

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

Treble Riches is a 5-reel, 3-tall game featuring 5 win lines, **COINS, COLLECT, GOLDEN PENALTY KICK RESPINS** and the **PENALTY KICK RESPINS** with **FIRE BALL, NOVA BALL** and **LIGHTNING BALL**.

The theoretical average return to player (RTP) for this game is 96.04%.
The RTP was calculated by simulating 50000000000 rounds of gameplay.

Bet line wins pay in succession from leftmost to right.

Only the highest win per bet line is paid.

Wins on different bet lines are added.

Winning combinations and payouts are made according to the Paytable. All bet lines and winning combinations in the game are displayed in the Paytable.

The Paytable reflects the current Bet configuration and changes in accordance with the corresponding Bet.

All Bets and payouts are in currency. Payouts are based on the corresponding Bet.

SPECIAL SYMBOLS

The WILD symbol can land on reels 2-5 in Base Game.

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

The COIN symbol can land on any reel.

COIN symbols take on random prizes between 0.5x to 10x (times Bet Value).

The COIN symbol is a scatter symbol.

The Jackpot COIN symbol can land on any reel.

Jackpot COIN symbols prizes can be seen in the Prize Ladder and range from MINI 25x, MINOR 50x, MAJOR 150x (times Bet Value).

The Jackpot COIN symbol is a scatter symbol.

Jackpot COINS participate in feature activation and full row evaluation the same way as COIN symbol.

The COLLECT symbol can land on any reel.

The COLLECT symbol can only be activated in the **PENALTY KICK RESPINS**.

The COLLECT symbol collects all other COINS and COLLECT values on the reels once.

Collected values will first be multiplied by any position multiplier present in their respective positions.

Any COLLECT symbol present on the reels in base game is immediately activated upon entering the **PENALTY KICK RESPINS**.

Any COLLECTS landed during PENALTY KICK RESPINS are activated at the end of spin.

The MULTIPLIER symbol can land during the **PENALTY KICK RESPINS**.

MULTIPLIER symbols take on random values between x2, x3, x4 and x5.

When first landing on a position, the MULTIPLIER symbol set the position multiplier of that position to the MULTIPLIER value.

When landing on a position with position multiplier already above 1, the MULTIPLIER value adds to the existing position multiplier of that position.

Position multiplier accrued from MULTIPLIERS multiply the prize value of any COIN or COLLECT at its position during the **PENALTY KICK RESPINS**.

The BLANK symbol can land during the **PENALTY KICK RESPINS** and indicates that the spin of that position yielded no winnings.

GOLDEN PENALTY KICK RESPINS

The **GOLDEN PENALTY KICK RESPINS** can appear if between 1 and 5 COINS and/or COLLECT symbols land on the reels in the Base Game.

The **GOLDEN PENALTY KICK RESPINS** adds up to 1 COLLECT, up to 3 MULTIPLIERS and up to 9 COINS to the reels.

The **GOLDEN PENALTY KICK RESPINS** will always add enough COINS and COLLECTS to award the **PENALTY KICK RESPINS**.

The chance to activate the **GOLDEN PENALTY KICK RESPINS** is independent of the Gold Ball Pile size.

PENALTY KICK RESPINS

The **PENALTY KICK RESPINS** is triggered by landing a total of six (6) or more **COINS** and/or **COLLECT** symbols in Base Game.

COINS and **COLLECTS** from the Base Game are moved into the **PENALTY KICK RESPINS** upon entering the feature. Three (3) spins are awarded.

PENALTY KICK RESPINS start at 3 rows and can at most become 5 rows tall.

Landing a **COIN**, **COLLECT** or **MULTIPLIER** resets the **PENALTY KICK RESPINS** count to three (3).

During the **PENALTY KICK RESPINS** **COINS** and **COLLECTS** landed are locked at their positions.

A row is filled when all 5 positions on the row are locked **COINS** and/or **COLLECTS**.

MULTIPLIERS do not contribute to filling a row.

PENALTY features are the **FIRE BALL**, **NOVA BALL** and **LIGHTNING BALL**.

1 row filled: Expands reels with 1 row and wins the **BRONZE CUP**, awarding 1 **PENALTY** Feature.

2 rows filled: Expands reels with 1 row.

3 rows filled: Awards the **SILVER CUP** awarding 1 **PENALTY** Feature.

4 rows filled: No effect.

5 rows filled: Wins the **GOLD CUP**. Awards 2 **PENALTY** Features and the **GRAND 5000x** (times Bet Value) Prize.

After all spins have concluded, any **COIN** and **COLLECT** symbol on the reels are multiplied by their respective position multiplier - if any - and pays out.

FIRE BALL FEATURE

The **FIRE BALL** has a chance to trigger when winning a **CUP** in **PENALTY KICK RESPINS**.

The **FIRE BALL** targets a low paying **COIN** and upgrades it to a higher value in the range of 10x, **MINI** 25x, **MINOR** 50x or **MAJOR** 150x.

LIGHTNING BALL FEATURE

The **LIGHTNING BALL** has a chance to trigger when winning a **CUP** in **PENALTY KICK RESPINS**.

The **LIGHTNING BALL** targets up to 3 empty positions and adds **MULTIPLIERS** to them.

The **MULTIPLIERS** are random in the range of x2, x3, x4 and x5.

NOVA BALL FEATURE

The **NOVA BALL** has a chance to trigger when winning a **CUP** in **PENALTY KICK RESPINS**.

The **NOVA BALL** upgrades up to 4 **COINS** on the reels with random values picked in the range of 1x, 2x or 3x (times bet).

BUY FEATURE

You can buy some Features in the Base Game.

Buy **PENALTY KICK RESPINS** costs 75x the corresponding bet and starts a round with a guaranteed **PENALTY KICK RESPINS** activation.

The theoretical RTP (return to player) for the Buy **PENALTY KICK RESPINS** is 96.13%.

The RTP was calculated by simulating 1000000000 rounds of gameplay.

Buy **GOLDEN PENALTY KICK RESPINS** costs 100x the corresponding bet and starts a round with a guaranteed **GOLDEN PENALTY KICK RESPINS** activation.

The theoretical RTP (return to player) for the Buy **GOLDEN PENALTY KICK RESPINS** is 96.23%.

The RTP was calculated by simulating 1000000000 rounds of gameplay.

Buy **PENALTY KICK RESPINS - 1 FULL ROW** costs 120x the corresponding bet and starts a round with a guaranteed **PENALTY KICK RESPINS** activation beginning with 1 full row.

1 Full row consists of COINS but can include Jackpot COINS and **COLLECT**.

The theoretical RTP (return to player) for the Buy **PENALTY KICK RESPINS - 1 FULL ROW** is 96.15%.

The RTP was calculated by simulating 1000000000 rounds of gameplay.

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.