

GAME INFO - HARVEST WILDS

FEATURES

Harvest Wilds is a farm-produce themed 7x7 grid game featuring a max win of up to 10,000x. Harvest Wilds has a Hoppers™ Sunflower multiplier symbol that can grow in value and is also Wild!

New Sunflowers can sprout from Seeds that drop onto the grid. You can get up to 4 wild multiplier symbols with a max value of 4x. Sunflowers are multiplicative, so connect them all to the same win cluster and your win will be multiplied by 256!

Create big clusters in combination with the Sunflower for great wins! Increase the multiplier values on Sunflowers by fertilizing them and collect respins by filling up the rainmeter!

WILD MULTIPLIER SUNFLOWERS



Every time you land a Seed symbol it will grow into a Sunflower symbol, so long as there are one or more winning positions on the grid. This symbol is wild and will get a starting multiplier value of 2x. Between each cascade and respin, this wild multiplier will hop to a new position. The maximum number of Sunflowers at the same time on the grid is 4.

If a multiplier is part of a winning cluster, the win will be multiplied by the value on the connecting multiplier. If 2 or more multipliers are part of the same winning cluster, they will first be multiplied by each other and then applied to the win amount.

Each winning cluster will then be removed to make way for more symbols. Activated Water Drops and Fertilizer (including Epic Fertilizer) are removed together with winning clusters. This will continue until no new winning clusters are created.

RE-SPINS



Each Water Drops symbol will give you one respin! Store up to a maximum of 5 respins in the rainmeter next to the grid.

FERTILIZER



The Fertilizer symbol increases the multiplier value on one of the Sunflowers by 1.

EPIC FERTILIZER



The Epic Fertilizer symbol increases the multiplier value on ALL Sunflowers on the grid by 1.

SYMBOL PAYOUTS

				
15+	€40.00	€40.00	€60.00	€60.00
13-14	€20.00	€20.00	€30.00	€30.00
11-12	€5.00	€5.00	€7.50	€7.50
10	€2.00	€2.00	€4.00	€4.00
9	€1.50	€1.50	€2.00	€2.00
8	€0.80	€0.80	€0.90	€0.90
7	€0.60	€0.60	€0.70	€0.70
6	€0.40	€0.40	€0.50	€0.50
5	€0.20	€0.20	€0.30	€0.30

				
15+	€150.00	€150.00	€150.00	€400.00
13-14	€20.00	€20.00	€20.00	€40.00
11-12	€12.00	€12.00	€12.00	€20.00
10	€8.00	€8.00	€8.00	€12.00
9	€6.00	€6.00	€6.00	€8.00
8	€4.00	€4.00	€4.00	€6.00
7	€2.00	€2.00	€2.00	€4.00
6	€0.80	€0.80	€0.80	€2.00
5	€0.60	€0.60	€0.60	€1.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.35%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

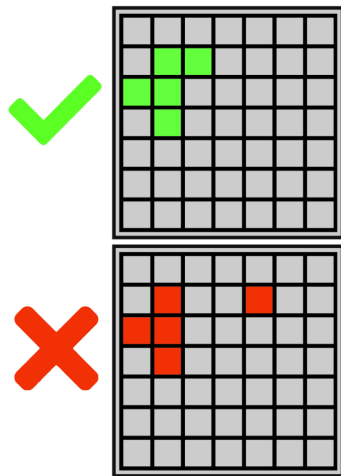
The Sunflower wild multiplier symbol substitutes for all paying symbols.

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 FEATURESPINS™ 1 is 96.27%. For full information about this feature, see the section above.

The RTP when buying FEATURESPINS™ 2 is 96.38%. For full information about this feature, see the section above.

The RTP when buying FEATURESPINS™ 3 is 96.34%. 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 €0.20 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 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.