

GAME RULES

ABOUT THE GAME



- Mana Mania is a 6 reel 4 row 10,000 win way cascading slot with a special 4-symbol reel above that spins and cascades from right to left.
- The game features four characters that cast spells if they appear on the top reel during the initial spin or on any of the cascading sequences.
- Additionally, characters must have sufficient mana collected to cast spells.

REEL ON TOP

- Instead of High's symbols, there can land only special character symbols which are cast spells but do not pay way wins.

COLLECTING MANA

- The Yellow, Red, Blue, and Green Characters accumulate mana when winning on symbols that match their corresponding color as well as the special mana symbol which gives mana to all 4 characters when part of a win.
- Different symbols that are won are worth different amounts of mana, and each character has different amounts of mana needed to accumulate 1, 2, or 3 mana level amounts. When the characters have sufficient amounts of mana and land on the top reel, they will cast a spell using all mana. Each mana level during the casting spell increases the power of the feature. The mana collected for the characters is kept track of for each bet level; therefore,

when switching bet levels, the accumulation amounts on the four characters change to the corresponding collection amounts accumulated at each bet level.

CHARACTER COLLECTIONS

- The cost is deducted from all the accumulated amount when the spells are cast via the character showing up on the top reel with at least one full mana level accumulated on the corresponding character color and the appearing top reel character(s) casting their spell. The spells of the four characters are as follows:

YELLOW PRIESTESS



- Creates a multiplier for any wins that appear:
 - 2x-4x multiplier for round win.
- Multiplier values depend on mana level amount count.
- Multiplier applies to all-way wins at the end of cascading.

RED ARMADILLO



- Destroys a random amount of symbols on the reel, collecting mana and triggering more cascades.
- Relative to the mana level amount filled count, it chooses randomly from ranges [3, 4, 5], [6, 8, 10], [12, 14, 16] symbols to destroy.

BLUE ENCHANTER



- Creates Individual Wilds, relative to the count of mana level amount filled. It can create 2, 4, or 6 Wilds.

GREEN WIZARD



- Creates Wild Reels.
- Relative to the mana level amount filled count, it chooses 1, 2, or 3 reels, and then randomly selects reels to create Wild Reels.

FREE SPINS



- Land 3 or more Free Spins Scatter symbols to trigger the 10 Free Spins Bonus. During the free spins, more characters are on the top reel.

BUY FREE SPINS

Free Spins can be purchased during the base game by clicking on the “Buy Free Spins” option. Two options to buy with different levels of mana:

- Level 1 costs €50.00.
- Level 2 costs €149.00.

Buy Feature may not be available on all markets.

BUTTON FUNCTIONS








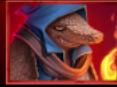



















- AUTOPLAY: Click and choose a number of spins to initiate Autoplay mode (where available).
- SPIN: Tap to start a spin.
- TURBO MODE: Start to play the game in turbo mode.
- MENU: Click to open the game's settings and rules.
- BET: Click to change your bet for the spin.
- HOME: Redirection to the home 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.

GAME RTP

- Theoretical payout is 94.19%.
- 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 RTP of the "Buy Free Spins" feature:
 - Option 1 is 93.97%.
 - Option 2 is 93.99%.
- The buy free spins average RTP was determined by Monte Carlo simulation of 500 million buy free spins rounds by taking the total amount won and dividing it by the total amount bet.

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

PAYTABLE

 6 € 10.00		 BUY FREE SPINS			
 100 of a kind		 6 € 10.00 5 € 6.00 4 € 4.00 3 € 2.00 2 € 0.60			
 50 of a kind	 6 € 6.00 5 € 5.00 4 € 4.00 3 € 0.50	 50 of a kind	 6 € 5.00 5 € 4.00 4 € 3.00 3 € 0.40	 50 of a kind	 6 € 4.00 5 € 3.00 4 € 2.00 3 € 0.30
 50 of a kind	 6 € 4.00 5 € 2.50 4 € 1.00 3 € 0.25	 30 of a kind	 6 € 3.00 5 € 2.00 4 € 0.40 3 € 0.20	 30 of a kind	 6 € 3.00 5 € 2.00 4 € 0.40 3 € 0.20
 30 of a kind	 6 € 2.00 5 € 1.00 4 € 0.20 3 € 0.15	 30 of a kind	 6 € 2.00 5 € 1.00 4 € 0.20 3 € 0.15	 15 of a kind	 6 € 0.50 5 € 0.25 4 € 0.20 3 € 0.05
 15 of a kind	 6 € 0.50 5 € 0.25 4 € 0.20 3 € 0.05	 15 of a kind	 6 € 0.50 5 € 0.15 4 € 0.10 3 € 0.05	 15 of a kind	 6 € 0.50 5 € 0.15 4 € 0.10 3 € 0.05

Game RTP

- Theoretical payout is 94.19%.
- 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 RTP of the "Buy Free Spins" feature:
 - Option 1 is 93.97%.
 - Option 2 is 93.99%.
- The buy free spins average RTP of the buy free spins was determined by Monte Carlo simulation of 500 million buy free spins rounds by taking the total amount won and dividing it by the total amount bet.

Malfunction in the game voids all pays.

