



Bounty Hunters xNudge®



The infamous gunslingers are back once again, in their ruthless pursuit of anything or anyone with a price on their heads. Virtuous or vile, it doesn't really matter. At the end of the day it's all about the cash.

In this world, you're either all in - or you're dead.

HIGHLIGHTS

- Mexican Standoff Feature
- Raid Spins & Showdown Bonus Modes
- 52,310x Max win

GENERAL INFORMATION

RTP Options	96.07% , 94.14 % (DX1), 92.18% (DX2)
RTP Base Game / Bonus Mode(s)	66.05% / 30.02%
Volatility	10 (Extreme)
Max Win	52,310x (1 in 29 M spins with the 96.10% RTP Option)
Free Spin Frequency	1 in 180
Win 100x Bet	1 in 671
Min Bet / Max Bet / Max Bet with xBet®	€£\$ 0.20 / €£\$ 100 / €£\$ 300
Reels x Rows	5 x 3
NLC Direct GameID	BountyHunters / BountyHuntersDX1 / BountyHuntersDX2 / BountyHuntersDX4*
OSS Table ID	bountyhunters000 / bountyhuntersdx1 / bountyhuntersdx2 / bountyhuntersdx4*

* DX4 is for use in DE Market only

GAME FEATURES



Scatter & Bonus

Scatter symbols can only land on reel 2,3 and 4.

Landing 3 Scatter symbols on reel 2,3 and 4 will award Raid Spins.

Landing the bonus symbols on the same row with 3 Scatter symbols will award Showdown Spins

Bonus symbols can land only on reel 1 and 5, but may also land in middle reels during Mexican Standoff.

Bounty Hunter Wild

A 3-row high Wild symbol that exists on reel 2,3 and 4 and will always nudge to fully visible.

When a part of the Bounty Hunter Wild lands on the reels, it will begin to nudge up or down until it is fully visible on the entire reel.

For every step the Bounty Hunter Wild nudges, each nudge increases the multiplier by 1.

Several Bounty Hunter Wild multipliers add to each other for a total Bounty Hunter Wild multiplier.

Few Dollars More

A 3-row high Wild symbol that exists on reel 2,3 and 4 and will always nudge to fully visible.

When a part of the Bounty Hunter Wild lands on the reels, it will begin to nudge up or down until it is fully visible on the entire reel.

For every step the Bounty Hunter Wild nudges, each nudge increases the multiplier by 1.

Several Bounty Hunter Wild multipliers add to each other for a total Bounty Hunter Wild multiplier.



Mexican Standoff

Landing the bonus symbols on reel 1 and 5 on the same row triggers Mexican Standoff. It awards a respin for the same row and deactivates the remaining rows. Each bonus symbol will become a sticky Wild and awards 6x multiplier.

While triggering Mexican Standoff if Bounty Hunter Wild lands, it will behave as a sticky Wild and award a 6x Multiplier.

All multiplier values from sticky Wilds will be multiplier to win multiplier.

Landing bonus symbols during Mexican Standoff will award additional respins and it will act as a Wild for the next respin and will remain sticky until the end of the feature.



xBet®

At a cost of an extra 200%, the player increases the probability for triggering the different features.

The payout for each symbol is not affected.

Revelations

The maximum payout of the game is 52,310 times the base bet.

When the total win exceeds this amount, the game round will end and 52,310 times the base bet is awarded.



GAME FEATURES

Raid Spins

The reel area transforms into a 4x5 reel area in the centre on which thugs and bosses may land. In addition to this, 5-row high reels towards the left and right side, and a 4-reel row at the bottom will be present with one Hunter on each side.

The feature starts with 3 spins and will reset to 3 spins every time a Thug/boss lands in that reel area.

Thugs:

- Initial coin values of Thugs will range between 1-25
- If there is Hunter present in front of any Thug, that Thugs coin value will be collected and the Thug will appear Dead, else the Thug will be carried forward along with its coin value for the next spin.

Hunters:

- Hunters have multipliers that cannot exceed 12x.
- Hunters will collect coin values from Thugs and Bosses. This collected coin value will be multiplied to the Hunter's multiplier value and then added to the win multiplier.
- The left, right and bottom Hunters will collect the coin value from the Thug/Boss that is closest horizontally/vertically to them.
- Multiplier values on Hunters will increase by 1 for the next spin whenever they collect. Multiplier values will reset to 1 for Left and Right Hunter if they do not collect in a spin. Multiplier value for the Bottom hunter will never reset.

Bosses:

- Initial coin values of Bosses will range between 1-5.
- Bosses will upgrade in the order they land - that is per row, reel wise.

Boss 1

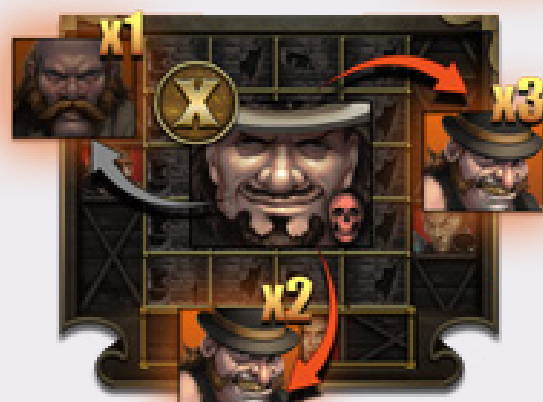
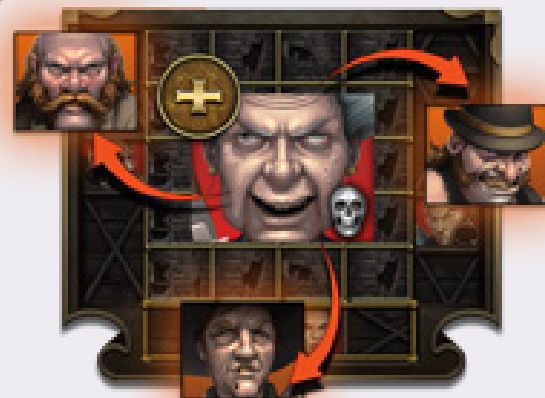
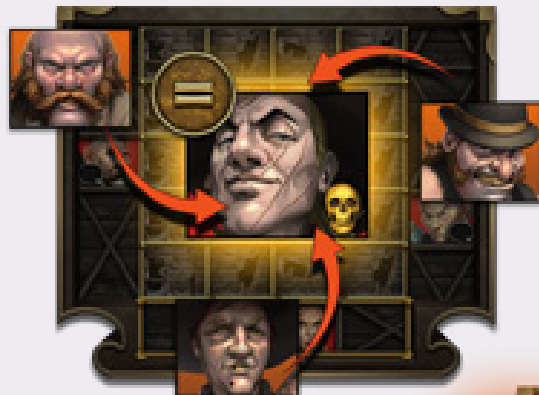
Adds all coin values from all Thugs and Bosses to its own coin value in a spin.

Boss 2

Adds its own coin value to all thugs coin values in a spin.

Boss 3

A group of Thugs belonging to the same category will be selected randomly, whose coin values will be multiplied with multipliers starting from 2x. This 2x multiplier value will increase by 1x for each Thug that is selected. So, if there are 3 Thugs that have to be multiplied, then the multipliers applied will be x2, x3 and x4 to them in a random order.



Showdown

The reel area transforms into a 5x5 reel area in the centre on which thugs may land, and a Hard Honcho Boss that appears in the centre position. In addition to this, 5-row high reels towards the left and right side, and a 5-reel row at the bottom will be present with one Hunter on each side.

The Showdown spins starts with the Hard Honcho Boss surrounded by 12 Thugs in a diamond formation, with 8 of these Thugs directly surrounding it, and the remaining 4 Thugs on the outer positions of the reel area.

The feature starts with 3 spins and will reset to 3 spins every time a Thug lands in that reel area.

The Hard Honcho Boss will start with a 6x coin value and will behave like any of the 3 bosses that have been mentioned in the Raid Spins, which may change per spin.

- If the Hard Honcho Boss gets the behaviour of Boss 1, then the coin value of the Hard Honcho Boss will increase accordingly. This upgraded coin value will not reset.
- If the Hard Honcho Boss gets the behaviours of Boss 2, then it will always add 6x coin value to all the Thugs' coin values.
- If the Hard honcho Boss gets the behaviours of Boss 3, then it will act as mentioned in Raid Spins.

When the Hard Honcho Boss is collected, all the remaining empty positions of the Thug diamond formation, will be filled with new Thugs for the next spin.



GAME FEATURES



Nolimit Bonus Buy

Buy your way straight into the different bonus features, ranging from 100x to 850 times the base bet.

The Nolimit Bonus feature may however be removed in some regulated markets.

- Mexican Standoff can be bought for 136 times the bet, maximum possible bet is €100.00.

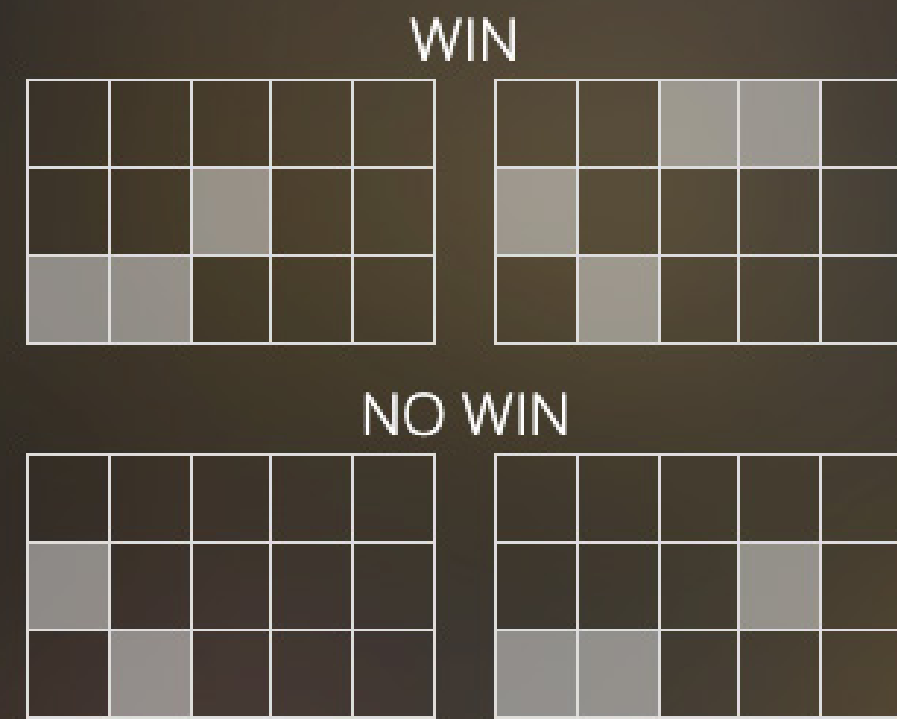
- Raid Spins can be bought for 100 times the bet, maximum possible bet is €100.00.

- Showdown Spins can be bought for 850 times the bet, maximum possible bet is €100.00.

- Lucky Draw can be bought for 175 times the bet, maximum possible bet is €100.00.



243 WIN WAYS



GAME IDs & RTPs

DESKTOP + MOBILE

NLC Direct Game ID	Description	OSS Game Type	OSS Table ID	RTP
BountyHunters	Standard Version	bountyhunters	bountyhunters000	96.07%
BountyHuntersDX1	DX1 Version	bountyhunters	bountyhuntersdx1	94.14%
BountyHuntersDX2	DX2 Version	bountyhunters	bountyhuntersdx2	92.18%
BountyHuntersDX4	DX4 Version*	bountyhunters	bountyhuntersdx4	87.17%

For Evolution One Stop Shop (OSS) integration, please use the "OSS Game Type" and "OSS ID"

**DX4 is for use in DE Market only*

To download the promo pack, please visit the Operator section on our website

<https://www.nolimitcity.com/operator/>

