

TO PLAY THE GAME:

- Choose a Bet Level.
- Spin the reels by:
 - Clicking/tapping the Spin button.
 - Clicking/tapping the Spacebar (Desktop mode only).
 - Starting a set number of spins using the AutoPlay menu.

While the reels are spinning, you can quick stop the game by pressing the Spin button. The Fast Play increases the reel spin speed to display the spin results quicker without affecting them. Open the settings to activate/deactivate the Fast Play. Some of these settings may not be available in the game you are playing. All Bets and payouts are in the user's currency.

AUTOPLAY SETTINGS

Here you can choose your preferred AutoPlay settings.

- Learn more about AutoPlay settings:
 - AutoPlay settings differ from game to game. Your game may not have all these settings. AutoPlay may not be available in certain markets.
 - AutoPlay enables you to automatically play a set number of consecutive game rounds without interacting with the game.
 - AutoPlay plays with the last Bet value you selected, or the casino default Bet value.
 - Each game has different AutoPlay settings. Some may not be available in the game you are playing.
 - The number of spins remaining in your AutoPlay session is displayed in the game.
 - Autoplay stops when the Free Spins are activated.

AutoPlay Settings

Number of spins

Set the number of spins you want to play.

Stop On Any Win

Stop the session if you win on a spin.

Single Win Limit

Stop the session if the win exceeds or equals the amount selected.

Win Limit

Stop the session if your balance increases and exceeds or equals the amount selected.

Loss Limit

Stop the session if your balance decreases and drops below or equals the amount selected.

- Start AutoPlay:
 - Click/tap the AutoPlay button. This will open the settings dialogue enabling you to select the number of spins you want to play and adjust the stop settings.
 - Click/tap your AutoPlay settings.
 - Click/tap Confirm to start AutoPlay. This starts the AutoPlay session, and it continues until you run out of the set spins or click/tap the Stop button.
 - Click/tap the Stop button to end AutoPlay. To click/tap on this button does not influence the results of the spin.

ABOUT THE GAME

Fortune Llama Hyper Heist is a 6-reel, 4-tall ways game, featuring the Coin Collect feature, Heist Mode, Free Spins Meter and Free Spins.

The theoretical average return to player (RTP) for this game is 96.22%.

Matching symbols in any position on three or more adjacent reels, starting from the leftmost reel constitutes a pay way win.

Multiple matching symbols on a reel contribute to the winnings multiplicatively.

Only the longest matching combination for each symbol is paid. Simultaneous wins on are added.

Winning combinations and payouts are made according to the Paytable.

The Paytable reflects the current bet configuration and changes in accordance with the total bet.

All bets and payouts are in currency. Payouts are based on the total bet.

SPECIAL SYMBOLS

The Wild symbol can land on reel 2, 3, 4 and 5 in the Base Game.

The Wild symbol substitutes for all regular symbols in win evaluation.

The Bonus symbol can land on reel 2, 3, 4 and 5 in the Base Game.

The Bonus symbol is a scatter symbol.

The Dynamite symbol can land on reel 2, 3, 4 and 5 in the Base Game.

The Dynamite symbol is a scatter symbol.

The Coin symbol can land on reel 2, 3, 4 and 5 in the Base Game and Heist Mode.

The Coin symbol can land on all reels in the Free Spins.

Coin symbols take on a random prize between 0.2x to 9x the bet.

In Free Spins, the Coin symbol can also randomly take on the prize 200x the bet.

The Coin symbol is a scatter symbol.

The Jackpot symbol can land on reel 2, 3, 4 and 5 in the Base Game and Heist Mode.

Jackpot symbols take 1 of the 4 Jackpot prizes: MINI, MINOR, MAJOR and MEGA.

The Jackpot symbol is a scatter symbol.

The Collect symbol can land on reel 1 and 6 in the Base Game and Heist Mode.

The Collect symbol is a scatter symbol.

The Upgrade symbol can land on reel 1 and 6 in Heist Mode.

The Upgrade symbol is a scatter symbol.

The Blank symbol can land in Heist Mode and Free Spins.

The Blank symbol is a blocker. It does not take part in win evaluation.

JACKPOT PRIZES

The Jackpot table displays the value of all Jackpot prizes.

The Jackpot prizes are not progressive.

Jackpot prizes can only be won in the Base Game and Heist Mode.

JACKPOT PRIZES (times bet)

MEGA 500x

MAJOR 100x

MINOR 25x

MINI 10x

COIN COLLECT

Any Coin or Jackpot symbol landing together with a Collect symbol in the Base Game or Heist Mode activates the Coin Collect feature.

The values of all landed Coin and Jackpot symbols are added together and awarded.

If two Collect symbols are landed, the Coin and Jackpot values are awarded twice.

FREE SPINS METER

Every time the Coin symbol lands in the Base Game, it gets collected into the Free Spins Meter.

The Free Spins Meter table shows how many coins need to be collected to increase the Free Spins Multiplier level by 1 for each level.

After each level increase, the meter resets to 0.

If the number of points exceeds the threshold, the level is increased, and the difference is added to the meter after it is reset to 0.

The Free Spin Multiplier level can increase in the Free Spins by clearing a full column of Coin symbols.

The Free Spin Multiplier cannot go above 10x. At this level, the meter does not grow until the Free Spins is awarded.

At the conclusion of Free Spins, the Free Spins Multiplier level is reset to 1.

LEVEL MULTIPLIER COINS TO PROGRESS

1	1x	100
2	1.5x	150
3	2x	200
4	2.5x	250
5	3x	300
6	4x	400
7	5x	600
8	6x	800
9	8x	1000
10	10x	-

BIG TNT

Any time a Dynamite symbol lands in the Base Game, it is collected into the Big TNT.

Collecting Dynamite symbols can randomly activate Heist Mode.

Collecting Dynamite symbols does not increase the chance of activating Heist Mode.

HEIST MODE

Heist Mode can be activated in 2 ways. Either by landing 3 Dynamite symbols or by having the Big TNT randomly activate. Activated Heist Mode is linked to the bet and saved with it.

Only Coin, Jackpot, Collect, Upgrade and Blank symbol can land during Heist Mode.

When Heist Mode is active, the Heist Counter shows the remaining spins before exiting Heist Mode. The Heist Counter starts at 3.

Any Coin or Jackpot symbol land on the reels is locked at its position and resets the Heist Counter to 3 spins.

Landing a Collect symbol activates the Coin Collect feature.

Landing an Upgrade symbol will upgrade the current Coin or Jackpot symbol prizes. Each Upgrade symbol can do between 1 and 7 prize upgrades.

When the Heist Counter reaches 0 and no new Coin or Jackpot symbols land on that spin, Heist Mode ends and game goes back to the Base Game.

FREE SPINS

Landing 4 Bonus symbols in the Base Game activates Free Spins. 3 spins are awarded.

The landed Bonus symbols from the Base Game turns into Coin symbols and gets locked in position.

All unlocked positions turn into individual spinning reels.

Only Coin and Blank symbols can land during Free Spins.

If any new Coin symbol lands, they are locked, and the number of spins is reset to 3.

When all positions on one column are Coin symbols, the column is cleared.

The values of all Coin symbols are summed up and the Free Spin Multiplier level increases by 1.

At the end of Free Spins, all Coin symbols prizes are summed up and multiplied by the final Free Spins Multiplier. Free Spins are played with the same Bet configuration as the round that activated the Free Spins.

PERSISTENT STATE

Heist Mode is linked to the bet and saved with it. Each bet is saved separately. If changing to a new bet while in Heist Mode, the current state will be saved under the current bet and the next spin will be played in Base Game with the new bet. Whenever the bet is changed to a bet where Heist Mode is active, the state is restored together with the bet. Free Spin Meter and Free Spins Multiplier are persistent between rounds across all bet levels. The probability of activating certain game events may change during gameplay. As the Free Spins Meter and Free Spins Multiplier increase, the chance of activating Free Spins will decrease.

ADDITIONAL INFORMATION

Malfunction voids all pays and plays.
In accordance with fair gaming practices, the outcome of each and every game is completely independent. The chances of getting a particular outcome are always the same at the start of every game.
The English version of the game rules prevails.

Incomplete games will be automatically resolved after 24 hours. Any winnings resulting from automatic resolve shall be paid to the player's account.