

ABOUT THE GAME

It's Christmas time, pretty baby, and Smokey is back in town!

Forget the milk and cookies, this year Smokey is helping himself to the good stuff. There's no stuff in your stockings, no gifts under the tree, Le Santa is sneaky, a bit cheeky, and coming for thee! But don't get your tinsel in a tangle, this crafty raccoon has plenty of surprises to give!

Deck or wreck the halls of this 6-reel, 5-row game with Clusters and a seasonal max win of 20 000 times your bet available in every game mode!

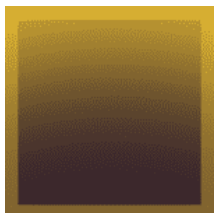
FEATURES

SUPER CASCADES

When a winning combination occurs, all regular paying symbols of the type that were part of the winning combination are removed from the grid, and new ones drop down to fill the empty spaces.

GOLDEN SQUARES

When a winning combination occurs, the squares behind the winning symbols will be highlighted as Golden Squares.



If there is a Rainbow symbol on the grid, it will activate any Golden Squares after all wins have been collected. Activated Golden Squares reveal Special symbols which are either Bronze, Silver, or Gold Coin scatter symbols and can also reveal Santa Sack scatter symbols, Green or Gold Clover scatter symbols, and Jackpot Boxes scatter symbols.



All Coins are cash prizes that are paid as a multiple of your bet.

Bronze Coins can have the following values: 0.2x, 0.5x, 1x, 2x, 3x, 4x

Silver Coins can have the following values: 5x, 10x, 15x, 20x

Gold Coins can have the following values: 25x, 50x, 100x, 250x, 500x



After all Golden Squares have been revealed, the Clover symbols will activate. Green Clover symbols will multiply all Coins or existing Santa Sacks on adjacent squares with one of the following Multipliers: x2, x3, x4, x5, x10, x20. Gold Clover symbols will multiply all Coins or existing Santa Sacks on the grid with one of the following Multipliers: x2, x3, x4, x5, x10, x20.



Once all Clover symbols have applied their Multipliers, Santa Sack symbols will activate. Santa Sacks collect the values of all Coins and other Santa Sacks and store their total value. Santa Sacks activate top to bottom, left to right. Santa Sacks will not collect Jackpot Boxes.



When the last Santa Sack on the current grid has activated, all other Golden Squares will activate again to reveal new Special symbols, and the process above repeats.

Once all reveals and activations have been completed, all Coins and Santa Sacks will be added together and multiplied by your bet amount to determine the final awarded win.

JACKPOT BOXES

Jackpot Boxes can land on the grid or be revealed in the Golden Squares. Jackpot Boxes award four different Jackpot prizes with a value based on your current bet. The four Jackpot Boxes are:

MINI: 10x

MAJOR: 100x

MEGA: 1 000x

MAX WIN: 20 000x



The current value of each Jackpot is displayed outside the grid on the Jackpot Sign. Jackpot Boxes that land during a spin will be activated if they land together with a Rainbow. When a Jackpot Box is revealed in a Golden Square, it will be awarded once all Coins and Santa Sack values have been awarded. Only one of

each Jackpot value can appear at the same time, so a maximum of 4 different Jackpot Boxes can land on one spin. The Jackpot Box values will be combined before being awarded.



Once all the wins and cash prizes have been awarded, all Special symbols and Golden Squares are removed from the grid for the next spin.

BONUS GAME - SILENT HEIST

Activate this bonus with 10 free spins by landing 3 FS scatter symbols at the same time during the base game.



This bonus game keeps the base game's mechanics, and all Golden Squares are progressive, remaining on the grid until the Rainbow symbol activates them! The minimum Coin value is 1x.

Landing additional FS symbols at the same time in the bonus awards extra free spins:

2 FS symbols award +2 free spins,

3 FS symbols award +4 free spins.

BONUS GAME - SLEIGHING IT

Activate this bonus with 10 free spins by landing 4 FS scatter symbols at the same time during the base game.



This bonus game keeps the mechanics of the SILENT HEIST bonus. In addition, all Golden Squares stick to the grid until the end of the bonus, even after being activated by a Rainbow symbol!

Landing additional FS symbols at the same time in the bonus awards extra free spins:

2 FS symbols award +2 free spins,

3 FS symbols award +4 free spins.

HIDDEN EPIC BONUS - WRECK THE HALLS

Activate this bonus with 10 free spins by landing 5 FS scatter symbols at the same time during the base game.



This bonus keeps the mechanics of the SLEIGHING IT bonus. In addition, every spin guarantees 1 Rainbow symbol, and when Coins are revealed, they will always be Silver or Gold!

Landing additional FS symbols at the same time in the bonus awards extra free spins:

2 FS symbols award +2 free spins,

3 FS symbols award +4 free spins.

SYMBOL PAYOUTS



12+	1.00	1.20	1.20	2.00	2.00
8-11	0.60	0.60	0.80	1.00	1.00
6-7	0.40	0.40	0.40	0.40	0.40
5	0.20	0.20	0.20	0.20	0.20



12+	6.00	6.00	10.00	20.00	50.00
8-11	2.00	2.00	6.00	10.00	10.00
6-7	1.00	1.00	2.00	5.00	5.00
5	0.60	0.60	1.00	2.00	2.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.14%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

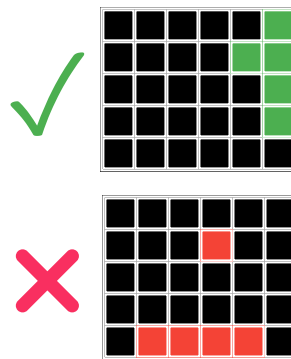
The Wild symbol substitutes for all symbols in the paytable.



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.

Land 5 or more connecting symbols of the same kind anywhere on the grid to get a winning combination.



After every win the winning symbols are removed and new ones drop in. This continues until there are no more new wins on the reels.

BONUS BUY

This game offers the possibility to purchase bonus game features directly from the main game by pressing the BUY BONUS button.

This game offers the FeatureSpins™ buy option. When FeatureSpins™ are activated, each spin guarantees certain features and costs a set amount, based on your current bet level. FeatureSpins™ remain active until you disable them by clicking the DISABLE button.

The RTP when buying BONUSHUNT FEATURESPINS™ is 96.13%. For full information about this feature, see the section above.

The RTP when buying FROSTY FEATURESPINS™ is 96.31%. For full information about this feature, see the section above. FS symbols cannot land in this game mode.

The RTP when buying SILENT HEIST is 96.31%. For full information about this feature, see the section above.

The RTP when buying SLEIGHING IT is 96.36%. 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 €0.10 and €50.00. 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 20 000 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.

KEYBINDS

- SHIFT + S - Toggle Sound
- SHIFT + M - Toggle Music

- SHIFT + I or G - Show/Hide Game info
- SHIFT + P - Show/Hide Game info payable
- SHIFT + Arrow UP/DOWN - Change Bet amount
- ESC or BACKSPACE - Closes fullscreen windows (ex Game info)
- SHIFT + T - Change Turbo mode
- SHIFT + B or F - Show/Hide Bonus buy/FeatureSpins™ menu
- SHIFT + Arrow LEFT/RIGHT - Navigate between Bonus buy/FeatureSpins™ on confirmation page
- SHIFT + 1/2/3/4 - Bonus buy shortcut (to confirmation page)
- SHIFT + F1/F2/F3/F4 - FeatureSpins™ shortcut (to confirmation page)
- SHIFT + ENTER - Confirm purchase of Bonus buy/FeatureSpins™
- SHIFT + A - Show Autoplay menu/Stop Autoplay
- SHIFT + ENTER - Start Autoplay if Autoplay menu is open
- SHIFT + Arrow LEFT/RIGHT - Change number of rounds in Autoplay 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 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 1 day, the round will be rolled back and the wager will be refunded.

HISTORY

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