

GAME RULES

ALICE'S MAD FORTUNE

- Alice's Mad Fortune is a 3x5, 10 line video slot featuring a base game with expanding wilds, wild bonus scatters, an adventure re-spin bonus, and multiple buy bonus options.
- The actual payout equals the sum of the dynamic payable values corresponding to each symbol won. Simultaneous or coinciding wins are added. Game plays based on the total bet.
- During the base game, the Alice symbol is an expanding wild. When landing on the reel, if expanding Alice will create any wins, then the Alice symbol will immediately expand to fill the entire reel. Alice substitutes for all symbols except for the Bonus Symbol, and all special bonus symbol characters. If it does not create a win for the player, Alice will not expand.
- During the base game, the Cheshire Cat substitutes for all symbols except for the Bonus Symbol and the special bonus symbol characters. When winning on the Cheshire Cat, the Cheshire Cat will award a random multiplier of 2x or 3x. If more than one Cheshire Cat is on a winning line, the random multipliers of each cat are added together.
- During the base game, the Silver White Rabbit bonus symbol, Hatter bonus symbol, and Caterpillar bonus symbol are wild and substitute for all symbols except for the Cheshire Cat.
- 3 Bonus symbols on the screen triggers the Re-spins Adventure Bonus with all scatters left on the board for adventure re-spins bonus. The Hatter, Caterpillar, and Silver White Rabbit feature bonus symbols substitute for Bonus symbols. Furthermore, when triggering the bonus, the Bonus Symbol will convert to regular card symbols with win multipliers from 1x to 10x. The character bonus symbols will convert to win multipliers from 1x to 10x and perform their features after the first spin of the bonus.
 - Example: If the bonus triggered at a base bet of 2, a symbol converting to a win multiplier of 4x would represent a win amount of 8 for that symbol.
- Regular Bonus symbols appear on reels 2, 3, and 4 only.
- The Hatter and Caterpillar bonus symbols appear on reels 3 and 4 only.
- The Silver White Rabbit bonus symbol appears on reels 2 and 4 only.
- The Cheshire Cat and Wild Alice symbols appear on reels 2, 3, and 4 only.

COLLECTABLES

- During the base game, landing the Cheshire Cat, Hatter, and Caterpillar accumulates points into their corresponding meters (Gold Cheshire Cat meter, Gold Hatter meter, and Gold Caterpillar meter respectively).
- On each of the collections, when enough points are accumulated, the number of gold rings on that character collection is incremented by one. When landing a gold character symbol during the bonus, the corresponding Gold Feature symbol is used in the adventure re-spins bonus to create the character feature every spin that the number of Gold rings for the corresponding character is greater than 0.
- Each time the feature is used, the collection meter is decremented by 1. In the case of retriggering the re-spins meter, gold symbols trigger their own features for free instead of decrementing the meter by 1.
- The game stores each collection symbol in which bet amount the game is played. When a collection meter reaches its maximum level, it will not accumulate any more points until it is decreased below its maximum level during the re-spins.

GOLD AND SILVER CHARACTERS

- Silver symbols do their features once they come to the board when re-spins count resets to 3 when new symbols come to the board.
- Gold Features do their feature once they come to the board. Re-spin count resets to 3 at no collection ring cost, and during each subsequent spin that there is at least one collection ring remaining for that character.
- When a Gold collection meter reaches 0, the corresponding gold character on the reels will only trigger its feature on re-spin retriggers as they do not have a meter cost.

ADVENTURE RE-SPINS BONUS

- 3 bonus scatter symbols trigger the bonus.
- When the Bonus starts, regular card bonus symbols will reveal win multipliers and any Feature Bonus symbols that landed will trigger its feature after the first spin.
- The game will start with all empty symbol positions re-spinning 3 times. If at least one additional symbol lands on a reel position, the re-spins are reset to 3. Silver Character symbols will trigger their feature after all reset spins as well as the spin where they initially land.
- In the event of multiple features triggering simultaneously, the feature activates in the following order:
Silver White Rabbit, Caterpillar, Cheshire Cat, Hatter, Silver Alice, Queen, Mushroom.
- Furthermore, Silver Alice can trigger or retrigger the features of any character on the screen, the Cheshire Cat, the Hatter, the Caterpillar, the Gold Cheshire Cat, the Gold Hatter, and the Gold Caterpillar.

- Card symbols and Feature symbols other than gold and silver will fall asleep after landing and performing their feature. The symbols that are sleeping do not wake up and trigger their initial feature again unless Alice wakes the symbol up to trigger it, in which case it will fall back asleep after performing the feature again.
- The Bonus ends when the re-spins reach 0 or when all empty positions are filled with characters.

CARDS



- Awards from 1 to 10x.

CHESHIRE CAT



- Awards from 1 to 10x.
- Randomly Selects from 1 to 100% of the symbols on the screen and doubles their amounts.

GOLD CHESHIRE CAT



- Awards from 1 to 10x. Randomly Selects from 1 to 100% of the symbols on the screen and doubles their amounts.
- Feature retriggers every time the respins count reset.
- Also retriggers on all other respins while at least one gold ring remains.

HATTER



- Awards from 1 to 10x.
- Collects the values of all other symbols and adds them to his own.

GOLD HATTER



- Awards from 1 to 10x.
- Collects the values of all other symbols and adds them to his own.
- Feature retriggers every time the respins count reset.
- Also retriggers on all other respins while at least one gold ring remains.

CATERPILLAR



- Awards from 1 to 10x.
- Increases values of all other symbols from +1 to +5.

GOLD CATERPILLAR



- Awards from 1 to 10x.
- Increases values of all other symbols from +1 to +5.
- Feature retriggers every time the respins count reset.
- Also retriggers on all other respins while at least one gold ring remains.

SILVER ALICE



- Awards from 1 to 10x.
- Interacts with at least 1 character up to 100% of the characters, performing their feature(s) again.
- Occurs every time the respins reset.

SILVER WHITE RABBIT



- Awards from 1 to 10x.
- Increases the amount of respins by 1.
- Occurs every time the respins reset.

QUEEN



- Awards from 1 to 10x.
- Kills all card symbols, collecting their values and opening positions for new symbols.

MUSHROOM



- Awards from 1 to 10x.
- Reveals the entire extra row of symbol positions.

ADVENTURE RE-SPINS BONUS

- Silver White Rabbit, Silver Alice, Gold Cheshire Cat, Gold Hatter, Gold Caterpillar, and Mushroom can each appear with a maximum of one per bonus.
- All other symbols can appear multiple times on different reels.

BUY BONUS

Click on the buy bonus tea cup and choose one of the 4 buy bonus options. 3 bonus scatters triggers the bonus.

4 Respins Buy Bonus

- Bonus guarantees 1 Gold character at the beginning of the bonus.
- Bonus begins with 4 initial spins that reset to 4 each time at least one additional symbol lands during the bonus.
- All Gold Character Collection Rings are set to 5.

3 Respins Buy Bonus

- Bonus guarantees 1 Gold character at the beginning of the bonus.

- Bonus begins with 3 initial spins that reset to 3 each time at least one additional symbol lands during the bonus.
- All Gold Character Collection Rings are set to 3.

2 Respins Buy Bonus

- Bonus guarantees 1 Gold character at the beginning of the bonus.
- 2 Initial spins that reset to 2 each time at least one additional symbol lands during the bonus.
- All Gold Character Collection Rings are set to 2.

1 Respins Buy Bonus

- 1 Initial spin that resets to 1 each time at least one additional symbol lands during the bonus.
- All Gold Character Collection rings are set to 0.
- All Gold symbols except Gold Cheshire Cat act as scatter symbol in buy bonus.
- Gold rings that are remaining do not carry over for the next game.

Buy Feature may not be available on all markets.

Buy Feature may have bet limits on some markets.

MAX WIN CAP

- The maximum win during the bonus is capped at 50,000 times base stake.
- If the bonus reaches this amount, the max win of 50,000 times stake is awarded to the player and the bonus ends.

BUTTON FUNCTIONS

- MENU - Click to open the game's settings and rules.
- BET - Click to change your bet for spin.
- HOME - Redirection to home page.
- CASHIER - Click to fund account and withdraw winnings.
- GAME RULES - Click to see game description.
- PAYTABLE - Click to see possible payouts.
- HISTORY - Click to view your latest game bets and payout.
- GAME SETTINGS - Click to manage game settings.
- SPIN - Tap to start a spin.
- AUTOPLAY - Click and choose a number of spins to initiate Autoplay mode (where available).
- TURBO MODE - Start to play the game in turbo mode.

GAME RTP

- The theoretical RTP of the base game is 94.05%.
- The RTP of Buy Bonus options 1, 2, 3, and 4 are 94.06%, 94.16%, 93.97%, and 93.82% respectively.
- 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.
- The buy bonus average RTP of the buy bonus was determined by Monte Carlo simulation of 500 million buy bonus rounds by taking the total amount won and dividing it by the total amount bet.

ADDITIONAL INFORMATION









- Malfunction voids all plays and pays.
- Game version 10.0

PAYTABLE

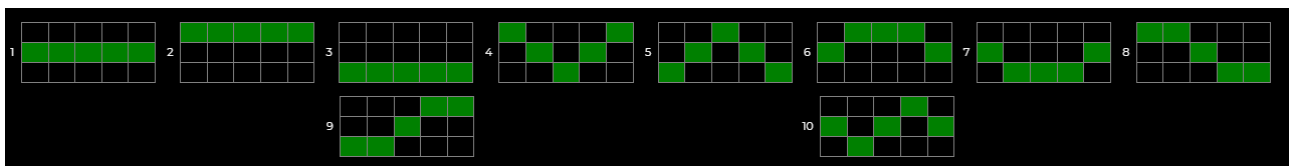
MAIN GAME FEATURED SYMBOLS



SYMBOLS VALUE

 <ul style="list-style-type: none"> 5 € 500.00 4 € 60.00 3 € 12.00 2 € 2.00 	 <ul style="list-style-type: none"> 5 € 150.00 4 € 40.00 3 € 6.00 2 € 1.00
 <ul style="list-style-type: none"> 5 € 60.00 4 € 20.00 3 € 2.00 2 € 0.50 	 <ul style="list-style-type: none"> 5 € 25.00 4 € 10.00 3 € 2.00 2 € 0.50
 <ul style="list-style-type: none"> 5 € 10.00 4 € 2.40 3 € 0.25 	 <ul style="list-style-type: none"> 5 € 7.00 4 € 2.00 3 € 0.25
 <ul style="list-style-type: none"> 5 € 5.00 4 € 1.20 3 € 0.25 	 <ul style="list-style-type: none"> 5 € 3.00 4 € 0.70 3 € 0.25

LINES



- 10 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.

BONUS GAME SYMBOLS



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