

Zorba's Tavern

Description

- The game is a **5 REEL** video Slot game with **3 ROWS**, featuring Wild Symbol Substitutions and Free Spin Rounds.
- Return to Player (RTP): **94.435%**
- Volatility: Low-Medium

Symbols

- Game has **12** symbols: **5** High-Paying, **4** Low-Paying, **WILD**, **BONUS** and **SCATTER**.
- **PAYTABLE** displays all possible winning **SYMBOL** sequences.
- **PAYTABLE** defines win payout per **SYMBOL** occurrences.
- **WILD** substitutes all symbols except **BONUS** and **SCATTER**.
- **WILD** symbols can appear on reels **1, 2, 3, 4, 5**.
- During **FREE SPINS**, **WILD** symbols can appear on reels **1, 2, 3, 4, 5**.
- **SCATTER** pays when landing anywhere on the Reels according to **PAYTABLE**.
- **5 SCATTER** in a single round award **5 FREE SPINS**.
- **4 SCATTER** in a single round award **5 FREE SPINS**.
- **3 SCATTER** in a single round award **5 FREE SPINS**.
- **SCATTER** symbols can appear on reels **1, 2, 3, 4, 5**.
- During **FREE SPINS**, **SCATTER** symbols can appear on reels **1, 2, 3, 4, 5**.
- **BONUS** symbols can appear on reels **1, 2, 3, 4, 5**.
- During **FREE SPINS**, **BONUS** symbols can appear on reels **1, 2, 3, 4, 5**.

Payouts

- Game has **20 LINES**. Player always bets on all **LINES**.
- **LINE** pays from **LEFT** to **RIGHT**.
- **TOTAL BET** is calculated by **LINES** x **BET LEVEL**.
- **LINE BET** is equal to **BET LEVEL**.
- **LINE** winnings are equal to payout of symbol occurrences in **PAYTABLE**, multiplied by **BET LEVEL**.
- **SCATTER** winnings are equal to payout of symbol occurrences in **PAYTABLE**, multiplied by **TOTAL BET**.
- **BONUS** winnings are equal to payout of the **BONUS** game.

- If **BONUS** is triggered by more than **1 LINES**, **BONUS** winnings are multiplied by the number of **LINES** that triggered the **BONUS** game.
- When coinciding winnings occur on the same **LINE**, only the highest winning is paid.
- If among coinciding winnings on the same **LINE** that pay the same exists winning by **WILD** substitution, the latter is preferred.
- When **BONUS** symbols appear on a **LINE** that pays both directions, **BONUS** is triggered once and **BONUS** winnings are doubled.
- Simultaneous winnings on different **LINES** are accumulated into **TOTAL WIN**.
- Simultaneous winnings on different **LINES** are displayed in succession by highlighting each **LINE**.

Free Spins

- During **FREE SPINS**, all winnings are doubled.
- During **FREE SPINS**, **5 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **4 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **3 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **WILD** symbol substitutes for all symbols except **BONUS** and **SCATTER**.
- At the end of **FREE SPINS**, total free spin winnings are displayed.
- **FREE SPINS** and **BIG WIN** can be activated in the same round.
- If this occurs, **BIG WIN** is played first, followed by **FREE SPINS**.

Bonus Game

- When a winning combination of at least **3 BONUS** symbols occurs on a **LINE**, the **BONUS GAME** is triggered.
- Once **BONUS** is triggered **2-4** picks are awarded.
- Select the requested number of buoys to discover how many lobsters are in the trap.
- Each trap can hide **2-3** lobsters with their size determining the total prize of the **BONUS** game.

Cash Bar (top)

- **BALANCE** field displays the credits available for betting in currency.
- **WIN** field shows the **TOTAL WIN** of the last round played in currency.
- **BET** field displays the current stake in currency.

Info Bar (bottom)

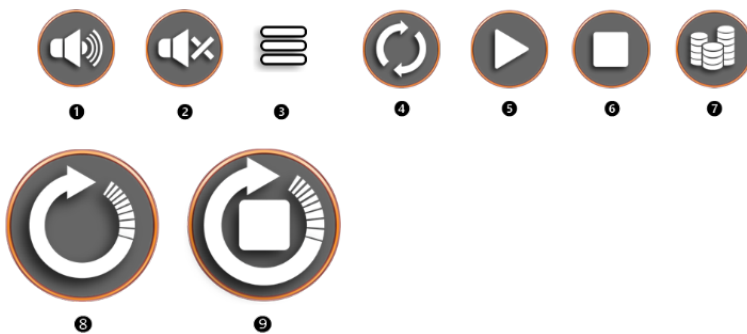
- **CLOCK** field displays system clock.
- During **AUTOPLAY**, **REMAINING SPINS** field displays the number of remaining spins.

- **GAME TITLE** field displays the game's name.

Message Bar (bottom)

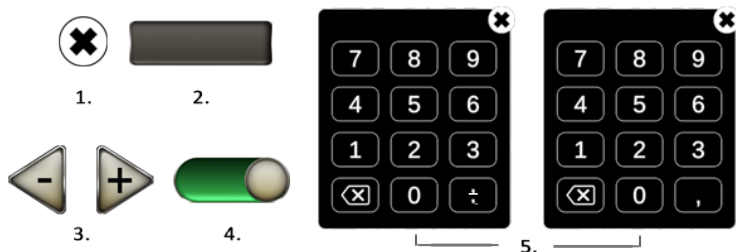
- When playing **FOR FUN**, displays a notification on regular time intervals.
- When playing **FOR MONEY**, displays a notification on regular time intervals.
- Before **FREE SPINS**, displays the number of rounds awarded.
- During **FREE SPINS**, displays the number of rounds left and accumulated round winnings.

Buttons



- 1 **AUDIO BUTTON ON** sounds effects and background music are **ON**.
 - 2 **AUDIO BUTTON OFF** sound effects and background music are **OFF**.
 - 3 **BURGER BUTTON** opens Help and Settings Pagelist.
 - 4 **AUTOPLAY BUTTON** opens Help and Settings Pagelist and selects **AUTOPLAY CONFIGURATION** Page.
 - 5 **START AUTOPLAY BUTTON** is visible when Player is allowed to start **AUTOPLAY**.
 - 6 **STOP AUTOPLAY BUTTON** is visible when Player is allowed to cancel **AUTOPLAY**.
 - 7 **BET BUTTON** opens Help and Settings Pagelist and selects **BET CONFIGURATION** Page.
 - 8 **SPIN BUTTON** starts a new spin.
 - 9 **SLAM STOP BUTTON** is activated during spinning when immediate stop is allowed.
- Buttons are enabled or disabled depending on game's current state.
 - Button visibility depends on Operator and jurisdiction requirements.

Pagelist Elements



- ❶ **CLOSE BUTTON** closes the Pagelist or a Numpad.
- ❷ **EDIT CONTROL** captures numeric or time Player input.
- ❸ **RANGE CONTROL** is tap-enabled input helper of **EDIT CONTROL** for stepping up/down numeric values.
- ❹ **CHECK CONTROL** toggles **ON** or **OFF** a game feature.
- ❺ **NUMPAD** is tap-enabled input helper of **EDIT CONTROL** for capturing numeric and time values.

Bet Configuration Page

- Bet Configuration Page allows Player to customize **TOTAL BET**.
- **CASH** field displays **TOTAL BET** amount in currency.
- **BET LEVEL** range control steps through available **BET LEVELS** and recalculates **TOTAL BET**.
- **MAX BET BUTTON** sets maximum **BET LEVEL** and recalculates **TOTAL BET**.
- During Bet Configuration, **TOTAL BET** calculation ignores Player's current **BALANCE**.

Autoplay Configuration Page

- Autoplay Configuration Page allows Player to configure **AUTOPLAY** options.
- **AUTOPLAY** feature enters an automatic spinning loop for a given stake and for Player-defined **TOTAL SPINS**.
- **TOTAL SPINS** range control cycles through the available number of spins and sets the maximum **AUTOPLAY** spins.
- **STOP ON ANY WIN** stops **AUTOPLAY** on any win.
- **STOP ON LOSE CASH AMOUNT** stops **AUTOPLAY** after **BALANCE** in currency decreases by the specified value.
- **STOP ON TIME** stops **AUTOPLAY** when the specified local time is reached.
- **STOP ON WIN CASH AMOUNT** stops **AUTOPLAY** when **TOTAL WIN** in currency is greater than or equal to the specified value.
- **START BUTTON** starts **AUTOPLAY** with configured options.
- Autoplay Configuration Page visibility depends on Operator and jurisdiction requirements.
- Options visibility depends on Operator and jurisdiction requirements.
- Certain options may be required to be set in some jurisdictions.

Disconnection while playing, will reset the **AUTOPLAY** options to their default values when the game is reloaded.

Options Page

- Options Configuration Page allows Player to access game settings and Responsible Gaming Options.
- **TOGGLE FULL SCREEN** toggles full screen mode, not available on iOS devices.
- **ENABLE SOUND EFFECTS** toggles game's action sound effects.
- **ENABLE MUSIC** toggles game's background music.
- **REALITY CHECK TIMEOUT** in 24-hour format, alerts Player to exit the game when **CLOCK** reaches the specified time.
- **REALITY CHECK INTERVAL** in **HOURL:MINUTES** format, alerts Player to exit the game at regular intervals.
- **REALITY CHECK TIMEOUT** and **REALITY CHECK INTERVAL** are considered **REALITY CHECK ALERTS**.
- **REALITY CHECK ALERTS** must be acknowledged in order to be dismissed.
- **REALITY CHECK ALERTS** will reset **AUTOPLAY TOTAL SPINS**.
- **REALITY CHECK ALERTS** are displayed after win animations are presented to Player.
- **ENABLE FAST SPINS** toggles fast spins mode.
- Availability of options above, depends on Operator Terms and Conditions.

Lobby Page

- **EXIT TO LOBBY BUTTON** closes the game and redirects to Lobby.
- **OPEN HISTORY BUTTON** opens the game history.
- **OPEN WALLET BUTTON** redirects to cashier.
- **RELOAD GAME BUTTON** reloads the game.
- Availability of options above, depends on Operator Terms and Conditions.

Additional Information

- Some features may not be available when **PLAYING FOR FUN**.
- While **PLAYING FOR MONEY** any network connection error will terminate the game with an **UNFINISHED ROUND**.
- In case of **UNFINISHED ROUND**, the game will resume from this round on next reload.
- Resume and timeout of **UNFINISHED ROUNDS** are subject to Operator Terms and Conditions.
- Upon Player Session expiration, Player must re-login.
- Player Session expiration is subject to Operator Terms and Conditions.
- Operator Terms and Conditions are available on Operator web site.
- **ANY MALFUNCTION VOIDS ALL PAYS AND PLAYS**.

- Last Updated: Thursday, 27 July, 2023 06:29:28