

GAME RULES

ABOUT THE GAME

- Franksylvania is a 4-row by 5-reel, 25-line game paying left to right, featuring a variety of random features, a Bloody Party Bonus, and a Trail Bonus with collections and a top prizepot.
- The actual payout equals the sum of the dynamic paytable values corresponding to each line won. Simultaneous or coinciding wins are added.

WILD



The **Wild** substitutes for **all symbols except for:**



Instant Win

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 with each trigger.
- Wild Reel – Every position on randomly selected reels is substituted with wild symbols. From 1 to 3 Wilds can be awarded with each trigger.
- Colossal Reels – Randomly selected adjacent reels will fuse together, displaying larger images. The fused reels range from 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 lower symbol, chosen at random, is upgraded to a higher-paying symbol. The number of upgraded symbols equals the number of lower symbols present.
- Instant Win – Awards a random credit amount from 1x to 200x.

Trail Bonus Collections

The collected boosters and features are specific to each bet level. Changing the bet will restore the previously stored symbols in the Trail Bonus Collections meter.

During the base game, special symbols are collected to enhance the Trail Bonus:

-  Hearts – Every 4 Hearts collected during the base game accumulates an extra heart (max 3 per bet level). If the Vampire lands on an RIP Tombstone, a Heart is used up and the bonus continues. If there are no Hearts remaining, the bonus ends.
-  Gargoyle and Candles – Candles collected increase the payout when landing on a Gargoyle. If no Candles were collected before entering the bonus, landing on the Gargoyle awards 10x. Candles increase the win multiplier up to 60x.
-  Zombie Dog and Dog Bones – Every 4 Dog Bones collected increase the multiplier on the Zombie Dog Award. The multiplier starts at 1x and is capped at 5x after collecting 16 Dog Bones.
-  Super Potion – A special Super Potion space collects all coin wins the Vampire passes by at a 1x multiplier. Collecting more Super Potions increases this multiplier up to 4x before triggering the Trail Bonus.

Trail Bonus



3 [Bonus Symbols] trigger the Trail Bonus.








- The Trail Bonus features three different board maps, chosen randomly.
- The 2000x Prizepot is located at the end of all three maps.

How It Works:

1. The Vampire starts at the beginning of the game board with a trail of spaces.

2. A random number from 1 to 6 determines the number of spaces moved.
3. The Vampire lands on different awards, features, or RIP Tombstones.
4. The bonus ends if the Vampire lands on an RIP Tombstone with 0 Hearts.
5. If the Vampire reaches the end, a 2000x Prizepot is awarded.

Possible Spaces:

- 
 - [Coins] – Awards credit amounts from 1x to 200x.
- 
 - [Back x Spaces] – Moves the player backward by 1 to 6 spaces.
- 
 - [Super Potion] – The next move after landing on Super Potion collects all awards in the path.
- 
 - [Zombie Dog] – Awards all [Coins] within 1, 2, or 3 positions from the item, multiplied by the Dog Bone collections in the base game.
- 
 - [Gargoyle] – Landing on Gargoyle awards 10x, increasing by 5x per collected Candle (up to 60x).
- 
 - [RIP Tombstone] – Ends the Trail Bonus unless the Vampire has Hearts remaining.
- 
 - [Trail Prizepot] – Trail completion prize of 2000x bet if you make it to the end of the trail.

The trail bonus is paid according to the bet amount prior to entering.

Bloody Party Spin



- Collect 4 [Blood Vile] Symbols to trigger the Bloody Party.
- After collecting 4 Blood Viles, the reels re-spin for free, triggering four base game random features.
- The Bloody Party Spin payout is based on the bet amount and paylines prior to triggering.

Buy Bonus



- Press the [Buy Bonus] button to enter the bonus buy confirmation screen.
- Choose the stake and one of three options to confirm the bet and automatically enter the Trail Bonus.
- The full collection amounts for Hearts, Dog Bones, Candles, and Super Potions are used instead of base game collections.
- The RTP for the Buy Bonus options:
 - Option 1 (Left): 94.21%
 - Option 2 (Middle): 93.85%
 - Option 3 (Right): 94.31%
- Buy Feature availability varies by market.

The Buy Bonus average RTP was determined by Monte Carlo simulation of 500 million buy bonus rounds.

BUTTON FUNCTIONS

- AUTOPLAY - Click and choose the number of spins to initiate Autoplay mode.
- SPIN - Tap to start a spin.

- TURBO MODE - Start the game in Turbo Mode.

Additional Menu Options

- MENU – Opens game settings and rules.
- BET – Adjust your bet.
- HOME – Redirect to the homepage.
- CASHIER – Deposit and withdraw funds.
- COLLECTIONS – View symbol accumulation details.
- GAME RULES – View game description.
- PAYTABLE – View possible payouts.
- HISTORY – View latest game bets and payout history.
- GAME SETTINGS – Manage game settings.

Game RTP

- Theoretical Payout: 94.17%.
- The base game average RTP was determined by Monte Carlo simulation of 500 million spins.

ADDITIONAL INFORMATION











- Malfunction in the game voids all pays.

PAYTABLE

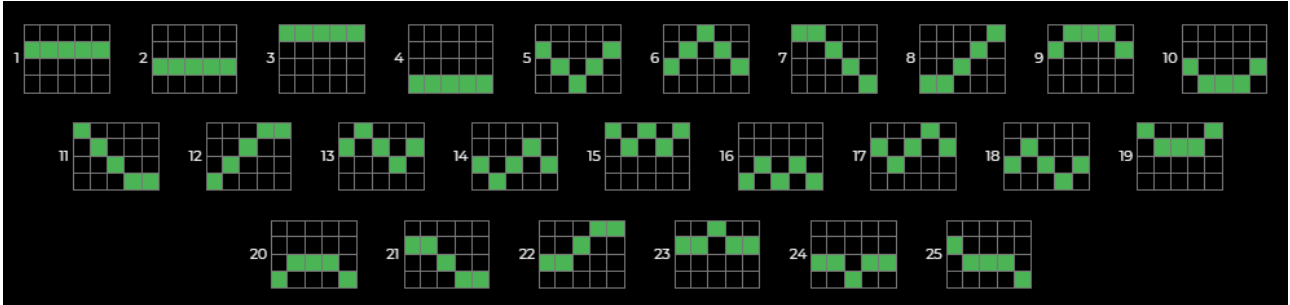
INSTANT WIN



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

		WILD							
	5 €2.40 4 €0.80 3 €0.32		5 €2.00 4 €0.60 3 €0.28		5 €1.60 4 €0.48 3 €0.24		5 €1.20 4 €0.40 3 €0.20		5 €0.48 4 €0.20 3 €0.12
	5 €0.48 4 €0.20 3 €0.12		5 €0.48 4 €0.20 3 €0.12		5 €0.20 4 €0.08 3 €0.04		5 €0.20 4 €0.08 3 €0.04		5 €0.20 4 €0.08 3 €0.04
					5 €0.20 4 €0.08 3 €0.04				

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

- Theoretical payout is 94.17%.
- 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.

ADDITIONAL INFORMATION

- Malfunction in the game voids all pays.
- Game version 1.0.0