

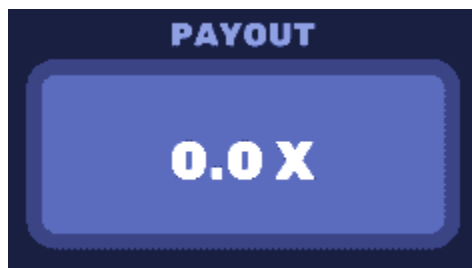
GAME INFO - COLORS

ABOUT THE GAME

COLORS is a game where the aim is to land each one of the active cubes on one of the colors that you chose to bet on. Once you press BET, the game begins and the cubes flip. Play with three active cubes and bet on only one color to have a chance to reach the really big wins! A maximum of 5 colors can be chosen.

PAYOUT DISPLAY

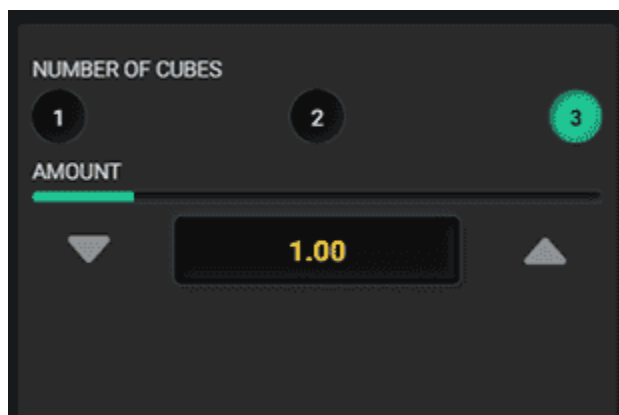
A Payout Multiplier is displayed at the bottom of the game. The Payout Multiplier shows how much you will be awarded if each one of the activated cubes lands on one of the colors that you have chosen. The actual amount awarded will be calculated by multiplying your bet level with the awarded Payout Multiplier.



SETTINGS MENU

The game settings are configurable in the settings menu.

The game can be played with 1, 2 or 3 active cubes. The selected number of cubes changes the Payout Multiplier at the bottom of the game.



BET

Press BET to flip the cubes.

RETURN TO PLAYER

The RTP of this game is 98%. The RTP is deterministically calculated by a theoretical probability model. The RTP was verified by running 10,000,000,000 simulations.

The max win for this game is 211.68 times your bet.

WAYS TO WIN

You win if each one of the activated cubes lands on one of the colors that you have chosen.

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.

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.

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 6 hours. 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 14 days, 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.