

GAME INFO - CUBES

ABOUT THE GAME

This is a POCKETZ game, our series of pocket format mobile games!

CUBES is a cluster-win based game with a max win over 3000 times your bet. The goal is to match 5 or more connecting symbols of the same color anywhere on the grid to get a winning combination. Your payout will vary depending on your stake and how many symbols form the cluster. For every new win or connection to an existing cluster in the base game, the grid expands in all directions up to a maximum grid size of 11x11. In the base game, wins are not awarded until the grid has stopped expanding.



MIDDLE MULTIPLIER

Every spin in the base game contains a multiplier in the middle cube. If this cube is part of a winning cluster, the win for that cluster is multiplied with the number shown. Every cube in the cluster containing the middle multiplier adds 1 to the multiplier shown. The maximum multiplier that can be reached is 22.



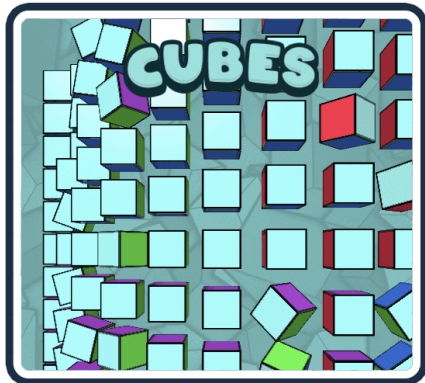
FREE SPINS

Activate the free spin feature by getting 5 clusters in different colors. You will be awarded up to 10 free spins and a random color. All wins with that color are sticky for the duration of the free spins. In the free spin mode, the size of the grid is also sticky and does not shrink between rounds



COLOR BLAST!

If you reach a cluster of 70 cubes in the free spin mode you will be awarded an instant win of 2500 times your bet!



SYMBOL PAYOUTS



25+	€80.00	€80.00	€80.00
20-24	€64.00	€64.00	€64.00
15-19	€48.00	€48.00	€48.00
12-14	€18.00	€18.00	€18.00
10-11	€8.00	€8.00	€8.00
9	€6.00	€6.00	€6.00
8	€3.00	€3.00	€3.00
7	€0.60	€0.60	€0.60
6	€0.40	€0.40	€0.40
5	€0.20	€0.20	€0.20



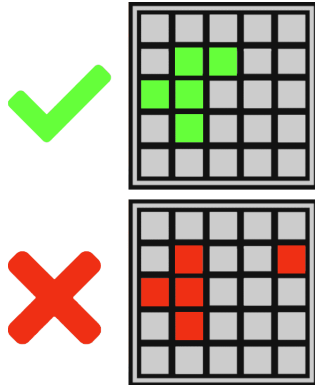
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6	€0.40	€0.40	€0.40
5	€0.20	€0.20	€0.20

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.

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.



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.

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 3,000 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.

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.