



Beetle Bailey

Game Rules

Beetle Bailey Help

Game Description

General Information

- The Beetle Bailey Video slot has 4 reels, 3 rows and 81 ways to win.
- The theoretical RTP for this game is 94.2%.

Symbols

- There are 12 symbols in the game, comprising 4 high-paying, 4 low-paying, a Wild symbol, Bonus symbol and 2 Wild Wake Up symbols (Beetle(Left) and Sarge(Right)).
- Wild symbol substitutes any paying symbol in the winning combination. Wild doesn't substitute Bonus and 2 Wild Wake Up symbols. Wild only appears on reels 2, 3 and 4.
- Bonus symbols can only appear anywhere on reels 1 and 4. Bonus game is triggered when the Bonus symbol lands on both reel 1 and 4.
- The two Wild Wake Up symbols can only land anywhere on reels 2 and 3. You trigger the feature when the left symbol on reel 2 connect with the right symbol on reel 3.

Payouts

- Wins are paid based on combinations of identical symbols and wilds on the reels.
- Winning combinations start from the leftmost reel and includes all the consecutive reels which contain either the specific symbol or the Wild.
- The winning ways for a symbol are calculated as the product of the eligible symbol counts on each of the reels.
- Total win for a symbol is the number of winning ways multiplied by the Coin Bet.
- Only the highest win pays for each of the symbol combinations.
- Coinciding wins for different symbols are added together.
- Prizes in the paytable are shown in respect to the current bet settings.

Camp Swampy Golf Bonus



- During the Camp Swampy Golf bonus game, Beetle Bailey is driving around a path in Camp Swampy collecting cash prizes, golf balls or hitting grenades.
- The General will be standing on a hill with Private Zero, hitting balls and grenades on to the path.
- The General will always hit an empty square. In the unlikely event that there are no empty squares, the General will hit the jeep.
- You roll the dice, and move according to the roll. You collect the prize on the square you land.
- No ball or grenades may be placed on "HOME" square.
- Beetle will move 1 to 6 squares each turn. Before he moves, a ball or grenade will be played on to a square.
- When Beetle lands on a golf ball, it will be picked up. The prize for the square will also be won, when a ball is picked up.
- When Beetle pass "HOME" all collected golf ball will be cashed in for the current value.
- If Beetle lands on "HOME", 1 to 3 grenades will be removed from the path.
- Each square visit gives you a reward of 3 x Coin Bet on the first lap, and it increases by 3 x Coin Bet every time you pass "HOME".

- Whenever a board round is completed, that is, whenever the player lands on or passes square "HOME", the stored golf balls are cashed in for a reward of 20 x Coin Bet on the first lap, and it increases by 20 x Coin Bet every time you pass "HOME"
- The path has a shortcut, that a lever is blocking.
- Before every third roll, the lever will be up, and the jeep will take the shortest path to "HOME".
- Each time a grenade is hit, you will lose a tire. When you hit the 3rd grenade, the game ends.
- Hitting a grenade will not give a prize for the square.

Wild Wake Up Feature



- The Wild Wake Up symbols can only land anywhere on reels 2 and 3. You trigger the feature when the left and right symbol connect.
- When triggered Beetle and Sarge will have a fight, and when the dust settles, 3 to 6 WILDS will be left on reel 2 and 3.
- The two Wild Wake Up symbols will always be replaced first.

Buy Bonus

- From the main game, you can buy your way into the Bonus features Camp Swampy Golf and Wild Wake Up.
- When you buy the bonus game, you have two different options:
 - Buy the Camp Swampy Golf game. RTP for this option is 94.1%
 - Buy the Wild Wake Up feature. RTP for this option is 94.2%
- You can configure the TOTAL BET price, and see the total price for each available choice. The prizes in the game is calculated on the basis of the TOTAL BET amount.

Gamble

- If the game round finished with a win, the player has the opportunity to gamble to increase his winning.
- The gamble is based on the card suits, and player has two options:
 - Gamble on the suit color (Red or Black) for a chance to win 2X the amount with 50% chance to win.
 - Gamble on the specific suit - Heart (Red), Diamond (Red), Spades (Black) or Clubs (Black) - for a chance to win 4X the amount with 25% chance to win.
- In any of the options, Gamble feature RTP is 100%, the probability of each of possible 4 outcomes is equal.
- There are the following limits for the Gamble:
 - Maximum of 4 gambles in a row is allowed.
 - The gamble is only allowed if current win doesn't exceed 100 X total bet placed to start the spin round before the gamble. This applies for any of the gambles in the sequence.
- At the top of the Gamble screen, you can see the history of the last 4 cards drawn for the current gamble game.

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 on 81 ways. Your total bet per game round consists of a coin bet multiplied by 5.
- 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 stop 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.
- **Any malfunction voids all pays and plays.**

This Help Page was last updated: 2022-06-15 13:00 UTC