

ABOUT THE GAME

Step into our rough Western themed game filled with merciless outlaws, deadly duels and legendary robberies. Wanted Dead or a Wild is an action packed 5x5 grid game featuring a max win of up to 12,500x! The max win can be achieved in the base game, Duel at Dawn, and Dead Man's Hand game modes.

Duel at Dawn



Land three or more DUEL scatter symbols in the base game to trigger the Duel at Dawn bonus feature in which you will get 10 free spins. This feature is loaded with more VS symbols than in the base game. See the section regarding the VS symbols for more information.

Dead Man's Hand



The Dead Man's Hand bonus feature is triggered if you land three or more DEAD scatter symbols in the base game. The goal is to collect as many wilds and multipliers as possible during the initial collect phase of this feature. Wilds are collected to the left above the reels and the current total multiplier value is shown to the right. Every time you collect either a wild or a multiplier, the number of remaining spins is reset to 3. The collect phase continues until you get three non-winning spins in a row.

The game will then change into a "showdown" phase, which is the second phase of this feature, where three spins are awarded. Each of the showdown spins will have the number of collected wilds applied to the grid, and all wins will then be multiplied with the collected total multiplier. The meter next to the grid displays the number of remaining spins.

The symbols appearing in this feature:

Wild and Multiplier symbols.



These symbols are non-winning during the collect phase.



The Great Train Robbery



Land three or more TRAIN ROBBERY scatter symbols in the base game to trigger The Great Train Robbery bonus feature. This is a sticky wilds bonus game with 10 free spins. All landed wild symbols will remain sticky for the duration of the feature.

VS symbols



Each VS symbol will expand if at least 1 VS symbol will form part of a win once expanded. Once triggered, it will expand to cover the entire reel and display two outlaws with different multipliers. A duel will take place, and the surviving outlaw's multiplier will be applied across the entire reel. At this point the entire reel also turns WILD. If you land more than one VS symbol the values will

first be added and then multiplied with the line wins.

The possible multiplier values are 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 20x, 25x, 50x and 100x.

If you land one VS symbol on each reel so that the whole grid is covered, the grid will be treated as entirely WILD. The VS symbols exist both in the base game and in the Duel at Dawn bonus feature.

SYMBOL PAYOUTS

 5 €40.00 4 3	 5 €2.00 4 €1.00 3 €0.20	 5 €2.00 4 €1.00 3 €0.20	 5 €2.00 4 €1.00 3 €0.20
 5 €2.00 4 €1.00 3 €0.20	 5 €2.00 4 €1.00 3 €0.20	 5 €10.00 4 €5.00 3 €1.00	 5 €10.00 4 €5.00 3 €1.00
 5 €20.00 4 €10.00 3 €2.00	 5 €20.00 4 €10.00 3 €2.00	 5 €40.00 4 €20.00 3 €4.00	

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.38%. The RTP was calculated by simulating 10,000,000,000 rounds.

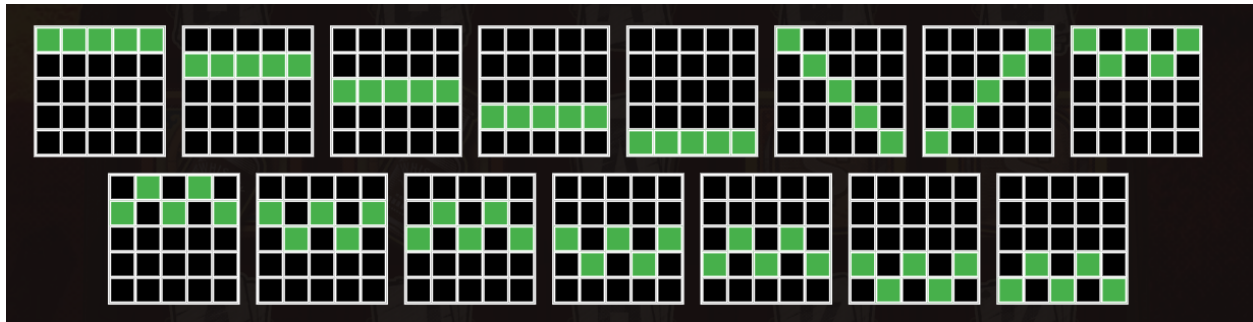


The wild symbol substitutes for all symbols except the bonus game symbols and VS symbols.

WAYS TO WIN

The specified requirements for a winning combination in the base game are also used during bonus features or free spins play unless otherwise stated. Each wager is eligible for all winning combinations unless otherwise stated.

You win if matching symbols appear along one of the following predefined lines on adjacent reels from left to right, starting with the leftmost reel. The number of possible lines in this game is 15. Please consult the payable for the number of each symbol required to win.



BONUS BUY

This game offers the possibility to purchase the special feature(s) directly from the main game by pressing the BUY BONUS button.

The RTP when buying THE GREAT TRAIN ROBBERY is 96.27%. For full information about this feature, see the section above.

The RTP when buying DUEL AT DAWN is 96.33%. For full information about this feature, see the section above.

The RTP when buying DEAD MAN'S HAND is 96.43%. For full information about this feature, see the section above.

GENERAL

BALANCE

Your current balance is shown in the BALANCE display. Balance, bets and winnings are presented in the player's chosen currency.

BET

The current bet level is shown in the BET display. Change the bet by clicking on the arrows and choosing the bet level of your choice.

The allowed bet levels for this game are between €0.20 and €100.00. Feature buys can exceed this limit.

SPIN

The game is started by pressing the SPIN symbol button. The spacebar on the keyboard can also be used to initiate a spin.

WIN

Winnings and winning combinations are paid according to the payable. Multiple wins in one round are added together and the total round win will be displayed in the WIN field (to the right of BALANCE). Separate wins in a winning combination will be displayed during the win.

presentation. Symbol payouts are displayed in the payable and reflect the current bet configuration. Only the highest win per winning way is paid.

MAX WIN

The maximum achievable win in this game is 12,500 times your bet. The maximum win may be achieved by triggering specific combinations and/or features. When this amount is reached the game will display a message indicating the maximum win has been reached. The current round will then immediately end and your winnings will be awarded. If this occurs during free spins and/or other bonus feature(s), the game will return to the main screen and any remaining free spins and/or other bonus feature(s) will be discarded.

FREE SPINS

In Free spins the total win for each spin is shown in the WIN field while the accumulating win for all free spins is shown in the TOTAL WIN field next to the number of remaining spins.

AUTOPLAY

Using Autoplay will let you play a number of game rounds automatically. Press the AUTOPLAY button and choose a number of game rounds to initiate this feature. The remaining number of spins is displayed. Autoplay is stopped by pressing the STOP button.

ADVANCED AUTOPLAY SETTINGS

The Advanced Autoplay settings allow the player to set number of plays, total session lost limit and single win limit. The autoplay feature will stop when any of the selected limits are exceeded.

TURBO PLAY

The Turbo Play functionality is used to get the fastest game round possible (not available on all operators and jurisdictions). Turbo Play is activated from the menu.

ADDITIONAL INFORMATION

In addition to the features described here, the bar on the bottom of the game screen displays the current balance in the chosen currency, the amount paid if a win occurs, and the amount bet on the last/current proposition.

INTERRUPTED GAME

In the event of disconnection, a previously started round that has been interrupted may be resumed immediately by starting the game again. The results of a completed round (where display of the visual result was interrupted) will only be re-displayed within the game for winning rounds, but all game rounds may be reviewed in Game History. Any amount wagered on an unfinished game will remain paused until you either complete the game or the game is void as a result of account inactivity or system maintenance. When an unfinished game is void, your bet will be refunded to your account. Any awards earned on an unfinished round will not be credited unless you resume and complete the game. Winnings on unfinished game rounds where the player cannot further influence the outcome of the game will be automatically credited to the player's account after 1 day. Game rounds will never be affected by unforeseen external errors due to hardware, bandwidth, network errors or similar. Game rounds will be either stored and completed by the player at a later time or they will be closed and the wager will be refunded to

the player. If an incomplete game round has not been resumed within 23 hours, the round will be rolled back and the wager will be refunded.

GAME HISTORY

The result of a completed game may be viewed in Game History immediately after closing the game window. Results of unfinished games are not displayed in Game History.

GENERAL TERMS AND CONDITIONS

- Misuse or malfunction voids all pays and plays.
- Any visual representation of a physical device (a reel, a wheel of fortune or similar) does not represent a “real” physical device and the probabilities of it stopping on any particular position is determined by the game’s random number generator, and not the number of positions on each device.