

GAME INFO - DORK UNIT

INTRO

Ladies and gentlemen, welcome to the show! Let us introduce you to the three Dorks: Tiny Timmy, Hefty Hector and Long Lenny! This game has two exciting bonus features, one with sticky wild multipliers and one with wild multiplier reels with variable multipliers. Win up to 10,000 times your bet!

FEATURES

GIFT BOXES

Gift Boxes are wild multipliers. There are three different kinds of Gift Boxes: Common Gift Box, Rare Gift Box and Epic Gift Box. The Common Gift Boxes always show their multiplier value. The Rare and Epic Gift Boxes only reveal their multiplier value when they are part of a winning combination. All winning combinations that a Gift Box is part of will be multiplied with the shown value. If more than one Gift Box is part of the same winline, their multipliers are first added together and then applied to the win.

The Common Gift Box can have the values: Wild, 2x, 3x, 4x

The Rare Gift Box can have the values: 5x, 10x, 15x, 20x

The Epic Gift Box can have the values: 25x, 50x, 75x, 100x, 150x, 200x



If you land 3 Gift Boxes of any kind on the same spin the Gift Bonanza bonus game is awarded!. The placement and the value of the triggering Gift Boxes is carried over into the bonus.

GIFT BONANZA

All landed Gift Boxes are sticky throughout the whole bonus game. The bonus starts with 3 spins. Landing additional Gift Boxes refills the remaining spins to 3 and keeps the bonus going! 3 spins in a row without landing any new Gift Boxes ends the bonus.

DORK SPINS

Landing 3 Lenny symbols activates the Dork Spins bonus game.



In Dork Spins, the Lenny symbol can land only on reels 2, 3 and 4. When the Lenny symbol lands, it expands into a wild Dork Reel! Expanded Dork Reels remain expanded until the bonus ends!

On every spin one of the Dorks will appear on each expanded Dork Reel and reveal a multiplier value based on which Dork appeared. All connecting winlines are multiplied by the shown value. If a winline connects to more than one Dork Reel, the multipliers are added together before being applied to the win.

Tiny Timmy can reveal these multiplier values: 2x, 3x, 4x

Hefty Hector can reveal these multiplier values: 5x, 10x, 15x, 20x

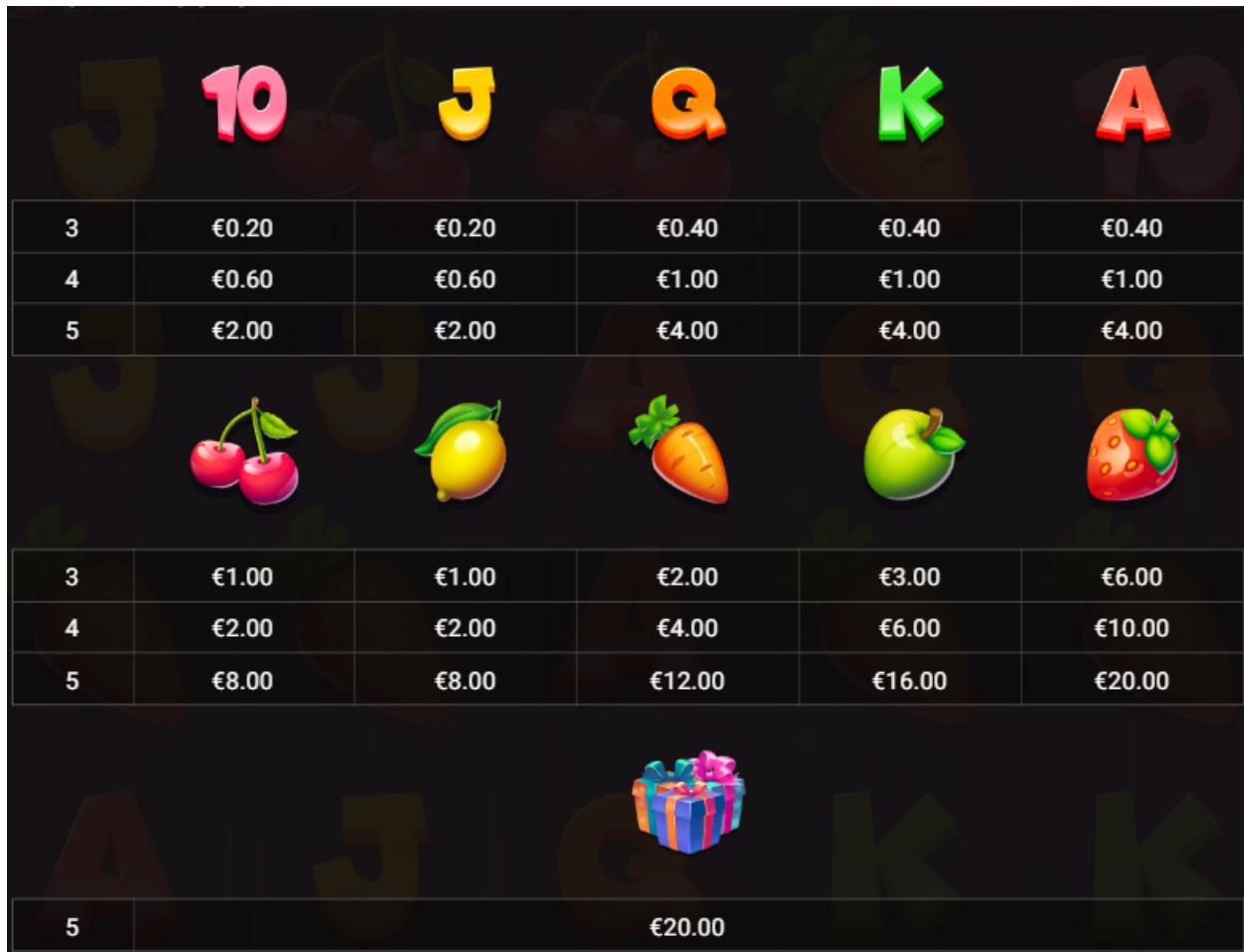
Long Lenny can reveal these multiplier values: 25x, 50x, 75x, 100x, 150x, 200x



SYMBOL PAYOUTS

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.24%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS



3	€0.20	€0.20	€0.40	€0.40	€0.40
4	€0.60	€0.60	€1.00	€1.00	€1.00
5	€2.00	€2.00	€4.00	€4.00	€4.00
3	€1.00	€1.00	€2.00	€3.00	€6.00
4	€2.00	€2.00	€4.00	€6.00	€10.00
5	€8.00	€8.00	€12.00	€16.00	€20.00
5			€20.00		

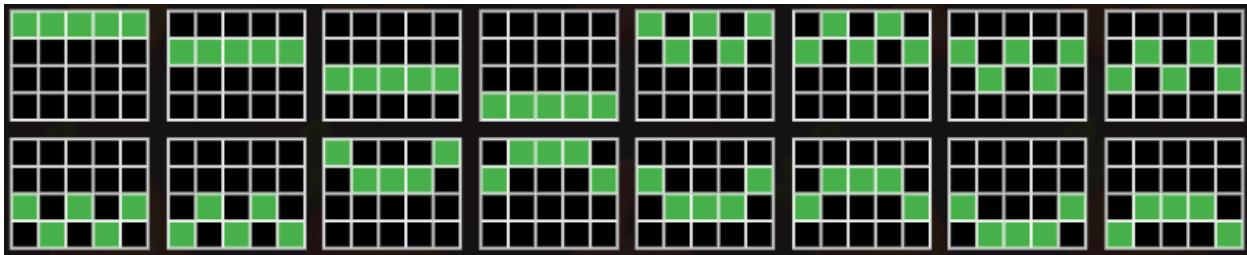
Gift Box symbols substitute for all paying symbols in the paytable. Gift Box symbols do not appear in the Dork Spins bonus feature.

The Lenny symbol can land in any position in the base game. The Lenny symbol does not appear in the Gift Bonanza bonus feature.

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 16. Please consult the paytable 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 GIFT BONANZA is 96.38%. For full information about this feature, see the section above.

The RTP when buying DORK SPINS is 96.35%. For full information about this feature, see the section above.

The RTP when buying FEATURESPINSTM is 96.41%. 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.

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.