

The objective of the game is to obtain winning symbol combinations by spinning the reels.

HOW TO PLAY

SELECT YOUR STAKE

If you wish to adjust this, click the CREDITS and BET '+' and '-' buttons to increase or decrease the size of your STAKE VALUE.

CREDITS

This meter displays the number of GOLD SYMBOLS being played.

STAKE

This meter displays the total amount wagered per spin.

START THE GAME

Click the “SPIN” (the button showing an arrow) button to start your game.

AUTOPLAY

If this game contains an AUTOPLAY function that allows the player to select a number of spins to be played out autonomously, without any further player input.

All necessary options, as determined by jurisdictional requirements, need to be configured by the player prior to setting AUTOPLAY in motion. To begin AUTOPLAY, select the AUTOPLAY button from the game screen.

Once the AUTOPLAY menu has opened, the player will configure AUTOPLAY to their desired specifications.

The selection “NUMBER OF AUTOSPINS” will determine the number of spins to be played automatically.

When the spins configured by the player’s selection in “NUMBER OF AUTOSPINS” are completed, AUTOPLAY will stop.

In certain jurisdictions, players will be required to set the options “STOP WHEN LOST MORE THAN ...” and “STOP ON A SINGLE WIN OVER ...” in addition to the desired number of spins played automatically.

The selection “STOP WHEN LOST MORE THAN ...” will stop AUTOPLAY after a player has lost the total amount selected.

The selection “STOP ON A SINGLE WIN OVER ...” will stop AUTOPLAY after a player has won the total amount selected on a single spin.

AUTOPLAY will stop when the conditions met in any of “NUMBER OF AUTOSPINS”, “STOP WHEN LOST MORE THAN ...”, and/or “STOP ON A

SINGLE WIN OVER ..." are met.

Once the player has configured AUTOPLAY to their desired specifications, they will select the START button, which will set the reels into motion.

At any time after this point, the player can select the STOP button to stop the remaining AUTOPLAY spins.

Once stopped, AUTOPLAY will need to be reconfigured through the AUTOPLAY menu in order to take advantage of this feature.

The player can exit the AUTOPLAY menu at any time by selecting the CANCEL button.

A bonus event will stop the Autoplay.

TOTAL WIN

This meter displays the total amount won for any single spin.

HELP

All way win amounts are shown in the games pay table as multiples of the bet per line.

These can be viewed by pressing the HELP button and are displayed as cash values in the game which change as the bet per line is adjusted.

FU BAT

FU BAT symbol is wild and substitutes for all symbols. FU BAT only appears on reels 2, 3, and 4.

SPECIAL PAYS

There are 243 ways to win. All wins pay in any position from left to right on adjacent reels, beginning with the leftmost reel. All pays in currency. one or more FU BAT in a winning combination is wild and substitutes for all symbols. The gold symbols played are displayed in the Active Symbols Area. Each of the gold symbols are played on alternate sets of reels.

FU BAT JACKPOT FEATURE

When one or more FU BAT appears, the player may be award an available jackpot. The number of gold symbols played determines eligibility for jackpot wins. If the player is eligible for more than one jackpot, they will be taken to a separate screen where 12 coins will appear. Touching or clicking a coin will reveal the symbol of an available jackpot. When 3 matching symbols have been revealed the corresponding jackpot will be awarded and the feature ends. Jackpot values are proportional to bet per spin.

FREE GAMES FEATURE

3, 4 or 5 Gong symbols on adjacent reels, starting with the leftmost reel award 10 free games. ACE, KING, QUEEN, JACK, 10 and 9 do not appear during free games. Bet per spin and the number of gold symbols chosen are the same as the spin when free games were triggered. The Fu Bat Jackpot feature can be triggered inside the free games. Additional free games may be awarded during the Free Games Feature and are added to the remaining free games. The Free Games Feature ends when no free games remain. The Free Games is played on an alternate set of reels.

REEL WAYS

Bet ways win when matching symbols appear anywhere on adjacent reels from the leftmost to the rightmost. Only highest win per bet way is paid. All symbols pay as described in the paytable. The paytable is dynamic and reflects actual payouts based on current wager. Wins on different ways are added together and scatter wins (if available) are added to way wins.

Malfunction Voids all plays and pays.

The theoretical average return to player(RTP) for 8 credits is 95.93%

The theoretical average return to player(RTP) for 18,38,68 and 88 credits is 96%