

GAME INFO - FIRE MY LASER

ABOUT THE GAME

Target acquired; charging; FIRE MY LASER! Join humanity's last hope on this space crusade against the Xeno Horde as you deploy weapons of various types to destroy asteroids, cleanse alien ships and purge their commanders to collect your wins! Only at max win does duty end. FIRE MY LASER is a 7-reel, 6-row game featuring a ReactWins™ win mechanic, where wins are awarded only by destroying the paying symbols with bombs and lasers.

The maximum win of 15,000 times your bet can be reached in any game mode.

FEATURES

BOMBS AWAY

There are 2 different types of Bombs and 2 different types of Lasers in the game. Bombs and Lasers act as the primary win mechanic for this game by hitting positions on the grid and removing symbols on those positions. Any paying symbols that are removed in this way award a payout according to the payable. All winnings are collected in the Total Win Bar above the grid, and paid out at the end of each spin. Removed symbols trigger a cascade causing existing symbols to drop down to fill in the gaps and new symbols drop in from the top to fill the grid. The below symbols are non-paying and do not give any award when destroyed:



Landed Bomb and Laser symbols are randomly activated bottom-to-top, right-to-left. Bombs and Lasers also activate if they are hit by the effect from another Bomb or Laser. When a Bomb or Laser symbol is activated, the grid always settles before another Bomb or Laser symbol activates.

Each type of Bomb and Laser remove symbols in a different pattern when activated.

Small Bomb symbols explode over a 3x3 area centered on the activated Small Bomb symbol.



Big Bomb symbols explode over a 5x5 area centered on the activated Big Bomb symbol.



X-Laser symbols shoot diagonal lines with a width of 1 symbol to the edges of the grid in each of the four diagonal directions centered on the activated X-Laser symbol.



Super Laser symbols shoot diagonal lines with a width of 3 symbols to the edges of the grid in each of the four diagonal directions centered on the activated Super Laser symbol. The Super Laser also instantly destroys all Shields hit by its effect!



Removed symbols trigger a cascade causing existing symbols to drop down to fill in the gaps and new symbols drop in from the top to fill the grid.

Additionally, once the current grid is settled and no more Bombs or Lasers will activate, there is a chance to trigger an Orbital Bombardment on 3 - 7 different positions on the grid. Each Orbital Bombardment strike affects a 2x2 area centered on an intersection between the affected symbols. More than one Orbital Bombardment can occur in each spin.

Orbital Bombardment strikes also activate any Bomb or Laser symbols struck by the effect.



DEPLOY SHIELDS

Certain symbols in the game have a Shield, and require multiple hits from Bombs, Lasers (except Super Laser) or Orbital Bombardment strikes to remove the Shield and activate the symbol. The Super Laser instantly destroys all Shields hit by its effect!

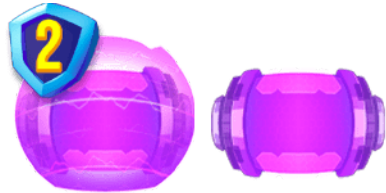
Shields are indicated with a blue Shield icon in the top-left corner of the symbol, and the number on the Shield icon indicates how many more hits are required before the Shield breaks.

Shields are found on Multiplier symbols and FS symbols.

Multipliers require either 2 or 3 hits to break their Shield, and have different values depending on how many hits they take.

2-Shield Multipliers can have the following multiplier values: 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x

3-Shield Multipliers can have the following multiplier values: 15x, 20x, 25x, 50x, 100x, 250x, 500x



All Multipliers are activated when their Shield breaks. Activated Multipliers are added to the Total Win Bar at the end of the spin and the total multiplier value then multiplies the collected winnings to determine the final win.

There are two types of FS symbols, and both require 3 hits to break their Shield and trigger a bonus game. Each bonus game is triggered by only 1 FS symbols of the corresponding type!

ALIEN ATTACK

Unlock this bonus game with 8 free spins by breaking the Shield on an Alien Mind FS symbol in the base game!



The bonus game retains all the mechanics from the base game.

In addition, all activated Multipliers are stored in a Progressive Multiplier.

The Progressive Multiplier is applied to the collected win in the Total Win Bar on any spin where at least one new Multiplier was added to the Progressive Multiplier.

Breaking the Shield on an Alien Mind FS symbol during the bonus awards 2 additional free spins!

EXTERMINATION

Unlock this bonus game with 12 free spins by breaking the Shield on a Power Core FS symbol in the base game!



The bonus game retains all the mechanics from the base game.

In addition, all activated Multipliers are stored in a Progressive Global Multiplier that is always active and applies to the collect win in the Total Win Bar at the end of every spin!

Breaking the Shield on a Power Core FS symbol during the bonus awards 2 additional free Spins!

SYMBOL PAYOUTS

 1 0.20	 1 0.20	 1 0.20
 1 0.60	 1 1.00	 1 2.00
	 1 10.00	

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.31%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

Only one FS symbol can land on the grid at a time.

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.

Winning combinations are formed when individual paying symbols are destroyed using Bomb symbols, Laser symbols, or the Orbital Bombardment feature. Each paying symbol that is destroyed awards a certain amount as shown in the paytable. All winning combinations are added together and awarded at the end of each spin.

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 96.27%. For full information about this feature, see the section above.

The RTP when buying BOOMING FEATURESPINS™ is 96.27%. For full information about this feature, see the section above.

The RTP when buying ALIEN ATTACK is 96.19%. For full information about this feature, see the section above.

The RTP when buying EXTERMINATION is 96.33%. 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 15,000 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.