

ABOUT THE GAME

Don't get too spooked, the monsters in this slot may look scary but are actually quite friendly! Fear the Dark is a 6-reel, 6-row cluster-pays slot with a maximum win of 5,000 times your bet! The maximum win can be achieved in the Alone in the Dark free spins mode.

FEATURES

FULL MOON

Landing the Moon Man scatter symbol triggers the Full Moon mode and activates 2 - 5 symbol multipliers at the top of the grid that each correspond to one of the high-paying symbols.



The possible multiplier values are: 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 15x, 20x, 25x, 50x, 100x. Symbol multipliers multiply all wins on the corresponding symbols for as long as they are active. Once the grid has settled and no more new wins occur, the symbol multipliers will be removed one by one from left to right. For each multiplier that is removed, all symbols of the corresponding type and all low-paying symbols are removed from the grid and new symbols will drop down to replace them! When the grid settles again, the next multiplier in line will be removed, and so on and so forth. Once all multipliers have been removed, the Full Moon mode ends.

ALONE IN THE DARK

Activate this bonus feature by landing at least 3 FS scatter symbols at the same time in the base game.



3 FS symbols award 10 free spins.

4 FS symbols award 15 free spins.

During this feature there is a better chance of landing Moon Man symbols than in the base game.

Landing additional FS symbols during the feature awards a retrigger of 4 free spins per landed FS symbol.

Darkness Spins

As long as there are free spins remaining, the candles surrounding the grid remain lit. Once all free spins have been used, the candles are extinguished and the bonus enters the Darkness Spins mode. Every time you enter or reset this mode you are awarded 2 extra spins.

Before each Darkness Spin, the grid shrinks by 1 in each direction: first to 4x4, then to 2x2.

Activating the Full Moon mode enlarges the grid back to 6x6 for the rest of the current spin and resets Darkness Spins.

Landing a FS retrigger enlarges the grid back to 6x6 for the rest of the current spin and takes you back to regular free spins, resetting Darkness Spins.

When Darkness Spins mode ends without either a Full Moon or a FS retrigger, the bonus feature ends.

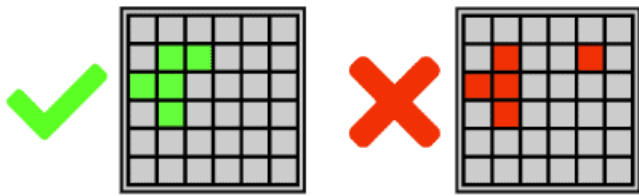
SYMBOL PAYOUTS

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.25%. The RTP was calculated by simulating 10,000,000,000 rounds.

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 5 or more connecting 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 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 96.41%. For full information about this feature, see the section above.

The RTP when buying MOON MAN FEATURESPINS™ is 96.25%. For full information about this feature, see the section above.

The RTP when buying 10 FREE SPINS is 96.23%. For full information about this feature, see the section above.

The RTP when buying 15 FREE SPINS is 96.25%. 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 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 5,000 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 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.