

RAVE PARTY FEVER

WIN TICKETS TO THE PERFORMANCE OF
A WORLD-FAMOUS DJ IN RAVE PARTY
FEVER!

Any wins involving the symbols with the yellow, green, and red activation spots will activate the Bass Blast Feature, Mass Transform Feature and Wild Deejay Feature.

TRY Click to try game

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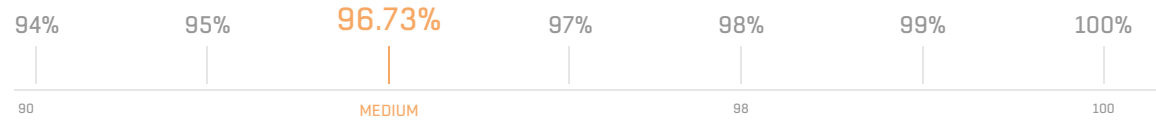
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GAME FEATURE - RAVE PARTY FEVER

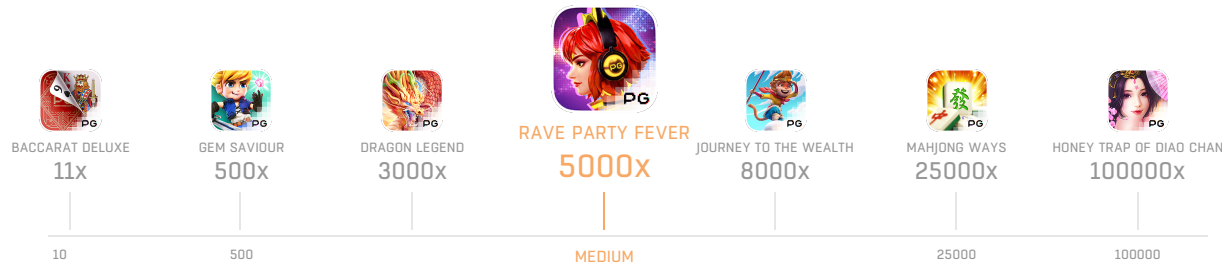
GAME TYPE

COLLAPSE / EUROPEAN / COLLECTION

RTP
(Return to Player)



MAXIMUM WIN
Theoretical Maximum Win:
Bet Amount of Winning Spin
x5000



WIN MULTIPLIER



SESSION VOLATILITY



GAME FEATURE

- Get any wins involving yellow, green, and red activation spots to activate Bass Blast Feature, Mass Transform Feature, and Wild DeeJay Feature.



FEATURE ACTIVATION

At the start of any main game spin, 3 activation spots are randomly positioned on the reels behind the symbols.

Any wins involving the symbol with the yellow activation spot will activate the Bass Blast Feature.

Any wins involving the symbol with the green activation spot will activate the Mass Transform Feature.

Any wins involving the symbol with the red activation spot will activate the Wild DeeJay Feature.

When there is no more win on the reels and there is at least one activated feature, the activated feature(s) will be triggered (following the sequence of Bass Blast Feature, Mass Transform Feature and Wild DeeJay Feature).

Bass Blast Feature, Mass Transform Feature and Wild DeeJay Feature can only be triggered once each in the main game.

1.1 - RAVE PARTY FEVER

Rave Party Fever is a 7 by 7 symbols combination video slot featuring various features and winning symbols collection. The theoretical return to player (RTP) for this game is 96.73%. This RTP represents the long term theoretical game payout.

1.2 - SUMMARY

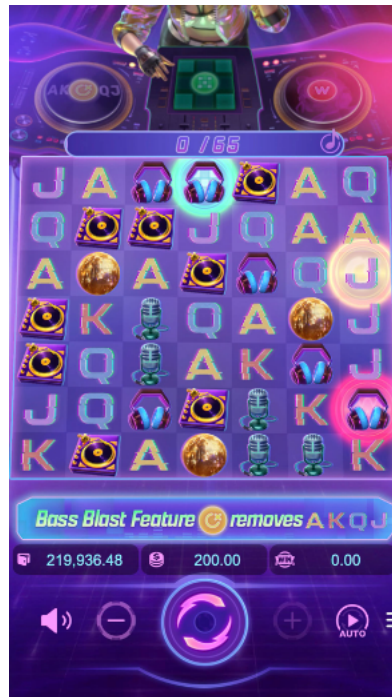
Refer to the table below for a quick overview of our summary table

Parameter	Value	Parameter	Value
Return to Player (RTP)		Hit Rates	
Overall	96.73%	Overall	25.49%
Main Game	64.07%	Main Game	24.74%
Bonus Feature	32.66%	Bonus Feature	0.75%
Session Volatility	Medium	Big Win, Mega Win, Super Mega Win*	1/254, 1/524, 1/276
Reel Type	Collapsing Reels	Owner, Developer	Pocket Games Soft (PG SOFT™)
Reel, Lines	7 rows, 7 columns (Bet 10 per spin)	Tested By	Gaming Associates
Bet Size	0.02, 0.2, 2	Supported Platforms	iOS, Android, HTML5, MacOS, Windows
Bet Level	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	Optimal Display Resolution	1080x2340 (Required aspect ratio 19.5:9)
Default Minimum Bet	EUR €0.20	Jurisdictions	UK Gambling Commission (UKGC)
Default Maximum Bet	EUR €200		
Max Exposure (Simulated in 1 Billion Spins)	4699x		
Max Win (Advertised Value; Highest Win in (x) Spins)	5000x		

*Big Win bet multiplier is x20 to x35; Mega Win x35 to x50; Super Mega Win x50 and above

2.1 - SPLASH SCREEN & MAIN GAME

The main game is started when the splash screen fades out.



2.2 - WILD SYMBOL

Wild symbol substitutes for all symbols.



2.3 - FEATURE ACTIVATION

At the start of any main game spin, 3 activation spots are randomly positioned on the reels behind the symbols.



Any wins involving the symbol with the yellow activation spot will activate the Bass Blast Feature.

Any wins involving the symbol with the green activation spot will activate the Mass Transform Feature.

Any wins involving the symbol with the red activation spot will activate the Wild DeeJay Feature.

When there is no more win on the reels and there is at least one activated feature, the activated feature(s) will be triggered (following the sequence of Bass Blast Feature, Mass Transform Feature and Wild DeeJay Feature).

Bass Blast Feature, Mass Transform Feature and Wild DeeJay Feature can only be triggered once each in the main game.

2.4 - BASS BLAST FEATURE

When the Bass Blast Feature is triggered, all Ace symbols, King symbols, Queen symbols and Jack symbols on the reels will be removed.



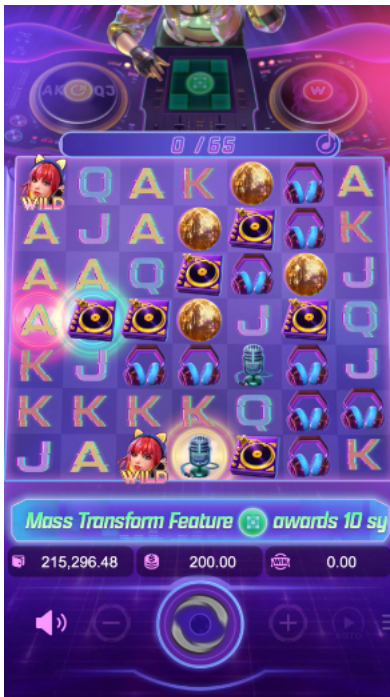
2.5 - MASS TRANSFORM FEATURE

When the Mass Transform Feature is triggered, 10 symbols (either Disco Ball symbol, Turntable symbol, Headphones symbol or Microphone symbol) will be randomly added to the reels.



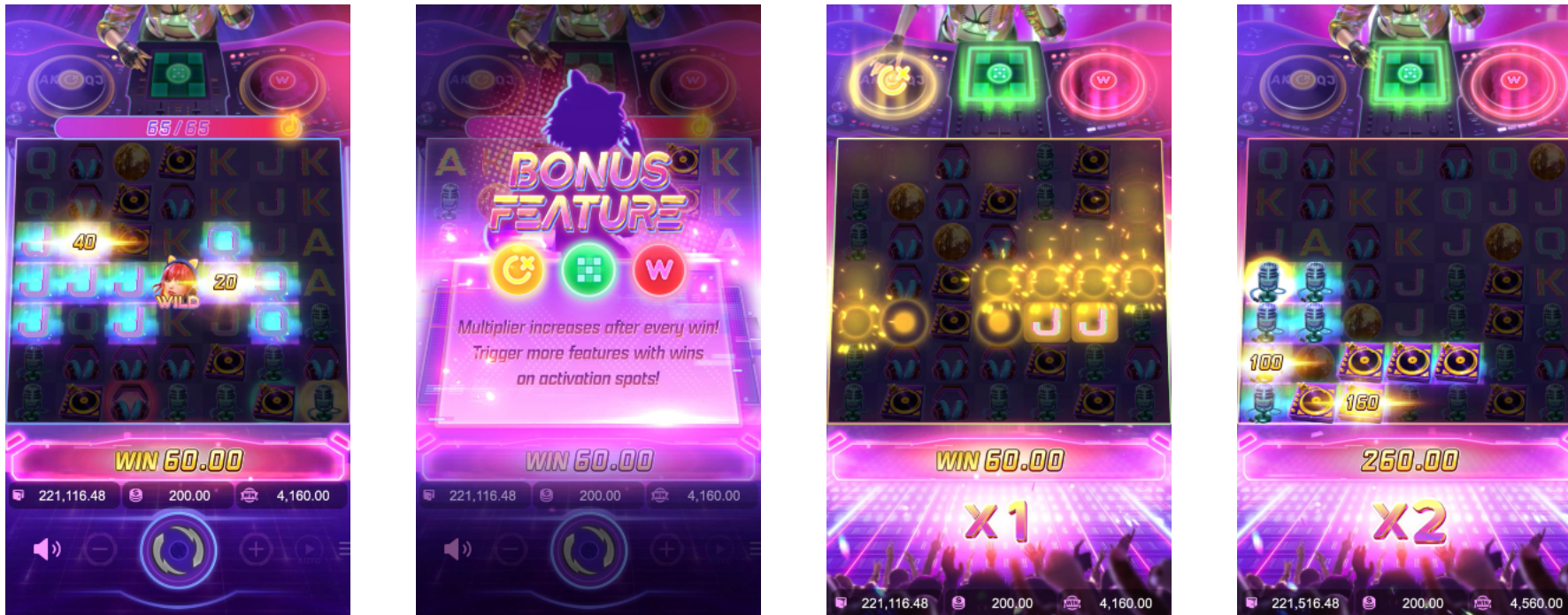
2.6 WILD DEEJAY FEATURE

When the Wild DeeJay Feature is triggered, 7 Wild symbols will be randomly added to the reels.



2.7 BONUS FEATURE

During any main game spin, winning symbols that explode will be accumulated in the collection bar above the reels.



The collection bar will reset to zero at the start of any spin.

If 65 winning symbols are collected, the Bonus Feature is triggered during the round with no winning combination.

At the start of the Bonus Feature, the Bass Blast Feature, Mass Transform Feature and Wild DeeJay Feature are all activated.

After any feature is triggered, the corresponding activation spot will return to a random position on the reels.










At the start of the Bonus Feature, the win multiplier is x1.

During the Bonus feature, if there are one or more winning symbols on the reels, after wins are paid and the new symbols have cascaded down, the win multiplier will be increased by 1.

The Bonus Feature ends when there is no winning combination and no activated feature.

3.1 - SYMBOL PAYOUT

Symbol Payout Values

		Wild Symbol			
					
25+	3000	2000	500	500	
21-24	500	350	250	250	
17-20	400	300	200	200	
13-16	250	200	150	150	
9-12	100	80	50	50	
7-8	50	30	20	20	
5-6	10	8	5	5	
					
25+	100	100	100	100	
21-24	25	25	25	25	
17-20	20	20	20	20	
13-16	15	15	15	15	
9-12	5	5	5	5	
7-8	2	2	2	2	
5-6	1	1	1	1	

At every spin, any combinations of 5 or more symbols touching horizontally or vertically will result in a winning combination.

For every winning combination, payout is made for each symbol according to the Paytable.

After the payout of every round is made, all winning symbols will explode, allowing the symbols above them to cascade down for a new round.

Additional winning combination will be tallied in every round until no more winning combination can be tallied.

Wild symbol substitutes for all symbols.

All wins shown in cash.

4.1 - MENU CONTROLS



SPIN

Tap to start spin at the current Base Bet, Bet Size and Bet Level. Tap the button or the game area during a spin to stop the reels. Press the <Space> key to start spin at the current Base Bet, Bet Size and Bet Level. (applicable to PC version only)
Press and Hold <Space> key will continue game spins until it is released. (applicable to PC version only)



STOP

Tap to stop Auto Spin. The number on the button indicates the remaining number of spins for Auto Spin.



MINUS

Tap to reduce the Bet Amount.



PLUS

Tap to increase the Bet Amount.



WALLET BALANCE

Tap to display the balance of available wallets.



BET AMOUNT

Tap to display the Bet Options.
Bet Size: Scroll to select the Bet Size.
Bet Level: Scroll to select the Bet Level.
Bet Amount: Scroll to select the Bet Amount.
Max Bet: Tap to set Bet Size and Bet Level to maximum value.



WIN AMOUNT

Tap to display the Game History.



AUTO SPIN

Auto Spin automatically plays the game for a selected number of spins. Tap on the values to select number of Auto Spins. Stop Auto Spin if balance decreases by (value specified by player): Auto Spin is automatically disabled when the balance is decreased by this value (in reference to the balance when the Auto Spin is initiated). Tap on More to display more options for Auto Spin. Stop Auto Spin if balance increases by (value specified by player): Auto Spin is automatically disabled when the balance is increased by this value (in reference to the balance when the Auto Spin is initiated). Stop Auto Spin if a single win exceeds (value specified by player): Auto Spin is automatically disabled when a single win exceeds this value.



TURBO SPIN

Tap to enable or disable the Turbo Spin which will reduce the duration of reel spins in the main game.



SOUND

Tap to turn sound ON or OFF.



PAYTABLE

Shows winning combinations and payable.



RULES

Show the game rules and button functions.



HISTORY

Shows details of the previous games played. Scroll down to the end to load more records. Tap <Calender Icon> to select the dates of games to be shown in History.



MORE SETTINGS

Tap to access additional settings.



CLOSE

Tap to return to the Main Game