

LET IT SLIDE

Let It Slide is both a peaceful and thrilling experience set in the far north under the Aurora Lights. Mysterious totems in form of wild animals carefully watch over any players who dare step into this magical world.

Look out for giant tree logs on reels 1 and 6. When you see them in full view, they will release a special frozen acorn that will slide through the screen helping in creating wins. If you manage to bounce the acorn off of the tree log on the opposite side, it will become more powerful and start sliding back. In the bonus round, two acorns start their travel from both sides of the screen and free spins keep going as long as at least one is still visible.

ID: 10024

 **JADE RABBIT STUDIO**
WE ARE SLOTHEADS



Global release

APRIL 18, 2022



RTP

96.4%



HIT Frequency

20.93%



Volatility

SUPER HIGH



Default Max win

€1,269,400



Paylines

20



Default bet size

€1



Default bet range

€0.10 - €100



Default max multiplier

X 12,694

Key selling points

Mesmerizing setting of a frozen forest somewhere under Aurora northern lights.

Powerful base game feature based on potentially infinite respins.

Four types of Wilds in both base game and free spins – Stacked, Sticky, Multiplier, Sliding.

Base game feature strongly enhanced in free spins, minimizing the learning curve and maximizing win potential.

Wins created from both sides of the screen both in base game and free spins.



Target demographic

Young to middle age audience that appreciates high level of art and graphics.

Players who understand and enjoy extreme volatility leading to a massive win potential.

Players enjoying nature and animal themed slots.

Players that like pay both ways mechanism.

Players that like multiple different variations of a Wild symbol in the same game.



Game features

Free Spins

Triggered by two 3x1 Stacked Wilds landing simultaneously in full view on both reel 1 and 6. Free spins are played in the same way as the Let It Slide feature, only there are two Sliding Wilds at the beginning of the bonus round (released by two Stacked Wilds that triggered the feature). Additionally, initial number of Frozen Frames added to the screen is between two and four.



Let It Slide

A 3x1 Stacked Wild symbol fully visible on either reel 1 or 6 triggers the feature. A Sliding Wild symbol is released to the adjacent reel and starts traveling in a diagonal motion across the screen, moving one reel per respin. Once the Sliding Wild reaches the last reel on the opposite side of the screen and another Stacked Wild happens to overlay its position, it will get a +1 multiplier and start traveling back in the same fashion. Respins are free and they continue as long as the Sliding Wild remains on the screen.



Frozen Frames

Upon triggering the Let It Slide feature, one or two Frozen Frames are placed in random positions within the area between reels 2 and 5 (inclusive). If a Sliding Wild passes through the Frozen Frame, the Frozen Frame turns into a SFrozen Wild. Once any Frozen Frame becomes a Frozen Wild, another Frozen Frame will be placed randomly (excluding positions already occupied by other Frozen Frames or Frozen Wilds) within the area between reels 2 and 5 (inclusive). Maximum number of Frozen Frames and/or Frozen Wilds on the screen is 10. Frozen Frames and Frozen Wilds are cleared from the screen once the Let It Slide feature is over.



Game rules

Welcome to Let It Slide, a beautifully designed game that will take you on a magical journey through the far north, where mesmerizing Aurora Lights decorate the sky and mysterious nature holds many valuable secrets.

About the game

Let It Slide is a 5×6 reels video slot with 20 fixed pay lines paying both ways (from left to right, and from right to left). Wins in the game are formed out of at least 3 matching symbols situated on one of the pay lines. Only the highest combination per pay line is awarded. Wins happening on multiple pay lines are added together.

This slot features 4 low-paying symbols, 3 mid-paying symbols, and 2 high-paying symbols.

Stacked Wild (3×1 vertical symbol) appears only on reels 1 and 6.

Sliding Wild and Sticky Wild appear only during the 'Let It Slide' feature and Free Spins.

Let It Slide Feature

The feature is triggered by at least one Stacked Wild symbol landing in full view on reel 1 or 6. A Sliding Wild is released to the adjacent reel from the middle position of the Stacked Wild and a



sequence of free respins begins.

The Sliding Wild travels in a diagonal motion towards the opposite side of the screen, moving to the adjacent reel on every respin. It can bounce off of top and bottom edge on the screen but not from left and right.

When the Sliding Wild reaches reel 6 (if started from 1) or reel 1 (if started from 6), it has an opportunity to bounce back, provided the Stacked Wild (visible partially or fully) overlays its position. In such situation, the Sliding Wild gains a +1 Multiplier and continues traveling in the opposite direction. Sliding Wild can be bounced back by Stacked Wilds unlimited number of times. If that doesn't happen, the Sliding Wild leaves the screen on the next respin and after the reels stop, the feature ends.

Unlimited number of Sliding Wilds can be present on the screen simultaneously.

Overlaying Sliding Wilds have their multipliers added together.

Multipliers are unlimited.

Frozen Frames

Upon triggering the Let It Slide feature, between 1 and 2 (2 and 4 in Free Spins) Frozen Frames will appear on the screen in random positions within reels 2, 3, 4, and 5.

Frozen Frames are initially inactive (empty).

If a Sliding Wild overlays the inactive Frozen Frame, the Frozen Frame becomes a Sticky Wild for the remainder of the feature duration. Once that happens, more random positions will be selected



to become Frozen Frames (the amount is the same as determined on feature trigger).
Sticky Wild acquires the multiplier of the Sliding Wild that triggered it (if there is one). If two Sliding Wilds enter the same Frozen Frame, the multiplier of the Sticky Wild will be a randomly chosen value of the two Sliding Wilds.
Maximum number of Frozen Frames and Sticky Wilds present on the screen during one feature play through is 10.

Free Spins

Bonus round is triggered by landing two Stacked Wilds in full view on reels 1 and 6.
At the beginning of free spins, two Sliding Wilds are released from middle positions of the Stacked Wilds and they start moving in the same fashion as during the Let It Slide feature in the base game.
2, 3 or 4 Frozen Frames are placed on the screen in random positions within reels 2, 3, 4, and 5.
Free Spins are unlimited and they continue as long as there is at least one Sliding Wild present on the screen.

How to Calculate Payline Wins



Payline wins are created from at least 3 matching symbols situated on one of the pay lines. Wins can start from either left (reel 1) or right (reel 6) side of the screen. Wins that are formed from 6 matching symbols are doubled. Only the highest paying combination per pay line is awarded. Wins created on multiple pay lines are added together.



Payout

High symbols



6 - €10
5 - €5
4 - €2.50
3 - €2



6 - €5
5 - €3
4 - €2
3 - €1.50



6 - €2
5 - €1.50
4 - €1
3 - €0.80



6 - €1.50
5 - €1
4 - €0.80
3 - €0.70



6 - €1.30
5 - €0.90
4 - €0.70
3 - €0.60

Low symbols



6 - €1
5 - €0.80
4 - €0.60
3 - €0.50



6 - €0.90
5 - €0.70
4 - €0.50
3 - €0.40



6 - €0.80
5 - €0.60
4 - €0.40
3 - €0.30





6 - €0.70

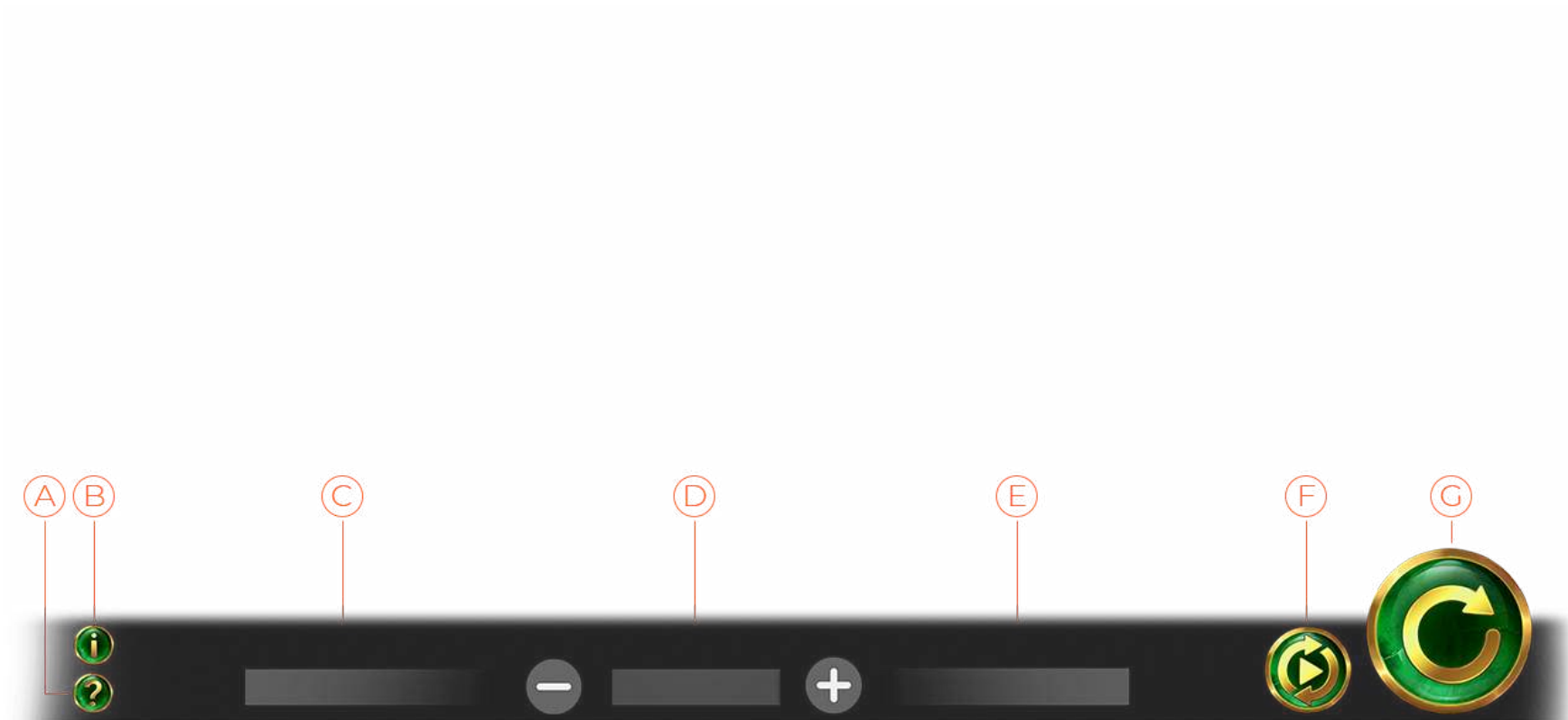
5 - €0.50

4 - €0.30

3 - €0.20

Game menus

Game Panel

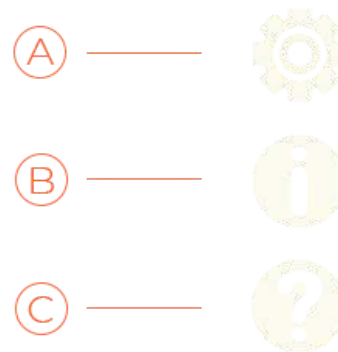


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- A - Game rules** - The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game. There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby.
- B - Info** - Background sound, Use space to spin, background animations and quick spin. Sub menu has Paytable.
- C - Balance** - Displays player's balance.
- D - Stake (up/down)** - Allows player to change their Bet Value.
- E - Last Win** - Shows the total win value from previous spin.
- F - Autoplay** - Players can make the game play without pressing the spin button each time. Choose the number of rounds to play by pressing the autoplay button. Players can choose additional conditions for when to stop autoplay in the game settings. The loss limit in some game client versions prevents players losing above a set limit during an autoplay session, pressing the spin button during autospins stops autospin.
- G - Spin button** - Starts game play, when reels are spinning, the button transforms to into the stop button, pressing the stop button stops the reels immediately. When in autoplay the start button transforms to a stop button, press stop to stop autoplay.



Options Panel



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- A - Other controls** - The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game. There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby.
- B - Info** - Background sound, Use space to spin, background animations and quick spin. Sub menu has Paytable.

C - Game Rules - The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game. There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby.

