



GAME OVERVIEW

# SNAKES & LADDERS



Snake Eyes



# Game Information

Return to the popular board game in Snakes & Ladders Snake Eyes.

The exciting base game is home to returning symbols such as bananas, gorillas and snakes from the popular original release, along with a wild multiplier. This can carry a multiplier from 1x to 3x providing a boost to the value of wins for players and aiding in the creation of wins across the game's 10 paylines, by substituting all symbols except the scatters.

Three scatters are needed to unlock the thrilling bonus round with players again being tasked with travelling across a 12x12 game board collecting wins, climbing ladders and descending snakes as they go. Additional scatters award more spins and a chance that one of the scatters will transform into a big scatter awarding even more spins!



# Game Information



## Screen size:

- 5x3 screen size in base game
- 12x12 screen in free game

## 15 Symbols:

- 9 regular symbols
- 1 Wild that pays
- 1 Scatter that doesn't pay
- 1 Empty symbol
- 1 Coin symbol
- 1 Banana symbol
- 1 Skyscraper symbol



# Game Information



## Base Game:

- Wilds are multipliers with value 1x to 3x on them.
- Wilds are global multipliers and multiple each other. 3 and 3 will result in a 9x global multiplier.
- Unlike previous version of the game, there is no accumulative in the base game.

## Free Game:

- Starts if there is at least 3 scatters. 3 sc = 12 respins. 4 sc = 14 respins. 5 sc = 16 respins. Big scatter feature may increase that number by 2 for 4sc and 5sc.
- When there is 4 or 5 scatters on a screen, there is a chance that one of the scatters will transform into Big scatter (visually, no real symbol), and instead of 14rs(4sc) and 16rs(5sc) player will get 16rs(4sc) and 18rs(5sc).
- Gives 1 extra respin every time player rolls 1 + 1 dice. Other double rolls do not grant an extra respin.
- There is a trail with a maximum length of 4.
- If player rolls a double (for example 1-1, or 5-5), then the trail advances by 1. In the end of the current board, if player got 4 in a trail, and there is no retrigger because of the end of the board, then the trail will retrigger the game and a new board will be generated and played. o The trail does not change or reset if the board is retriggered. It keeps the state during a single round



# Game Information



- After the trail has retriggered the game, it keeps its state of 4/4, and no other retrigger may be granted by the trail
- The game also has a chance to be retriggered if player reaches the end of the board and rolls 2 same retrigger dice. If at the same moment the trail is also 4/4, then board end retrigger has a higher priority. And trail retrigger will happen only in the next board, unless it reaches the end and gets retriggered again and this repeats again until a trail retrigger is finally given.
- Game is played on a screen 12x12.
- The screen will contain player, snakes(shortcuts that take you down), ladders(shortcuts that take you up), value coins, multiplier coins, bananas, roaming skyscraper(sometimes).
- Player starts the game at position 0. Every turn 2 dice are thrown which determine by how many steps the player moves.
- If player ends his turn on a value coin, that coin is collected.
- If player ends his turn on a multiplier coin, that multiplier affects the total win accumulated so far on this board.
- If player ends his turn on a snake or ladder, it will take me down or up respectively.
- If player ends his turn on a banana, all bananas from the screen will disappear, and different value and multiplier awards will be increased.



# Game Information



- If player ends his turn on a skyscraper, it will act as a ladder and take him up. o If player reaches the end position(143), 2 dice will be thrown, which determine if the game should be repeated. 2 dice are the same = repeated, otherwise no.
- If the game is repeated because of reaching the end of the board, a new board is generated, and player receives the same amount of respins that he started a previous game with.
- There is a special situation when the player runs out of respins, but hasn't yet accumulated a minimum win of 20tb. In this case he receives 1 extra respin. At this moment player starts to run straight to the end of the board ignoring any ladder/snake/skyscraper. He collects all the value coins on his way and multipliers. But with one exception – all the multipliers he collected will be applied only after he reached the end of the board. In this case if multiple multipliers then they just sum up. o Declared minimum win is 20tb.

## **Bonus boost:**

- The game will make a base spin, and 3 to 5 scatters will land, initiating the free spins.
- 3 sc = 12 respins. 4 sc = 14 respins. 5 sc = 16 respins.
- Similar to regular game big scatter feature may increase the number of freespins by 2 for 4sc and 5sc.
- Freespin session will follow the regular scenario.





# SNAKES & LADDERS

• SNAKE EYES •

ROLL BIG & CLIMB  
THE BOARD TO RICHES



DON'T SHOW NEXT TIME





# SNAKES & LADDERS SNAKE EYES



K



A

A

A

A

A

Q



J



CREDIT \$99,997.80  
BET \$2.00

WIN \$5.80

A A A A LINE 1 PAYS \$8.00



AUTOPLAY





# SNAKES & LADDERS SNAKE EYES




CREDIT \$99,998.00  
BET \$2.00



AUTOPLAY





1000\*



20x WIN GUARANTEED!



CREDIT \$99,998.00 BET \$2.00 WIN \$6.00



51	9x 52	7x 53		9x 55	56	9x 57	58	9x 59
7x 46		8x 44	4x 43	4x 42	41	Ladder 40	39	38
8x 27	x2 26	8x 29	8x 30	8x 31	32	Ladder 33	34	8x 35
5x 22			4x 9	Banana 18	Gorilla 17	8x 16	15	8x 14
x3 3		8x 5			8	8x 9	10	8x 11
								5



20x WIN-GUARANTEED!  
**DICE 2/12 ROLLS 8**



CREDIT \$99,998.00 BET \$2.00 WIN \$6.00

# GAME RULES



All symbols pay from left to right on adjacent reels starting from the leftmost reel.



5 - \$100.00  
4 - \$50.00  
3 - \$20.00



5 - \$40.00  
4 - \$20.00  
3 - \$10.00



5 - \$40.00  
4 - \$20.00  
3 - \$10.00



5 - \$30.00  
4 - \$15.00  
3 - \$6.00



5 - \$20.00  
4 - \$8.00  
3 - \$3.00



5 - \$20.00  
4 - \$8.00  
3 - \$3.00



5 - \$10.00  
4 - \$3.00  
3 - \$1.00



5 - \$10.00  
4 - \$3.00  
3 - \$1.00



5 - \$10.00  
4 - \$3.00  
3 - \$1.00

5 - \$100.00  
4 - \$50.00  
3 - \$20.00



This is the WILD DICE symbol. It substitutes for all symbols except for BONUS symbol. Whenever it hits, the WILD DICE symbol will have 1, 2 or 3 dots on it. This represents a multiplier of 1x, 2x or 3x that applies to the total win of that spin.



This is the BONUS symbol. It appears on all reels.



CREDIT \$100,010.53  
BET \$2.00

WIN \$148.00



AUTOPLAY





## SNAKES & LADDERS BOARD BONUS

Hit 3 or more BONUS symbols to trigger the SNAKES & LADDERS BOARD BONUS.  
Depending on the number of BONUS symbols hit a number of rolls is awarded as follows:

- 5 BONUS symbols - 16 dice rolls.
- 4 BONUS symbols - 14 dice rolls.
- 3 BONUS symbols - 12 dice rolls.

When the feature is hit by 4 or 5 BONUS symbols, there is a chance that one of those symbols will transform into a SNAKE BONUS symbol that awards an extra 2 dice rolls for the subsequent round.

In the BONUS game the player is presented with a board of 144 squares, on a grid of 12x12.

The player is represented by a monkey head which, in the beginning of the game is placed on square 1.

At the beginning of the game, random items are placed in random squares on the grid: money awards expressed as multiplier of total bet, multipliers for the total win, ladders of any size, snakes of any size and bananas.

During the game, for every roll, 2 dice give a random result, from 1 to 6 dots on each. After every roll, the monkey head moves a number of places on the grid according to the total number of dots from both dice.



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CREDIT \$100,071.45  
BET \$2.00

WIN \$148.00



AUTOPLAY





The monkey head can land on a square with one of the following:

**Money award** - A random value from 4x to 100x total bet. Landing on a square with money award adds this value to the total win of the round.

**Multiplier** - A multiplier that when the monkey head lands on will multiply the total win that has been collected so far.

**Ladder** - The ladder is a shortcut that takes the player from a lower square to another square higher up the grid. When the monkey head lands on the lower base of the ladder, it will automatically move to the square where the upper end of the ladder is.

**Snake** - The snake is a shortcut that takes the player from an upper square to a lower square. When the monkey head lands on the head of the snake, it will automatically move to the square where the tail end of the snake is.

**Banana** - Landing on a banana will trigger a sequence where random money award values are added to the grid in random positions and all other bananas on the grid are removed.

**Final position** - Landing on the 144th position on the table will award 1000x total bet.

Randomly, any square can have a hidden shortcut, the rope charmer. When the monkey head lands on a square with a rope charmer, the shortcut will show and the monkey head will be moved in a random position higher on the grid than this square.

The round ends when there are no more rolls or the final square, number 144, is reached. At the end of the round, the total amount collected so far is awarded.

The **BONUS** game has a minimum guaranteed win of 20x total bet. If when rolls are finished, the currently collected amount is below 20x total bet, it will enter **RAGE MODE** and the monkey head will move from current position to the end of the grid by passing all of the remaining positions in order and collecting all of the values and multipliers that it passes over, applying the total of all multipliers collected to the final amount. While in rage mode, the monkey head ignores all ladders, snakes, bananas and rope charmers.

If at any point, the monkey head reaches square 144, the round immediately ends and a chance for a retrigger is presented. The game will do a roll of 2 dice and if the result is 1-1, 2-2, 3-3, 4-4, 5-5 or 6-6 the **BONUS** game is retriggered and starts from the beginning.

The number of rolls in the retriggered game is the same as the rolls from the initial **BONUS** game.

Every time a 1-1 result is rolled, one more roll is added.

Every time a 1-1, 2-2, 3-3, 4-4, 5-5, 6-6 result is rolled, a section of a snake present at the top of the reels is filled. The snake has 4 sections. When all 4 sections are filled, one retrigger of the bonus is awarded. The retriggered bonus will be played after the current one ends.

The total win of the round is equal to the total amount collected from all **BONUS** games that were played.

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**CREDIT** \$100,098.30  
**BET** \$2.00

**WIN \$148.00**



**AUTOPLAY**



## GAME RULES

**VOLATILITY** ⚡⚡⚡⚡

High volatility games pay out less often on average but the chance to hit big wins in a short time span is higher.

All symbols pay from left to right on selected paylines.

All wins are multiplied by bet per line.

Bonus wins are multiplied by total bet.

All values are expressed as actual wins in coins.

Only the highest win is paid per line.

When winning on multiple paylines, all wins are added to the total win.

1  2  3  4  5   
6  7  8  9  10 

### MAX WIN

The maximum win amount is limited to 5,300x bet in both base game and bonus game. If the total win of a round reaches 5,300x bet the round immediately ends, win is awarded and all remaining features are forfeited.

SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.

The theoretical RTP of this game is 96.08%

Malfunction voids all pays and plays.

MINIMUM BET: \$0.10

MAXIMUM BET: \$100.00

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CREDIT \$100,127.50  
BET \$2.00

**WIN \$148.00**





AUTOPLAY









## HOW TO PLAY



Click the  or  buttons to change the bet value and open the bet menu.  
Select the bet you want to use in the game.


## MAIN GAME INTERFACE

 opens the **SETTINGS** menu that contains settings which affect the way the game is being played.

 opens the Information page

**CREDIT** and **BET** labels show the current balance and current total bet.  
Click on the labels to switch between coins view and cash view.

 and  change up or down the current bet and open the bet menu, where you can change the bet denominations.

 starts the game

**AUTOPLAY** opens the automatic play menu

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**CREDIT** \$100,146.00  
**BET** \$2.00

**WIN \$148.00**



**AUTOPLAY**





### SETTINGS MENU

**QUICK SPIN** – Selects the Quick Spin setting for game reels to start automatically and stop as soon as released

**INTRO SCREEN** – toggles the introductory screen on and off

**AMBIENT** – toggles the ambient sound and music in the game on and off

**SOUND FX** – toggles the game`s sound effects on and off

**GAME HISTORY** – opens the game history page

### INFORMATION SCREEN

and scroll between information pages

closes the information screen

### BET MENU

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.

Use the and buttons in the COINS PER LINE and COIN VALUE fields to change the values.



The maximum win amount is limited to 5300X bet. If the total win of a round reaches 5300X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.



CREDIT \$100,146.00  
BET \$2.00

WIN \$148.00



AUTOPLAY

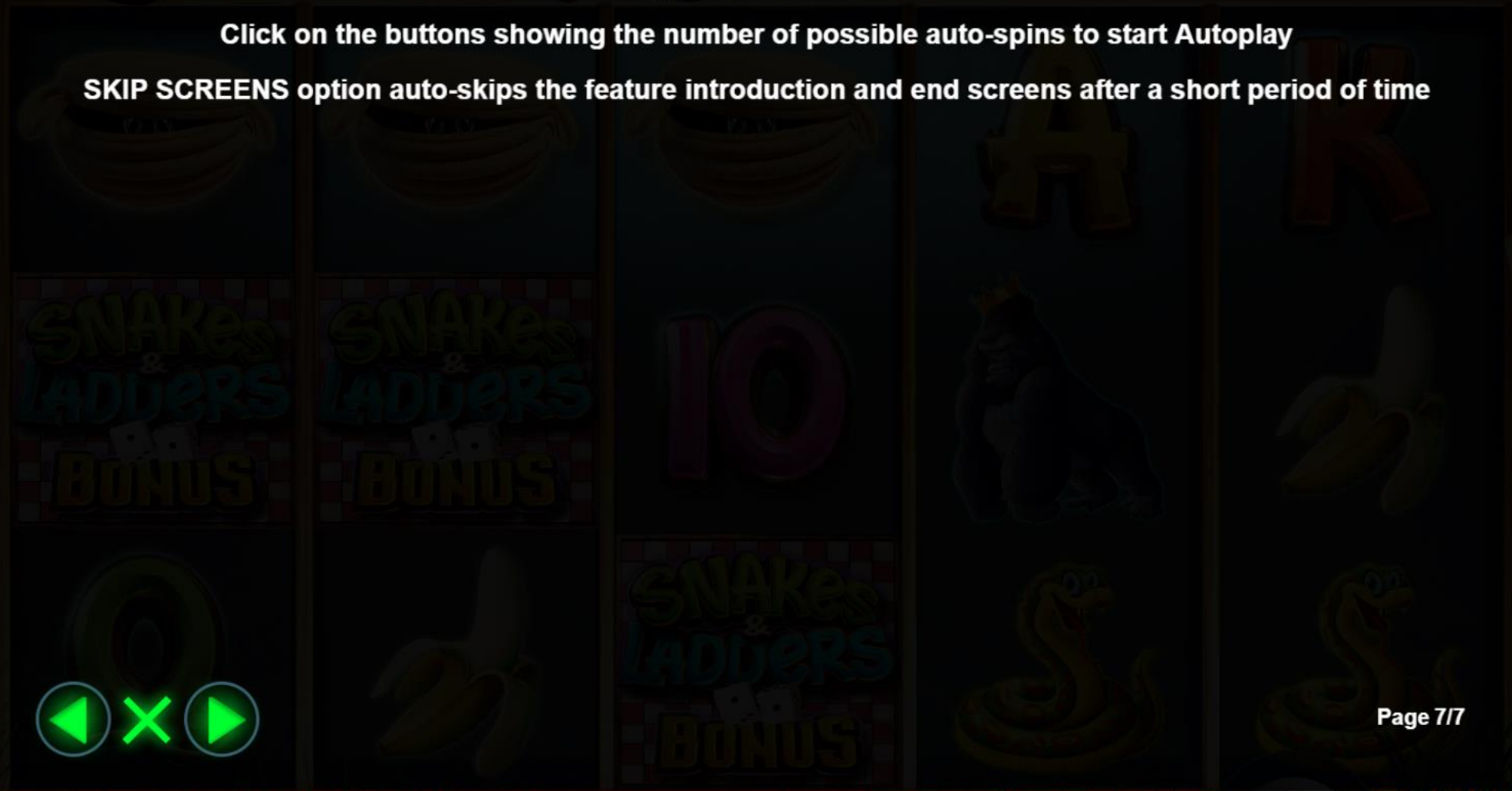




# AUTOPLAY

Click on the buttons showing the number of possible auto-spins to start Autoplay

SKIP SCREENS option auto-skips the feature introduction and end screens after a short period of time



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CREDIT \$100,146.00  
BET \$2.00

WIN \$148.00



AUTOPLAY





THANK YOU