

ABOUT THE GAME

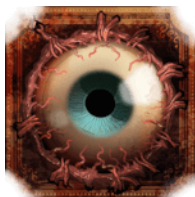
Something wicked this way comes... The Shade has trapped you in their gaze, and for you there is no escape. Evil Eyes is a 5-reel, 5-row game with ways wins, the Evil Eye symbol and the Evil Spread mechanic. The max win of 12,500 times your bet can be reached in all game modes.

FEATURES

THE EVIL EYE AND THE EVIL SPREAD MECHANIC

If the Evil Eye symbol lands under a winning symbol, it will activate the Evil Spread mechanic. The Evil Eye symbol will first mark all the symbols of that win. Then it will rotate to face right or down to indicate the direction of the Evil Spread mechanic. The Evil Spread mechanic will extend the win to the end of the grid in the chosen direction by replacing the marked symbols with the winning symbol. If the Evil Spread mechanic crosses the path of the Evil Eye symbol itself, the Evil Eye symbol will also be replaced. For example: If the direction is “down”, all symbols under the marked win will be replaced with the winning symbol.

If the Evil Spread mechanic was activated to the right, there is a chance that the mechanic will be activated again in the downward direction. The Evil Eye symbol can only land on reel 3, and only one Evil Eye symbol can land on the grid at the same time. The Evil Eye symbol cannot land on row 1.



WICKED NIGHT

Activate this bonus feature with three lives by landing at least 3 FS scatter symbols at the same time during the base game.



In this feature, only non-paying symbols, Evil Eye symbols and multiplier scatter symbols will appear. Every time an Evil Eye symbol lands it will glance up, right, left or down and collect all the multiplier symbols that cross its gaze. The multiplier symbol values that are collected will be added to the reel multiplier above the reel that they landed on.

If the gaze of an Evil Eye symbol crosses another Evil Eye symbol, the Evil Eye symbol will reveal a multiplier that will be added to all reel multipliers above each reel. The revealed multiplier can have the same values as the normal adding multipliers described below.

In this bonus feature, the Evil Eye symbol can land on all reels, and multiple Evil Eye symbols can land on the grid at the same time.

This feature has 3 refilling lives that reset each time the eye looks at and collects a multiplier.

Each life represents one spin. Once all three lives are consumed without a new reset, the feature will end. When the feature ends, all reel multipliers will be added together and multiplied with your bet to determine the final win.

The multipliers can have one of the following values:

Adding multipliers: 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 15x, 20x, 25x, 50x, 100x



Multiplying multipliers: x2, x3, x4, x5, x10



Multipliers are collected in sequence from the Eye to the edge of the grid.

WICKED EPIC DROP™

The Epic Drop™ feature has a chance to be randomly activated at the start of each spin when playing the base game. When this feature is activated the game transforms into the Wicked Night bonus feature for just one spin. On this spin, at least 3 Evil Eye symbols and 4 multipliers are guaranteed to land, and at least one multiplier will always be collected!

The Wicked Epic Drop™ does not have any lives and after the wins from the drop have been awarded, the game reverts back to the base game mode and continues as usual...unless you were lucky enough to activate another Epic Drop™!

THE GRAVEYARD

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



Throughout this feature, low symbols that have been a part of a win and spread by the Evil Spread mechanic will not appear in future spins. The low symbol indicator above the grid shows which low symbols remain within the feature.

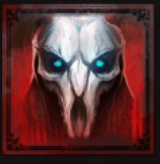


Landing additional FS symbols at the same time during the feature awards additional free spins:

2 FS symbols award 2 extra spins;

3 FS symbols award 4 extra spins

SYMBOL PAYOUTS

 3 0.10 4 0.30 5 0.50	 3 0.10 4 0.30 5 0.50	 3 0.10 4 0.30 5 0.50	 3 0.10 4 0.30 5 0.50	 3 0.10 4 0.30 5 0.50
 3 0.30 4 0.50 5 0.80	 3 0.30 4 0.50 5 0.80	 3 0.50 4 1.00 5 1.50	 3 0.50 4 1.00 5 1.50	 3 1.00 4 2.00 5 4.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.24%. The RTP was calculated by simulating 10,000,000,000 rounds.

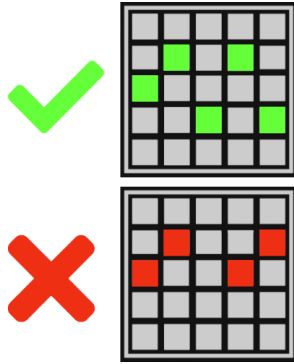
SPECIAL SYMBOLS

FS symbols can only land on reels 2-5 in the base game and on reels 2-4 in The Graveyard bonus feature.

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 on adjacent reels from left to right, starting with the leftmost reel. Each winning combination of matching symbols creates a winning way. The number of possible ways in this game is 3125. 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.

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 96.36%. For full information about this feature, see the section above.

The RTP when buying I SPY WITH MY EVIL EYE FEATURESPINS™ is 96.26%. For full information about this feature, see the section above.

The RTP when buying AN EYE FOR AN EVIL EYE FEATURESPINS™ is 96.28%. For full information about this feature, see the section above.

The RTP when buying WICKED NIGHT is 96.36%. For full information about this feature, see the section above.

The RTP when buying THE GRAVEYARD is 96.26%. 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 €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 paytable. 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 paytable 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 1 day, 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.