**GAME RULES**

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 characters 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 **[Diamond]** symbol which gives mana to all 4 characters when part of a win.
* Different symbols that are won on 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 all the accumulated amount when the spells are casted 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**

* Destroy 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 do destroy.

**Blue Enchanter**

* Creates Individual Wilds, relative to the count of mana level amount it can be different wilds count created 2 or 4 or 6.

**Green Wizard**

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

**FREE SPINS**

* Land 3 or more **[Free Spins]** to trigger the 10 Free Spins Bonus.
* During the free spins, more characters are on the top reel.

**RTP**

* The game has a theoretical RTP of 94.09%.

**BUY FREE SPINS**

* Free Spins can be purchased during the base game by clicking on “Buy Free Spins” option.
* Two options to buy with different levels of mana, level 1 cost 49, and level 2 cost 150.
* Buy Feature may not be available on all markets.
* The RTP of the “Buy Free Spins” feature, option 1 is 95.94%, option 2 is 96.02%

Malfunction in the game voids all pays.