

ABOUT THE GAME

It's close to midnight and something evil's lurking in the dark! Bloodthirst is a 5-reel, 4-row slot with paylines and a maximum win of 10,000 times your bet!

The maximum win can be achieved in the Immortals game mode.

FEATURES

Monster Reels

When 4 high-paying symbols of the same kind land stacked on a reel, they will expand into a Monster Reel after line wins are paid.

Each Monster Reel features a character from one of the four high-paying symbols and awards an individual extra prize after expanding. These prizes are based on your current bet level, and are separate from regular line wins.

A Ghoul Monster Reel awards 5 times current bet

A Vampire Monster Reel awards 10 times current bet

A Werewolf Monster Reel awards 15 times current bet

A Demon Monster Reel awards 20 times current bet



If 5 of the same kind of Monster Reel appear at the same time, they will instead transform into a Monster Takeover that covers all five reels. When this happens, the Monster Reels do not pay their individual extra prizes and no regular line wins are awarded.

A Monster Takeover awards a mega prize based on your current bet level.

A Ghoul Monster Takeover awards 100 times current bet
A Vampire Monster Takeover awards 250 times current bet
A Werewolf Monster Takeover awards 1000 times current bet
A Demon Monster Takeover awards 2500 times current bet

Bloodthirst

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



This bonus game has better odds than the base game to trigger expanding Monster Reels by landing 4 stacked symbols of the same kind on a reel.

Immortals

Land 4 FS scatter symbols at the same time in the base game to activate this bonus, which awards 10 free spins.

At the start of the bonus, one of the four high-paying symbols will be selected as the main symbol for the bonus feature. The selected main symbol is the only symbol that can expand into Monster Reels during the bonus.

When a Monster Reel of the chosen symbol expands on a reel the indicator above the reel will be activated for the remainder of the bonus. At the end of all remaining spins Monster Reels will expand on all reels with activated indicators.

Landing the Upgrade scatter symbol will upgrade the selected main symbol to the next higher-paying symbol, if possible. The new selected symbol will then be the only symbol that can expand into Monster Reels. The indicators above each reel will also be upgraded to match.



SYMBOL PAYOUTS

	5 1,00€ 4 0,50€ 3 0,10€		5 1,00€ 4 0,50€ 3 0,10€		5 1,00€ 4 0,50€ 3 0,10€		5 1,00€ 4 0,50€ 3 0,10€		5 1,00€ 4 0,50€ 3 0,10€
	5 6,00€ 4 3,00€ 3 1,50€		5 6,00€ 4 3,00€ 3 1,50€		5 10,00€ 4 4,00€ 3 2,00€		5 10,00€ 4 4,00€ 3 2,00€		
					5 20,00€				

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.19%. The RTP was calculated by simulating 10,000,000 rounds.

SPECIAL SYMBOLS

The Wild symbol substitutes for all symbols in the payable.

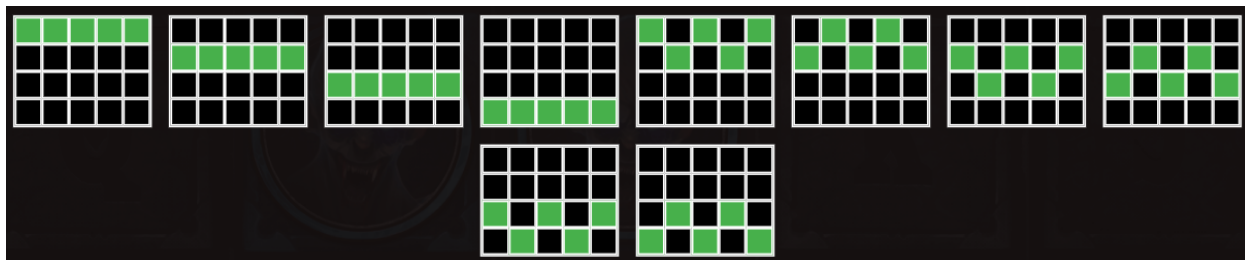


The FS symbol appears only in the base game.

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 winning lines on adjacent reels from left to right, starting with the leftmost reel. 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 96.19%. For full information about this feature, see the section above.

The RTP when buying BLOODTHIRST is 96.34%. For full information about this feature, see the section above.

The RTP when buying IMMORTALS 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 payable. 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 payable 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 multiplied with the current bet level. The maximum win may be achieved by triggering specific combinations and/or features.

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 30 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.