



MONEY MARIACHI

INFINITY REELS™

The Day of the Dead (Dia de los Muertos) is here; the last day of the All Hallowtide season. It's a day of remembrance, but also of celebrations. The locals do not dwell in sorrow, instead they make music to melodically wake the spirits of the dead. Trigger the Level-Up Respins feature with 3 Shrine symbols.

Each instrument strengthens the Shrines by adding more souls into them. The Guitar grows, the Trumpet freezes respins in place, the Violin boosts the prizes, and the Beautiful hymn charms. With Infinity Reels™ there's infinite possibilities! Imagine Prizes levelling up per Shrine and Special symbols across expanding reels requiring multiple screens to fit. The cherry on top is the Infinity Bonus paying 888x your bet!

ID: 10211

REELPLAY



Global release

JANUARY 10, 2022



RTP

96,19%



HIT Frequency

26,25%



Volatility

HIGH



Default Max win

250.000 €



Paylines

INFINITY



Default bet size

1 €



Default bet range

0,20 € - 5 €



Default coin range

0,01 - 5



Default max multiplier

X 50.000

Key selling points

Respins feature on Infinity Reels™

Ever increasing Prizes during Level-Up Respins; with various special collectable symbols to increase the prizes in different ways

Win up to 888x your Total Bet in the Infinity Bonus

Charming art style inspired by authentic culture references

Max Win of up to 50,000x your Total Bet

Target demographic

Players who enjoy Infinity Reels™ mechanics

Engaging gameplay with central American themes

Players who like ever increasing big prizes

Players who are comfortable with innovation within games and prizes

Game features

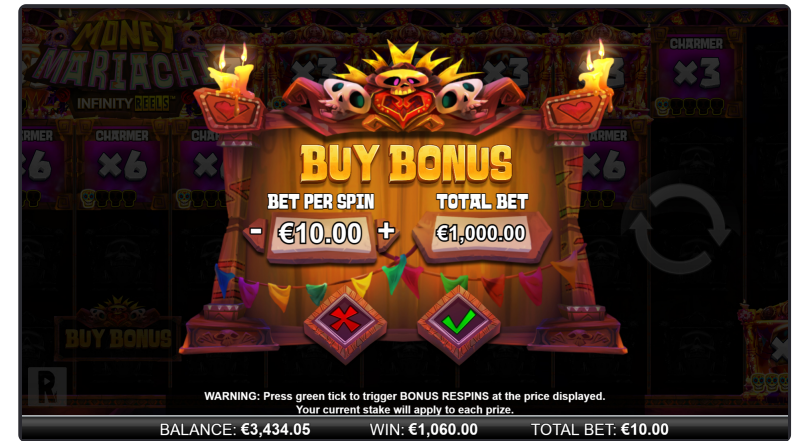
Infinity Bonus

A prize of 888x total bet is awarded for any spin that results in 12 or more reels being added. This can occur during normal spins or during LevelUp Respins. The Symbol Multiplier is not applied to Infinity Bonus wins.



Buy Bonus

(available on selected jurisdictions) The player may opt to buy a LevelUp Respins bonus. The cost to buy is 100 x bet per spin. A spin is played that will trigger the LevelUp Respins bonus. The triggering spin will have from 6 to 15 reels. The Infinity Bonus may be triggered from the triggering spin.



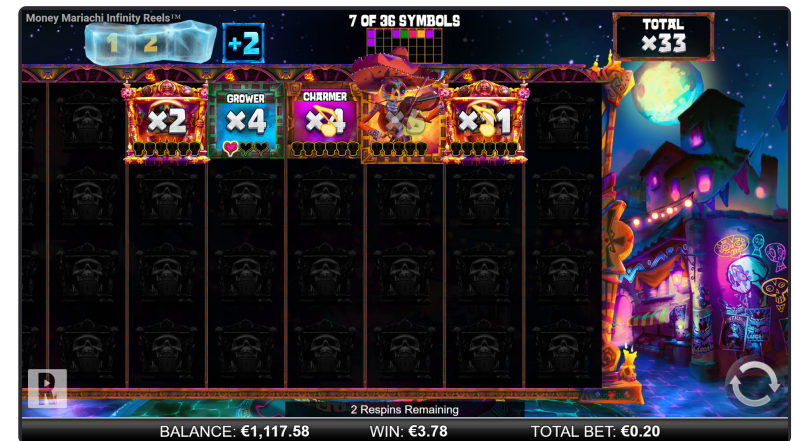
LevelUp Respins

LevelUp Respins are triggered when 3 or more Shrine appear. 3 respins are awarded. All Shrines are held, and all remaining positions spin. When any new Shrines appear, they are held, and respins are reset to 3. Each time a reel is filled with 4 Shrine/Special symbols, a new reel is added to the right and spun. Each Shrine starts with a prize of 1x to 10x bet. On each respin, every Shrine/Booster/Charmer gains a skull. When a Shrine/Booster/Charmer accumulates 6 skulls, it levels up and its prize increases by 1x to 10x bet. All skulls are then removed from the symbol, and it will start accumulating skulls again on the next respin. Each time a Shrine levels up, there is a chance it transforms in to one of 4 special symbols.



LevelUp Respins - Special Symbols

GROWER: Levels up on every respin increasing the prize by 1x to 10x bet (no skulls required). Can obtain up to 3 hearts (from Charmers), which each add an extra level up for the Grower on each respin. **FREEZER:** Freezes the number of respins for 2 respins, and then transforms back to a Shrine. **BOOSTER:** Increases the prize of all surrounding Shrine/Special symbols by 1x to 10x bet, every time it levels up. **CHARMER:** Reduces the number of skulls required to level up all surrounding Shrine/Special symbols by 1, and adds 1 heart to all surrounding Grower symbols, every time it levels up. If a new Shrine appears while the respins are frozen from a Freezer, the respins are still increased back up to 3. Surrounding symbols for



Charmers/Boosters include positions 1 space to the left, right, above, below, and diagonal to the Charmer/Booster. The number of skulls required to level up a Shrine/Special symbol can not be reduced below 1. Upon completion of respins, each Shrine/Special symbol awards their displayed prize. The Symbol Multiplier is not applied to LevelUp Respins wins. LevelUp Respins are played at the bet of the triggering spin.

Game rules

- Player selects a Total Bet size.
- Base Bet is equal to Total Bet divided by 20.
- Symbols pay from left to right (starting from the left-most reel) except SHRINE where the participating symbol count is greater or equal to 5.
- Symbols all pay as scatters.
- Symbol pays are calculated as the number of participating symbols multiplied by the symbol value as found in the Paytable.
- Wins are multiplied by the Base Bet value.
- Coinciding wins for different symbols are added.
- Guitar substitutes for all symbols except Shrine.
- Malfunction voids all pays and plays.
- The Theoretical Return to Player is:
 - Regular Game: 96.24%
 - Buy Bonus: 97.06%

Symbol Multiplier

- The Symbol Multiplier is applied to all symbol wins except SHRINE.
- In any new game, the Symbol Multiplier starts as 1.
- The Symbol Multiplier increases by 1 every time a new reel is added.
- There is no upper limit imposed on the Symbol Multiplier.

How to Calculate Payline Wins

Infinity Reels TM

- All spins begin with 3 reels.
- On any spin, if the rightmost reel improves any symbol combination, then an extra reel is added to the right.
- The new reel is spun, and if it again improves any symbol combination then another reel is added and so on.
- Wins are calculated once no extra reel is added.
- There is no upper limit imposed on the number of reels that can be added.

Symbol Pays

- Symbols pay from left to right (starting from the left-most reel) except SHRINE which pay anywhere the participating symbol count is greater or equal to 5.
- Symbols all pay as scatters.

- Symbols pays are calculated as the number of participating symbols multiplied by the symbol value as found in the Paytable.
- Wins are multiplied by the Base Bet value.
- Base Bet is equal to Total Bet divided by 20.

Game menus

Game Panel



Expand this image

- A - Spin** - Go to Casino Lobby. Configurable per operator.
- B - Menu** - Opens a window where the player can view info pages; go to lobby; change bets; configure autoplay and adjust game settings. It defaults to info pages.
- C - Balance Meter** - Display the player's current balance.
- D - Win Meter** - Display the current win amount.
- E - Total Bet Meter** - Display the total wager staked
- F - Stop Autoplay** - Stops autoplay. Number of autoplays remaining will be shown over the button.

Options Panel



Expand this image

A - Home - Go to Casino Lobby. Configurable per operator.

B - Info - Display info pages.

C - Autoplay - Opens Autoplay configuration window, where the player can select the desired number of autoplay and start autoplay.

D - Bet Settings - Opens Bet configuration window, where player can select the desired bet amount.

E - Game Settings - Open Game settings configuration window, where the player can adjust the following:

F - Return to Game - Go back to Base Game.