions and multipliers

Players who love Rewarding Bonus Respins feature

Players who like The proven popular hold 'n Respin feature from the land based innovative game mechanics

Players who love capturing bounty and high seas adventure!



Game features

GAMBLE FEATURE

Gamble your winnings to multiply your total win by up to 5x Win multiplier starts at 1x You may choose to collect your winnings at any time, or attempt to gamble to advance to the next multiplier Player can continue to gamble as long as they haven't reached the Ox multiplier or the maximum multiplier The maximum win from the Gamble Feature is 400,000 x Base Bet If any multipliers would result in a win higher than 400,000 x Base Bet, they are disabled Reaching the highest enabled multiplier automatically awards the win and completes the feature Any wins from the spin/reactions that triggered the Bonus Respins are included in the gamble





BONUS RESPINS

Bonus Respins are triggered when 4 or more TREASURE CHEST symbols appear, 3 respins are awarded TREASURE CHEST, CAPTAIN and KRAKEN symbols are all PRIZE symbols. Triggering TREASURE CHEST symbols will reveal random multipliers from 1-1000x. All other symbols outside of the triggering TREASURE CHEST symbols are removed. All PRIZE symbols are held, and all remaining positions spin When any new PRIZE symbol appears, they are held, and respins are reset to 3 TREASURE CHEST symbols will have a random multiplier from 1-1000x. KRAKEN symbols will have a multiplier value equaling the total of all adjacent PRIZE symbols at the time of processing (or 1x total bet if no adjacent PRIZE symbols exist) CAPTAIN symbols will have a multiplier value equaling the total of all PRIZE symbols currently on the





reel set at the time of processing (or 1x total bet if no PRIZE symbols exist)

BUY BONUS

The player may opt to buy a Bonus Respins feature. The cost to buy is Base Bet x 2,000. The game is played at Base Bet x 20. A spin is played that will always result in 4 TREASURE CHEST symbols.



CANNON WILDS

At the end of any game where no win is achieved, there is a chance that the CANNON WILDS feature is triggered. 1-3 symbols in the reel display will be changed to JOLLY ROGER symbols. Each JOLLY ROGER symbol will have a random multiplier from 1-5x. The JOLLY ROGER multiplier is applied to any win combination the JOLLY ROGER symbol occurs in. If more than one JOLLY ROGER appears in a win combination, the multipliers are multiplied. JOLLY ROGER symbols are added only to the vertical reels 2, 3, 4 or 5. JOLLY ROGER symbols will not be added to positions that contain a TREASURE CHEST.





Game rules

Player selects a Total Bet size to play 10,000 ways.

Base Bet is equal to Total Bet divided by 20.

Payouts are made according to the paytable

All wins are multiplied by total bet

Highest win paid per winning combination

Coinciding wins are added

Only positions containing the winning symbol are used in determining the win for that symbol

All wins begin with leftmost reel and pay left to right only on adjacent reels

Wild JOLLY ROGER substitutes for all symbols except TREASURE CHEST

Wild JOLLY ROGER only appears during CANNON WILDS.

TREASURE CHEST during base game only appears on vertical reels 2, 3, 4 and 5.

The maximum win in any game is 400,000x Base Bet.

The top reel adds a symbol to the reel it is above for reels 2, 3, 4 and 5



Every winning symbol is part of a reaction and is replaced by symbols coming from above on the reels and from the right in the top reel

Malfunction voids all pays and plays.

CANNON WILDS

At the end of any game where no win is achieved, there is a chance that the CANNON WILDS feature is triggered.

1-3 symbols in the reel display will be changed to JOLLY ROGER symbols.

Each JOLLY ROGER symbol will have a random multiplier from 1-5x.

The JOLLY ROGER multiplier is applied to any win combination the JOLLY ROGER symbol occurs in.

If more than one JOLLY ROGER appears in a win combination, the multipliers are multiplied.

JOLLY ROGER symbols are added only to the vertical reels 2, 3, 4 or 5.

JOLLY ROGER symbols will not be added to positions that contain a TREASURE CHEST.

BONUS RESPINS



Bonus Respins are triggered when 4 or more TREASURE CHEST symbols appear

3 respins are awarded

TREASURE CHEST, CAPTAIN and KRAKEN symbols are all PRIZE symbols.

Triggering TREASURE CHEST symbols will reveal random multipliers from 1-1000x.

All other symbols outside of the triggering TREASURE CHEST symbols are removed.

All PRIZE symbols are held, and all remaining positions spin

When any new PRIZE symbol appears, they are held, and respins are reset to 3

TREASURE CHEST symbols will have a random multiplier from 1-1000x.

Once all positions have completed their spin, KRAKEN and CAPTAIN symbols are processed.

KRAKEN symbols will have a multiplier value equaling the total of all adjacent PRIZE symbols at the time of processing (or 1x total bet if no adjacent PRIZE symbols exist)

CAPTAIN symbols will have a multiplier value equaling the total of all PRIZE symbols currently on the reel set at the time of processing (or 1x total bet if no PRIZE symbols exist)

KRAKEN symbols will all be processed before CAPTAIN symbols.

KRAKEN and CAPTAIN symbols are processed in order of top-to-bottom then left-to-right.



Once all KRAKEN and CAPTAIN symbols are processed, any remaining respin may commence.

When either no respins remain, or all reel positions contain PRIZE symbols, a prize is awarded equalling the total of all PRIZE symbol multiplier values multipled by the total bet.

After completion, if all reel positions contained PRIZE symbols then the reels are cleared and Bonus Respins are retriggered.

Bonus Respins are played at the bet of the triggering spin

Symbol pays shown in the paytable are not awarded during Bonus Respins

GAMBLE FEATURE

Gamble your winnings to multiply your total win by up to 5x

Win multiplier starts at 1x

You may choose to collect your winnings at any time, or attempt to gamble to advance to the next multiplier

The multiplier levels are as follows:

Current multiplier: Winning gamble result: Losing gamble result: Chance of winning gamble



0.5x Multiplier increases to 1x Multiplier decreases to 0x. All winnings are lost and feature is complete 1 in 2 chance

1x Multiplier increases to 1.5x Multiplier decreases to 0.5x 1 in 2 chance

1.5x Multiplier increases to 2x Multiplier decreases to 1x 1 in 2 chance

2x Multiplier increases to 3x Multiplier decreases to 1x 1 in 2 chance

3x Multiplier advances to 4x Multiplier decreases to 1x 2 in 3 chance

4x Multipler increases to 5x, winnings are awarded, and feature is complete) Multiplier decreases to 1x 3 in 4 chance

Player can continue to gamble as long as they haven't reached the 0x multiplier or the maximum multiplier

The maximum win from the Gamble Feature is 400,000 x Base Bet

If any multipliers would result in a win higher than 400,000 x Base Bet, they are disabled

Reaching the highest enabled multiplier automatically awards the win and completes the feature

Any wins from the spin/reactions that triggered the Bonus Respins are included in the gamble

BUY BONUS (available on selected jurisdictions only)

The player may opt to buy a Bonus Respins feature.

The cost to buy is Base Bet x 2,000.

The game is played at Base Bet x 20.

A spin is played that will always result in 4 TREASURE CHEST symbols.

Payout

High symbols



6 - €50

5 - €15

4 - €5



6 - €2.5

5 - €1.5

4 - €0.75

3 - €0.25



3 - €2.5

2 - €1



6 - €5

5 - €2.5

4 - €1.5

3 - €0.5



6 - €2

5 - €1

4 - €0.5

3 - €0.25

Low symbols



6 - €1.2

5 - €0.6

4 - €0.3

3 - €0.2



6 - €1

5 - €0.6

4 - €0.3

3 - €0.15



6 - €0.9

5 - €0.5

4 - €0.3

3 - €0.15



6 - €0.7

5 - €0.5

4 - €0.25

3 - €0.15



6 - €0.6

5 - €0.4

4 - €0.25

3 - €0.1



6 - €0.5

5 - €0.4

4 - €0.2

3 - €0.1

Game menus

Game Panel



Expand this image

A - Spin Button - Places a bet at the current bet level settings and spins the reels.



- **B Menu Button** Opens a window where the player can view info pages; go to lobby; change bets; configure autoplay and adjust game settings. It defaults to info pages.
- C Balance Meter Display the player's current balance.
- D Win Meter Display the current win amount.
- E Total Bet Meter Display the total wager staked
- **F Stop Autoplay Button** Stops autoplay. Number of autoplays remaining will be shown over the button.

Options Panel





Expand this image

- A Home Button Places a bet at the current bet level settings and spins the reels.
- **B Info Button** Display info pages.
- **C Autoplay Button** Opens Autoplay configuration window, where the player can select the desired number of autoplay and start autoplay.
- **D Bet Settings Button** Opens Bet configuration window, where player can select the desired bet amount.



- **E Game Settings Button** Open Game settings configuration window.
- F Return to Game Button Go back to Base Game
- All dates and times are shown in Central European Time (CET).