



MUNITION MINE™ FEATURE

The starting configuration of the Munition Mine™ Feature consists of the positions of [TRIG] and [COR] when it was triggered.

During the Munition Mine™ Feature, all [COR] that land are locked in place for the duration of the Feature. All [COR] start with a value of 1x.

At the start of the Munition Mine™ Feature, reels are removed and a [TRIG] or [COR] may land on any given spin, in any unoccupied symbol position.

All spins during the Munition Mine™ Feature are started automatically.

During the Feature, each [TRIG] that lands on the reels will upgrade any adjacent [COR] values by a random amount. Possible values for [COR] are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 15, 18, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 100, 125, 150, 175, 200, 225, 250, and 500.

Once a [COR] has been upgraded to [COR/MAX] that value can no longer be upgraded for the duration of Munition Mine™ Feature.

[CORMAX] may still be upgraded to [COR/TRIG].

[TRIG] may upgrade [COR] to [COR/TRIG]. [TRIG] are resolved top to bottom, left to right.

[COR/TRIG] are activated top to bottom, right to left. [COR/TRIG] are resolved before [TRIG].

Landing [COR] or [TRIG] resets spins to 3. The Munition Mine™ Feature ends when no new [COR] or [TRIG] land, the reels are filled with [COR] or [COR/VAL], and there are no spins remaining.

An alternate set of reels is used during the Munition Mine™ Feature. The bet level is the same as the game that triggered the Munition Mine™ Feature.

All values on [COR] are added together at the end of the Munition Mine™ Feature up to the maximum prize.

FREE SPINS

8, 10, or 14 Spins awarded with 3, 4, or 5 [BONUS] symbols respectively.

An alternate set of reels is used during the Free Spins Bonus. Winning combinations for the Free Spins Bonus are identical to the base game. The Free Spins Bonus is played at the bet level that triggered the Bonus.

Munition Mine™ Feature may be triggered during the Free Spins Bonus. If that occurs, Munition Mine™ Feature will resolve before returning to continue any remaining spins in the Free Spins Bonus.

Total Win reflects the sum of all winning combinations and features during the Free Spin Bonus including any Munition Mine™ Features played.

All spins during the Free Spin Bonus are started automatically.

During the Free Spins Bonus all wins from that game are accumulated in the WIN meter until the end of the Bonus.

PAYTABLE

[WILD] - Substitutes for all symbols except [BONUS], [TRIG], and [COR].

[COR] - All prizes appearing on [COR] are awarded at the end of the Munition Mine™ Feature

[TRIG] upgrades any adjacent (horizontally, vertically or diagonally positioned) [COR], [COR/VAL], or [COR/TRIG] during the Munition Mine™ Feature only.

This game pays 576 ways. Paytable reflects current bet configuration.

Winning combinations are made by a single symbol starting on the leftmost reel and continue on adjacent reels. Winning combinations on multiple ways are added together.

The theoretically payout for this game is %###.##. The RTP was calculated by simulating 10,000,000,000 spins.

On any given spin there is a chance to land one or more of [TRIG] and [COR] either, both types, or neither.

BASE GAME

In both the Base Game and Free Spins there are two special symbols: [TRIG] and [COR].

Landing one or more of [TRIG] and [COR] awards the Munition Mine™ Feature. [TRIG] and [COR] only appear on reels 2,3, and 4 in the Base Game and during the Free Spins Bonus.

Landing 3 or more [BONUS] symbols activates the Free Spin Bonus.

[H1_1] can land 2,3 or 4 tall.

GAME RULES

Misuse or malfunction voids all pays and plays. Highest amount paid per winning combination.

The highest amount that can be won is 10,000x multiplied by the total bet. If this amount is reached, the game is immediately concluded and any additional wins are not paid out.

Unfinished or interrupted games not completed within 30 days will be automatically ended. Any wins won during that game will be immediately paid out and reflected in your balance.

During Autoplay, all spins are started automatically until the Autoplay Stop button is pressed, player set conditions are met, a Bonus or Feature is Triggered.

The bar at the bottom of the screen displays the current available balance, the awarded win from most recent game, and current wager.

Change the current bet by selecting either the Bet Meter, or Bet buttons.

Select Spin to initiate a game. Wager is immediately reduced from available Balance. Spin may also be initiated by hitting Spacebar (where available).

Bet cannot be changed during an active game.

If you are disconnected before the results of the last game are displayed, the amount you won or lost during that game is immediately reflected in your balance and the final game state is displayed when you return to the game.

If the request to play a new game does not reach the casino server before you are disconnected, the results of the previous game are displayed when you return to the game.