



**GAME OVERVIEW**

# SNAKES & LADDERS

## MEGADICE



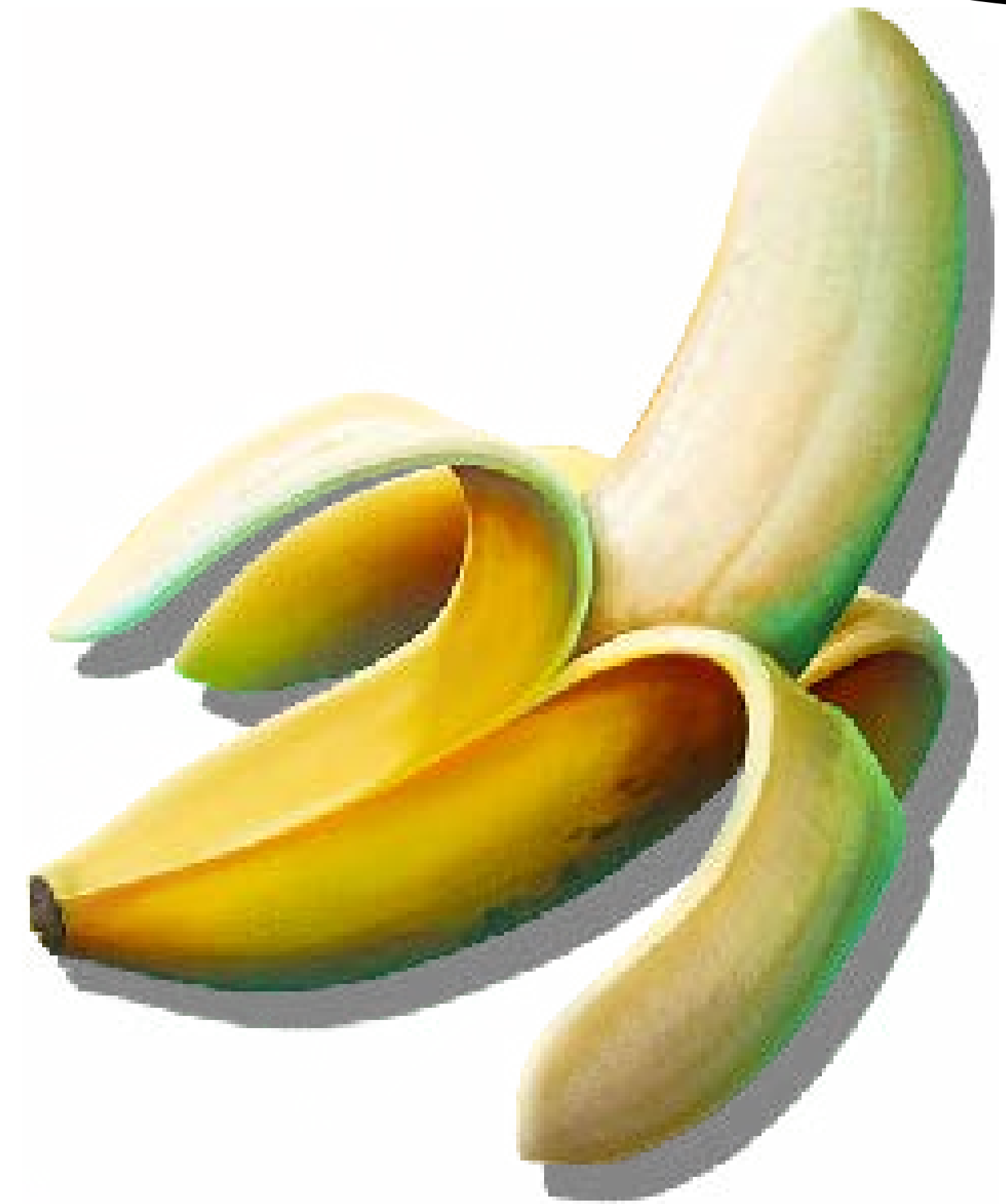
## GAME OVERVIEW: SNAKES AND LADDERS MEGADICE

### Game description

The classic board game has been given a long-awaited twist!

Snakes And Ladders Megadice base game is filled with high paying bananas, gorillas and of course the snakes and ladders themselves. When landed across the slots 3x5 game grid and 10 winning paylines these symbols will award big wins. These can grow to become huge wins for the player if landed with the slots wild multiplier dice.

The exciting bonus round will see players move across the 12x12 game board filled with cash prizes, multipliers, banana cash upgrades, hidden shortcuts and the more traditional board skipping ladders all whilst trying to avoid the snakes on your journey! Reaching the top of the board will award a massive 1,000x instant prize.



## GAME OVERVIEW: SNAKES AND LADDERS MEGADICE

### Theme:

Snakes & Ladders

### Player Demographic:

All

### Player Skill Level:

All

### Reels:

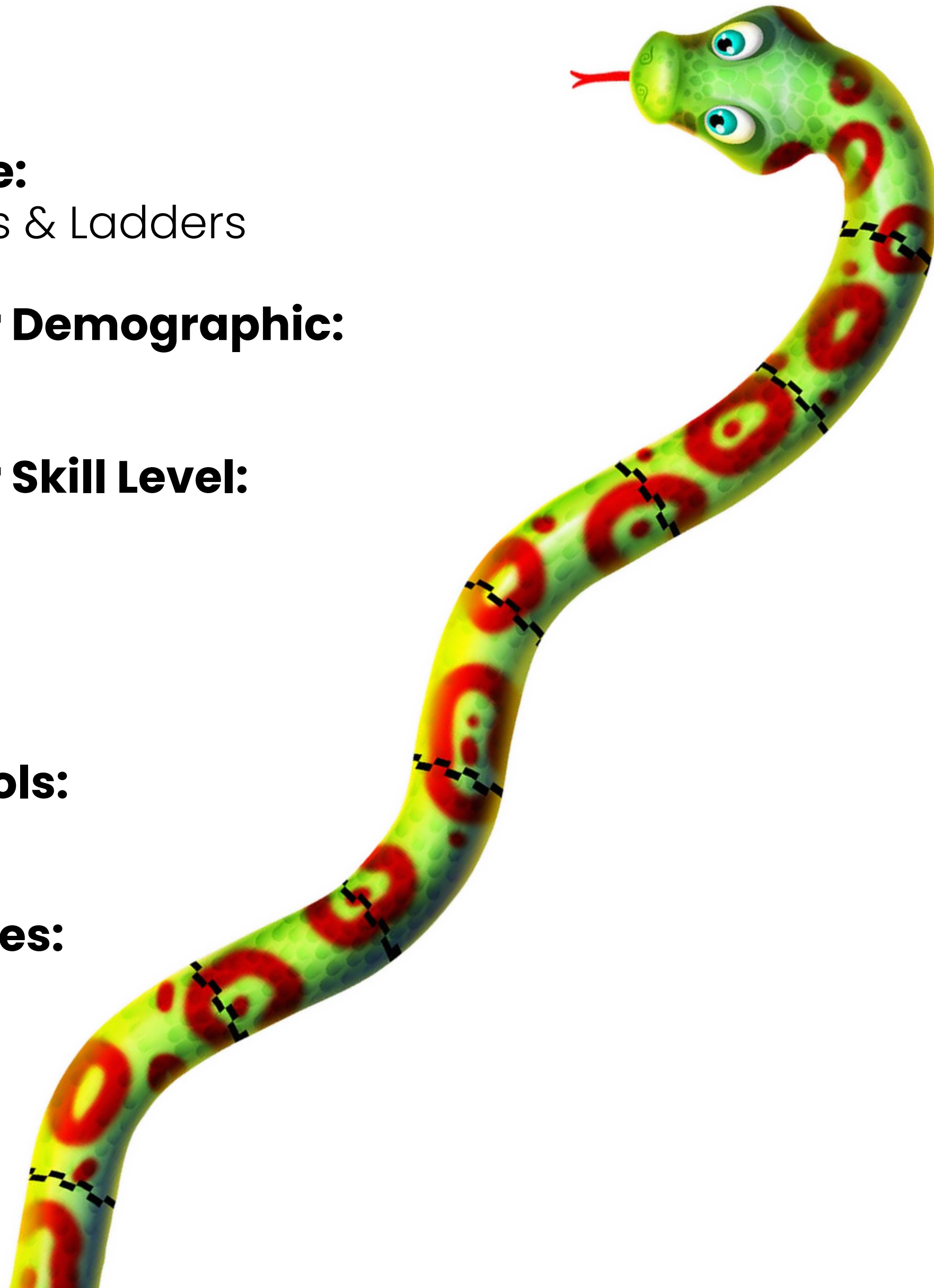
5

### Symbols:

15

### Paylines:

10



### Wild Symbol:

Yes

### Paid Scatter:

No

### Free Spins feature:

Yes

### Game ID:

vs10snakeladd

### Default RTP:

96.68%

### Bet Multiplier

10



## GAME OVERVIEW: SNAKES AND LADDERS MEGADICE

### Characteristics and features

- All symbols pays from left to right on selected paylines.
- All wins re multiplied by bet per line.
- Only the highest win is paid per winning combination
- Bets are made in coins per line
- To control bets, user is able to change the value of a coin in real currency and also increase the number of coins bet per line
- Balance, bets, wins are all displayed in both coins and real currency at all times
- There are 11 different symbols in the game.
  - o 4 high symbols
  - o 5 low symbols
  - o 1 Wild Dice symbol, substitutes for all except Bonus symbol
  - o 1 Bonus symbol that appears on all reels



### Progressive Feature

- In the base game, a snake with 11 sections appears.
- When the game starts or the bet is changed, all of the 11 sections are inactive.
- Hit Wild Dice symbols to activate a number of sections, depending on the number of dots on each Wild Dice.
- When all of the 11 sections are activated, the Bonus game is awarded.
- If while playing and activating sections, the number of dots on the Wild Dice would activate up to the 4th section exactly, a random number of extra rolls, from 2 to 5, will be added to the Bonus game that will start when the snake is fully completed.
- If enough dots are hit on the Wild Dice to fully fill the snake more than once extra retriggers for the subsequent Bonus game will be awarded one for each fill.
- The Bonus game is awarded immediately after the snake is fully filled at least once and if on the last collection more than enough sections are activated, the difference is kept until going back to the base game and will be part of future collections.
- The progress on the snake is saved for every possible

## GAME OVERVIEW: SNAKES AND LADDERS MEGADICE



bet and returning to a certain bet will load the progress

- Changing the bet while collecting, resets the active sections on the snake back to none or to the previously saved progress.

### Snakes & Ladders Board Bonus

- Fill all 11 sections of the snake in the base game or hit 3 or more bonus symbols to trigger the Snakes & Ladders board bonus.
- When the Bonus starts by filling the snake, you start with 12 dice rolls plus any extra rolls gotten in the base game, maximum possible 17 rolls.
- When the Bonus starts by hitting Bonus symbols a number of rolls is awarded as follows:
  - o 5 Bonus symbols – 16 Dice rolls
  - o 4 Bonus symbols – 14 Dice rolls
  - o 3 bonus symbols – 12 Dice rolls
- 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.
- The monkey head can land on a square with one of the following:
  - o 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
  - o Multiplier – a multiplier that when the monkey head lands on will multiply the total win that has been collected so far.
  - o 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.
  - o Snake – the snake is a shortcut that takes the player from an upper square to a lower square. When the

## GAME OVERVIEW: SNAKES AND LADDERS MEGADICE



monkey head lands on the head of the snake, it will automatically move to the square where the tail end of the snake is.

- o 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
- Randomly, any square can have a hidden shortcut, the skyscraper. When the monkey head lands on a square with a skyscraper, the shortcut will shoot 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 the rolls are finished, the currently collected amount is below the 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

- While in rage mode, the monkey head ignores all ladders, snakes, bananas and skyscrapers.
- 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
- Due to the fact that the snake can be filled multiple times in the same spin in the base game, multiple Bonus game can be queued to be played in order
- The total win of the round is equal to the total amount collected from all Bonus games that were played.

### Max Win

- The maximum win amount is limited to 5,300x bet.
- If the total win of a feature including tumbles or modifiers reaches 5,300x bet the round immediately ends, win is awarded and all remaining features are forfeited

# SNAKES & LADDERS MEGA DICE



**GET ON A ROLL AND WIN BIG**  
**IN THE SNAKES & LADDERS BIG BONUS GAME**

DON'T SHOW NEXT TIME



EXTRABONUS  
H  
ROLLS



SNAKES & LADDERS MEGADICE

HOLD SPACE FOR TURBO SPIN



CREDIT \$100,000.00  
BET \$1.00



# GAME RULES



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



5 - \$50.00  
4 - \$25.00  
3 - \$10.00



5 - \$20.00  
4 - \$10.00  
3 - \$5.00



5 - \$20.00  
4 - \$10.00  
3 - \$5.00



5 - \$15.00  
4 - \$7.50  
3 - \$3.00



5 - \$10.00  
4 - \$4.00  
3 - \$1.50



5 - \$10.00  
4 - \$4.00  
3 - \$1.50



5 - \$5.00  
4 - \$1.50  
3 - \$0.50



5 - \$5.00  
4 - \$1.50  
3 - \$0.50



5 - \$5.00  
4 - \$1.50  
3 - \$0.50

5 - \$50.00  
4 - \$25.00  
3 - \$10.00



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 \$100,000.00  
BET \$1.00

HOLD SPACE FOR TURBO SPIN



AUTOPLAY





## PROGRESSIVE FEATURE

In the base game, a snake with 11 sections appears.

When the game starts or the bet is changed, all of the 11 sections are inactive. Hit WILD DICE symbols to activate a number of sections, depending on the number of dots on each WILD DICE.

When all of the 11 sections are activated, the BONUS game is awarded.

If while playing and activating sections, the number of dots on the WILD DICE would activate up to the 4th section exactly, a random number of extra rolls, from 2 to 5, will be added to the BONUS game that will start when the snake is fully completed.

If enough dots are hit on the WILD DICE to fully fill the snake more than once, extra retriggers for the subsequent BONUS game will be awarded, one for each fill.

The BONUS game is awarded immediately after the snake is fully filled at least once and if on the last collection more than enough sections are activated, the difference is kept until going back to the base game and will be part of future collections.

The progress on the snake is saved for every possible bet and returning to a certain bet will load the progress.

Changing the bet while collecting, resets the active sections on the snake back to none or to the previously saved progress.



CREDIT \$100,000.00  
BET \$1.00

HOLD SPACE FOR TURBO SPIN



AUTOPLAY





## SNAKES & LADDERS BOARD BONUS

Fill all 11 sections of the snake in the base game or hit 3 or more BONUS symbols to trigger the SNAKES & LADDERS BOARD BONUS. When the BONUS starts by filling the snake, you start with 12 dice rolls plus any extra rolls gotten in the base game, maximum possible 17 rolls.

When the BONUS starts by hitting BONUS symbols, 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.

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.



CREDIT \$100,000.00  
BET \$1.00

HOLD SPACE FOR TURBO SPIN



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.

Randomly, any square can have a hidden shortcut, the skyscraper. When the monkey head lands on a square with a skyscraper, 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 skyscrapers.

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.

Due to the fact that the snake can be filled multiple times in the same spin in the base game, multiple BONUS games can be queued to be played in order.

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



CREDIT \$100,000.00  
BET \$1.00

HOLD SPACE FOR TURBO SPIN



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 96.68%

Malfunction voids all pays and plays.

MINIMUM BET: \$0.10

MAXIMUM BET: \$100.00



CREDIT \$100,000.00  
BET \$1.00

**HOLD SPACE FOR TURBO SPIN**



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



**CREDIT** \$100,000.00  
**BET** \$1.00

**HOLD SPACE FOR TURBO SPIN**



**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 \$100,000.00  
BET \$1.00

**HOLD SPACE FOR TURBO SPIN**



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



CREDIT \$100,000.00  
BET \$1.00

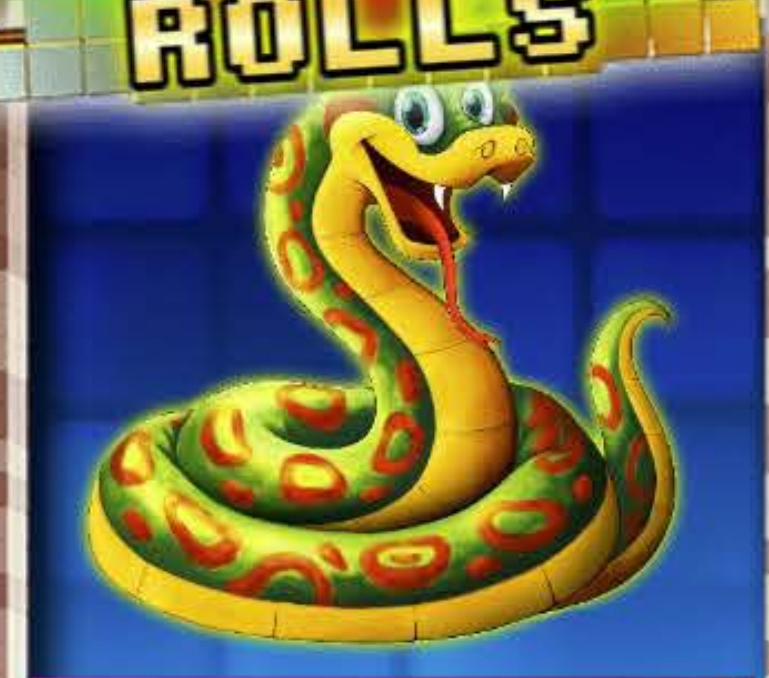
HOLD SPACE FOR TURBO SPIN



AUTOPLAY



EXTRABONUS  
H  
ROLLS



BONUS BONUS BONUS BONUS BONUS



CLICK TO CHANGE BETWEEN  
MONEY AND COIN VIEW

NAKES & LADDERS MEGADICE



CREDIT \$99,999.00  
BET \$1.00



AUTOPLAY



# CONGRATULATIONS

## YOU HAVE WON

# SNAKES & LADDERS

## BOARD FEATURE!



CLICK TO CHANGE BETWEEN  
MONEY AND COIN VIEW

Press anywhere to continue

CREDIT \$99,999.00  
BET \$1.00

SPIN TO WIN!



AUTOPLAY



93		9x 91	9x 90		7x 88		9x 85
76	9x 7		9x 7	8x 80	9x 81	9x 83	4x 84
69	9x 8	9x 67	9x 66		9x 64		9x 61
52		9x 54	9x 55		9x 57	9x 58	9x 60
45			6x 42		5x 40		7x 37
28	8x 29	6x 30		4x 31	8x 35		



**20X WIN GUARANTEED!**  
**DICE 1 16 ROLLS 9**

# CONGRATULATIONS

YOU HAVE WON

\$29.00

IN THE

## SNAKES & LADDERS

### BOARD FEATURE!

Press anywhere to continue



**THANK YOU!**

Contact us for more info: [sales@pragmaticplay.com](mailto:sales@pragmaticplay.com)

