

GAME RULES

ABOUT THE GAME

- Armadillo Goes West is a 4 row by 5 reel, 25 fixed lines game paying left to right featuring a variety of random features, a free spins bonus, a trail bonus, and a top prizepot.
- The actual game payout each spin equals the sum of the dynamic payable values corresponding to each line won. Simultaneous or coinciding wins are added together.
- All wins occur on lines only, except for the bonus scatter and the free spin scatter which award bonuses for landing on 3 or more of the same scatter anywhere.

WILD

- The Wild Substitutes for all symbols except for [Bonus Scatter].

Random Features

At the beginning of each spin, there is a chance of triggering the following features before the reels stop spinning:

- Random Wilds – Random positions on the reels are substituted with wild symbols. From 1 to 4 wilds can be awarded from each trigger.
- Wild Reel – Every position on randomly selected reels are substituted with wild symbols. From 1 to 3 wild reels can be awarded from each trigger.
- Colossal Reels – Randomly selected adjacent reels will fuse together. The fused reels spin larger images on the reels. Every position that the larger image occupies counts as an individual 1x1 symbol on the reels for determining wins after the reels stop. Fused reels range from creating 2x2, 3x3, or 4x4 big symbols during the feature.
- Random Multiplier – A random multiplier of 2x, 3x, 4x, or 5x is displayed at the beginning of the spin and applies to all line wins.

Furthermore, after each reel spin the following features may also be triggered:

- Symbol Upgrade – All of a certain symbol are upgraded to a higher paying symbol. Specifically, the selected symbol upgrades to a specific higher symbol.
 - A [Spade] or [Club] will upgrade to [Whiskey].
 - A [Diamonds] or [Hearts] will upgrade to [Boots].
 - [Whiskey] upgrades to [Hat], [Boots] upgrades to [Horseshoes], [Hat] or [Horseshoes] upgrades to [Snake], and [Snake] upgrades to [Armadillo].

- Repeat Win – A winning spin repeats for free from 2 to 5 times.
- Instant Win – Awards a random credit amount from 1x to 200x.

The random features will not be applied over any free spin, wild, or bonus symbols. Random wild symbols cannot be placed over the wild, scatter, or bonus symbols. Wild reel and Colossal reels cannot be awarded during a spin that triggers the free spins bonus. The Repeat Win feature cannot happen at the same time as the Instant Win feature.

It is impossible to win both the free spins and the trail bonus in the same spin.

Trail Bonus

- 3 or more [Bonus Scatter] triggers the trail bonus. Landing bonus scatters do not give a base game payout.
- During the trail bonus our Armadillo begins at the start of a game board with a series of spaces each with an award, feature, or a snake. A pistol is repeatedly loaded with a random number of bullets from 1 to 6 which corresponds to the number of spaces the Armadillo moves rightward, landing on the spaces on the trail repeatedly like in a board game. After each random move from 1 to 6, the player is given the item on the space landed. This process continues until the player lands on a snake with 0 hearts remaining.
- Alternatively, if the player makes it to the end of the trail, there is a prizepot award of 2000x which will be awarded in addition to the awards given during the bonus and end the bonus. The Armadillo begins with the number of hearts collected before entering the trail bonus.

The following items on the game space includes:

- [Coins] – Awards credit amounts displayed on the space. Credit amount range from 1x – 200x which can be doubled to 2x-400x after landing on the [Double] item.
- [Double] – Doubles all the credit amounts on the board including the prizepot.
- [Forward x Spaces] – The player will be moved up an amount of spaces randomly chosen from 1 to 6. The random new space landed on is awarded, including the snake symbol which can terminate the bonus.
- [Back x Spaces] – The player will be moved back a random amount of spaces randomly chosen from 1 to 6. The random new space landed on is awarded, including the snake symbol which can terminate the bonus.
- [Heart] – The players is awarded an additional heart. The player starts the bonus with 0 hearts, if the Armadillo lands on a snake, a heart is used up and the Armadillo will continue the bonus. If the Armadillo lands on a snake with 0 hearts remaining the bonus ends.

- [Lightning Roll] – The bullet roll after landing on this item collects all awards. For example, if 5 bullets are rolled, all 5 awards are collected, not just the one 5 spaces away. There is not a snake in front of the lightning roll, thus the lightning roll will never result in a snake ending the bonus.
- [Award all credits] – Awards all [Coins] that are within 1, 2 or 3 positions when landing on this item. The range amount from 1 to 3 positions when landing on the item is determined randomly from a weighted table.
- [Spin Upgrade] – The number of spaces the Armadillo moves for the rest of the trail bonus is 2 times the number of bullets rolled each turn.
- [Trail Prizepot] – Trail Completion prize of 2000x bet if you make it to the end of the trail. Win amount can also be doubled to 4000x from [Double] item.
- [Snake] – Landing on a snake will end the bonus unless the armadillo has accumulated a heart in which case an accumulated heart is lost and the trail bonus continues.

The trail bonus is paid according to the bet amount prior to entering Free Spins Mode. The trail bonus cannot be retrIGGERED.

Combo Feature Free Spins

- 3 or more [Free Spin Scatter] Symbols triggers the Combo Feature Free Spins.
- 3 Free Games are played. During each free game the random feature is guaranteed every spin. Multiple features have an extremely high chance of triggering on the same spin.
- Free Spins are paid according to the bet amount prior to entering Free Spins Mode. Landing Free Spin Scatters do not award payouts, they only trigger the free spins bonus. The free spins bonus cannot be retrIGGERED.

Golden Bet

- Press [Golden Bet] to increase the probability of triggering features in the base game in exchange for an extra ante bet equal to 60% the amount already bet.
- [Golden Bet] may not be available on all markets.

Buy Bonus

- Press the [Buy Bonus] button to enter the bonus buy confirmation screen.
- When entering the buy bonus confirmation screen the Golden Bet is automatically disabled and the default stake displays the amount currently bet without any extra ante from a Golden Bet.
- Choose the stake of the bonus and press [Buy] to confirm a bet of 45x bet and automatically enter the Trail Bonus. The RTP of the Buy Bonus is 93.73%.

- Buy Feature may not be available on all markets. Buy Feature may have bet limits on some markets.

BUTTON FUNCTIONS

- AUTOPLAY - Click and choose a number of spins to initiate Autoplay mode (where available).
- SPIN - Tap to start a spin.
- TURBO MODE - Start to play the game in turbo mode.

Menu Options

- MENU - Click to open the game's settings and rules.
- BET - Click to change your bet for spin.
- HOME - Redirection to home page.
- CASHIER - Click to fund account and withdraw winnings.
- GAME RULES - Click to see game description.
- PAYTABLE - Click to see possible payouts.
- HISTORY - Click to view your latest game bets and payout.
- GAME SETTINGS - Click to manage game settings.

Game RTP

- The regular game has a theoretical RTP of 94.47% without using the Golden Bet.
- When using the Golden Bet the game has a theoretical RTP of 94.49%.
- The base game average RTP was determined by Monte Carlo simulation of 500 million regular bet spins by taking the total amount won and dividing it by the total amount bet.
- The RTP of the Buy Bonus is 93.73%.
- The buy bonus average RTP of the buy bonus was determined by Monte Carlo simulation of 500 million buy bonus rounds by taking the total amount won and dividing it by the total amount bet.

Additional Information

- Malfunction in the game voids all pays.

PAYTABLE

ABOUT THE GAME

- Armadillo Goes West is a 4 row by 5 reel, 25 fixed lines game paying left to right featuring a variety of random features, a free spins bonus, a trail bonus, and a top prizepot.
- The actual game payout each spin equals the sum of the dynamic payable values corresponding to each line won. Simultaneous or coinciding wins are added together.
- All wins occur on lines only, except for the bonus scatter and the free spin scatter which award bonuses for landing on 3 or more of the same scatter anywhere.

WILD



- The Wild Substitutes for all symbols except for Bonus Scatter and Free Spins Scatter.

GAME FEATURES

Random Features

At the beginning of each spin, there is a chance of triggering the following features before the reels stop spinning:

- Random Wilds – Random positions on the reels are substituted with wild symbols. From 1 to 4 wilds can be awarded from each trigger.
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- Random Multiplier – A random multiplier of 2x, 3x, 4x, or 5x is displayed at the beginning of the spin and applies to all line wins.

Furthermore, after each reel spin, the following features may also be triggered:

- Symbol Upgrade – All of a certain symbol are upgraded to a higher paying symbol. Specifically, the selected symbol upgrades to a specific higher symbol.
 - A [Spade] or [Club] will upgrade to [Whiskey].
 - A [Diamonds] or [Hearts] will upgrade to [Boots].
 - [Whiskey] upgrades to [Hat], [Boots] upgrades to [Horseshoes], [Hat] or [Horseshoes] upgrades to [Snake], and [Snake] upgrades to [Armadillo].
- Repeat Win – A winning spin repeats for free from 2 to 5 times.
- Instant Win – Awards a random credit amount from 1x to 200x.

The random features will not be applied over any free spin, wild, or bonus symbols.

Random wild symbols cannot be placed over the wild, scatter, or bonus symbols.

Wild reel and Colossal reels cannot be awarded during a spin that triggers the trail bonus nor during a spin that triggers the free spins bonus.

The Repeat Win feature cannot happen at the same time as a free spins bonus trigger.


It is impossible to trigger both the free spins and the trail bonus on the same spin.


TRAIL BONUS


3 or more [Bonus Scatter] triggers the trail bonus. Landing bonus scatters do not give a base game payout.


- During the trail bonus, our Armadillo begins at the start of a game board with a trail of spaces, each with an award, feature, or a snake.
- A pistol is repeatedly loaded with a random number of bullets from 1 to 6, which corresponds to the number of spaces the Armadillo moves rightward, landing on the spaces on the trail repeatedly like in a board game.
- After each move, from 1 to 6 spaces, the player is given the item on the space landed. This process continues until the player lands on a snake with 0 hearts remaining.
- Alternatively, if the player makes it to the end of the trail, there is a prizepot award of 2000x which will be awarded in addition to the awards given during the bonus and end the bonus.
- The Armadillo begins with 0 hearts.


The following items on the game space includes:


- 


• [Coins] – Awards credit amounts displayed on the space. Credit amount range from 1x – 200x, which can be doubled to 2x-400x after landing on the [Double] item.
- 


• [Double] – Doubles all the credit amounts on the board including the prizepot.
- 


• [Forward x Spaces] – The player will be moved up an amount of spaces randomly chosen from 1 to 6. The random new space landed on is awarded, including the snake symbol which can terminate the bonus.
- 


• [Back x Spaces] – The player will be moved back a random amount of spaces randomly chosen from 1 to 6. The random new space landed on is awarded, including the snake symbol which can terminate the bonus.
- 

• [Heart] – The players are awarded an additional heart. The player starts the bonus with 0 hearts, if the Armadillo lands on a snake, a heart is used up and the Armadillo will continue the bonus. If the Armadillo lands on a snake with 0 hearts remaining, the bonus ends.
- 

• [Lightning Roll] – The bullet roll after landing on this item collects all awards. For example, if 5 bullets are rolled, all 5 awards are collected, not just the one 5 spaces away. There is not a snake in front of the lightning roll, thus the lightning roll will never result in a snake ending the bonus.
- 

• [Award all credits] – Awards all [Coins] that are within 1, 2, or 3 positions from this item. The range amount from 1 to 3 positions when landing on the item is determined randomly from a weighted table.
- 

• [Spin Upgrade] – The number of spaces the Armadillo moves for the rest of the trail bonus is 2 times the number of bullets rolled each turn.
- 

• [Trail Prizepot] – Trail Completion prize of 2000x bet if you make it to the end of the trail. Win amount can also be doubled to 4000x from the [Double] item.
- 

• [Snake] – Landing on a snake will end the bonus unless the Armadillo has accumulated a heart, in which case an accumulated heart is lost and the trail bonus continues.

The trail bonus is paid according to the bet amount prior to entering Free Spins Mode.
The trail bonus cannot be retrIGGERED.

COMBO FEATURE FREE SPINS

- 3 or more [Free Spin Scatter] Symbols triggers the Combo Feature Free Spins
- 3 Free Games are played. During each free game, the random feature is guaranteed every spin. Multiple features have an extremely high chance of triggering on the same spin.
- Free Spins are paid according to the bet amount prior to entering Free Spins Mode.
- Landing Free Spin Scatters do not award payouts, they only trigger the free spins bonus.
- The free spins bonus cannot be retrIGGERED.

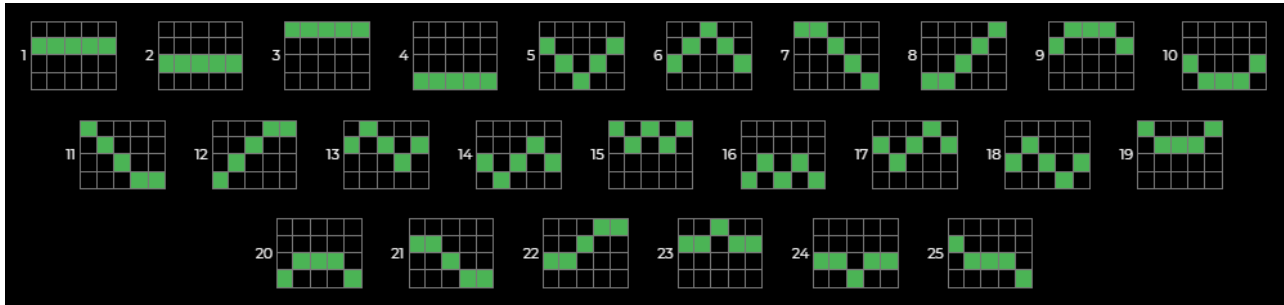


- Instant Win - Awards a random credit amount from 1x to 200x.

SYMBOLS VALUE

			 <ul style="list-style-type: none"> 5 €1.20 4 €0.40 3 €0.20 			
 <ul style="list-style-type: none"> 5 €1.20 4 €0.40 3 €0.20 	 <ul style="list-style-type: none"> 5 €1.00 4 €0.40 3 €0.20 	 <ul style="list-style-type: none"> 5 €0.60 4 €0.24 3 €0.16 	 <ul style="list-style-type: none"> 5 €0.60 4 €0.24 3 €0.16 	 <ul style="list-style-type: none"> 5 €0.48 4 €0.20 3 €0.12 		
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LINES



- 25 fixed lines paying left to right.
- Simultaneous or coinciding wins on different lines are added.
- Only the longest matching combinations per winning line is paid.
- Each line pays out the longest winning combination per line.
- The Paylines are evaluated left-to-right on adjacent reels starting on the leftmost reel according to the payable.

GAME RTP

- The regular game has a theoretical RTP of 94.47% without using the golden bet.
- When using the Golden Bet, the game has a theoretical RTP of 94.49%.
- The RTP of the Buy Bonus is 93.73%.

ADDITIONAL INFORMATION

- Malfunction in the game voids all pays.