

SEVENS FIRE

Sevens Fire combines classic fruit slot gameplay with a fiery hold-and-respin feature. Collect all the fire orbs to unleash the inferno.

Game type: Video Slot
RTP (Return to Player): 96.13/94.13*/92.12*/90.24*%

*Available For certain markets only.
Corresponding values for different RTP configurations are separated by an "/".



SEVENS

FIRE

GAMOMAT

GAME DETAILS

TECHNICAL INFORMATION

Game version	o2.118
Default game frame resolution	1280x853 (Desktop), 640x360 – 960x540 (Mobile)

GENERAL INFORMATION

Game type	Video Slot
Reels / Rows	5/3
Paylines	10
Default bet per line (€)	0.01
Default Max Bet (€)	100.00
Volatility	<div style="display: flex; justify-content: space-around; align-items: center;"> VERY LOW LOW MEDIUM HIGH VERY HIGH </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> </div>

GAME FEATURES

- **Fire Feature**
- **Card gamble feature**
- **Risk ladder gamble feature**

RESPONSIBLE GAMING

Player limits

- **Player and casino operator can set the following play limits: Bet & loss per day, week or month. Block all play for a specified period of time. Restrict session play length in minutes.**
- **Playing for real is restricted by player account funds (i.e. cannot play for credit).**

Other

- **Play for fun mode**

TECHNICAL INFORMATION

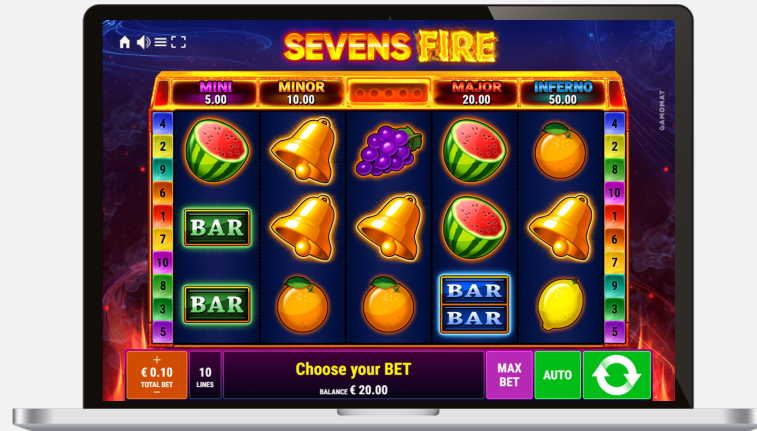
Note: Only base game codes are needed to run the game Card gamble game and risk ladder game codes are not needed to run the game.

GAME CODES DESKTOP	RTP 96.13%	RTP 94.13%	RTP 92.12%	RTP 90.24%
Base game	GAM_SEF_FIRE_RESPIN	GAM_SEF_FIRE_RESPIN_94	GAM_SEF_FIRE_RESPIN_92	GAM_SEF_FIRE_RESPIN_90
Card gamble game	GAM_SEF_FIRE_RESPIN_GCCCS	GAM_SEF_FIRE_RESPIN_94_GCCCS	GAM_SEF_FIRE_RESPIN_92_GCCCS	GAM_SEF_FIRE_RESPIN_90_GCCCS
Risk ladder gamble game	GAM_SEF_FIRE_RESPIN_LDR	GAM_SEF_FIRE_RESPIN_94_LDR	GAM_SEF_FIRE_RESPIN_92_LDR	GAM_SEF_FIRE_RESPIN_90_LDR

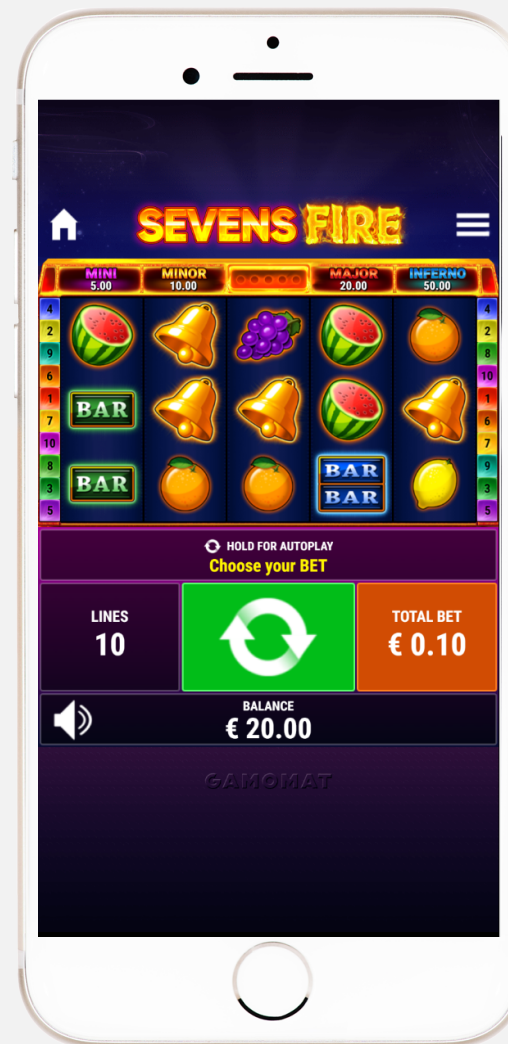
GAME CODES MOBILE	RTP 96.13%	RTP 94.13%	RTP 92.12%	RTP 90.24%
Base game	GAMM_SEF_FIRE_RESPIN	GAMM_SEF_FIRE_RESPIN_94	GAMM_SEF_FIRE_RESPIN_92	GAMM_SEF_FIRE_RESPIN_90
Card gamble game	GAMM_SEF_FIRE_RESPIN_GCCCS	GAMM_SEF_FIRE_RESPIN_94_GCCCS	GAMM_SEF_FIRE_RESPIN_92_GCCCS	GAMM_SEF_FIRE_RESPIN_90_GCCCS
Risk ladder gamble game	GAMM_SEF_FIRE_RESPIN_LDR	GAMM_SEF_FIRE_RESPIN_94_LDR	GAMM_SEF_FIRE_RESPIN_92_LDR	GAMM_SEF_FIRE_RESPIN_90_LDR

GAME DESIGN

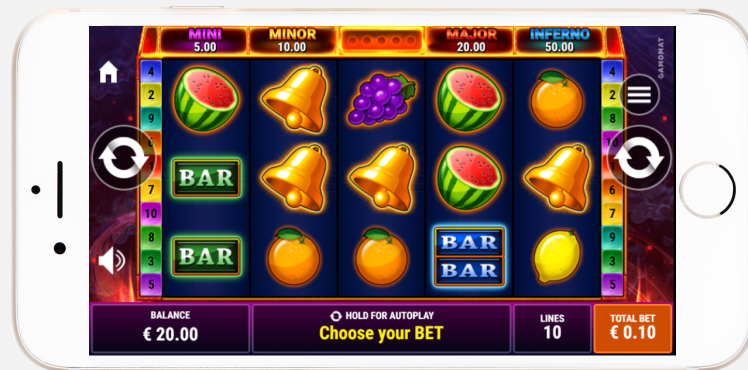
DESKTOP



PORTRAIT



LANDSCAPE



HOW TO PLAY

To play **Sevens Fire**, the player simply sets bets and clicks the spin button to spin the reels. If player manages to hit at least the minimum required amount of identical symbols* on an active payline starting from the leftmost reel, he has won.

The more symbols player manages to hit on an active payline, the better its payout will be. Only the highest win is paid for each active payline. The payout is explained in the game paytable.

5 or more "Fire Orbs" trigger 3 Fire Respins.

*For more information, see section PAYTABLE

CONTROLLER FUNCTIONALITIES



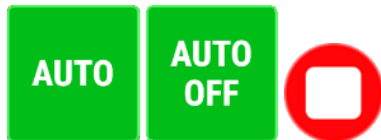
Displays the current game Info screen with the game payable and short info about game rules and special features. This Info screen is available under the the settings menu ☰ (desktop/mobile).



Increases/decreases number of paylines (desktop/mobile).



Increases/decreases the total bet (desktop/mobile).



In desktop version the auto button starts the autospin. The auto off button replaces the auto button to cancel the autospin mode (desktop/mobile).



Spin button starts the spin with selected bet. The same button can be used to stop the reels immediately while the reels are spinning. In mobile version you have to press the spin button for a longer time to start the autospin. Note: Stopping the spin animation does not in any way affect the outcome of the spin (desktop/mobile).

SYMBOLS



FEATURE
Fire Orb



TOP
Seven



WILD
Diamond



HIGH VALUE 1
Barbar



HIGH VALUE 2
Bell



HIGH VALUE 3
Bar



LOW VALUE 1
Melon



LOW VALUE 2
Grape



LOW VALUE 3
Plum



LOW VALUE 4
Orange

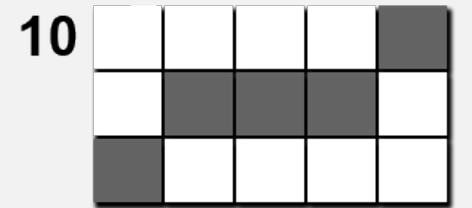
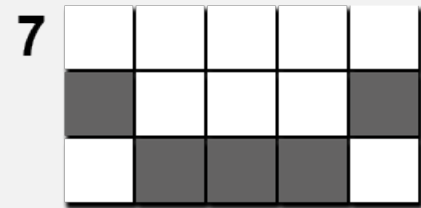
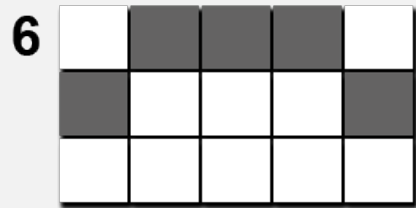
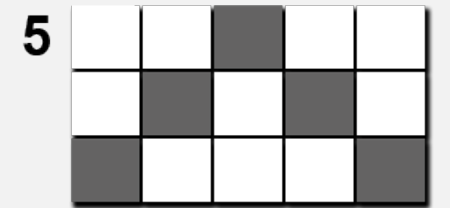
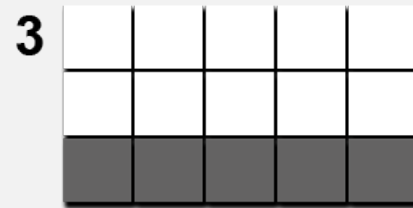
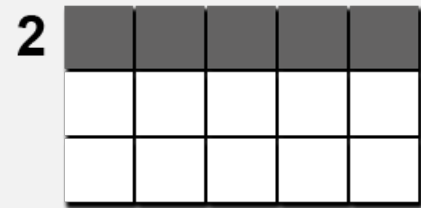
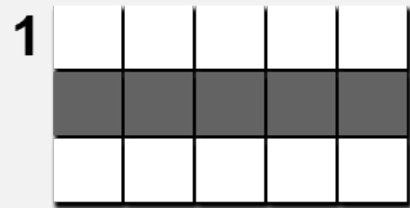


LOW VALUE 5
Lemon



LOW VALUE 6
Cherry

PAYLINES



Sevens Fire is played on 10 paylines.

Player can select or deselect them by clicking on the line button in the control panel. Players can choose to play on 10 paylines.



Fire Respins

5 or more "Fire Orbs" trigger 3 Fire Respins.

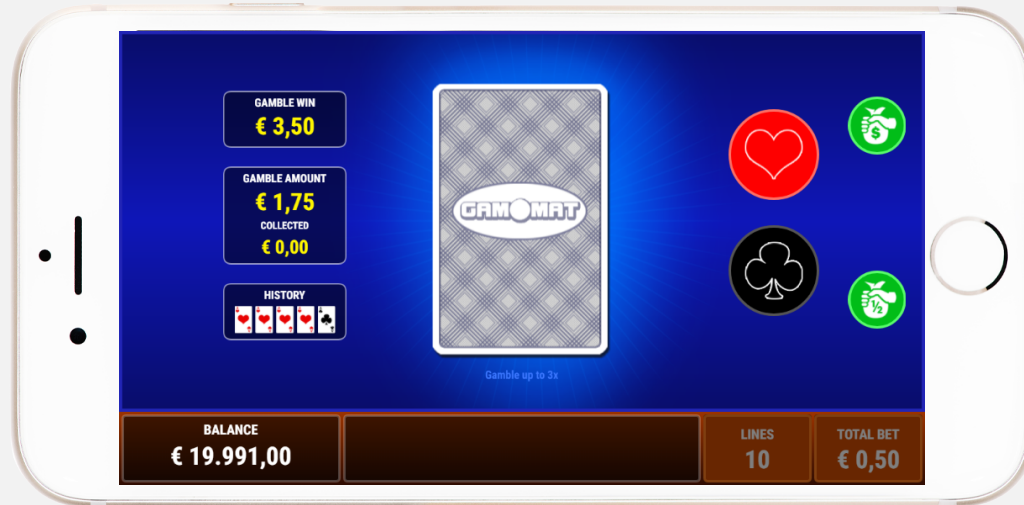
Fire Orb wins are only rewarded at the end of Fire Respins.

During the Fire Respins, when one or more "Fire Orbs" stop, the number of remaining respins is reset to 3.

At the end of respins, the values of all visible "Fire Orbs" are added up.

If there are "Fire Orbs" on all available positions, respins end early and additionally, the Inferno Bonus is rewarded.

GAMBLE FEATURE



Gamble feature

The gamble feature gives players an option to increase their winnings by gambling the main slot game and free game feature wins. The player can choose between card gamble and risk ladder gamble. None of the gambling features affect game's RTP.

Card gamble

In the card gamble game players are presented with a closed deck of cards and they have to guess the colour of the top card by pressing the respective button (red or black). Wins from the card gamble game can be gambled again with, all players need to do is choose the next card's colour. Players can end the gamble feature by collecting their winnings and adding them to their balance by pressing the collect button. The gamble feature is over when a player makes an incorrect guess or the pre-set gamble limit has been reached.

The player has also the possibility to collect half of his win by pressing the split win button. The second half can still be gambled with. Payout ratio in card gamble game is 1:1.

Risk ladder gamble

In the risk ladder gamble game players are presented with a ladder of win levels and they have a chance to climb up the ladder or fall down (where not all steps are "double or nothing") by pressing the gambling button. The initial gambling value on the ladder depends on the initial winning value. Wins from the risk ladder game can be gambled again with, all players need to do is press the gambling button again.

Players can end the gamble feature by collecting their winnings and adding them to their balance by pressing the collect button. The gamble feature is over when a player lands on Zero or the pre-set gamble limit has been reached.

The player has also the possibility to collect a part of his win by pressing the split win button. The other part can still be gambled with.

GAMBLE CONTROLLER FUNCTIONALITIES



Opens the card gamble game (desktop/mobile).



Opens the risk ladder gamble game and place bet at the risk ladder gamble game (desktop and mobile).



Choose black colour in card gamble game (desktop/mobile).



Choose red colour in card gamble game (desktop/mobile).



Collect half of the win. The other half can be gambled in card or risk ladder gamble game (desktop/mobile).



Take win after a win in main (desktop/mobile).

PAYOUT DETAILS

RETURN TO PLAYER

Return to Player (%)	96.13/94.13/92.12/90.24
RTP from base game (%)	96.13/94.13/92.12/90.24
RTP from free games (%)	–

HIT FREQUENCY

Any win (%)	8.86/8.76/8.65/8.54
Free games trigger (%)	–

MAXIMUM PAYOUT

Coinciding win* (multiple of main game bet)	3550x
Max single line win (multiple of main game bet)	100x
Max observed win** (multiple of main game bet)	1199x

*Coinciding win is expressed as a total of all winning payline bet multipliers and scatter wins (if available).The maximum win of a free games series may be higher than the maximum coinciding win, since a free games series include several spins. The average length of a free games series for this game is spins.

** The max observed win describes the maximum win of a single spin or a free games series which was observed within 100,000,000 spins.


PAYOUT RULES


- All winning combinations must appear from left to right and start on the 1st reel.
- Only the highest win is paid for each active win-line.





PAYTABLE



PAYTABLE

FIRE RESPINS



5 or more  trigger 3 Fire Respins.
Fire Orb wins are only rewarded at the end of Fire Respins.

	€ 20.00		€ 10.00
	€ 5.00		€ 0.10 - € 7.50

During the Fire Respins, when one or more  stop, the number of remaining respins is reset to 3.
At the end of respins, the values of all visible  are added up.

15x













If there are  on all available positions, respins end early and additionally, the Inferno Bonus is rewarded.

WILD

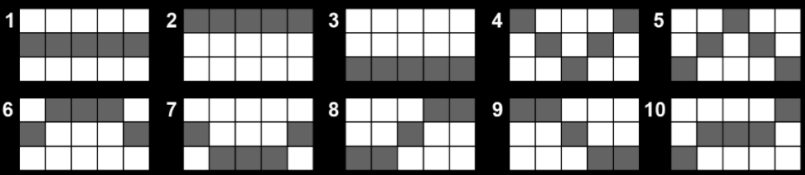


 is Wild and substitutes for all symbols except bonus symbols.
Wild appears on reel 2-5 only.

PAYOUT VALUES

	5 € 10.00		5 € 5.00
	4 € 2.50		4 € 1.00
	3 € 0.50		3 € 0.20
	5 € 2.50		5 € 2.50
	4 € 0.75		4 € 0.75
	3 € 0.20		3 € 0.20
	5 € 1.50		5 € 1.50
	4 € 0.50		4 € 0.50
	3 € 0.10		3 € 0.10
	5 € 0.75		5 € 0.75
	4 € 0.25		4 € 0.25
	3 € 0.10		3 € 0.10
	5 € 0.75		
	4 € 0.25		
	3 € 0.10		

PAYLINES



Paytable with bet per line 0.01€ and 10 lines .

ADDITIONAL INFORMATION

RANDOM NUMBER GENERATOR (RNG)

Random Number Generator in use is standard Java SecureRandom, which produces cryptographically pseudo random number generator (CSPRNG).

The Random Number Generator in use has been tested and approved towards jurisdiction specific requirements by accredited testing laboratory.

DOCUMENT REVISION HISTORY

VERSION	DESCRIPTION	DATE	AUTHOR
1.0	initial document	2021/12/08	S. Reddig