

ABOUT THE GAME

Gather your crew, tighten your bandana and crush your opponents in this 5-reel, 4-row game with paylines wins. Fist of Destruction features the Fist Wild Reel mechanic and two levels of the exciting bonus game. The maximum win of 10,000 times your bet can be reached in all game modes.

FEATURES

CHOOSE YOUR FIGHTER

You can choose which characters should be displayed outside the grid by clicking on their miniature images. This choice will have no impact on the outcome of the game.



FIST SYMBOL WILD REELS

When a Fist symbol activates, it expands into a Wild Reel that starts from the position of the Fist symbol and rises to the top of the reel. Fist symbols only activate if the expanded reel would be part of at least one winning combination once expanded.



Fist Wild Reels are wild and substitute for all other paying symbols. Fist symbols belong to either the Red team or the Blue team, which is indicated by the color of the symbol. If the Fist symbol passes through (“punches”) a Fighter symbol of the opposite team or a Wild symbol, a multiplier will be added to the wild reel. This multiplier will be applied to each winning combination it is part of.

If the Fist symbol has traveled through multiple Fighter symbols, the multipliers will be added together and then applied to the win. If a winning combination includes more than one Fist Wild Reel, their multipliers are added together before being applied to the win.

The possible multiplier values are: 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 15x, 20x, 25x, 50x, 100x, 200x

Each reel can land only one Fist symbol at once.

THROWDOWN! BONUS

Land 3 FS scatter symbols at the same time in the base game to activate this bonus game with 10 free spins.



In the THROWDOWN! BONUS, the mechanics of the base game are maintained. In addition, the Red and Blue teams battle against each other to increase their Victory Level.



Each team starts with the Victory Level 3+. Every time a Fist symbol from either team punches a Fighter of the opposing team or a Wild symbol, the Fist's team gains one Victory Point. For example, the Red team gains one Victory Point when a Red Fist punches a Fighter from the Blue team.

When the team has collected three Victory Points, a respin with the Epic Drop™ is awarded and the winning team's Victory Level increases by one. The number of Fist symbols that are guaranteed to drop in the Epic Drop™ depends on the Victory Level of the team:

Victory Level 3+: At least 3 Fist symbols of the winning team's color are guaranteed to land in the Epic Drop™

Victory Level 4+: At least 4 Fist symbols of the winning team's color are guaranteed to land in the Epic Drop™

Victory Level 5+: 5 Fist symbols of the winning team's color are guaranteed to land in the Epic Drop™

Fists that land during the Epic Drop™ do not count towards increasing the winning team's Victory Level.

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.

ULTIMATE THROWDOWN! BONUS

Land 4 FS scatter symbols at the same time in the base game to activate this bonus game with 10 free spins. In the ULTIMATE THROWDOWN! BONUS, the mechanics of the THROWDOWN! BONUS are maintained, but each team starts with the Victory Level 4+.



Fists that land during the Epic Drop™ do not count towards increasing the winning team's Victory Level.

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.

SPECIAL SYMBOLS

The Wild symbol substitutes for all symbols in the payable.



SYMBOL PAYOUTS

	10	7	Q	K	A
5	€4.00	€4.00	€4.00	€4.00	€4.00
4	€1.00	€1.00	€1.00	€1.00	€1.00
3	€0.20	€0.20	€0.20	€0.20	€0.20

	Character 1	Character 2	Character 3	Character 4
5	€10.00	€10.00	€20.00	€20.00
4	€4.00	€4.00	€6.00	€6.00
3	€1.00	€1.00	€2.00	€2.00

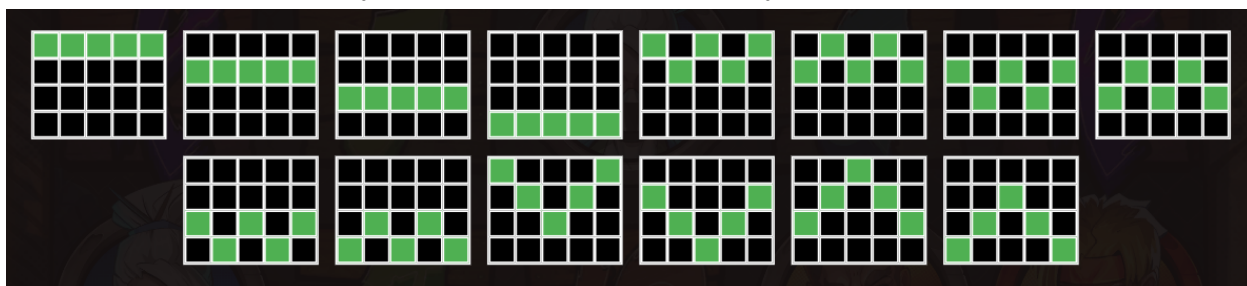
	Wild (W)
5	€20.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.3%. 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.

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 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 96.33%. For full information about this feature, see the section above.

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

The RTP when buying EPIC DROP™ FEATURESPINS™ is 96.28%. For full information about this feature, see the section above.

The RTP when buying THROWDOWN! BONUS is 96.25%. For full information about this feature, see the section above.

The RTP when buying ULTIMATE THROWDOWN! BONUS is 96.35%. 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 10,000 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.