

GAME OVERVIEW



PRAGMATIC PLAY

Game description

This title is sure to keep players on the edge of their seats with some interesting mechanics. 3 bonus symbols trigger a Mega Hold and Spin feature that can lead to impressive multipliers all the way up to 500x! A key collection mini game is also present, and enough keys can trigger a Mystery Multiplier!



GAME OVERVIEW: ROCK VEGASTM



Theme:

Ocean

Player Demographic:

ΑII

Player Skill Level:

AII

Reels:

5

Symbols:

18

Paylines:

20



Wild Symbol:

Yes

Paid Scatter:

No

Free Spins feature:

Yes

Game ID:

vs20rockvegas

Default RTP:

96.64%



GAME OVERVIEW: ROCK VEGASTM

Scatter

During base game the feature is triggered when 3 or more "Bonus" rocks land in view. Look out for "Ugg", as the caveman may whack those reels at any time to help you along the way and drop more "Bonus" rocks.

Hold and spin feature

If 3 scatters start the feature then all rock types (rock paytable can be found in the info pages) are available to land on the grid. For each additional scatter the lowest paying rock type is removed from landing options for the duration of the feature. Feature starts with an empty 10x10 grid and 3 lives. A live is taken at the start of each spin. If 1 or more new rocks land in the current spin all lives are refreshed to to original amount. All rocks that land on the grid stay there until all lives are lost or the grid is full, at which point they are collected to the total award. If coins of the same type land in a 2x2 or 3x3 square they merge together to create 1 rock with a multiplier for that rock types value. A retrigger to the grid can occur if all 100 positions have been filled or all lives have been lost and I or more unused re triggers have been awarded from chests. In this case all the rocks from the grid are

collected to the total box and a player gets a chance for 100 more rocks and keys.
As the final step of the game any global multipliers collected are applied on all the won credits in the feature.

Burning background

During the hold and spin feature after a spin ends, regardless if rocks have landed or not, athere is a chance for the game to trigger the burning background effect, which puts rocks on some empty positions. This also refreshes all lives. rocks awarded this way can also carry keys attached to them.

Merge Boulder Swap

Sometimes after a spin ends random rocks can be moved or swap places with other rocks that landed in that spin to allow a merge to happen.

Key Trail

Each feature starts with an empty key trail of 10 positions. The trail consists of 8 greyed out keys and and 2 closed chests. Every rock that spins in has a

GAME OVERVIEW: ROCK VEGASTM

chance for a small key to be attached to it. If that rock lands in view, the key is added to the trails next empty position starting from the left. If the key is placed on a position with a chest, the chest opens revealing a random prize that is immediately awarded. The sequence is done after the burning background and merge boulder swap elements, for every key in view. Once 10 total keys are collected a random global multiplier is revealed at the end of the trail which is added to the total global multiplier box to be applied on the final win at the end of the feature. All global multipliers won are combined by multiplying them together in the global multiplier box. Chests can contain 5 different prizes: retriever (if lives end, all rocks and wins are collected and grid emptied with fresh 3 lives), rock (2x2 or 3x3, with a multiplier worth that rocks type multiplied by the multiplier and immediately added to the total box), Money (a cash prize that is immediately added to the total box), multiplier (a random multiplier, added to the global multiplier box or combined with any multiplier that is already there), Keys (additional keys that are immediately added to the trail to advance further).



Total Box

The total box displaying any win awarded from chests or already cleared grids in the current feature is visible at all times to inform of a combined value of the win so far. When player runs out of lives and no more retriggers are left all the wins from the feature are collected in the total box and the global multiplier (if available) is applied on that win before the feature ends.

Take a step back into a time when the "Ugg" our friendly caveman foraged in his jungle with his fellow gritters looking for the "secret cave of stones" deep in Rock Vegas here he will experience a multitude of winning spins watching them multiply when they cluster together, big wins and massive multipliers add to the experience, bone keys add to the trail and unlock monster win opportunities via the ancient treasure chests.

Our hero will try and help randomly by using his club to smash the Bonus Rocks from the ceiling to enter the vegas cave.

Rock & Roll!







GAME RULES

Fabulous

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



5 - \$150.00 4 - \$60.00 3 - \$30.00 2 - \$3.00



5 - \$100.00 4 - \$40.00 3 - \$20.00



5 - \$100.00 4 - \$40.00 3 - \$20.00



5 - \$50.00 4 - \$20.00 3 - \$10.00



5 - \$25.00 4 - \$10.00 3 - \$5.00



5 - \$25.00 4 - \$10.00 3 - \$5.00



5 - \$15.00 4 - \$5.00 3 - \$3.00



5 - \$15.00 4 - \$5.00 3 - \$3.00



5 - \$15.00 4 - \$5.00 3 - \$3.00



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

The bonus symbol can hit naturally or can appear randomly at the end of the spin.



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CREDIT \$100,000.00 BET \$4.00

HOLD SPACE FOR TURBO SPIN







MEGA HOLD AND SPIN FEATURE

Fabulous

Hit 3 or more BONUS symbols to trigger the MEGA HOLD AND SPIN FEATURE.

The MEGA HOLD AND SPIN FEATURE starts after all win combinations for the lines are paid. The normal symbols fade away and a new grid of 10x10 positions appears. The normal reels are replaced with special reels containing only rock symbols and empty spaces.

These are the rock symbols. They have a fixed value, as follows:



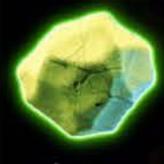
\$4.00



\$2.40



\$1.60



\$0.80



\$0.40

When the round starts, depending on how many BONUS symbols triggered the feature, the lowest rock symbols are present or not.

If the feature was triggered with 5 BONUS symbols only the orange, pink and golden rocks are present in the feature.

If the feature was triggered with 4 BONUS symbols only the orange, pink, golden and green rocks are present in the feature.

If the feature was triggered with 3 BONUS symbols all rocks are present in the feature.

You start with 3 respins. All rock symbols that hit after each respin remain on the screen until the end of the round. Every time at least one rock symbol hits, the number of respins is reset to 3. The round continues until respins are finished or all positions on the screen are filled with rock symbols.

Whenever a cluster of 2x2 or 3x3 of rock symbols of the same type forms, it will transform into a big rock of that type and a random multiplier is assigned to it. For 2x2 clusters multipliers are between 5x and 10x. For 3x3 clusters multipliers are between 35x and 500x. The multiplier applies to the value of all symbols from that cluster.

After every respin, there is a random chance for rock symbols to be added to the screen in random positions with a fire animation.



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CREDIT \$100,000.00 BET \$4.00









During the feature, a key collection mini game is present.

Rock symbols can hit with a key symbol on top of them. Key symbols are collected in a trail:



Whenever enough keys are collected on the trail to reach a chest, it opens and awards one of the following randomly:

- One of the rock symbols with its value multiplied by a random multiplier from 0.5x to 500x. The amount is collected immediately.
- A random direct money award from 10x to 500x total bet. The amount is collected immediately.
- A random number of keys from 4 to 10. The keys are added to the trail immediately.
- A random general multiplier that will apply to the total win of the round, at the end of the round, from 2x to 100x. If more than one general multipliers are collected during the round they multiply between themselves.
- One retrigger.

If enough keys are collected to reach the MYSTERY MULTIPLIER, a random number from 2x to 100x is collected and multiplies the general multiplier gotten so far.

After the trail is finished, it starts from the beginning, more keys can be collected and the feature continues. No limits!

The MEGA HOLD AND SPIN FEATURE can be retriggered when a retrigger is hit from a chest or the grid is filled with rock symbols. On retrigger, after the current round ends, the grid is cleared of rocks, the number of respins resets to 3 and respins start from scratch.

Retriggers can be accumulated and they will be played in order until there are none left.

After the round ends, the values of all rocks on the grid are added to the total win, general multiplier is applied and the final amount is paid.

MAX WIN

The maximum win amount is limited to 10,000x bet in both base game and free spins. If the total win of a RESPIN ROUND reaches 10,000x bet the round immediately ends, win is awarded and all remaining free spins are forfeited



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CREDIT \$100,000.00 BET \$4.00 HOLD SPACE FOR TURBO SPIN







GAME RULES

Fabulous



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.

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

The theoretical RTP of this game is 96.64%

Malfunction voids all pays and plays.

MINIMUM BET: \$0.20 MAXIMUM BET: \$240.00

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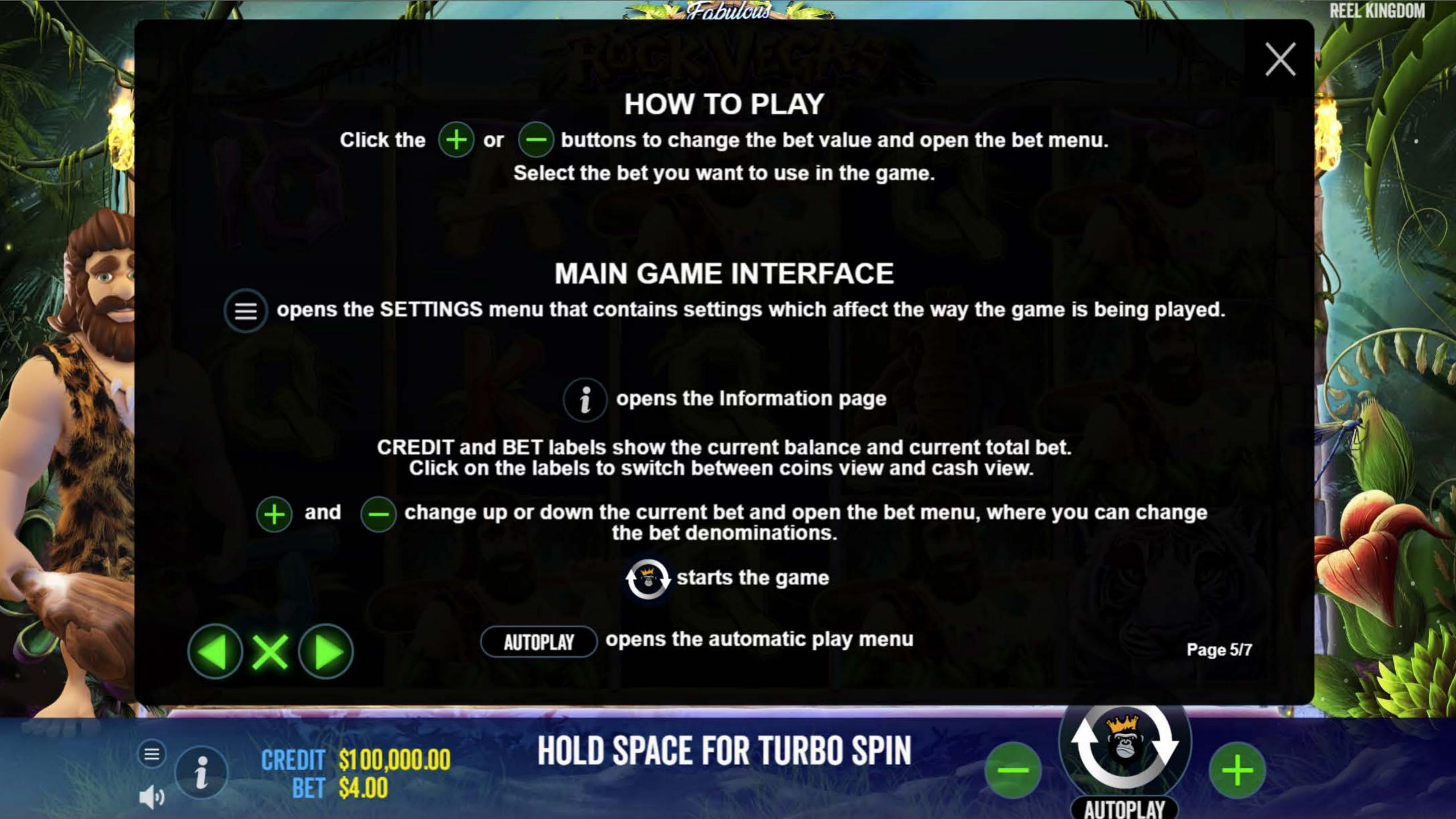












SETTINGS MENU

Fabulous -

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

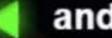
INTRO SCREEN – toggles the introductory screen on and off

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



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 10000X bet. If the total win of a round reaches 10000X bet the round immediately ends, win is awarded up to the cap and all remaining features are forfeited.

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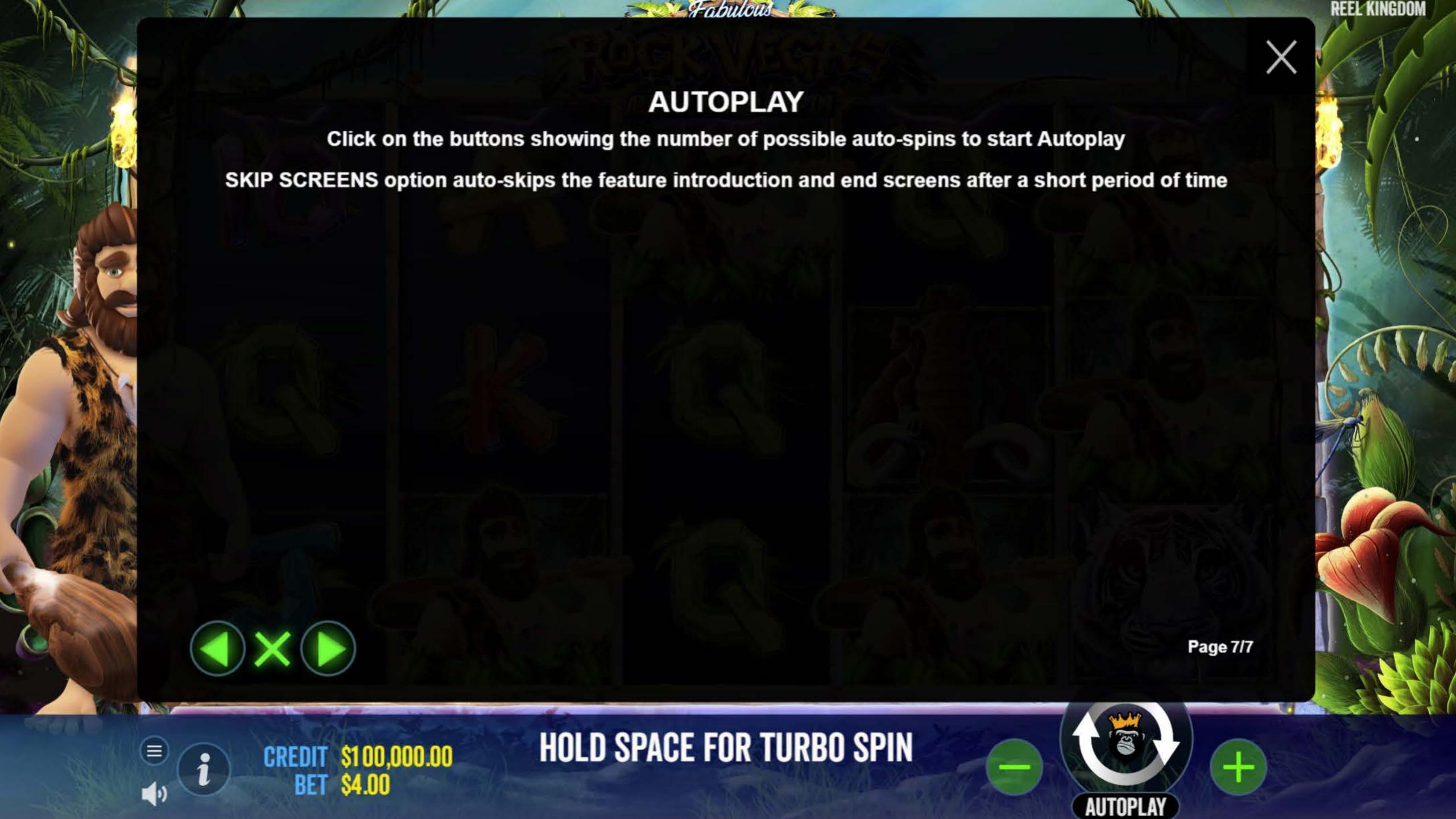


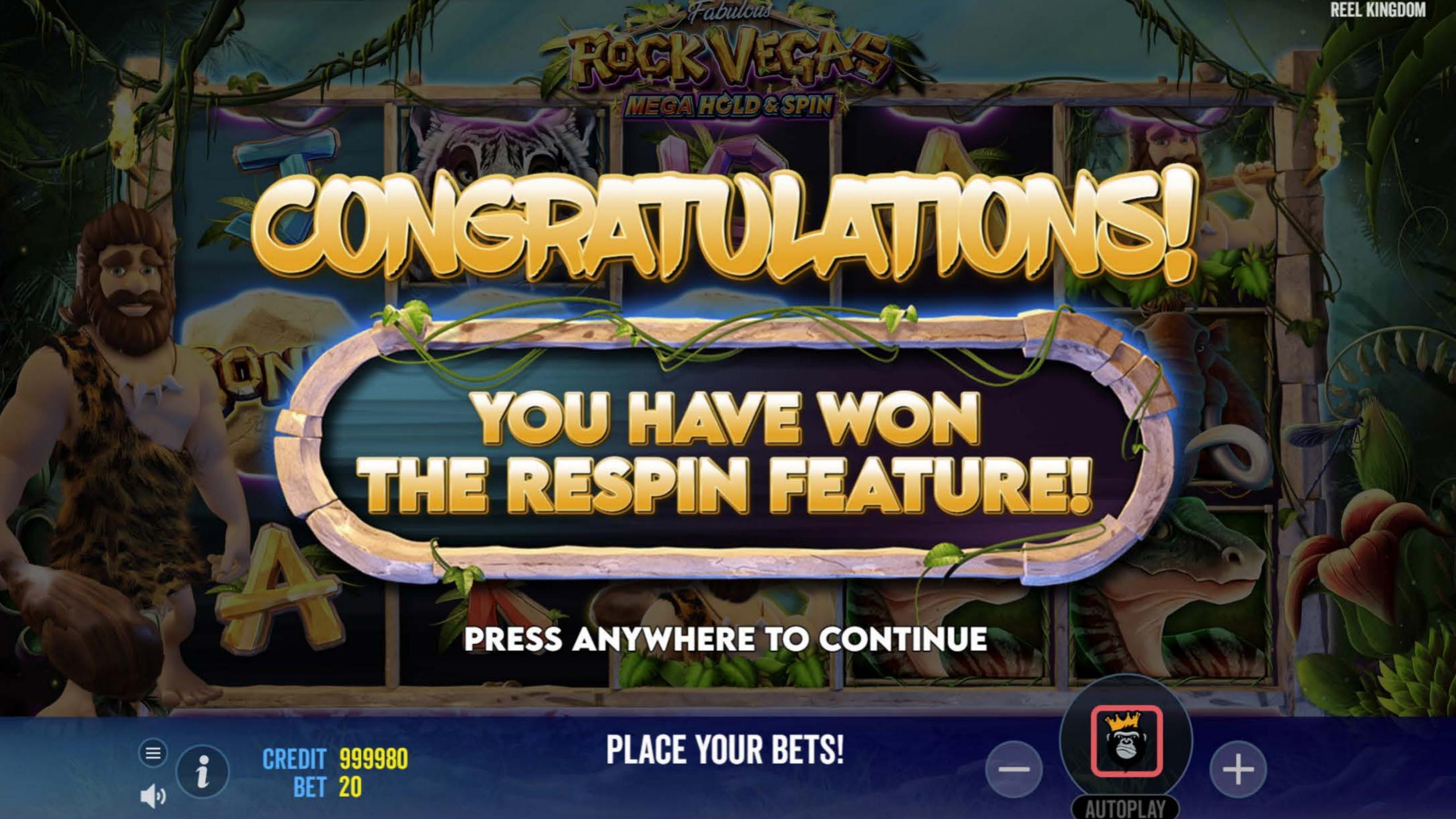


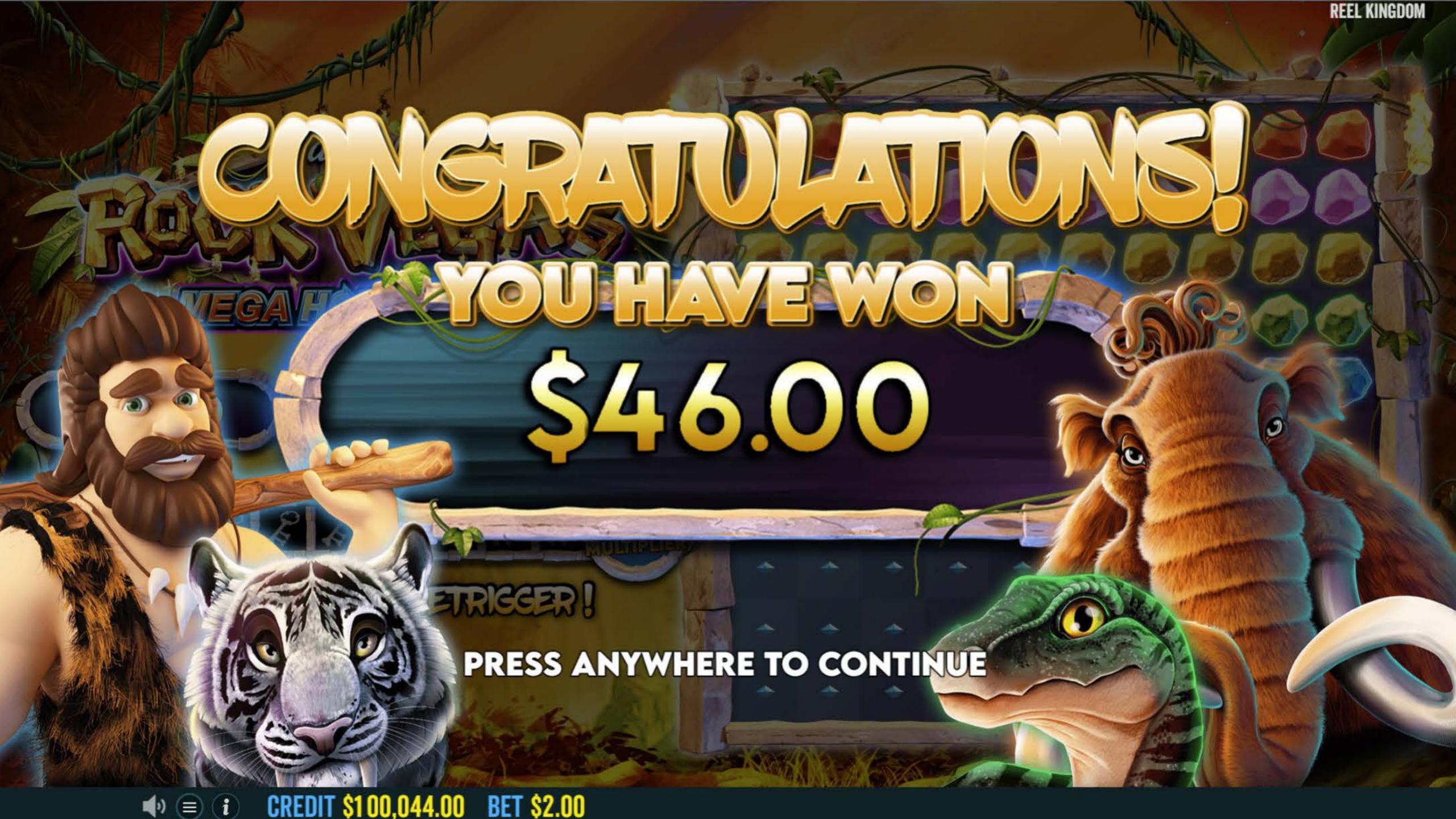














THANK YOU!

