



SPEARHEAD LTD

Muertitos Video Bingo Game Rules

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Video Bingo Muertitos – game rules

Version history

Version	Date	By	Changes
0.1	31/05/2021	KC	First draft
0.2	15/07/2021	TC	Updates for certification
0.3	20/7/2021	KC	Updated RTP range
0.4	21/07/2021	TC	Updates for certification
0.5	27/07/2021	KC	Updated for certification

Video Bingo Muertitos – game rules

Muertitos Video Bingo is a rapid-paced video bingo game with a Mexican ‘Day of the Dead’ visual theme, that can be played with up to 4 cards. The game features extra balls, including free and wild balls, and a bonus mini game.

Return To Player (RTP): **92.95% (min) to 95.99% (max)**

GAME RULES

- Muertitos Video Bingo is a video bingo game that is played with 1 to 4 cards and features an occasional bonus game.
- Each card contains 15 numbers in a 5x3 layout
- Players select the number of cards and the bet per card in the BET LEVEL selector screen.
- The PLAY button starts a round with the number of active cards and the total bet selected.
- In each game 30 balls are dealt from a pot of 60, and another 10 can be obtained in the extra balls phase if it is triggered.
- For each card, if you obtain a pattern that forms from another, larger, pattern only the highest-paying pattern will be paid and not the sum of the patterns. If, however, separate patterns are formed – e.g. two horizontal lines – these will both be paid.
- After the initial 30 balls are drawn, if there is a near miss on at least one of the active cards on patterns 1 to 14 an extra ball will be offered.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- The player is paid for matched patterns according to the TABLE OF PRIZE WINNING PATTERNS.
- The wins on separate cards are added.
- The numbers on each card will only change when tapped by the player.
- In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.

GAME FEATURES

Extra balls phase

- After the initial 30 balls are drawn, if there is a near miss on at least one of the active card on a patterns equal or higher to patterns 1 to 14 then an extra ball will be offered.
- Extra balls except FREE balls cost money.
- The cost of each extra ball is displayed to the player.
- Player must click on the TICK icon to draw an extra ball.
- Player must click on the CROSS icon to terminate the extra balls phase.
- If a WILD ball is drawn, it is automatically placed in the position that gives the best possible prize

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Bonus game

- The BONUS game is triggered if pattern #2 (indicated with the BONUS text) is achieved.
- If pattern #2 is won in multiple cards the bonus should be triggered the same amount of times it was granted by the patterns in the cards.
- Once the bonus game begins, the player is awarded with 10 picks.
- The player must rule out objects with their respective prize by selecting them one at a time.
- After the 3rd, 5th and 7th pick the player will have the chance to stick with an amount of coins or to keep playing.
- Whenever player is asked to stick or not, the prize for sticking will be the average of the prizes left rounded to two digits.
- When there are only 3 objects left, the player will choose one of them and obtain its prize.

GAME FUNCTIONS

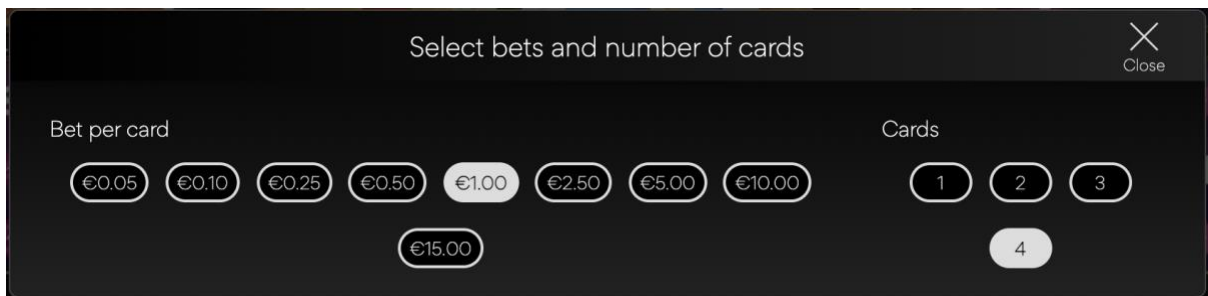
	<p>PLAY BUTTON</p> <p>Click to start a game round at the current bet value.</p>
	<p>AUTOPLAY BUTTON</p> <p>Click to open the autoplay pop-up menu.</p>
	<p>AUTOPLAY BUTTON (WITH AUTOPLAY ACTIVE)</p> <p>The number displays how many autoplay spins remain. Click to stop autoplay.</p>
	<p>BET AMOUNT BUTTON</p> <p>Click to open the bet amount pop-up menu.</p>

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	MENU BUTTON Click to open the settings, payable and game rules.
	AUDIO BUTTON Click to toggle all audio on/off.

POP-UP MENUS

Bet Amount



The bet amount pop-up menu displays all available bet/card and number of card options. The currently selected amount is highlighted white. The player can also click on the 'Close' icon, to return to the main game screen without making any changes to the bet amount.

Autoplay



The autoplay pop-up menu allows the player to select a number of games to autoplay. To do so, the player clicks on one of the available spin number options. This button will then highlight white. The player must then set a loss limit (must be greater than 0) and then click on the spin button to confirm their intention. The menu is then hidden and the player is returned to the main game screen, with autoplay active.

The player may also choose to set optional conditions to automatically stop autoplay. These include:

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- Stop autoplay on a single win of a player-stipulated value.
- Stop autoplay if the balance increases by the amount the player specifies.

The player can opt to either automatically buy all extra balls, if offered, or to not buy any extra balls.

Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.

Autoplay is not available in all jurisdictions.

GAME SETTINGS AND REGULATORY

Current time

The game client shows the current time at all times (in the bottom left of the screen). The time is acquired from the player's computer or device system clock.

ADDITIONAL INFORMATION

The following processes may be subject to the terms and conditions of the gaming site.

- The process of managing unfinished game rounds.
- The time after which inactive game sessions are automatically ended.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.