



**Lady Luck**  
Games



# Rooftop Fight

## Game Rules

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## Version history

Version	Date	By	Changes
0.1	24/08/2021	LL	First draft

# Rooftop Fight Help

## Game Description

### General Information

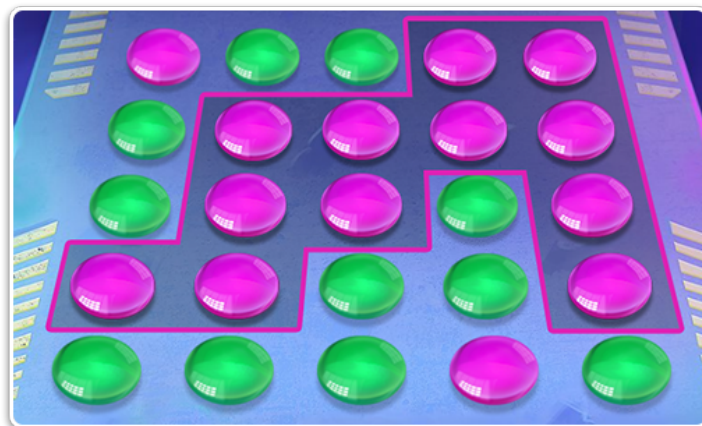
- Rooftop Fight is video slot which has 5x5 grid layout and cluster wins.
- The TOTAL BET consists of COIN BET multiplied by 30.
- The theoretical RTP for this game is 95.5%.

### Symbols

- There are 2 paying symbols in the game, Green and Pink.

### Payouts

- Wins are paid based on combinations of identical symbols that form a cluster.
- Cluster is a group of symbols of the same color where any two symbols can be connected by going through the symbols of this color moving straight up/down/left/right.



- Wins are paid only for the clusters consisting of 12 or more symbols.
- Wins are multiplied by the Coin Bet.
- Coinciding wins are added together.

## **Cascading wins**

- After the wins are paid, the symbols participating in the winning combination disappear and are replaced with new symbols.
- If there are no wins, the round ends.
- Up to 10 cascades can happen during the round, including the initial spin.

## **Characters**

- At the launch of the game, one of 4 characters must be selected. Each character has its own feature.
  - Rabbit - Chaos
  - Robot - Freezer
  - Disco - Wave
  - Monkey - Ground Punch
- Character feature may be activated at random if there are no wins after the initial spin.
- The feature activation counts as one of 10 possible cascades during the game round.
- The selected character is displayed on the left side of the game grid.
- A randomly selected opponent character is displayed on the right side of the game grid.
- A different character may be selected during the game session between the game rounds by pressing "CHANGE CHARACTER".
- "SWITCH OPPONENT" button allows to cycle through all characters to replace the randomly selected opponent.

## **Chaos Feature**

- CHAOS feature is active when Rabbit character is selected.
- If the feature is triggered, all symbols on the game grid are shuffled randomly.

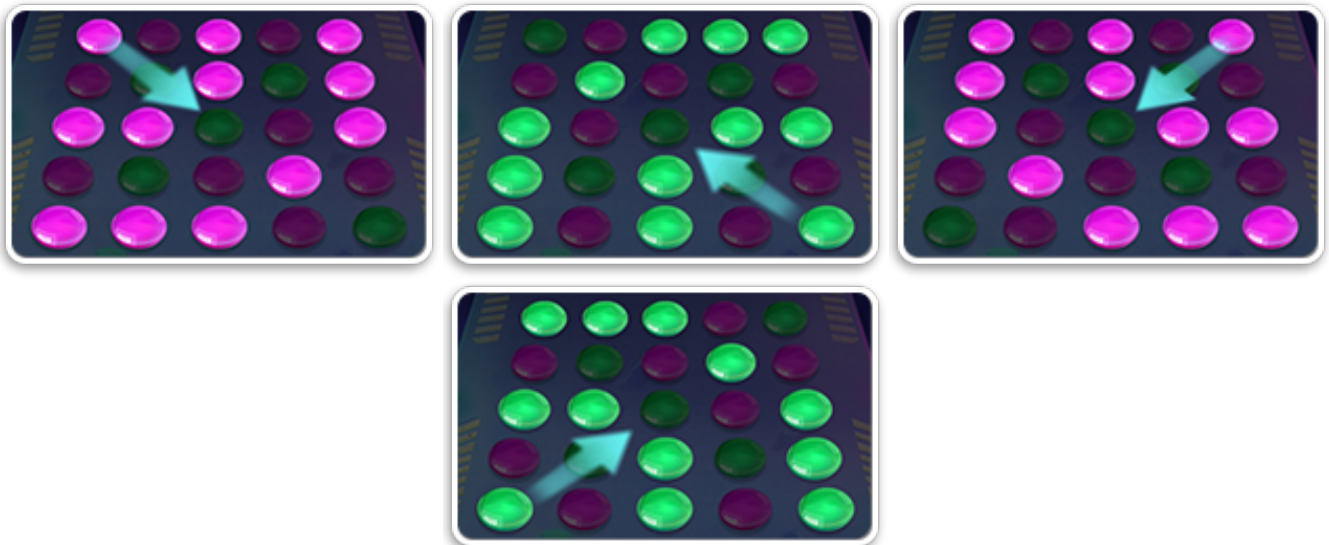
## **Freezer Feature**

- FREEZER feature is active when Robot character is selected.
- If the feature is triggered, all symbols of a randomly selected color (Green or Pink) are freezes, and symbols of another color are replaced with random new symbols.



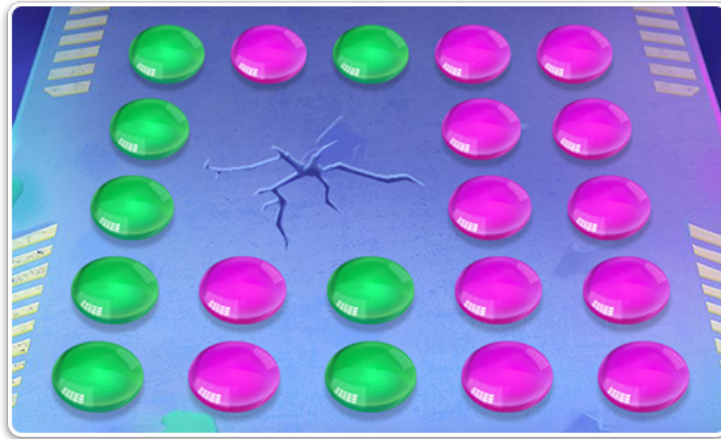
### Wave Feature

- WAVE feature is active when Disco character is selected.
- If the feature is triggered, 12 symbols of a randomly selected color (Green or Pink) are added to the game grid in the wave pattern, coming from a randomly selected corner.



### Ground Punch Feature

- GROUND PUNCH feature is active when Monkey character is selected.
- If the feature is triggered, 4 symbols of a randomly selected color (Green or Pink) are placed at the random position on the game grid in 2x2 pattern.



## Bonus Bar

- The BONUS BAR is displayed above the game grid.
- At the start of every game round, the BONUS BAR is reset to the 50% position.
- Each winning combination advances the BONUS BAR to the direction corresponding to winning symbol's color. Winning combinations with Green or Pink symbol advance the BONUS BAR to the left or right, respectively.
- After the BONUS BAR has reached the leftmost or rightmost position, it is locked in this position until the end of the cascades, and the BONUS GAME is triggered.

## Bonus Game

- BONUS GAME consists of up to 8 rounds, played until either the player or the opponent has reached the score of 2 points.
- During each BONUS GAME round, the player must select one of three weapons to use, and a random weapon is selected for the computer opponent.
- The result of the BONUS GAME round is determined depending on the selected weapons according to the following table:

	Blaster	Laser	Bomb
Blaster	Draw	Win	Lose
Laser	Lose	Draw	Win
Bomb	Win	Lose	Draw

- There are 4 possible final scores in the bonus game: 2:0, 2:1, 1:2 and 0:2. Wins are paid for any score of the bonus game, including the losing scores, according to the paytable.
- No draws can happen after round 5: computer opponent always gets assigned a weapon that yields either win or loss for the player.
- The BONUS GAME prize amounts depend on your TOTAL BET amount.

## How To Play

### Play Mode and Balance

- The game can be played in either FUN or REAL mode.
- In fun mode, you are playing just for fun with play money. In real mode, you are playing with real money from your balance.
- Your balance is shown in the BALANCE box both in fun and real mode.

### Placing Bets

- This game is played using the selected Coin Bet. Your Total Bet per game round consists of a Coin Bet multiplied by 30.
- To set the bet amount, use the “-“ and “+” buttons.
- Press SPIN button to start a game round at the current bet value.
- Press on SPACE bar button also starts a game round.

### Auto Spins Mode

- To select the number of AUTO SPINS, click the AUTO button. Select UNTIL FEATURE to spin until a feature is triggered.
- You can stop the AUTO SPINS earlier by clicking the STOP button.
- The STOP button shows the number of remaining spins. When the UNTIL FEATURE option has been selected, it shows the “∞” symbol.
- The LOSS LIMIT value is mandatory, the AUTO SPINS will stop after your balance decreases by selected amount.
- If WIN LIMIT value is selected, the AUTO SPINS will stop after your balance increases by selected amount.
- If SINGLE WIN LIMIT value is selected, the AUTO SPINS will if you win more than the selected amount in the single game round.

### Turbo Mode

- By clicking TURBO button, you switch Turbo Mode on or off. When Turbo Mode is on, some win animations and sounds are skipped and the reels spin faster.

## Disconnections and Malfunctions

- If you are disconnected from the Internet during the REAL game, log in to the casino again. Once you have reopened the game, you will be able to continue your game from the point where you got disconnected.
- If you get disconnected in the middle of cascading wins, you will see the result after the last cascade upon the reconnect. All wins will be available for you to see in the history.
- **Any malfunction voids all pays and plays.**

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