

Retro Riches

Game Type: Dots

Return to Player: 97.0%

Volatility: 11.7

Be transported into a digital world, where you will come face to face with retro fun! Feel the nostalgia as pixelized elements from old-school arcade games cascade down your screen. Hop between lands when you get timeless symbols to land inside your pegboard. Collect tokens to spin-crease your experience and emphasize your gameplay! Program your grid with Retro Riches! Spin-crease and MegaPixel Pays.

General Information

Reel Type:	Spinning Reels
Matrix:	2400 Dots
Tiering:	NA
Bet Type:	Easy Bet
Cover Bet:	20
Evaluation Count:	2400

Game Features

- Evolving Game
- MegaPixel Pays
- Memory Feature
- Free Games

Payout Summary

Game Return to Player (RTP)

- Total Game: 97.0%

Hit Frequency

- Total Game: 0.245

Technical Information

Game ID: 3160

Android			
x	Samsung Galaxy Note 8	8.0.0	
x	Nexus 9	7.1.1	
	Samsung Galaxy Tap A 10"	7	
x	Samsung Galaxy S6	6	Min device/OS
iOS			
x	iPhone X	12.1	
	iPad 5th Gen	12.1	
	iPhone X	11.2.5	
x	iPad Air 2	11.3.1	
	iPhone 6s	11	Min OS




Paytables

RETRO RICHES

BONUS

FREE GAMES BONUS INITIATION

During the base game, 3 or more  fully overlapping the grid of dots awards the Free Games Bonus.

- 3  awards 12 free games.
- 4  awards 16 free games.
- 5  awards 20 free games.

BONUS : FREE GAMES BONUS RULES

The Free Games Bonus starts with all dots at level 1.

During the Free Games Bonus dot levels do not downgrade.

Free games automatically play at the same bet multiplier as the game that initiated the Free Games Bonus.

The Free Game Bonus does not award additional free games.



The Free Games Bonus ends when 0 free games remain.

After the Free Games Bonus ends all dots return to the levels they were at when the Free Games Bonus was awarded.

BASE AND BONUS : MEGAPIXEL PAYS FEATURE

This game is played on a grid of 2400 dots. On each spin, symbols are randomly placed in positions on the screen that may overlap portions of the grid of dots. Any

symbol except  and  may appear as a grey, light blue, or purple symbol.

After each spin, all dots overlapped by any symbol except  and  will upgrade 2, 3, or 4 levels, to a maximum of level 7.

All dots overlapped by grey symbols will upgrade 2 levels.


All dots overlapped by light blue symbols will upgrade 3 levels.


All dots overlapped by purple symbols will upgrade 4 levels.

During the base game, after each spin all dots not overlapped by any symbol except

 and  will downgrade 1 level, to a minimum of level 1.

Level 1 dots appear as  .


Level 2 dots appear as  .

Level 3 dots appear as  .


Level 4 dots appear as  .

Level 5 dots appear as  .

Level 6 dots appear as  .

Level 7 dots appear as  .



After all dots have been upgraded or downgraded, all symbols except  and



that fully overlap the grid of dots will pay out. All dots overlapped by a paying symbol contribute points to the payout according to the level of the dots.

Level 3 dots contribute 1 point each.

Level 4 dots contribute 3 points each.

Level 5 dots contribute 10 points each.



Level 6 dots contribute 25 points each.

Level 7 dots contribute 100 points each.

Each symbol except  and  has an associated point multiplier. The points contributed by each dot are further multiplied by the point multiplier of the paying symbol.

The total amount awarded for each symbol is equal to the sum of all points from dots overlapped by that symbol divided by 100, rounded down, and then multiplied by the bet multiplier.

All dot level upgrades and downgrades apply only at that total amount bet.

	Overlaps up to 52 dots	25x point multiplier	Can appear on any spin
	Overlaps up to 125 dots	2x point multiplier	Can appear on any spin
	Overlaps up to 167 dots	5x point multiplier	Can appear on any spin



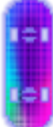







			
	Overlaps up to 318 dots	1x point multiplier	Can appear on any spin
	Overlaps up to 384 dots	7x point multiplier	Can appear on any spin
	Overlaps up to 481 dots	10x point multiplier	Can appear on any spin
	Overlaps up to 544 dots	15x point multiplier	Can appear on any spin
	Overlaps up to 609 dots	3x point multiplier	Can appear on any spin
	Overlaps up to 420 dots	2x point multiplier	Appears only after filling the Spin-crease meter 1 time
	Overlaps up to 100 dots	5x point multiplier	Appears only after filling the Spin-crease meter 2 times
	Overlaps up to	3x point multiplier	Appears only after filling the




	357 dots		Spin-crease meter 3 times
	Overlaps up to 501 dots	7x point multiplier	Appears only after filling the Spin-crease meter 4 times
	Overlaps up to 437 dots	15x point multiplier	Appears only after filling the Spin-crease meter 5 times
	Overlaps up to 185 dots	1x point multiplier	Appears only after filling the Spin-crease meter 6 times
	Overlaps up to 571 dots	5x point multiplier	Appears only after filling the Spin-crease meter 7 times
	Overlaps up to 271 dots	10x point multiplier	Appears only after filling the Spin-crease meter 8 times
	Overlaps up to 657 dots	1x point multiplier	Appears only after filling the Spin-crease meter 9 times
	Overlaps up to 338 dots	25x point multiplier	Appears only after filling the Spin-crease meter 10 times
	Overlaps up to 701	2x point multiplier	Appears only after filling the





	dots		Spin-crease meter 11 times
	Overlaps up to 75 dots	3x point multiplier	Appears only after filling the Spin-crease meter 12 times
	Overlaps up to 250 dots	7x point multiplier	Appears only after filling the Spin-crease meter 13 times
	Overlaps up to 523 dots	1x point multiplier	Appears only after filling the Spin-crease meter 14 times
	Overlaps up to 147 dots	10x point multiplier	Appears only after filling the Spin-crease meter 15 times
	Overlaps up to 745 dots	7x point multiplier	Appears only after filling the Spin-crease meter 16 times
	Overlaps up to 230 dots	3x point multiplier	Appears only after filling the Spin-crease meter 17 times
	Overlaps up to 397 dots	5x point multiplier	Appears only after filling the Spin-crease meter 18 times
	Overlaps up to	15x point multiplier	Appears only after filling the



	213 dots		Spin-crease meter 19 times
	Overlaps up to 465 dots	1x point multiplier	Appears only after filling the Spin-crease meter 20 times
	Overlaps up to 291 dots	2x point multiplier	Appears only after filling the Spin-crease meter 21 times
	Overlaps up to 586 dots	25x point multiplier	Appears only after filling the Spin-crease meter 22 times

BASE AND BONUS : SPIN-CREASE FEATURE

The Spin-crease feature improves the game as  symbols are collected. Each

 fully overlapping the grid of dots is collected and awards 10 Spin-crease points times the bet multiplier. The total amount of Spin-crease points accumulated is counted across all sessions played on the current user account.

The Spin-crease meter fills as Spin-crease points are accumulated. When the Spin-crease meter fills completely, an additional symbol will be unlocked and may appear on future bets.

The 1st additional symbol is unlocked after  50 total Spin-crease points have been accumulated.

The 2nd additional symbol is unlocked after 125 total Spin-crease points have been accumulated.

The 3rd additional symbol is unlocked after 250 total Spin-crease points have been accumulated.

The 4th additional symbol is unlocked after 500 total Spin-crease points have been accumulated.

The 5th additional symbol is unlocked after 750 total Spin-crease points have been accumulated.

The 6th additional symbol is unlocked after 1250 total Spin-crease points have been accumulated.

The 7th additional symbol is unlocked after 2500 total Spin-crease points have been accumulated.

The 8th additional symbol is unlocked after 5000 total Spin-crease points have been accumulated.

The 9th additional symbol is unlocked after 7500 total Spin-crease points have been accumulated.

The 10th additional symbol is unlocked after 12500 total Spin-crease points have been accumulated.

The 11th additional symbol is unlocked after 25000 total Spin-crease points have been accumulated.

The 12th additional symbol is unlocked after 50000 total Spin-crease points have been accumulated.

The 13th additional symbol is unlocked after 75000 total Spin-crease points have been accumulated.

The 14th additional symbol is unlocked after 125000 total Spin-crease points have been accumulated.

The 15th additional symbol is unlocked after 250000 total Spin-crease points have been accumulated.



The 16th additional symbol is unlocked after 500000 total Spin-crease points have been accumulated.

The 17th additional symbol is unlocked after 750000 total Spin-crease points have been accumulated.

The 18th additional symbol is unlocked after 1250000 total Spin-crease points have been accumulated.

The 19th additional symbol is unlocked after 2500000 total Spin-crease points have been accumulated.

The 20th additional symbol is unlocked after 5000000 total Spin-crease points have been accumulated.

The 21st additional symbol is unlocked after 7500000 total Spin-crease points have been accumulated.

The 22nd additional symbol is unlocked after 12500000 total Spin-crease points have been accumulated.

After the 22nd additional symbol is unlocked the meter will display 100% complete

and no additional  symbols will appear.

The rate of the Spin-crease progress is automatically adjusted based on the exchange rate of the currency in play.

GENERAL INFO : GENERAL RULES

This game is played using MegaPixel Pays evaluation.

Wins are shown in credits unless marked as currency.

Values displayed in the Help Screens have not been pre-multiplied, except where stated.

Wins subject to verification.

Malfunction voids all pays and plays.

GENERAL INFO : RETURN TO PLAYER

Stopping the spin animation using the spin or stop button will have no effect upon the outcome of the game.

The theoretical return to player for the game starts at 92.6% and increases up to 97.0% as additional symbols are unlocked via the Spin-crease Feature.

If the player is accessing the game on this website, the player is subject to the restrictions on play on this website for all configurable items based on operator's terms and conditions.

GENERAL INFO : METER RULES

PLAYING 000 DOTS

The number of dots that winning symbols can award on

MULTIPLIER: x0000

The multiplier applied to the wager

**BET:
0000000**

Select the total amount that will be wagered when the spin button is pressed

**WIN:
00000000**

Total amount won for this spin

**BALANCE:
00000000**

Total balance that the player has available for wager

GENERAL INFO : RECOVERY RULES

If the game gets interrupted during play, the player will be credited for the value of the game event.

We will complete the event for the player.

All required player selections will be chosen from the topmost left option.

In any situation where the player does not consider this sufficient, please contact the gaming website's support.

GENERAL INFO : BONUS COMPLETE SCREEN

The Bonus Complete screen will not include the amount won unless the cumulative winnings exceed the total bet.

GENERAL INFO : SPEED SPIN

(if accepted in your country)

Hold down the spin button to activate Speed Spin.

Your games will play faster until you release.

GENERAL INFO : ATTRIBUTIONS

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BONUS RULESBASE AND BONUS FEATURE