

Funky Time Live



 Evolution



BOOGIE ON DOWN IN THIS FUNK-TASTIC GAME SHOW

Boogie on down with Funky Time! With an incredible spinning money wheel, disco beats, ice-cool cocktails, daring dance floor moves, and more opportunities for multiplied winnings than ever, the fun hits fever pitch!

Built on our mega-successful Crazy Time live game show concept, Funky Time is a hip '70s-style disco extravaganza with whopping multipliers and four groovy Bonus games. Good vibes and entertainment are guaranteed!

At the heart of the funk-tastic action is the unique DigiWheel, which dynamically generates several

random multipliers in each round — increasing the chances of players getting a multiplied payout more than ever. What's more, the 24 letter segments on the wheel (over a third of the wheel's segments) offer a default 25:1 payout. That's a chance for players to win big already in the main game!

Win on any of the number 1 or letter segments of the wheel and you can cash out instant wins. Win on a bonus segment and you can proceed to one of the four unique Bonus games —Bar, Stayin' Alive, Disco, and VIP Disco — in which multipliers are guaranteed!

KEY BENEFITS

- More opportunities to win on a multiplier
- Four incredible Bonus games with multipliers guaranteed
- A fresh and dynamic way of betting.

RETURN TO PLAYER (OPTIMAL)

95.99%

GAME OVERVIEW

HOW TO PLAY

BAR

STAYIN' ALIVE

DISCO AND VIP DISCO

PAYOUTS

MARKETING ASSETS





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HOW TO PLAY

The objective in the main Funky Time game is to predict the segment on which the wheel will stop after the spin. The Funky Time money wheel consists of 64 segments, all of which offer a win or an advancement in the game:

BET	NUMBER OF SEGMENTS
Number 1 bet (instant win) The segments marked '1'	28
Letter bet (instant win) The segments marked with the letters in the words PLAY, FUNK and TIME (each word appears twice on the wheel)	24
Bonus game bet (to take part in a Bonus game) Six segments marked BAR, two segments marked STAYIN' ALIVE, three segments marked DISCO and one segment marked VIP DISCO	12

PLACE A BET

Place your bet on one or multiple bet spots where you think the money wheel will stop.

When the betting time is over, the game host will spin the wheel. The digital wheel will generate random multipliers and assign them to random segments on the wheel.

In addition to the bets on the number 1, individual letters and each of the four Bonus games, there are two further options for easier betting:

- BET ON 12 LETTERS — places a bet on all 12 letters at once (12 bets in one)
- BET ON 4 BONUSSES — places a single bet on all 4 letters at once (4 bets in one).





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BAR

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THE MONEY WHEEL SEGMENTS

When the money wheel stops, the flapper shows which segment on the wheel has won.

If the wheel stops on an instant win segment (any number 1 or any of the letters P, L, A, Y, F, U, N, K, T, I, M, or E) you have placed your bet on, you win. If a multiplier hits that segment, your bet is multiplied accordingly.

If the wheel stops on a Bonus game segment (BAR, STAYIN' ALIVE, DISCO or VIP DISCO) you have placed your bet on, you proceed to the corresponding Bonus game round and receive a payout according to the multipliers accumulated in that Bonus game.

All players can observe a Bonus game taking place, but only players who have placed a bet on the corresponding Bonus game bet spot can participate and win.





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USER INTERFACE ELEMENTS

NUMBER 1 BET SPOT

Place bets on any Number 1 on the wheel by clicking on the '1' bet spot on the betting grid. This bet offers an instant win.

LETTERS BET SPOTS

Place bets on any one letter (P, L, A, Y, F, U, N, K, T, I, M or E) on the wheel by clicking on the appropriate letter bet spot on the betting grid. This bet offers an instant win.

BONUS GAME BET SPOTS

Place bets on any one of the four Bonus games (BAR, STAYIN' ALIVE, DISCO or VIP DISCO) on the wheel by clicking on the appropriate bet spot on the betting grid. All Bonus games grant multipliers in the event that you qualify.



RESULT HISTORY

The winning results of the most recent games are displayed. The most recent result or Bonus game is shown in the upper left corner.

AUTOPLAY

Once you have placed a bet, Autoplay allows you to repeat the same bets for a selected number of game rounds.

BET ON 12 LETTERS

Bet on all of the 12 letters on the wheel at once.

BET ON 4 BONUSSES

Bet on all four Bonus games on the wheel at once.

STATISTICS

Click here to see an expanded Statistics view.



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BONUS GAME: BAR

The Bar Bonus game, set in the disco club's bar environment, features a funky robot bartender and three beverage glasses used for accumulating your multipliers.

When the Bar Bonus game starts, you are taken to the bar counter — simply choose one of the three empty glasses.

Next, as the bartender pours drinks, all three glasses are assigned random multipliers. But the robot bartender has another surprise for you — a single reel slot will start to spin and reveal the value of another multiplier. This extra multiplier is then randomly assigned to one of the three glasses and multiplies the initial multiplier in that glass.

If there was an additional multiplier on the money wheel when the Bar Bonus game started, that multiplier is applied after the Bar Bonus game multipliers. The multiplier from the wheel spin multiplies multipliers in all three glasses, so all players benefit from it.

You will be paid your bet x the final accumulated multiplier value from your chosen glass.





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BONUS GAME: STAYIN' ALIVE

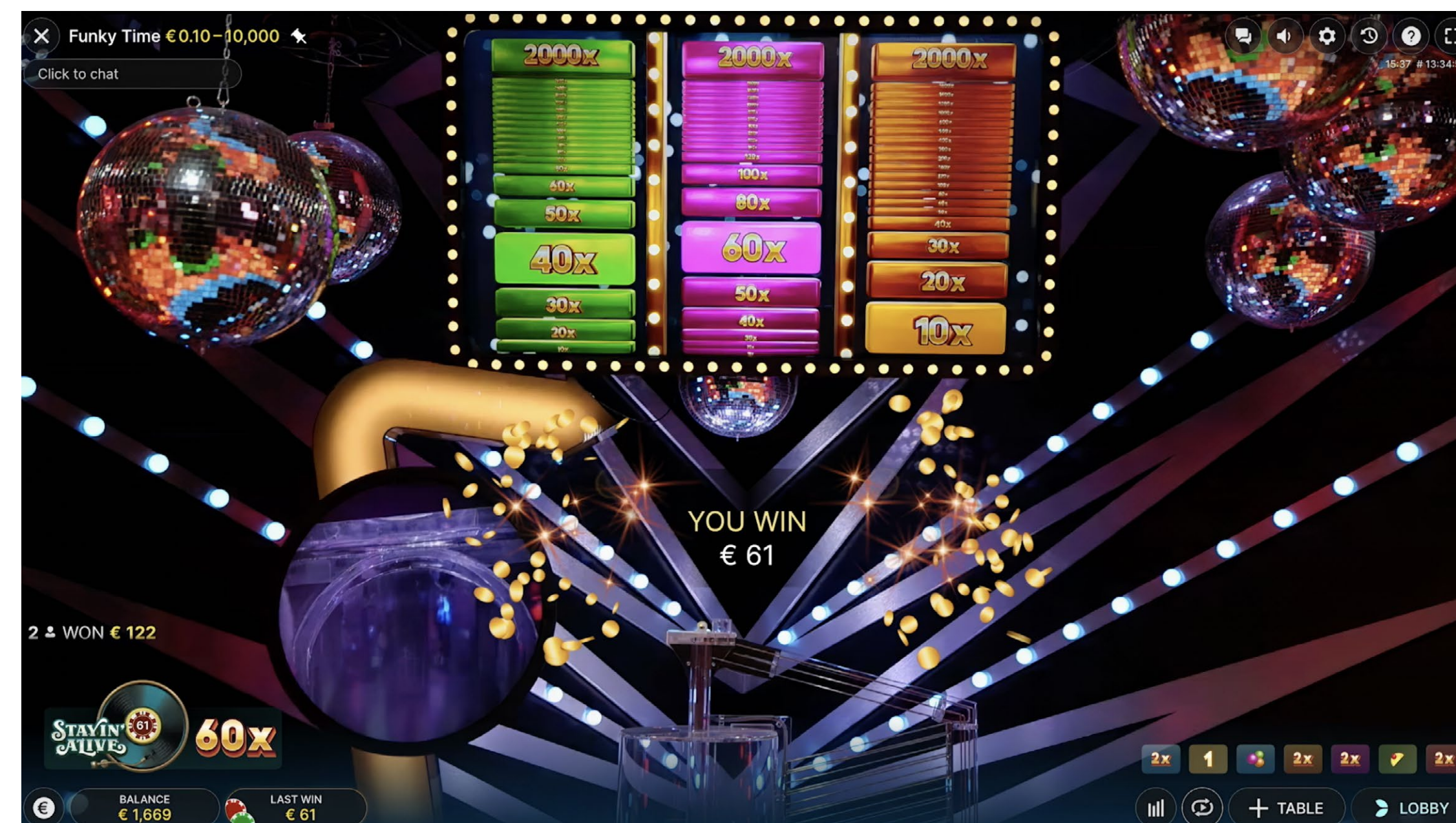
The Stayin' Alive Bonus game features a ball drawing machine with 90 coloured balls and a 20-level multiplier ladder that increases all the way up to the 10,000x multiplier. All players start on the lowest level of the ladder (the 5x multiplier) and have four lives on their lives counter.

Before the ball drawing starts, each player must pick a team colour – green, pink or orange. How high a player climbs up the multiplier ladder – and whether they retain one or more lives to stay in this Bonus game – is determined by which colour balls are subsequently drawn.

- STOP ball (black) – all players lose a life from their lives counter and stay on the same multiplier level as before
- 1-step ball (green, pink or orange) – if this ball is drawn and its colour matches your chosen team colour, you advance on the multiplier ladder by one level
- 2-step ball (green, pink or orange) – if this ball is drawn and its colour matches your chosen team colour, you advance on the multiplier ladder by two levels.

The Stayin' Alive Bonus game continues until no lives are left on the counter. The winnings are paid out according to the level that your team's colour of choice reached on the multiplier ladder once the last STOP ball was drawn.

If this Bonus game segment received a multiplier during the initial wheel spin, each multiplier value on the multiplier ladder is multiplied by the awarded multiplier.





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BONUS GAMES: DISCO AND VIP DISCO

The Disco and VIP Disco Bonus games both feature Mr Funky showing off his best dance moves and collecting multipliers for you on the dance floor!

The Disco Bonus game takes place on a 37-square virtual dance floor, and the VIP Disco Bonus game on a larger 63-square dance floor.

In both Bonus games, Mr Funky starts to show off his moves in the middle of the dance floor. The game presenter, in the DJ booth, spins a mini wheel with eight segments showing four directions: up, down, left and right. Whichever direction the wheel stops on, that's where Mr Funky makes his next move. As he grooves across the floor, Mr Funky collects two types of multipliers on the dance floor squares:

- Regular multipliers — these add to your total as you collect them. For example, when you collect a 2 and a 10 Regular multiplier, your total multiplier in the Bonus game becomes 12x.
- Floor multipliers — these double the values of five random Regular multiplier squares on the dance floor.

Each Bonus game ends whenever Mr Funky falls off the edge of the dance floor.

If the Disco or VIP Disco Bonus game segment received a multiplier during the initial wheel spin, each regular multiplier is multiplied by it before Mr Funky starts to dance.





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CONTACT YOUR KEY ACCOUNT MANAGER FOR MORE INFORMATION

PAYOUTS

PAYOUT

SEGMENT ON WHEEL	NUMBER OF SEGMENTS	PAYOUT
Number 1	28	1:1
Letters P, L, A, Y, F, U, N, K, T, I, M and E	2 per letter	25:1
Bar	6	Up to €500,000
Stayin' Alive	2	Up to €500,000
Disco	3	Up to €500,000
VIP Disco	1	Up to €500,000

The maximum payout for all your winnings in a game round is €500,000 (or the equivalent in your local currency).

Stayin' Alive, Disco and VIP Disco Bonus games are all capped to a maximum of 10,000x Multiplier.

THEORETICAL PAYOUT PERCENTAGE (OPTIMAL)

95.99%

BET	RETURN TO PLAYER
Number 1	95.99%
Letters P, L, A, Y, F, U, N, K, T, I, M and E	95.49%
Bar	95.98%
Stayin' Alive	95.49%
Disco	95.51%
VIP Disco	95.38%



VISUALS ARE FOR ILLUSTRATIVE PURPOSES AND PRODUCTS MAY VARY



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All of our images and game assets for Funky Time can be downloaded from our client area:

<https://clientarea.evolution.com/evolution/games/funky-time/>



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