

ABOUT THE GAME

Descend into the underworld, where death reigns over scorched earth and fires rage to the rhythm of war drums, and prepare to face the most vicious of creatures: the Hounds of Hell! This 5-reel, 5-row game with all-scatter wins challenges you to confront these ferocious beasts with every drop and each cascade. Hear their howls, brave the infernal flames, and you may just find yourself face to face with the max win of 20,000 times your bet! The max win can be achieved in all game modes.

FEATURES

HELLHOUNDS

Hellhound symbols are cash prize multipliers that spread and are collected before being multiplied with your bet.



At the end of each spin, landed Hellhound symbols spread to the top of their respective reel. All Hellhound symbols will then display a multiplier value. All multipliers will be collected bottom-to-top, left-to-right, and displayed above each corresponding reel.

The collected multiplier values above each reel will be added together and multiplied with your bet to determine the final awarded win.

There are two types of Hellhound symbols, Adding and Multiplying. Collected multipliers are either added to the current total at the top of the reel, or multiply the current total.

The possible multiplier values that can appear on Hellhound symbols are:

Adding: 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x

Multiplying: x2, x3, x4, x5, x10

Only 1 Hellhound symbol can land on a reel at a time.

ROARING PACKS OF HELL

If two or more Hellhound symbols appear on adjacent reels and on the same row (horizontally adjacent) they form a Roaring Pack and their possible multiplier values are increased.

Hellhound symbols which spread from a Hellhound that is part of a Roaring Pack will also be counted as part of the Pack.



The possible multiplier values that can appear on Hellhound symbols that are part of a Roaring Pack are:

Adding: 5x, 10x, 15x, 20x, 25x, 50x, 100x

Multiplying: x3, x4, x5, x10, x20

If a Hellhound has been part of a Roaring Pack it will remain part of the Pack even if it is separated and ends up on a different row as a result of winning symbol cascades.

HOUNDS ARE LOOSE

The Hounds are Loose can be triggered randomly on a spin once the grid is settled and no new wins are formed. When the Hounds are Loose appear, all low-paying symbols are removed and new symbols will drop in to take their place. Hounds are Loose can trigger multiple times per spin.



After the Hounds are Loose clear away all low-paying symbols, there is an increased chance of landing Hellhound symbols among the new symbols that drop in.

BONUS GAMBLE

Whenever you enter a bonus game, you have the choice to either continue directly to the bonus game or gamble. If you choose to gamble, you will be presented with 5 Hellfire Orbs to choose from.



You can choose up to 3 Hellfire Orbs, with each Orb possibly containing 2 to 10 free spins, or a Bonus Upgrade if you are in the WHAT THE HELL! bonus. If a Bonus Upgrade is found, the

bonus will be immediately upgraded to the WHO LET THE HOUNDS OUT?!? bonus with 10 free spins.

You may gamble once per bonus and after a Bonus Upgrade.

WHAT THE HELL!

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



This bonus game retains the features of the base game but all multiplier values collected from Hellhounds are kept above the reels until the end of the round and can be progressively increased. At the end of the bonus game the collected multipliers are added together and multiplied with your bet to determine the final awarded win.

In the bonus game, Hounds are Loose are guaranteed to trigger after 3 non-winning spins in a row. A spin is considered non-winning if it has neither regular symbol wins nor any landed Hellhound symbols.

Landing additional FS symbols at the same time awards extra free spins:

2 FS symbols awards +2 free spins, 3 FS symbols awards +4 free spins.

WHO LET THE HOUNDS OUT?!?

Activate this bonus with 10 free spins by landing 4 FS scatter symbols at the same time during the base game.



This bonus game retains the features of the base game and has persistent activated Hell Reels! This bonus also has the improved Hounds are Loose feature of the WHAT THE HELL! bonus. When a Hellhound lands on a reel for the first time that reel becomes an activated Hell Reel. A Hellhound symbol is guaranteed to land on each activated Hell Reel on each free spin until the end of the bonus.

In this bonus, Hellhound multipliers are added together and paid out times your bet at the end of each free spin, and the total multipliers above each reel reset to 0 between spins.

Landing additional FS symbols at the same time awards extra free spins:

2 FS symbols awards +2 free spins, 3 FS symbols awards +4 free spins.

SYMBOL PAYOUTS

					
10+	10.00	10.00	10.00	10.00	10.00
8-9	2.00	2.00	2.00	2.00	2.00
7	0.60	0.60	0.60	0.60	0.60
6	0.20	0.20	0.20	0.20	0.20

					
10+	15.00	20.00	30.00	50.00	100.00
8-9	4.00	5.00	6.00	10.00	20.00
7	1.40	2.00	3.00	5.00	10.00
6	0.60	0.80	1.00	2.00	4.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.27%. The RTP was calculated by simulating 10,000,000,000 rounds. The average RTP when gambling in a bonus round won from the main game is 96.27% when never gambling, 96.28% when always gambling once, and 96.30% when always gambling twice.

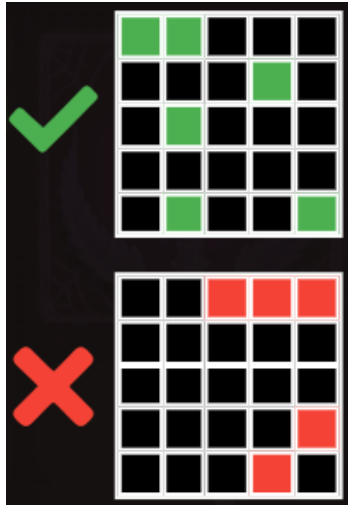
SPECIAL SYMBOLS

FS symbols can not appear above Hellhound symbols 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.

Land 6 or more symbols of the same kind anywhere on the grid to get a winning combination.



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 96.24%. For full information about this feature, see the section above.

The average RTP when gambling in a bonus round won from BONUSHUNT FEATURESPINS™ is 96.24% when never gambling, 96.27% when always gambling once, and 96.27% when always gambling twice. For full information about this feature, see section above.

The RTP when buying HOWLING FEATURESPINS™ is 96.24%. For full information about this feature, see the section above.

The RTP when buying WHAT THE HELL! is 96.18%. For full information about this feature, see the section above.

The average RTP when gambling in a WHAT THE HELL! bonus buy round is 96.18% when never gambling, 96.25% when always gambling once, and 96.25% when always gambling twice. For full information about this feature, see section above.

The RTP when buying WHO LET THE HOUNDS OUT?!? is 96.26%. For full information about this feature, see the section above.

The average RTP when gambling in a WHO LET THE HOUNDS OUT?!? bonus buy round is 96.29% when never gambling, 96.26% when always gambling once. For full information about this feature, see 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 20,000 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 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.