

ABOUT THE GAME

Meet Oskar and Fred, two scrappy brothers who flunked out of the minor leagues and decided baseball was overrated. Instead, they turned their knack for smashing and bashing things into a living. Between neon-spray-painted tags and midnight garage takeovers, they've pulled off enough low-key heists to fill a busted beanbag.

Step into their underground bunker, where the arcade game in the corner dates back to 1981, and the milk in the fridge might be even older. Bash Bros is a 5-reel, 4-row game with Ways wins and a max win of 10 000 times your bet available in every game mode!

FEATURES

CASH STACKS

When a Cash symbol lands, it will activate and expand from that symbol upwards to the top of the reel after all wins and cascades have been handled on that spin.



When a Cash symbol expands, it turns into a Cash Stack. Cash symbols that land on the top row are counted as Cash Stacks. Each position on the grid that the Cash Stack covers will reveal 1 of the following bet Multipliers: 1x, 2x, 3x, 4x, 5x, 10x, 25x, 50x, 100x, 500x, 1 000x, 5 000x, 10 000x. Once expanded, the Cash Stack Multiplier values will be added and multiplied by the current bet amount to determine the awarded win. If there is more than 1 Cash Stack on the grid, the Multipliers will first be added, then multiplied by the current bet amount to determine the awarded win. Only 1 Cash Stack can land on a reel at a time.



THE BASHING BROS

When the current grid has settled, and there is a Cash Stack on the grid, there is a chance that Oskar, on the left side, will activate and bash the grid, or Fred, on the right side, will activate and smash the grid. When Oskar bashes the grid, between 1- 4 regular symbols will be removed from 1 random reel that does not already contain a Cash Stack. A Cash symbol will then be added to the first empty position at the lowest part of the empty reel and expand into a Cash Stack, revealing new Multiplier values



When Fred smashes the grid, all the Cash Stacks on the grid will be compressed down towards their original Cash symbol. When the Cash Stack is compressed, 1 more Multiplier is added to every position the Cash Stack covers. The Multiplier on each new position will be the same as the previous Multipliers that already existed on those positions. If the Cash Stack values were 2x, 5x, 3x, it will become 2x, 5x, 3x, 2x, 5x, 3x.



When Oskar activates first and bashes the grid, followed by Fred smashing it, the new Cash Stacks created by Oskar will also be compressed and receive double the Multiplier values. Oskar and Fred can each activate once per spin. If there are already Cash Stacks on every reel, only Fred will activate and bash the Cash Stacks. Cash Stacks are removed from the grid before the next spin.

BONUS GAME - BROS BEFORE BLOWS

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



This bonus game keeps the base game's mechanics, increasing the chance of landing Cash Stacks!

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 - CASH ME OUTSIDE

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 BROS BEFORE BLOWS bonus. In addition, this bonus guarantees that each time a Cash Stack lands, it will get at least 1 bash from Oskar or 1 smash from Fred!

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 - REACTOR RIOT

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



This bonus game keeps the mechanics of the BROS BEFORE BLOWS bonus. In addition, this bonus guarantees 1 bash from Oskar and 1 smash from Fred on each free spin! If there are already Cash Stacks on every reel, only Fred will activate and smash the Cash Stacks. The order of the bash and smash activation may vary.

FS symbols cannot land in the REACTOR RIOT bonus.

SYMBOL PAYOUTS

				
5 0.60	5 0.60	5 0.60	5 0.60	5 0.60
4 0.40	4 0.40	4 0.40	4 0.40	4 0.40
3 0.20	3 0.20	3 0.20	3 0.20	3 0.20
				
5 2.00	5 2.00	5 2.00	5 3.00	5 4.00
4 1.00	4 1.00	4 1.00	4 2.00	4 3.00
3 0.60	3 0.60	3 0.60	3 1.00	3 2.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.26%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

FS symbols cannot land above a Cash symbol on the same reel.

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 on adjacent reels from left to right, starting with the leftmost reel. Each winning combination of matching symbols creates a winning way. The number of possible ways in this game is 1024. Please consult the payable for the number of each symbol required to win.



After every win the winning symbols are removed and new ones drop in. This continues until there are no more new wins on the reels.

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 playing STACKED FEATURESPINS™ is 96.22%. For full information about this feature, see the section above. FS symbols cannot land in this game mode.

The RTP when buying BROS BEFORE BLOWS is 96.32%. For full information about this feature, see the section above.

The RTP when buying CASH ME OUTSIDE is 96.32%. 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 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 + P - Show/Hide Game info payable
- 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.