

ABOUT THE GAME

Welcome to Miami Mayhem!

When five of the city's most notorious misfits—Ghosting Gordo, Roxie Rizz, Vinny the Vice, Lola la Reina, and Diego el Fuego—team up for the score of a lifetime, the heat isn't just coming from the sun. With dirty money, crooked cops, and rival crews on every corner, they'll have to outsmart the system and outrun the streets. In a city where loyalty fades faster than a tan, trust is a luxury... and survival is the real jackpot!

Miami Mayhem is a fast-paced 5-reel, 4-row game with payline wins and a max win of 15 000 times your bet, available in every game mode. Get ready for some seriously heated action!

FEATURES

EXPANDING CREW REELS

When a Crew symbol lands, it will expand into a Crew Reel if the expanded symbol is part of at least 1 winning combination once expanded.



Expanded Crew Reels cover the entire reel and will display 1 of the 5 Crew Members. Each reel is connected to a specific Crew Member and will always display that Crew Member on that Expanded Crew Reel.

Reel 1: Ghosting Gordo

Reel 2: Roxie Rizz

Reel 3: Vinny the Vice

Reel 4: Lola la Reina

Reel 5: Diego el Fuego



Expanded Crew Reels count as Wild on every position the expanded symbol covers. When the Crew Reel expands, it can just be Wild or it can reveal a Multiplier value between 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x, 100x. The Multiplier value will be applied to the entire Crew Reel. If a winning combination includes more than 1 Crew Reel, the Multiplier values will first be added from left to right and then applied to the win. Only 1 Crew symbol can land on a reel at a time.

MISSIONS

A Mission sequence is triggered when a Wanted symbol lands on the grid. Once triggered, it activates the Wanted Level Bar, assigns a Mission Target, and awards 3 respins.



At the start of each Mission sequence, 1 high-paying symbol is randomly selected as the Target. Complete the Mission sequence within the 3 respins by landing a winning combination that includes the Target symbol. When a Mission is completed, a new Mission is triggered, the Wanted Level increases by at least 1 step, and the respins are refilled to 3. Once the Wanted Level reaches 5, it remains at that level, and additional Missions can still be triggered with new respins, continuing until a Mission is failed.

The Wanted Level Bar is always visible outside the grid and shows the current Wanted Level. Each Mission sequence begins at Wanted Level 0. As the Wanted Level increases, so does the minimum value on expanded Crew Reels.



At Wanted Level 0, expanded Crew Reels are guaranteed to be Wilds. The other Wanted Levels award a minimum Multiplier value of:

Level 1 guarantees a minimum of 2x on expanded Crew Reels.

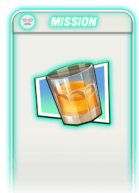
Level 2 guarantees a minimum of 5x on expanded Crew Reels.

Level 3 guarantees a minimum of 10x on expanded Crew Reels.

Level 4 guarantees a minimum of 15x on expanded Crew Reels.

Level 5 guarantees a minimum of 25x on expanded Crew Reels.

If all 3 respins are used up before the current Mission is completed, the Mission is failed, the sequence will end, the respins stop, and the Wanted Level will reset to 0. Wins during Missions will be awarded at the end of the respins. Expanded Crew Reels do not count as Targets. All Mission details will be displayed outside the grid during Missions.



BONUS GAME - THE HIT

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



This bonus game maintains the base game's mechanics with a bigger chance of landing Crew symbols. In addition, the Wanted Levels will be Progressive throughout the bonus, and 1 Mission will be triggered at the start. Completed Missions will trigger new Missions and increase the Wanted Level by 1 step. Mission respins are not awarded during the bonus game.

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

2 FS symbols award +2 free spins,

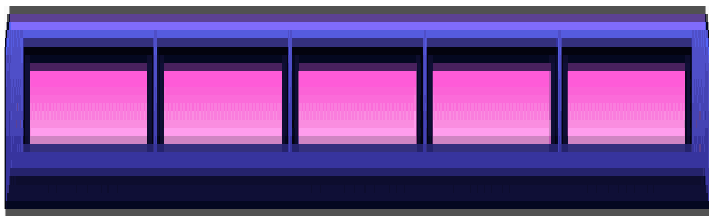
3 FS symbols award +4 free spins.

BONUS GAME - WE SPLIT

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 HIT bonus. In addition, a Mayhem Bar is displayed outside the grid throughout the bonus.



The Mayhem Bar has 1 compartment for each of the 5 reels. If a win occurs with an expanded Crew Reel, the win is awarded, then the Mayhem Bar will collect and store that expanded Crew Reel in the compartment under the reel it appeared on until the end of the bonus. After the last free spin, the Mayhem Bar will activate and trigger a Crew Spin, where all the stored Crew Reels will be activated again, and new wins will be awarded on the reels where they were stored. The Crew Reel Multiplier value will depend on the active Wanted Level. Each compartment on the Mayhem Bar stores only 1 Crew Reel. A maximum of 5 Crew Reels can land on the grid at the same time. If there are no stored Crew Reels at the end of the bonus, the Mayhem Bar will not activate.

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 - GET LIT!

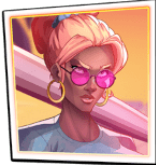
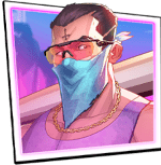
Activate this bonus with 10 free spins by landing 5 FS scatter symbols at the same time during the base game.



This Hidden Epic Bonus keeps the mechanics of THE HIT bonus and guarantees that at least 1 Crew symbol lands on every free spin. In addition, the Wanted Level will be at 5 throughout the bonus, increasing the chance of landing expanded Crew Reels with a higher Multiplier! Missions are not triggered in this bonus game.

FS symbols cannot land in this game mode.

SYMBOL PAYOUTS

				
5 2.00 4 1.00 3 0.40	5 2.00 4 1.00 3 0.40	5 2.00 4 1.00 3 0.40	5 2.00 4 1.00 3 0.40	5 2.00 4 1.00 3 0.40
				
5 6.00 4 2.00 3 1.00	5 8.00 4 3.00 3 1.20	5 10.00 4 4.00 3 1.40	5 15.00 4 5.00 3 2.00	5 20.00 4 10.00 3 4.00
				
5 20.00		5 20.00		

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.35%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

The Wild symbol substitutes for all symbols in the payable.

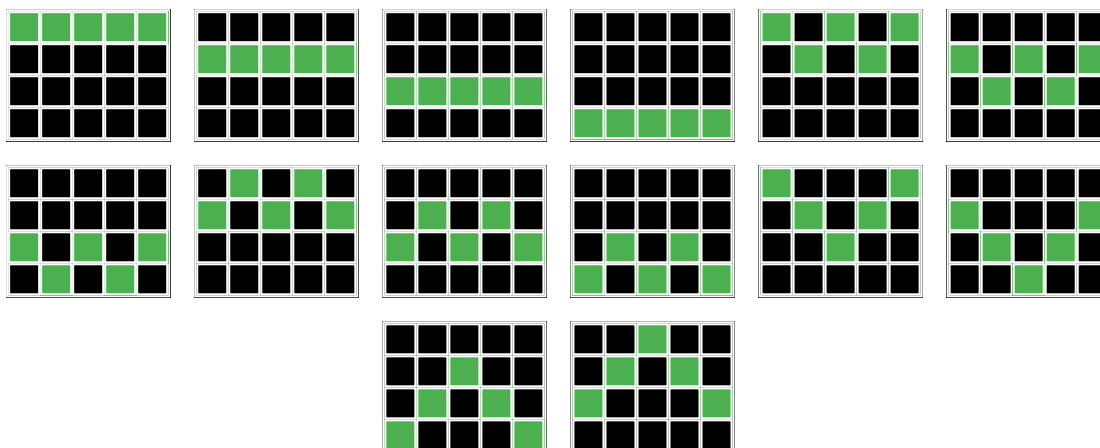


FS symbols cannot land during Mission respins.

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 14. Please consult the payable for the number of each symbol required to win.



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 96.26%. For full information about this feature, see the section above.

The RTP when buying BEACH PLEASE FEATURESPINS™ is 96.31%. For full information about this feature, see the section above.

The RTP when buying MAYHEM MODE FEATURESPINS™ is 96.31%. For full information about this feature, see the section above.

The RTP when buying THE HIT is 96.3%. For full information about this feature, see the section above.

The RTP when buying WE SPLIT is 96.27%. 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 15 000 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 + 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.