

ABOUT THE GAME

Alchemist Wonders takes place deep within a hidden laboratory, where an eccentric alchemist is on the verge of a groundbreaking discovery. With sparks flying from his electrified hands, he carefully mixes glowing potions, hoping to unlock the secret of the ultimate energy source. With scatter wins across a 6-reel, 5-row grid, potions react in unpredictable ways, triggering explosive reactions, cascading symbols, and an array of up to four powerful multipliers that could supercharge your winnings. Thrilling bonus games and high-stakes magic await at every turn, and the alchemist's experiment could either change the world or unleash chaos beyond his control!

The max win in this game is 10 000x your bet amount and can be achieved in the Base Game & Bonus Game.

FEATURES

TOTAL WIN BAR

During each spin, all wins are accumulated in the Total Win Bar located outside the grid. Activated multipliers are collected separately in the Multiplier Meter. At the end of the spin, the total multiplier from the Multiplier Meter is applied to the total win in the Total Win Bar, determining the final payout.

The Multiplier Meter always starts at x1 and resets at the beginning of each spin.

MAGICAL MULTIPLIERS

All magical multipliers appear during the initial spin or cascades in both the Base Game and Bonus Game, except the Potion Pulse multiplier, which appears only during the Bonus Game. These multipliers remain on the reels until all cascades are complete and no further wins are possible. At the end of the spin, they are awarded based on their individual mechanics, as explained below.

Chemy Kindle (Additive)

Its value is added to the multiplier meter.



Possible Multiplier Values: 1x, 2x, 3x, 4x, 5x, 7x, 10x, 15x, 20x, 25x, 50x, 100x, 200x and 500x.

Landing multiple Chemy Kindle symbols in a spin increases the multiplier meter with each one.

Catalyst Current (Upgrading Additive)

Lands with a multiplier and upgrades with each cascade. The final value is added to the multiplier meter when the spin ends.



Possible Multiplier Values: 1x, 2x, 3x, 4x, 5x, 7x, 10x, 15x, 20x, 25x, 50x, 100x, 200x and 500x.

The upgrade follows the next multiplier in the sequence. For example, if a Catalyst Current symbol appears with 5x, the next upgrade will be 7x, followed by 10x, and so on.

If the multiplier reaches the highest available value in the sequence, it will increase by +250 per cascade until no further cascades occur. In other words, once it reaches 500x, the next upgrades would be 750x, then 1000x, 1250x, and so on.

Formula Flux (Multiplicative)

At the end of the spin, after both the additive multipliers (Chemy Kindle and Catalyst Current) have been collected into the multiplier meter, the value from the Formula Flux is multiplied with the total multiplier meter.



If multiple Formula Flux symbols appear in a spin, their values are applied to the multiplier meter one by one.

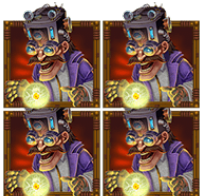
Possible Multiplier Values: x2, x3, x4, x5, x6, x7, x8, x9 and x10.

CASCADING SYMBOLS

Paying symbols are removed from the screen, and all remaining symbols cascade down. New symbols are then added to the screen to replace the removed symbols. The primary pay mechanics are cycled until no more wins are possible.

POTION BOOST BONUS

Land 4 or more BONUS Scatter symbols to trigger the Bonus Game!



When 4, 5 or 6 Scatters appear in a base round, they award 10, 15 or 20 free spins, respectively.

The Bonus Game can also be retriggered. Landing 3, 4, 5 or 6 Scatters during the Bonus Game will award 5, 10, 15 or 20 additional free spins.

All three magical multipliers from the Base Game (Chemy Kindle, Catalyst Current and Formula Flux) are present in the Bonus Game, functioning the same way as they do in the Base Game.

An additional multiplier, Potion Pulse, is introduced, detailed below:

Potion Pulse (Upgrading Multiplicative)

It appears with a multiplier and upgrades its value by +1 with each cascade until no further wins or cascades occur.



At the end of the spin, after all multipliers have been collected into the multiplier meter, the Potion Pulse value is then multiplied with the multiplier meter.

If multiple Potion Pulse symbols appear in a spin, their values are applied to the multiplier meter one by one.

Possible Multiplier Values: x2, x3, x4, x5, x6, x7, x8, x9 and x10.

The multiplier meter doesn't reset for the entire duration of the Bonus Game.

SPECIAL SYMBOLS

The BONUS Scatter symbol appears in both the Base Game and Bonus Game.



The Multiplier symbols can appear in both the Base Game and Bonus Game. The Potion Pulse multiplier only appears in Bonus Game.



SYMBOL PAYOUTS



19+	100.00	100.00	100.00	100.00	100.00
17-18	40.00	40.00	40.00	40.00	40.00
15-16	20.00	20.00	20.00	20.00	20.00
13-14	10.00	10.00	10.00	10.00	10.00
11-12	4.00	4.00	4.00	4.00	4.00
10	2.00	2.00	2.00	2.00	2.00
9	0.80	0.80	0.80	0.80	0.80
8	0.40	0.40	0.40	0.40	0.40



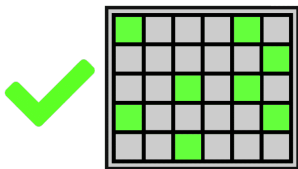
19+	400.00	400.00	600.00	600.00
17-18	120.00	120.00	180.00	180.00
15-16	40.00	40.00	60.00	60.00
13-14	20.00	20.00	30.00	30.00
11-12	8.00	8.00	12.00	12.00
10	4.00	4.00	6.00	6.00
9	3.00	3.00	4.60	4.60
8	2.00	2.00	3.00	3.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.19%. 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 8 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 96.32%. For full information about this feature, see the section above.

The RTP when buying POWER-UP FEATURESPINS™ is 96.39%. For full information about this feature, see the section above. FS symbols cannot land in this game mode.

The RTP when buying POTION BOOST BONUS 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 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 + 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.