

## ABOUT THE GAME

Three went into the woods. None came back the same.

They say The Wildwood was cursed long before the Psycho sharpened his blade, before the Monster woke beneath the murky lake, or before the Twins started whispering to the dead... One thing is for sure: what roams those woods is more than horror—it's evil incarnate, and once it finds you, you'll be gone in the dark.

The Wildwood Curse is a 6-reel, 5-row game with paylines, sinister Wilds, cursed Multipliers, and a terrifying max win of 10 000 times your bet. The max win is available in all game modes. Enter the woods... but know no one truly escapes.

## FEATURES

### NIGHTMARE RESPINS

When Wild symbols land, they stick to the grid and trigger a Nightmare Respin. During the Nightmare Respin, all Wild symbols that land become Sticky until the end of the Respin. The Nightmare Respin continues as long as new Wild symbols land or there are no more available positions. Wins are awarded during each Respin.



Landing 4 Wild symbols in a square 2x2 formation during a regular spin or a Nightmare Respin will form a Cursed Cluster. A Cursed Cluster can only be formed in this exact square format. When a Cursed Cluster forms, it can reveal 3 different Cursed Characters.

The Psycho Cluster will reveal a random Multiplier, which is applied to that Cluster, on each Nightmare Respin. When The Psycho participates in a winning combination, the value of the win is multiplied by the shown value. If more than 1 The Psycho Cluster is part of the same winning combination, their values are first added together before being applied to the win. The Psycho Cluster can have the following Multiplier values: 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 11x, 12x, 13x, 14x, 15x, 25x, 50x, 100x



The Monster Cluster spreads Multipliers to a random number of positions on the grid once the Cluster is formed. Multiple Multipliers can land on the same position and will be added together to form one Multiplier. When the Multipliers participate in a winning combination, the value of the win is multiplied by the shown value. If another Respin is triggered, the Multipliers will be removed from the grid, and The Monster Cluster will spread new Multipliers to a random number of positions during the Respin. This continues until the Nightmare Respins end. If more than 1 Multiplier is part of the same winning combination, their values are first added together before being applied to the win. The Monster Cluster can have the following Multiplier values: 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 25x, 50x



The Twins Cluster will reveal a Multiplier, which is applied to that Cluster. When The Twins participate in a winning combination, the value of the win is multiplied by the shown value. If more than 1 The Twins Cluster is part of the same winning combination, their values are first added together before being applied to the win. The Twins Cluster Multiplier will double during each Nightmare Respin. The Twins Cluster starts at 2x. The new Multiplier value will be applied to the wins on that Respin. This continues until the Nightmare Respin ends.



The Wild symbol and all 3 Cursed Clusters substitute for all symbols in the payable. If multiple Cursed Clusters appear on the grid at the same time and are part of the same win, their Multiplier values will be added together before being applied to the win. A maximum of 6 Cursed Clusters can land on the grid at the same time.

## BONUS GAME - THE SWAMP

Activate this bonus with 8 free spins by landing 3 FS scatter symbols at the same time during the base game.



This bonus keeps the base game's mechanics with an increased chance of landing Wild symbols!

## BONUS GAME - THE PLAYGROUND

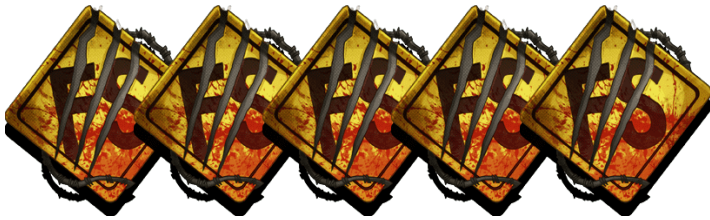
Activate this bonus with 10 free spins by landing 4 FS scatter symbols at the same time during the base game.



This bonus keeps the mechanics of THE SWAMP with an increased chance of landing Cursed Clusters!

## HIDDEN EPIC BONUS - NO ESCAPE

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



This bonus keeps the mechanics of THE SWAMP and each spin guarantees that at least 1 Cursed Cluster lands!

## SYMBOL PAYOUTS



6 4.00  
5 2.00  
4 1.00  
3 0.40



6 4.00  
5 2.00  
4 1.00  
3 0.40



6 4.00  
5 2.00  
4 1.00  
3 0.40



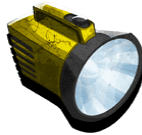
6 4.00  
5 2.00  
4 1.00  
3 0.40



6 10.00  
5 4.00  
4 2.00  
3 1.00



6 10.00  
5 4.00  
4 2.00  
3 1.00



6 20.00  
5 10.00  
4 5.00  
3 2.00



6 20.00  
5 10.00  
4 5.00  
3 2.00



6 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.

## SPECIAL SYMBOLS

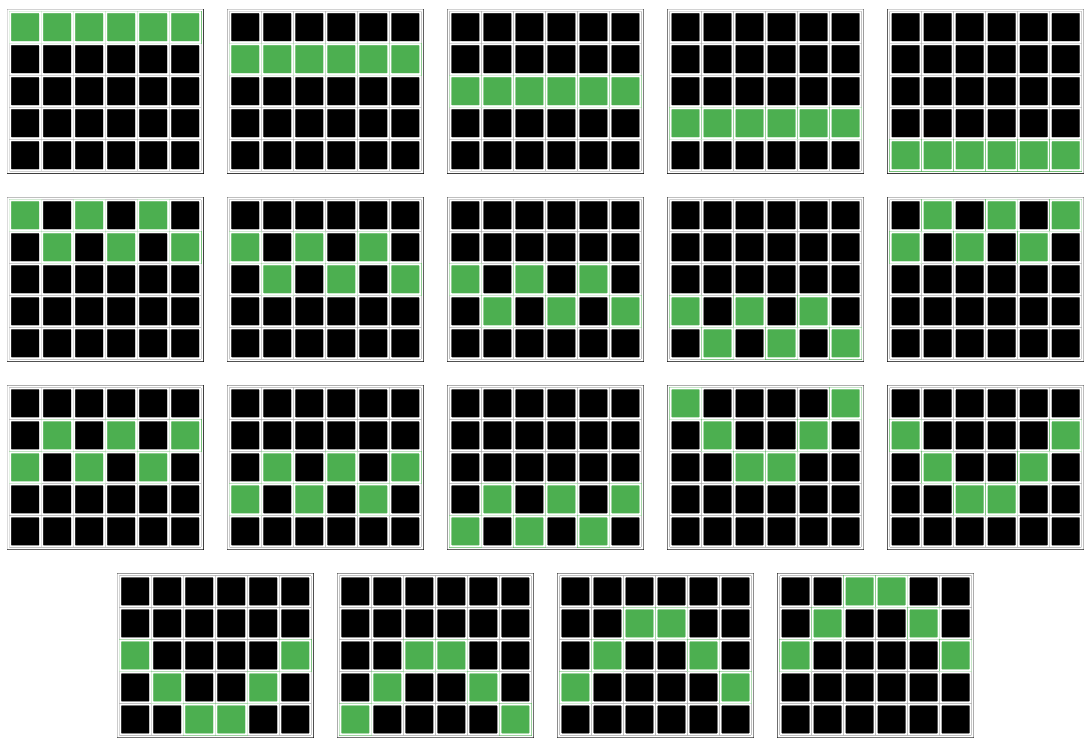
FS symbols cannot land during Nightmare Respins or during THE SWAMP, THE PLAYGROUND or the NO ESCAPE.

The Twins max Multiplier is 1000x.

# 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 19. Please consult the payable for the number of each symbol required to win.



# 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 96.29%. For full information about this feature, see the section above.

The RTP when buying CURSED FEATURESPINS™ is 96.23%. For full information about this feature, see the section above. FS symbols cannot land in this game mode.

The RTP when buying THE SWAMP is 96.26%. For full information about this feature, see the section above.

The RTP when buying THE PLAYGROUND is 96.28%. 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.