

# 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.

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 Bonus 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

ELEMENTO DRAGONS is a 9x9 CLUSTER WIN game featuring AVALANCHE, MULTIPLIER, FIRE WILD Feature, ICE STRIKE Feature, TORNADO Feature, LEAF BURST Feature and BONUS SPINS with the increasing MULTIPLIER.

The theoretical average return to player (RTP) for this game is 96.13%.  
The RTP was calculated by simulating 5000000000 rounds of gameplay.

A CLUSTER WIN occurs when 5 or more horizontally or vertically adjacent matching symbols appear in the game. Multiple CLUSTERS of the same symbol that are not adjacent to each other pay as separate CLUSTERS. 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 and multiplied by the applicable Multiplier (if any). The Paytable reflects the current bet configuration and changes in accordance with the corresponding bet. All bets and payouts are in currency.

## **ELEMENT AREA AND PLAY AREA**

ELEMENTO DRAGONS is a 9x9 game.  
The top and bottom row, and the left and right column of the game are the ELEMENT AREA.  
Only ELEMENT WILD symbols and empty positions can appear in the ELEMENT AREA.  
Symbols in the ELEMENT AREA do not fall down in the AVALANCHE.  
The 7x7 area inside the ELEMENT AREA is the PLAY AREA.  
Only regular and WILD symbols can appear in the PLAY AREA.  
The symbols in the PLAY AREA fall down in the AVALANCHE.

## **AVALANCHE**

At the start of each spin, all symbols from the previous spins disappear from the PLAY AREA and new symbols fall down in the AVALANCHE.  
Any regular and WILD symbols that are part of a CLUSTER WIN pay out and disappear, new symbols then fall down creating additional win opportunities.  
The AVALANCHE continues until there is no new CLUSTER WIN.

## **ELEMENT SPAWN**

If a CLUSTER WIN does not include any ELEMENT WILD symbol, it can spawn a random ELEMENT WILD symbol and place it at a random position in the ELEMENT AREA.  
The ELEMENT SPAWN feature is reset after each BASE GAME spin and BONUS SPIN.  
Only one ELEMENT WILD symbol is awarded for each AVALANCHE.

## **SPECIAL SYMBOLS**

### **WILDS**

There are 4 types of ELEMENT WILD symbols, all of them act as the WILD symbol.  
At the beginning of every spin, up to 4 random ELEMENT WILD Symbols appear at random positions in the ELEMENT AREA.  
All symbols in the ELEMENT AREA move one step clockwise every time the AVALANCHE occurs.  
Maximum 5 of one type of ELEMENT WILD symbol can be present in the ELEMENT AREA during one BASE GAME spin or one BONUS SPIN.

ELEMENT WILD symbols that are part of a CLUSTER WIN are activated.  
Each activated ELEMENT WILD symbol increases the corresponding ELEMENT Meter by 1.  
ELEMENT WILD symbols can be part of multiple CLUSTER WINS before the AVALANCHE. Once the AVALANCHE occurs, the activated ELEMENT WILD symbols cannot be part of any CLUSTER WIN.  
When there are no more CLUSTER WINS and no more AVALANCHES are possible, each activated ELEMENT WILD symbol activates its corresponding feature and then disappears.

FIRE ELEMENT WILD symbol activates the FIRE WILD Feature.  
WATER ELEMENT WILD symbol activates the ICE STRIKE Feature.

EARTH ELEMENT WILD symbol activates the LEAF BURST Feature.  
WIND ELEMENT WILD symbol activates the TORNADO Feature.

WILD symbols can be placed on the reels by the FIRE WILD Feature.  
WILD symbols substitute for all regular symbols for the CLUSTER Win evaluation.  
WILD symbol is evaluated separately in each symbol CLUSTER it is part of.  
WILD symbol does not pay by itself.

## **FIRE WILD**

The FIRE WILD Feature places WILD symbols at random positions in the PLAY AREA.  
Between 4 and 12 WILDS can be created from the FIRE WILD Feature.

## **ICE STRIKE**

The ICE STRIKE Feature selects random positions in the PLAY AREA and transforms all positions into the same symbol.  
CLUSTER WINS are evaluated after the activated WATER ELEMENT WILD symbol finishes activating the ICE STRIKE Feature.

## **LEAF BURST**

The LEAF BURST Feature selects one random type of low pay symbol and removes all symbols of that type from the PLAY AREA.  
One activated EARTH ELEMENT WILD symbol can activate the LEAF BURST Feature up to 4 times and remove all occurrences of all 4 low pay symbols from the Play AREA.  
The AVALANCHE occurs after the activated EARTH ELEMENT WILD symbol finishes activating the LEAF BURST Feature.

## **TORNADO**

The TORNADO Feature selects one regular symbol at a random position in the PLAY AREA.  
All adjacent symbols that are different compared to the selected symbol are removed.  
The TORNADO Feature can't remove WILD or MULTIPLIER symbols.  
Removed symbols are randomly replaced with 0-8 new symbols of the same kind as the selected symbol before AVALANCHE occurs and CLUSTER WINS are evaluated.  
One activated WIND ELEMENT WILD symbol can activate the TORNADO Feature twice.

## **MULTIPLIER**

The MULTIPLIER symbol takes a random value between x2-x10.  
When the game round is over, the values of all MULTIPLIER symbols on the screen are added together, and the total win of the sequence is multiplied by the final value.  
The MULTIPLIER symbol can only land on the PLAY AREA and is available both in the BASE GAME and BONUS SPINS.  
The MULTIPLIER symbol can't be part of a CLUSTER WIN or effected by FIRE WILD, ICE STRIKE, LEAF BURST, or TORNADO feature.

## **BONUS SPINS**

If all four ELEMENT WILD symbols are activated at least once during one BASE GAME spin, the BONUS SPINS are activated.  
The initial number of BONUS SPINS is 5 plus the total number of ELEMENT WILD symbols activated in the BASE GAME spin.  
In the BONUS SPINS, there is a win Multiplier that starts at x1 and is increased by 1 after each AVALANCHE.

The win multiplier multiplies all CLUSTER WINS in the BONUS SPINS.  
If all four ELEMENT WILD symbols are activated at least once during one BONUS SPIN, extra BONUS SPINS are activated.

The number of extra BONUS SPINS is the total number of ELEMENT WILD symbols activated during that BONUS SPIN.  
BONUS SPINS are played with the same bet configuration as the round that activated the BONUS SPINS.

## **BUY BONUS SPINS**

Buy BONUS SPINS will be equal to 80x the corresponding bet and activate the BONUS WHEEL.

The BONUS WHEEL will spin and randomly decide the number of BONUS SPINS.  
The BONUS WHEEL does not represent actual odds.

Buy BONUS SPINS can only be done in the BASE GAME.  
The theoretical RTP (return to player) for buy BONUS SPINS is 96.39%.  
The RTP was calculated by simulating 200000000 rounds of gameplay.  
The payout is based on the corresponding bet value.

## **BUY RANDOM FEATURE**

Buy RANDOM FEATURE will be equal to 10x the corresponding bet.

The game will randomly guarantee at least one activation of FIRE WILD Feature, ICE STRIKE Feature, TORNADO Feature or LEAF BURST Feature.  
BONUS SPINS are activated if all four ELEMENT WILD symbols are activated at least once during the same spin.  
The chance to activate the BONUS SPINS is higher compared to the BASE GAME.

Buy RANDOM FEATURE can only be done in the BASE GAME.  
The theoretical RTP (return to player) for buy RANDOM FEATURE is 96.15%.  
The RTP was calculated by simulating 200000000 rounds of gameplay.  
The payout is based on the corresponding bet value.

## **VOLATILITY**

BONUS SPINS - Volatility: Medium  
RANDOM FEATURE - Volatility: Medium

AI services have been used to modify, generate or enhance parts of the game art and to translate the Game Rules.

## **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.