## PRAGMATIC(PLAY)

GAME OVERVIEW


## Game Description (for Players)

Shiny ingots, pouches with diamonds and piles of golden coins await inside the safe in Empty the Bank ${ }^{T M}$, the $4 \times 5$ videoslot with 25 paylines where all the tools for an epic robbery land in the Empty the Bank ${ }^{\text {TM }}$ Respin Feature, increasing the number of Respins or applying a random multiplier of up to $10 x$ to your total bet. Team up with the burglar and plan the perfect robbery!

Theme:
Bank, Heist
Player Demographic:
All
Player Skill Level: All

Reels:
5
Symbols: 16

Paylines:
20 (ante - 25)


Progressive:
No

Wild Symbol:
Yes
Paid Scatter:
No
Free Spins feature:
Yes

Game ID:
vs20emptybank
Default RTP:
96.48\%

Bet Multiplier 20


## Scatter (Bonus):

Does not pay
Triggers Empty The Bank Feature Appears only at 0,2 and 4 reelld during base game.

## Empty The Bank Feature:

3 Scatter symbols appears on reels, it will trigger Empty The Bank Feature

At this spin - we will show additional screen (6*7) with initial positions of 3 coins (according to scatter position at main screen). For example - additional screen will be like that


Play re-spins:

- During re-spins we use only additional screen. And only coins(9 types) can be landed in empty positions. We use grouped protocol for additional screen and features related to it: Screen, MoneyScatter, SymbolTransformation)
- Simple coin (symbol $i=14$, mo mask - v) - just have some money prize. increment with walkie talkie and computer if appropriate. walkie talkie prizes are first added to regular prizes and then the sum is multiplied by any computer multiplier. In protocol - we show final result - after calculations.
- SAFEDOOR (symbol i=19, mo mask - sd) - if 3rd safedoor lands - award jackpot prize (9991 TB - with AdditionalPrize feature) - round ends because of CAP.
- WALKIE TALKIE (symbol $i=20$, mo mask - ea) - for all regular prize (simple coins only - $i=14$, mask $\mathfrak{v}$ )
for this - and subsequent $r$ s add some value for prize ( 1 or 2 totalBet) according to value at walkie talkie on each respin.
- COMPUTER: (symbol i=21, mo mask - pc) - all regular prize already at screen - and current rs (simple coins only $-\mathrm{i}=14$, mask ${ }^{`}$ ') are doubled. Apply once - when land.
- BURGLAR: (symbol i=22, mo mask - bv) - sum all regular prizes shown, including those from the current spin (simple coins only - $i=14$, mask `$v$ ') and from other burglar - if present. this is the burglar prize. show the burglar prize on the burglar spot. this is treated as a regular prize for any future burglars! remove all regular prizes from their spots ( simple coins only - $i=14$, mask ${ }^{\wedge}$ ' ). not special symbol prizes. all removed regular prizes are now open spots again and will spin again on the subsequent free spins. Total max burglar per one game - 2. Per spin - 1 .
- ALARM: (symbol $i=15$, mo mask - al) for all subsequent re spins in the current feature, if the re spins reset the reset to 4 rather than 3.
- DRILL: (symbol i=17, mo mask - dr) for all subsequent re spins in the current feature, spots on reell 1 are open. reel 1 , row 1 and 2 will only open if the appropriate ladders are also on screen.
- HAMMER: (symbol $i=18$, mo mask - hm) for all subsequent re spins in the current feature, spots on reel 7 are open. reel 7 , row 1 and 2 will only open if the appropriate ladders are also on screen.
- LADDER: (symbol i=16, mo mask - Id) -
- was it the lst ladder (on row3). for all subsequent re spins in the current feature, spots on row 2 are open. row 2 , reel 1 and 7 will only open if the appropriate drill and hammer are also on screen respectively


## GAME OVERVIEW: EMPTY THE BANK! ${ }^{\text {TM }}$

- was it the 2 nd ladder (on row2)? for all subsequent re spins in the current feature, spots on row 1 are open. row 1 , reell 1 and 7 will only open if the appropriate drill and hammer are also on screen respectively.
§ If any new coins (any types) lands - we reset respin count to 3 (or 4 - if alarm present)
§ Special prizes - LADDER, HAMMER, DRILL, COMPUTER, ALARM AND SAFE DOOR AWARD IX total bet EACH.
§ If we don't have any open cell at screen - we STOP feature - even if had more respins.
§ If re-spins end - calculate win and end feature.
Big Win (The Chase): on server side according to weighs choose if need to start feature. Is need - just use special reel set (one from id 3-12). Everything else - like a regular base spin. Server send in trail info when triggered.

Empty The Bank (The Chase):
on server side according
to weighs choose if need to start
feature. Basically - we just use reel
set where will be definitely 3 scatters.
After that play standard "Empty The Bank Feature" Server send in trail info when triggered.

Purchase: Player can pay 80тв ( 1600 coins) and play "Empty The Bank Feature".

Ante: player can pay 25 coins and have higher chances to trigger Big Win (The Chase) or Empty the Bank Feature (The Chase).

CAP - win is limited by 10000 TB.





## GAME RULES

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



5 - \$400.00 4-\$300.00
3-\$100.00


## 39

$\$ 125.1$
HOBFAS C:IANOI TO WIN FFFHUR


This symbol is WILD and substitutes for all symbols except for WILD symbol appears on all reels.


This is the BONUS symbol. It appears only on reels 1,3 and 5 during the base game.
Hit 3 or more BONUS symbols to trigger the EMPTY THE BANK RESPIN feature.

## EMPTY THE BANK RESPIN FEATURE

## B케

$\$ 125.0$
HOB FAS C:IANO TO why FFFHUR


Hit 3 BONUS symbol to trigger the EMPTY THE BANK RESPIN feature.
When the feature starts, the base game reels are replaced with a grid starting from $\mathbf{4 x 5}$ positions up to $7 \times 7$ positions depending on what hits during the round.
During the round, only special symbols spin and can stop on any open position on the grid. When the round starts, the grid is of $4 \times 5$ size, with 3 MONEY SYMBOLS with random value, placed in the positions in which BONUS symbols have hit to trigger the feature.
Start with 3 respins. All special symbols that hit after each respin remain on the screen until the end of the round, unless removed by other special symbols. Whenever any special symbol hits, the number of respins is reset back to 3.
The round ends when there are no more respins left or the screen has been filled with special symbols. At the end of the round all amounts collected so far are awarded.

This is the MONEY symbol. At every respin, the MONEY symbol takes a random value of 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x or 10x total bet.

This is the WALKIE TALKIE symbol.
 Whenever it hits it takes a random value of +1 x or +2 x and adds that value to all MONEY symbols on the screen for current and every subsequent respin until the end of the round.

This is the COMPUTER symbol. Whenever it hits it multiplies the values of all MONEY symbols on the screen by 2 x and awards 1 x total bet.

This is the BURGLAR symbol. Whenever it hits it collects the value of all MONEY symbols and other BURGLAR symbols currently on the screen, opening the possibility for new symbols in those spots. COMPUTER and WALKIE TALKIE symbols do not affect BURGLAR symbols currently on screen.

This is the SAFE DOOR symbol. Whenever it hits it awards $\mathbf{1 x}$ total bet. Hit 3 during the round to open the vault and win 10,000x total bet instantly, reaching the max possible win of the Page $3 / 8$
 game.

This is the ALARM symbol. Whenever it hits it increases the number of possible respins to 4 instead of 3 until the end of the round and awards 1 x total bet.

This is the DRILL symbol. Whenever it hits it opens closed spaces on respin reel 1 and awards 1 x total bet.

This is the HAMMER symbol. Whenever it hits it opens closed spaces on respin reel 7 and awards 1 x total bet.

This is the LADDER symbol. Whenever it hits for the first time it opens closed spaces on respin row 6. The second time it hits it opens closed spaces on respin row 7 . Every time it hits it awards 1 x total bet.

## ANTE BET

The player has the option to select the bet multiplier. Depending on the selected bet, the game behaves differently. The possible values are:
Bet multiplier $\mathbf{2 5 x}$ - the chance to win the respin round naturally is higher. More BONUS symbols are present on the reels. The BUY RESPIN ROUND feature is disabled. Bet multiplier 20x - Normal play.

## MAX WIN

The maximum win amount is limited to $10,000 x$ bet during the base game and the EMPTY THE BANK respin round. If the total win reaches $10,000 \mathrm{x}$ bet the round immediately ends, win is awarded and all remaining features are forfeited.

## BET

The EMPTY THE BANK RESPIN round can be instantly triggered from the base game by buying it for $80 x$ current total bet.

## GAME RULES

VOLATILITY 1 4.4.4.
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.
Respin win is added to the payline win. All wins are multiplied by bet per line.
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 \# |
| 11 \# | 12 \# | 13 \# | 14 \# | 15 |
| 16 \# | 17 \# | 18 \# | 19 \# | 20 \# |

Respin round win is awarded to the player after the round completes. Respin round total win in the history contains the whole win of the cycle.

The theoretical RTP of this game is $\mathbf{9 6 . 4 8 \%}$
The RTP of the game when using the "ANTE BET" is $\mathbf{9 6 . 4 8 \%}$ The RTP of the game when using "BUY FREE SPINS" is $\mathbf{9 6 . 4 4 \%}$

## MINIMUM BET: \$0.20

## MAXIMUM BET: $\$ 125.00$

SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.
Malfunction voids all pays and plays.

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


AUTOPLAY opens the automatic play menu


## 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

BUY RTSTR ROUN \$8,00

## B.

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## 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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E i CrEpIT $\$ 100,000.00$ HOLD SPACE FOR TURBO SPIN


## BONUS NRGGFRFD:

ANY SLMOOLR2SMN MOMBNROF RySPNS


3 8

MMPNIES TN:E BANK EOR GUAR NTNFHD $10,000 \%$ BET!




## PRAGMATIC(PLAY

## THANK YOU!

