

About the Game

Aladdin's Rollover Respins is a 3 row by 5 reel all scatters game featuring respins and increasing multiplier reel incrementors.

The actual payout equals the sum of the dynamic payable values corresponding to each symbol won. Simultaneous or coinciding wins are added.

Wild Lamp

One or more [Lamp] may appear on the reels during the base game.

[Lamp] substitutes for all symbols except for [Scatter]. Any win with at least one [lamp] contributing toward the win triggers the Rollover Respins Feature.

It is not possible to land additional wild [Lamp] during respins. Wild [Lamp] does not appear in the Free Spins.

When a full sticky column containing a [Lamp] is created during the rollover respins feature, the column will turn into a [Genie] indicating a Genie reel rollover will be awarded as soon as a non sticky respin occurs or when the entire screen is sticky.

A Genie reel rollover will double or triple the amount of the current multiplier. When multiple reels rollover simultaneously, regular reel rollovers are first added to current multiplier before doubling or tripling the multiplier from the Genie reel rollover.

Sticky Scatter Pays

When 5 or more of the same symbols land on a single spin including at least one wild [lamp], these symbols will stick and activate the rollover respins feature. Note that as a lamp substitutes for all symbols except [Scatter], only 4 or more symbols and 1 [lamp] are needed to stick and begin the rollover respins feature or 3 or more symbols and 2 [lamp] would also stick and trigger the rollover respins feature. The counter dynamically appears and keeps track of how many of each symbol have been stuck to the reels. It is possible to activate the counter on more than one normal symbol if 5 of two different symbols land anywhere on the reels on the initial same spin including at least one wild [lamp] contributing to the win. Additional symbols can also be activated by getting 5 of the same non activated symbol on any respin as well without needing another lamp to be part of the 5 or more win. When at least one more of an activated symbol lands on a respin, the counter displays the extra sticky symbol and non sticky symbol positions respin. If no more symbols stick after a respin and there are not any full sticky columns or if the maximum number of respins cap of 100 has been reached, the respins complete and all pays are evaluated based on the number of sticky symbols shown on the counter and are multiplied by the multiplier. If there are full sticky reels, each column disappears and increases the multiplier. The multiplier increases by +3 for each full sticky column of 3 of all high symbols (any combination of [Man], [Woman], [Sorcerer]), +2 for a full sticky column of any animal character (any combination of [Tiger], [Monkey]), or +1 for each full column of any other sticky symbol(s). Any [Genie] columns will then double or triple the multiplier for each [Genie] column. Columns then shift over to the leftmost positions to make space for new columns to replace the full ones. If any of the replacement columns contain a symbol matching any of the activated sticky symbols, then those symbols will also stick, increasing the corresponding symbol counters and continuing the respins to try to get more sticky symbols for more respins and full stick columns for multipliers and more replacement columns. If no replacement columns reveal a matching activated symbol, the spin ends and pays are evaluated with the multiplier as described above. Full columns will continue to increase the multiplier up to a maximum of 50x. The multiplier

does not apply to the free spin awards bonus. During re-spins, only symbol positions that are not currently sticky positions respin, therefore only non-sticking positions are considered when counting more symbols.

Free Spins Accumulation

During the initial base game spin and all respins, free spins scatter symbols are accumulated and the free spins is awarded if through the duration of respins 3 or more ~~[Scatter] prize pot~~ [Scatter] symbols land in total. 3, 4, 6, or 8 free spins are awarded for landing at least 3, 6, 9, or 12 [scatter] symbols respectively. Landing more than 12 [scatter] symbols has no extra effect other than awarding the maximum of 8 free spins at the end of the respins. [Scatter] accumulation is reset to zero at the end of each spin.

Free Spins

After triggering the free spins with 3 or more [scatters], the player is awarded free spins equal to the corresponding number displayed above. Before starting the free spins, the player picks one of the 15 boxes displayed to reveal a symbol. This symbol revealed requires only 3 or more symbols to stick and trigger the rollover respins. Furthermore, a [Lamp] is no longer required to trigger the respins and multiplier accumulation does not reset for the entire duration of the free spins. Free spins are played at the bet of the triggering spin. The maximum number of respins cap is 100 for each free spin.

Buy Free Spins

Press the [Buy Free Spins] button to enter the bonus buy confirmation screen. Choose the stake of the bonus and press [Buy] to confirm a bet of 63x stake and automatically trigger the free spins. The RTP of the Buy Bonus is 93.39%. Buy Free Spins Feature may not be available on all markets.

RTP

The theoretical RTP of the game is 94.05%