

100 Golden Coins: Reel Fishing Video Slot

Introduction

100 Golden Coins: Reel Fishing video slot is a 5-reel, 100-line fixed game. The slot consists of 10 symbols - 1 of which is Wild, 1 is Scatter and 2 are Bonus symbols. All winning combinations are paid left to right, except for Scatters and Bonus symbols.

How to Bet

- A bet is made by pressing the “Start” button, or any of the Bet buttons.
- Through the “Menu” button, the player accesses a screen where they can open the paytable and the help page.

Gamble Feature

When a player wins, they are given the option to access the Gamble round, by pressing the “Gamble” button.

The Gamble feature is activated when the Gamble screen is open and the card in the middle of the screen is face down and flashes red and black. The “Gamble Attempts Left” label shows the remaining number of trials the player has for this game. The “Gamble Amount” label shows the amount the player would like to double in the Gamble game. The “Gamble to Win” label shows the amount which a player could win if they guess the color of the card. There are two buttons to select: “Red” and “Black”. When selecting "Black" or "Red", the card moves up in the screen and is kept as a past card. The last five cards during the player's session are kept in the History section.

If the player has guessed the color of the card, a new card appears face down in the middle of the screen and flashes red and black. This process continues until the player guesses incorrectly. The sequence of the cards is random and the player cannot predict the color of the next card based on the previous results. The sum from “Gamble Amount” field is shown in the “Win” field. If the player wishes to end the “Gamble” game, they activate the “Collect” button. The screen closes and the amount is transferred from the “Win” field to the “Balance” field.

If the player does not guess the color of the card, the Gamble game ends, and the player loses the relevant amount. The screen closes. The amount from the “Win” field is lost and is not added to the Balance.

The maximum amount won that can be brought to the Gamble round is provided in the Paytable.




The number of Gamble attempts is pre-defined and configured per game. The maximum number of attempts may vary between 1 and 5 depending on the applied settings per game.









Game Controls










The following fields appear on the screen:


- “Balance” – this field displays the players balance;
- “Win” – this field displays the total amount won from the lines in one rotation of the reels. If the “Collect” button is activated while the animation of the increasing amount is active, the animation stops and the amount won for this rotation of the reels is shown;
- Win Line field – this field is located below the reels. It shows the line number and the amount the player won from that combination.

The following buttons appear on the screen:

Button	Name	Description
	Bet	When the “Bet” button is activated, a bet is made. If an amount had been won earlier, it is automatically added to the player's balance.
	Stop All	When the “Stop All” button is activated, all reels stop turning at the same time and the button changes to “Bet” (if there is no winning combination), or “Collect” (if there is a winning combination). When activating the "Start" and “Bet” buttons, the reels start turning and the "Bet" buttons turn into “Stop All” buttons.
	Collect	When activating the “Collect” button, the increased winning animation stops and the entire winning sum is shown in the “Win” field, and the status of the button turns to “Bet”.

	Start	When activating the “Start” button, the reels start turning. The player can hold the button to activate the Turbo Spin function, which speeds up the rotation of the reels. If an amount had been won earlier, the “Start” button is replaced with the “Collect” button.
	Collect Win	When activating the “Collect Win” button, the entire winning sum is transferred from the “Win” field to the “Balance” field.
	Gamble	When activated it opens up the Gamble screen.
	Bet options	When it opens, the player can choose from different bet options. The bet option currently selected is displayed there.
	Paytable	The “Paytable” button is located inside the “Settings” menu. When activated this button opens the rules of this game.
	Help	“Help” is located inside the “Settings” menu. When activated, this button opens the help file.
	Autoplay settings	"Autoplay settings" is located inside the "Settings" menu. From there the player can define the Autoplay mode conditions.
	Game settings	"Game settings" is located inside the "Settings" menu. That is where the player can enable/disable "Left hand mode" (for mobile devices only) and "Ambient music".
	Game History	When this button is pressed, a window with detailed information about previous games will open. It allows the player to check their game history for up to 30 days in the

		past, view their balance changes after each transaction and their bet and win amounts, see the exact time of their bets in chronological order, and the visual outcome of each of these bets.
	Bet value	The amount displayed on each of the "bet value" buttons is the total amount for all paylines active at this moment. When activated, different values are displayed and the player can make their choice.
	Autoplay	When the “Autoplay” button is activated, the game goes into Autoplay mode.
	Stop Autoplay	When the “Stop Auto” button is activated, the “Autoplay” game mode stops. This button is active only when the game is in Autoplay mode.
	Fast Play	This button adjusts the stopping speed of the reels. The game supports 3 different stopping speed levels.
	Sound control	Upon activation of the button, the sound of the game is switched on/off, depending on its preceding condition.
	Ambient Music	Upon activation of the button, the ambient music of the game is switched on/off, depending on its preceding condition.
	Screen size control	Upon activation of the button, the screen either expands or decreases its size, depending on its current state. The button is enabled on desktop devices only.
	Menu	Upon clicking on the "Menu" button, the player enters the "Settings" menu.
	Close	When activated, this button returns the player to the main screen.

	Exit	<p>When activating this button, the player leaves the game. The button is inactive when the reels are rotating, when the player has won and they have the option to gamble, in Gamble mode, and during Free Spins and/or other Game Features (if such are present in the game). If a sum is won during activation of the button, the amount won is added to the player's balance and the game is closed. The player cannot gamble this last amount won any further.</p>
---	------	---

At the bottom of the game screen, the player can also see the game number and the clock.

All values in the above table are for illustrational purposes only. If the player uses a desktop or laptop machine, pressing the "Space" key on their keyboard may result in starting or stopping the rotation of the wheels, depending on the current state of the game. It can also cease the animation of the increased winning if it is active.

Rules

- Payouts are displayed on the Paytable.
- Scatter awards are independent from payline awards and are also added to the total amount paid.
- In the event of multiple winning combinations on the same line, the combination which brings more profit to the player is paid off.
- In the event of two different winnings with an equal profit on the same payline, the longer combination is paid off.
- Simultaneous wins on different paylines are added.
- A malfunction voids all payments and playing.
- Min/Max Bet: Configurable per Operator

Bonuses

- BONUS GOLDEN FISH

Every "Golden Fish" symbol has a certain monetary value displayed on it. Each "Golden Fish" symbol can award x0.5, x1, x2, x5, x10, x15, x25, x50, x100 multiplied

by the total bet of the game.

If "Collect" symbol appears on the 5th reel, the values of the collected "Golden Fish" symbols are added to the current winning of the game. If no "Collect" symbol is present on the screen, no win from "Golden Fish" symbols is paid.

- MYSTERY NUDGE FEATURE

The Mystery Nudge Feature is triggered mysteriously on the 5th reel only in case the following conditions are met simultaneously: one or more "Golden Fish" symbols are present, there is no "Collect" symbol and there are no wins on the screen.

When the 5th reel nudges, it moves down revealing new symbols on the screen.

The reel nudge does not change the line and Scatter wins of the game. It can reveal "Collect" symbol to collect "Golden Fish" that might be present in the game.

Bonus Spin Mode

- During the base game, the player can be granted a certain number of free bonus spins by the operator (no deductions are made from the player's balance when hitting the bet button).
- The bet value and number of lines in Bonus Spin Mode are predetermined and cannot be modified by the player.
- During Bonus Spin Mode the Jackpot Cards feature cannot be triggered and there is no contribution to the game levels.

Jackpot Cards Feature

Jackpot Cards is a randomly triggered feature made available while any game which contains it is played.

Jackpot Cards is a four-level game feature. Each level is illustrated by a card suit:

- CLUBS - 1st level (the lowest value);
- DIAMONDS - 2nd level;
- HEARTS - 3rd level;
- SPADES - 4th and the highest level.

Each Jackpot Cards level value and currency is displayed on the right side of its corresponding card suit symbol.

The contributions to each level are calculated based on a percentage of the player's bet. No amount is deducted from the player's bet.

- TRIGGERING

The Jackpot Cards feature can be randomly triggered after a single game is finished and all resulting winnings, if any, are collected. When the Jackpot Cards is triggered, the player is automatically guaranteed one of the feature's levels.

Jackpot Cards is played on top of the base game and does not end the base game. Auto Play stops automatically when the Jackpot Cards round is triggered. After it finishes, the game that was being played prior to the Jackpot Cards feature being triggered resumes control.

- RULES AND CONTROLS

Once triggered, the player is taken to the Jackpot Cards game feature where a pick field made up of 12 face-down cards is displayed. The player selects cards on the screen until they reveal 3 matching card suit symbols. The Jackpot Cards level awarded is the one that corresponds to the suit revealed. The winning amount will correspond to the amount accumulated at the moment of revealing the last matching symbol and will be automatically added to the player's balance.

The amount won in the Jackpot Cards round cannot be used in the Gamble round.

The player has a random chance of winning any level of the feature with a qualifying bet, every time they enter Jackpot Cards.

Qualifying bets: Configurable per Operator

- SLOW INTERNET CONNECTION AND DISCONNECTION

A slow Internet connection could cause a delay and show outdated award values. The Jackpot Cards feature supports recovery in case of disconnection.

- WINNERS

If any Jackpot Cards winnings are awarded, all players that are playing the feature will receive a notification on their screen regarding the occurrence of such an event.

Cash Bomb Feature

Cash Bomb is a feature linked to Jackpot Cards. When a Jackpot Cards level (Clubs, Diamonds, Hearts, or Spades) is won, players have a chance to win extra cash from the Cash Bomb. Cash Bomb has one Suit.

The contributions to the Cash Bomb are calculated based on a percentage of the player's bet.

No amount is deducted from the player's bet.

Triggering:

Cash Bomb is triggered when a Jackpot Cards level is won and its suit matches the selected Cash Bomb Suit.

If there is no match, the Cash Bomb stays active for the next eligible Jackpot Cards win.

Rules and Controls:

- When triggered, the Cash Bomb prize is split between randomly selected eligible and active players.
- The number of winners and their share amounts are defined by system settings.
- Each selected player receives a percentage of the total prize.
- The Jackpot Cards winner may receive a share.
- Cash Bomb has start and end time.
- The Cash Bomb shows as a floating dynamite icon with the current prize amount.
- It can be moved freely around the game screen for convenience.
- Only games with Cash Bomb icon can win a share of the prize.
- The amount won in the Cash Bomb Feature cannot be used in the Gamble mode.
- Minimum qualifying bet: Configurable per Operator

Winners:

If the Cash Bomb explodes, randomly selected active players from the pool of eligible participants will receive a portion of the prize pool. They will see a bomb explosion animation, along with coins moving from the bomb to their balance. Players who were eligible but not selected will see a different animation without the explosion or balance update.

The player can click on the Cash Bomb icon to view all the winners and their prize pool for the current bomb. The player can also see previous bombs, including information about winners and prize pools.

Game Interruptions

- Full Game Recovery

In the event that the game is interrupted due to loss of connection, when the player accesses the game again, the unfinished game will be automatically resumed at the state it was in at the time immediately before the interruption.

- Cancellation

In the event that the game is cancelled independently from the player, the moment the cancellation took place is considered to be the end of the game. Any funds accumulated will be automatically returned to the player.

Responsible Gaming

- How to use the autoplay feature

When the “Autoplay” button is pressed, the game goes into automatic mode with a limited range of number of spins. During Autoplay, there will be a countdown of the remaining number of spins inside the “Stop auto” button and when it reaches zero, the Autoplay feature will be automatically terminated. At any time, the player can disable the Autoplay feature by pressing the “Stop auto” button.

Return to Player

The average return to Player of the game is 96.31%.

100 Golden Coins: Reel Fishing v: 1.0.0.r