

## **RGS EVALUATION TESTING REPORT**

### **Reference regulation:**

Republic of Estonia - Estonian Tax and custom board, Gambling Supervision

Gambling Act

Passed 15.10.2008 - RT I 2008, 47, 261

(with amendments adopted by Parliament up to 11.02.2015 RT I, 04.03.2015, 3)

**Game:** Birds on a wire, variant [RTP 96.00]

**Version:** 1.0, (HTML5 interface, desktop and mobile)

**07/12/2015**

## INTRODUCTION

The findings reported in this summary are the results of a broader set of documents and testing activities results archived in Quinel M's facilities. It is intended that the requester declares that:

- Any Hardware provided or described for analysis and testing is configured identically to hardware in commercial use
- Game software/ function provided for the testing and code review is declared by the customer to have the same behavior to the software/code in commercial use
- Functionality made by the software in automatic test mode has a realistic behavior

and that

- all the files and modules,
- the database schemas and all the specific programming resources,
- all the parameters contained into any databases and/or configuration file

that have been subject to the audit process guarantee the same behavior of what is going to be published/deployed according to this audit results.

The Recipient, by accepting and using this Report, declares to be aware and accept unconditionally all the terms and conditions set forth. If the Applicant and / or the Recipient does not agree on the terms and conditions set forth, Quinel M Ltd reserves the right to cancel the certification provided with this Report, it follows therefore that the Recipient must immediately return all copies to Quinel M Ltd of this Report and cannot use them nor refer to.

Any copy of this test reports and calibration certificates must also include the page number and total number of pages.

Copy of this test report must not be reproduced except in full, without written approval of the laboratory.

**A) Audit ID**

J15100049 – Estonia G006\_HTML5\_RGS rev. 1

**B) Scope / Document type**

GAME evaluation testing report

**C) Reference regulation**

Republic of Estonia – Estonian Tax and custom board, Gambling Supervision  
Gambling Act Passed 15.10.2008 - RT I 2008, 47, 261  
(with amendments adopted by Parliament up to 11.02.2015 RT I, 04.03.2015, 3)  
Technical and functional requirements for the game software and communication equipment for remote gambling:  
- “Organisation of Remote Gambling”, section 2 clause 8  
([http://www.emta.ee/public/ko/Organisation\\_of\\_Remote\\_Gambling2.pdf](http://www.emta.ee/public/ko/Organisation_of_Remote_Gambling2.pdf))

**D) Test methods**

Ref. to Operative Instruction IO 02-02 for definitions  
Randomness:  
QIRT000/1/2, ERT001/2, QIMT001  
Visual inspection  
QIVI001  
Software Source Inspection:  
QISI001  
Accounting And Financials:  
QIAF001

**E) Auditor / Test lab**

**Quinel M.ltd**  
  
Reference contact:  
Mr Isacco Ceci  
Email: [isacco.ceci@quinel.com.mt](mailto:isacco.ceci@quinel.com.mt)  
  
Legal Office:  
Level 5, Quantum House,75  
Abate Rigord Street, Ta’Xbiex, XBX 1120, MALTA

Email: [info@quinel.com.mt](mailto:info@quinel.com.mt)

**Operating Offices:**

1) Luxe Pavilion, Level 3,  
Portomaso Complex, St. Julians - Malta  
[info@quinel.com.mt](mailto:info@quinel.com.mt)

2) Via E. Prampolini, 28  
43044 Lemignano di Collecchio  
Italy

## F) Audit subject

**Description:** compliance of the following test items (games and RNG)

**Test Items**

Games (video slot games)

<i>Test Item</i>	<i>Game Name</i>	<i>Version</i>	<i>Interface</i>
G006	Birds on a wire	variant: [RTP 96.00], release: 1.0	HTML5 Desktop and mobile

**Receipt date:**

25/11/2015 – submission for testing against current regulation as per Section (B) of all items

**Inspection date:**

25/11/2015 – 07/12/2015 (against current regulation as per Section (B) ) for all items

## G) Requester

Thunderkick Malta LTD  
Level 5, The Mall Complex,  
Floriana, Malta

## H) Owner of the system/software

Tabrake AB  
EKBACKSVÄGEN 59 A  
184 32 Åkersberga  
Stockholms län - Sweden

**I) Companies and organizations involved in the process**

**Producer(s) / Integrator(s):** Ref. to Section H)

**Requester:** Ref. to Section G)

**Licensee/Operator:** N.A.

**J) Individuals involved in the process**

**On the Producer(s) / Integrator(s) side:** Mr. Sven Grip (CEO), Stéphane Redon (Software architect and developer), Johnny Aspelin (Software architect and developer), Daniel Gjørwell (Software architect and developer)

**On the Requester side:** same as for Producer

**On the Licensee/Operator side:** N.A.

**On Quinel M Ltd side:** Mauro Amigoni (COO), Gianmarco Dall’Asta (Engineer), Enrico Piccinini (Engineer), Matteo Ferrarini (Mathematician), Amit Har-Mor (Engineer)

**K) Processes, rules and parameters of the games (if applicable)**

Rules of the games/test are reported with details into Annex II.  
Here follows the theoretical payout of the test items:

Test Item	Test Item / Game name	Theor. RTP [%]
G006	Birds on a wire - variant: [RTP 96.00], release: 1.0	96,05

**L) Protocols and specifications of the gaming system (if applicable)**

Both games (server side logic) and platform are developed entirely with the Java Language.

Games were provided through the following URLs on a QA environment:

- <http://game.thunderkick.com:9090/static/games/index.html> (player’s interface)
- <https://qa-int-backoffice.thunderkick.com> (Back office / Admin interface)
- <http://ext-qa-gameservice.thunderkick.com> (Runtime game configuration)

The QA environment used for Level 2 testing relies on a Linux environment hosted by Amazon’s cloud services and runs on Oracle Java JDK 1.7.0\_09, Apache Tomcat application server 7.0.42

Live environment is reachable at the following IPs (primary site, secondary site omitted):  
Game traffic: 37.114.73.113

API:	37.114.73.114
Back office	37.114.73.115
Firewall	37.114.73.120

Live environment servers are running Linux “Ubuntu 12.04.5 LT; Precise Pangolin”, with Oracle Java JDK 1.7.0\_51, Apache Tomcat application server 7.0.50.

Simulation environment used a virtualized server with the same Linux distribution “Ubuntu 12.04.5 LT; Precise Pangolin” with Oracle Java JDK 1.7.0\_76 – no application server was required.

The difference between the Java JDK is negligible considered the change log and that the source code inspection couldn’t find any specific binding to those releases nor dependencies on system APIs. Same considerations apply with regards to differences between QA and Live environment

The simulation tool verified (class ‘*com.thunderkick.game.simulation.Boot*’, package ‘*thunderkick-game-simulation.jar*’) extracts the configurations for the games for a repository synchronized with the live production environment and uses the same Java archives subject to deployment.

It was verified that the environment used for testing and the live one were using the same Java classes to ensure the objectives of the testing strategy. Checksums can be verified here:

QA environment:

<http://ext-ga-gameservice.thunderkick.com/hash?output=plain&algorithm=SHA1&rng=true&jar=true&properties=true>

Live environment:

<http://37.114.73.113/hash?output=plain&algorithm=SHA1&rng=true&jar=true&properties=true>

## M) Security of the system

N.A.

## N) Evaluation performed

The test evaluation, required by the Requested, was completed against the following requirements:

- *Remote gambling and software technical standard*

*Refer to the Annex I report for a full detailed list of requirements tested.*

## O) Evaluation auxiliary informations

N.A.

**P) Testing activities applied and product / test items references**

Internal procedure followed:  
Rif. “IOP 02-02 TEST METHODS”

Tests were performed against the following files :

SHA1	Critical	Type (Game)	Test item	Filename
3b5cf821f2c9d9be80ffdc267d8618feb0c8a3045	Yes	Configuration	G006 - Birds on a wire	game.slot.vanilla.birds-a
44c52f6e6c64dc439f2b12923f679e0f12a80d9c	Yes	RNG	RNG	com\thunderkick\rng\mersennetwister\MersenneTwister32.java
69c5171ee4c1e2c3d79b5ef1cd75f7be97cd91a1	Yes	RNG	RNG	com\thunderkick\rng\RandomNumberGeneratorInterface.java
c869c433eb78763adf57e9e682dca0a96fcfad66	No	Simulator (**)	All	com\thunderkick\game\simulation\Boot.class
2f18aa7ad5d53df1fbc81acc5a865e5d73a8c8f4	No	Simulator (**)	All	com\thunderkick\game\simulation\ShutdownHook.class
78a6ba4da89a47a67e2543ec099454ab9504c9b9	No	Simulator (**)	All	com\thunderkick\game\simulation\SimulationService.class
8459e576bd975bb5b856abcf4a5be7e664615352	No	Simulator (**)	All	com\thunderkick\game\simulation\SimulationServiceConfiguration.class
7ca008d851f52fa88c08f5370f0a81dff179b0d	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\AbstractWorker.class
d2d9aea1507e7d0f777086c7459d2886b8597765	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\Worker.class
9e9326eb17de87ac2bc3780a6878f840bb185718	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\WorkerEvent.class
433fca336c00c6ad2b9222e6f2a10b077f47a070	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\WorkerWrapper.class
38723021d25c5bb5df134a6e3ab10bc75ca9e421	Yes	Game logic	All	thunderkick-game.jar
521c046d478012a559f560c5e04bf193f976ab6b	Yes	Game logic	All	thunderkick-game-vanilla.jar
6de30d3ed18c925dd243851e030c9fd061d1234e	Yes	Game logic	G006 - Birds on a wire	thunderkick-game-vanilla-birds.jar
70ce382579a322c4416a589def9903de5a54374f	Yes	RNG (*)	All	thunderkick-rng.jar

**Client – User Interface (release version 2.0.0)**

SHA1	Critical	Test item	Filename
843367cca9b18759262bfc909d8567ed0b1edefe	No	G006 - Birds on a wire	assets\config\defaultInitData.json
3159c4a0f2a2a7a9b7abb00c389e334361d565f9	No	G006 - Birds on a wire	assets\fonts\boku2-bold-webfont.woff
1c3ded79138db8a66411c407db43169e4dd2e8b7	No	G006 - Birds on a wire	assets\fonts\Boku2-Bold.otf
d03a347d4fd598d18e44e8a8162bf6fe5d634d86	No	G006 - Birds on a wire	assets\fonts\verlagcombined-webfont.svg
ccf1571c020489792d557bc3ffcd9aed422b42de	No	G006 - Birds on a wire	assets\fonts\verlagcombined-webfont.woff
6f452f111ca39f933fc04617476a51f12b2e1895	No	G006 - Birds on a wire	assets\gui.css
8a06eb23547a8d5f753ce40c05b5389ca9666a5a	No	G006 - Birds on a wire	assets\gui\jpn.css
03642e8a24f16635ab32936760a9f0fc59de21c6	No	G006 - Birds on a wire	libs\brim\brim.js
ee649b06cbf941f584df8edfce617e112a029942	No	G006 - Birds on a wire	libs\greensock\easing\EasePack.min.js
f3d982137217243ba17a87cb3674b81f4c1973e3	No	G006 - Birds on a wire	libs\greensock\greensock.d.ts
ff176a16eeb7c0b404ef314f358165af61b36cea	No	G006 - Birds on a wire	libs\greensock\plugins\DS_Store
e814850da10092559d4e4f93f9ac41961faf86e6	No	G006 - Birds on a wire	libs\greensock\plugins\AttrPlugin.min.js
49a1a2474e3a9cc30eb69ce8d13c60ee5f1a7ca0	No	G006 - Birds on a wire	libs\greensock\plugins\BezierPlugin.min.js

SHA1	Critical	Test item	Filename
6c8cec959c27eaa0a92e7e461a57ad452725b0d4	No	G006 - Birds on a wire	libs\greensock\plugins\ColorPropsPlugin.min.js
c9ed6c9e59cea9da1d39752881fc75e63a1b17ad	No	G006 - Birds on a wire	libs\greensock\plugins\CSSPlugin.min.js
7a7c21e1411470f9cc9d59a332c51908def51bfd	No	G006 - Birds on a wire	libs\greensock\plugins\CSSRulePlugin.min.js
fc4a89e98caf49f58527a4db5145156b1c5aaeb5	No	G006 - Birds on a wire	libs\greensock\plugins\DirectionalRotationPlugin.min.js
99218037264ab7cb52ad4b0ede1554388ce02119	No	G006 - Birds on a wire	libs\greensock\plugins\DrawSVGPlugin.min.js
4d61dc4dcfb358ef798b844519f82f858cb7fa80	No	G006 - Birds on a wire	libs\greensock\plugins\EaselPlugin.min.js
a82706af4a01ac1045e6f0c03f3e3c4c3dc2e43	No	G006 - Birds on a wire	libs\greensock\plugins\EndArrayPlugin.min.js
e21e1e30d29d3ac53fe9ad1dba438648fc7a650	No	G006 - Birds on a wire	libs\greensock\plugins\KineticPlugin.min.js
f2ab0463e49135e5dbb9a6c991485e71832bc123	No	G006 - Birds on a wire	libs\greensock\plugins\Physics2DPlugin.min.js
d58cc0d395ef6809584d6b13ce30fcb2b8694083	No	G006 - Birds on a wire	libs\greensock\plugins\PhysicsPropsPlugin.min.js
c7b491ca23fa151eae28476f58d4f18321dfeebe	No	G006 - Birds on a wire	libs\greensock\plugins\RaphaelPlugin.min.js
13548eda51ca209e05107268b4bfcc6b670bcd1	No	G006 - Birds on a wire	libs\greensock\plugins\RoundPropsPlugin.min.js
f1dc80e8e866e4423dbef79e986b125f7ae6fc4d	No	G006 - Birds on a wire	libs\greensock\plugins\ScrambleTextPlugin.min.js
46162989c55fc52796b1610385b950fc4184606e	No	G006 - Birds on a wire	libs\greensock\plugins\ScrollToPlugin.min.js
1381c63a6357d9374dcb1a5e8ad95a849cc44a3f	No	G006 - Birds on a wire	libs\greensock\plugins\TextPlugin.min.js
b13ee5bdea12b188ea046dc0d25e49eae9aa60b	No	G006 - Birds on a wire	libs\greensock\plugins\ThrowPropsPlugin.min.js
43576ccb5142cf43816000eab534eb72ec7aec2	No	G006 - Birds on a wire	libs\greensock\TimelineLite.min.js
c242b9bcadf6c997975e0b00e091df810ca903f	No	G006 - Birds on a wire	libs\greensock\TimelineMax.min.js
df2fefe7d67bb47e4a11b5053ef72b66f3686b2c	No	G006 - Birds on a wire	libs\greensock\TweenLite.min.js
3379370d7530da46239966532fa8e1544afc51ec	No	G006 - Birds on a wire	libs\greensock\TweenMax.min.js
df2fbeb1400acda0909a32c1cf6bf492f1121e07	No	G006 - Birds on a wire	libs\greensock\utils\DS_Store
7beacecad8e2b099ad0da31a1a0e6747100994ea	No	G006 - Birds on a wire	libs\greensock\utils\CSSTransform.min.js
dae157f2c2b9be9520908994390d9c842a5a634f	No	G006 - Birds on a wire	libs\greensock\utils\Draggable.min.js
3c52f800be7496552a7bbc683d09c3e499b53898	No	G006 - Birds on a wire	libs\greensock\utils\SplitText.min.js
d6c1f41972de07b09bfa63d2e50f9ab41ec372bd	No	G006 - Birds on a wire	libs\jquery\jquery-1.11.1.min.js
6d662362ad71543568cc9149479a2e763e2f02f6	No	G006 - Birds on a wire	libs\jquery\jquery.d.ts
c85d2013dedf0faeffe472053ef90934a81da837	No	G006 - Birds on a wire	libs\jquery\jquery.kinetic.js
ddd83e99ada5be02ed3d5a2919aa39e09baa5bc5	No	G006 - Birds on a wire	libs\jquery\jquery.textfill.js
2631b8b9b00991a3ad80d0e6bfc781ff14f554bd	No	G006 - Birds on a wire	libs\jquery\jquery.textfill.min.js
a842a9c081d798ad5fe3f63d225c317a52c3887b	No	G006 - Birds on a wire	libs\jquery\perfect-scrollbar.jquery.js
1c71be1d6ec3d05980c330caa22faebf442f4b0d	No	G006 - Birds on a wire	libs\jquery\perfect-scrollbar.js
41a0b39c1eb256dff28c03e27770c470d8b00c82	No	G006 - Birds on a wire	libs\jquery\tappy.js
f3e28ca572dca3fd02d7488bcf1e107b66ff49fc	No	G006 - Birds on a wire	libs\phaser\p2.d.ts
926d8aba42cea8f9712539514acd76862d668e2b	No	G006 - Birds on a wire	libs\phaser\phaser.d.ts
10483f52613061434a1907990ed5e0023c5cd70a	No	G006 - Birds on a wire	libs\phaser\phaser.js
70435943d8a1328685b44ff0109978c4576adf39	No	G006 - Birds on a wire	libs\phaser\phaser.min.js
c309c5b095579c2ac96193414dcc3ff134502152	No	G006 - Birds on a wire	libs\phaser\pixi.d.ts
4ffbe5c3350ca50cfe544572d9e1f138e2fe19b5	No	G006 - Birds on a wire	libs\requirejs\require.d.ts
a6447086a33ec38f8f32624987e68de215cb660d	No	G006 - Birds on a wire	libs\requirejs\require.js
cac78e8dbc1cbbcc551ac56ec04d2c65381fd955	No	G006 - Birds on a wire	libs\scream\scream.js



SHA1	Critical	Test item	Filename
e9838f89a9174852220a1ac68dd938d31f12b1f5	No	G006 - Birds on a wire	app.css
5db70654d8e1905a12d91e23a024a2c17d688a2f	No	G006 - Birds on a wire	common_code.js
f94bb7c65fe404d22bae7fe466fe22933d15421a	No	G006 - Birds on a wire	common_code_phaser.js
ceee20fd5624e643f4af4e8eb0ac33166e414d0	No	G006 - Birds on a wire	commons.js
80eadd6cac8bc7bfc53cd620e59959cb450d62e9	No	G006 - Birds on a wire	Game.js
3663600515c2edc21d6e98e16d0453ac8ef2079b	No	G006 - Birds on a wire	game_gui_html.js
9d663c4442cb84b131ae71f4333be39b0f2d2721	No	G006 - Birds on a wire	require_config.js
39b0a6d992c7d1ff979578a2b9b204e98f1b04a7	No	G006 - Birds on a wire	slots_vanilla_phaser.js
e6324978673b2b8515426908678c57d7d96ce5c4	No	G006 - Birds on a wire	buildInformation.json
e26be894c9295685ba6e1d2045c8ff5376d9ec82	No	G006 - Birds on a wire	Game.js.map
df49733cd599ea199a100075dc1fc2b5da8a9cf4	No	G006 - Birds on a wire	app.ts
5b6b5e9796a0ab4405fda78c46efb801aaa7d875	No	G006 - Birds on a wire	common_code.d.ts
cdc75eb54ecb14cfb38588fc7cf6e81a1bb8eb7d	No	G006 - Birds on a wire	common_code_phaser.d.ts
1c5073562b4b9210e3f0efaf54f29f8d3203b1da	No	G006 - Birds on a wire	common_slots.d.ts
07e306fc5acb48f26bd5b6b59f64b2c5452ddf61	No	G006 - Birds on a wire	DeviceControlledSettings.ts
7bccf3bd17dcccceb5949c50d5dde1acdcc12a75	No	G006 - Birds on a wire	Game.ts
32514abeebfda4b16297069ff88811affb287fb	No	G006 - Birds on a wire	game_gui_html.d.ts
926d8aba42cea8f9712539514acd76862d668e2b	No	G006 - Birds on a wire	phaser.d.ts
afbc229984eb1399d85a6d778822447d698f06b9	No	G006 - Birds on a wire	slots_vanilla_phaser.d.ts

## Notes:

(\*\*) – Files are included into ‘thunderkick-game-simulation.zip.jar’ archive, which may be subject to different sha1 at each deploy because of different auxiliary files even though the source codes are left untouched (i.e. manifests)

### Q) Critical modules affecting the behavior of the test items

Refer to Section P, column “Critical”

### R) Additional information

N.A.

### S) Setup and application/system architecture tested

Refer to section L.

### T) Payout (if applicable)

Refer to section L.

No specific conditions / strategy to obtain the declared payout are to be considered.

## U) CERTIFICATION

Date:	07/12/2015	Total Number of Pages: <b>17</b>
Requester:	Thunderkick Malta LTD - Level 5, The Mall Complex - Floriana, Malta	
Licensee:	N.A.	

QUINEL M LTD certifies that the games

**G006: "Birds on a wire"**  
**Variant:** [RTP 96.00] **Revision:** 1.0, (HTML5 interface, Desktop and Mobile)

examined and identified at Section F) comply with the Gambling Act - Republic of Estonia Passed 15.10.2008 - RT I 2008, 47, 261 with amendments adopted by Parliament up to 11.02.2015 RT I, 04.03.2015, 3. Ref. to Section C for full regulatory scope).

Refer to Annex I for the full list of requirement satisfied.

## V) CONDITIONS AND VALIDITY

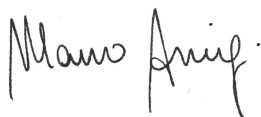
<u>Conditions:</u> none
<u>Extents set by the State Gambling Commission:</u> none
<u>Validity period:</u> upon next changes to critical files listed in section P)

## W) CONCLUSIONS

QUINEL M LTD certifies that the games tested complies with the Technical Standards requested and recommends for approval.
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Date: 11/12/2015

**Signed:**



Mauro Amigoni – COO (QUINEL M LTD)

**ANNEX REPORT - I**

Requirements		Notes	Result (PASS / FAIL / N.A.)
Code	Req.		
<b>Section 2</b>	<b>Organisation of Remote Gambling Requirements</b>		
<b>Clause 2</b>	The software and hardware to be used for organising remote gambling must ensure that an average sum of prizes made for gamblers as a result of gambling is exceeding 80 per cent of all credits.	The theoretical RTP of the game is 96.05%.	<u>PASS</u>
<b>Clause 8. (1)</b>	Randomness of determining the outcome of a game cannot be influenced	-	<u>PASS</u>
<b>Clause 8. (2)</b>	Data of significant importance shall be stored if the game is interrupted	-	<u>PASS</u>
<b>Clause 8. (3)</b>	Interruptions of a game, results and any alterations in the gaming system shall be recorded	-	<u>PASS</u>
<b>Clause 8.1</b>	Record in a log file the entry into the system and exit from the system and the time of making of alterations and the maker of alteration to the system	-	<u>PASS</u>
<b>Clause 8.2</b>	The data specified in sub clauses 2 and 3 of clause 8 shall be stored at least five years	-	<u>PASS</u>

**ANNEX REPORT - II**

**Simulation Analysis**

**A) Environment used / Setup information**

Simulation and verification of the correspondence of the files certified vs file deployed was completed following the information at Sections K) and L) of the compliance report.

Test and Live environment are equivalent and it was verified that the relevant deployed files on both setups are the same.

**B) Simulation outcomes**

<i>Test Item</i>	<i>Test Item / Game name</i>	<i>Theor. RTP [%]</i>	<i>Real RTP [%]</i>	<i>No. spins</i>	<i>95% Confidence level</i>	<i>99% Confidence level</i>	<i>Result</i>
G006	Birds on a wire Variant: [RTP 96.00] Release: 1.0	96.05	96.05671	19.1B	+/-0,01181	+/-0,01552	PASS

<i>Test Item</i>	<i>Test Item / Game name</i>	<i>Sha1of simulation results log file</i>
G006	Birds on a wire Variant: [RTP 96.00] Release: 1.0	94cc35a7fc07f800258c9b11f7c90fe3366cdf41

**Notes:** by considering that the reels currently configured for all the games have an high number of symbols, simulations had required a relatively high number of games to gain meaningful and fair statistical results.

**ANNEX – IV****Game Rules / Pay Table**

**GAME:** Birds On A Wire

Mängureeglid

Märkus. Videomänguautomaati The Birds On A Wire® nimetatakse edaspidi Birds On A Wire® või mäng.

1. Birds On A Wire® on 15 rulliku ja 17 fikseeritud mängureaga videomänguautomaat. Mängu iseloomustavad kukuvad sümbolid, asendussümbolid, kordistajad ja boonusmäng. Mängija teoreetiline tasuvus on 96,0%.
2. Mäng pakub valitud valutaas kuni 15 panusetaset.
3. Mänguvoor alustatakse tegevusenupuga, misjärel mängitakse mäng valitud panusetasemega.
4. Automaatmängu puhul mängitakse automaatmängu lehel valitud arv mänguvoore automaatselt.
5. Kõik mängu väljamaksed ja võidukombinatsioonid makstakse välja vastavalt võidutabelile.
6. Kõik võidud kuvatakse ja makstakse välja valitud valuutas.
7. Mängurea kohta makstakse välja (vastavalt võidutabelile) ainult suurim võidukombinatsioon, kui selle sümbolid on järjest vasakpoolseimast rullikust paremale.
8. Võitvatel mänguridadel olevad sümbolid asendatakse kukuvate sümbolitega ja/või olemasolevate sümbolitega. See jätkub, kuni moodustuvad uued võidukombinatsioonid.
9. Iga sümboli kukkumise võidu järel suureneb kordistaja ühe taseme võrra (kuni max kordistaja tasemeni).
10. Asendussümbol asendab kõiki sümboleid peale boonussümboli.
11. Boonussümbol on hajussümbol, mis käivitab boonusmängu, kui võidetakse 3 või enam boonussümbolit. Võidetud boonussümbolite arv määrab boonusmängus antavate tasuta keerutuste arvu (võidutabeli alusel).
12. Inwinity Spin® on funktsioon, mis annab mängijale piiramatut arvu tasuta keerutusi, kuni mängureale moodustub võidukombinatsioon.
13. Boonusmängu mängitakse sama panusega kui keerutust, mis boonusmängu aktiveeris.

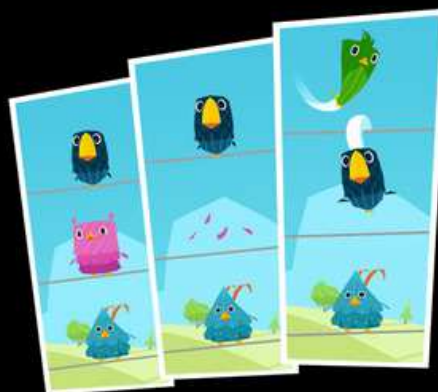
14. Mänguvooru ajal panuseid muuta ei saa.

15. Mängu rikke korral tühistatakse kõik sellega seotud panused ja võidud.

 **VÕIDUTABEL**

**Kukkuvad sümbolid**

Võidukombinatsiooni sümbolid asendatakse uute ja/või olemasolevate sümbolitega. See jätkub, kuni moodustub uus võidukombinatsioon.



 **VÕIDUTABEL**

**Kõrgepinge kordistajad**

Iga kukkumisvõidu järel suureneb kordistaja ühe taseme võrra.

Kordistaja tasemed: x 1, x 2, x 3, x 5  
Kordistaja tasemed boonusmängus: x 4, x 8, x 12, x 20



 VÕIDUTABEL

**Inwinity Spin®**

Inwinity Spin® aktiveeritakse, kui on mängitud kõik boonusmängu tasuta keerutused. Kui Inwinity Spin® on aktiivne, jätkab mäng keerutamist kuni võiduni.



 VÕIDUTABEL

**Boonussümbol**



3 = 10 tasuta keerutust

10 tasuta keerutusega algava boonusmängu võitmiseks vajate 3 (või enam) boonussümbolit. Iga täiendav boonussümbol annab 2 täiendavat tasuta keerutust (kokku kuni 34).

 VÕIDUTABEL

**Asendussümbol**



5 = 200.00



Asendussümbol asendab kõiki sümboleid peale boonussümboli.

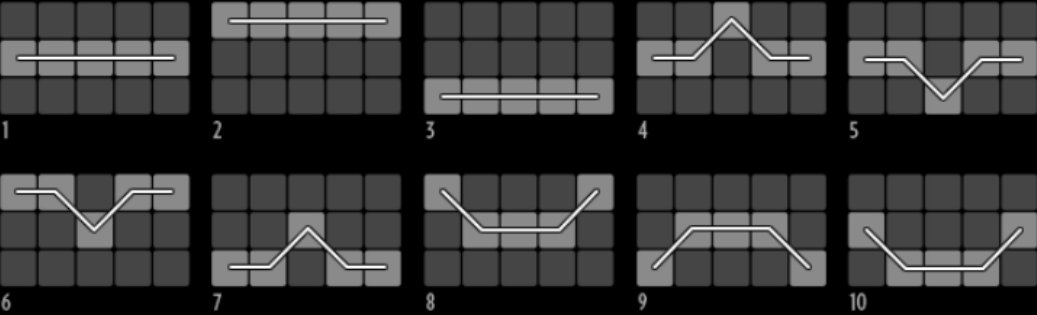
## 🏆 VÕIDUTABEL

### Sümbolid

	5=12.00 4=3.00 3=1.00		5=8.00 4=1.50 3=0.70		5=6.00 4=1.00 3=0.50		5=4.00 4=0.80 3=0.40
	5=3.00 4=0.40 3=0.20		5=2.00 4=0.30 3=0.10		5=1.00 4=0.20 3=0.10		

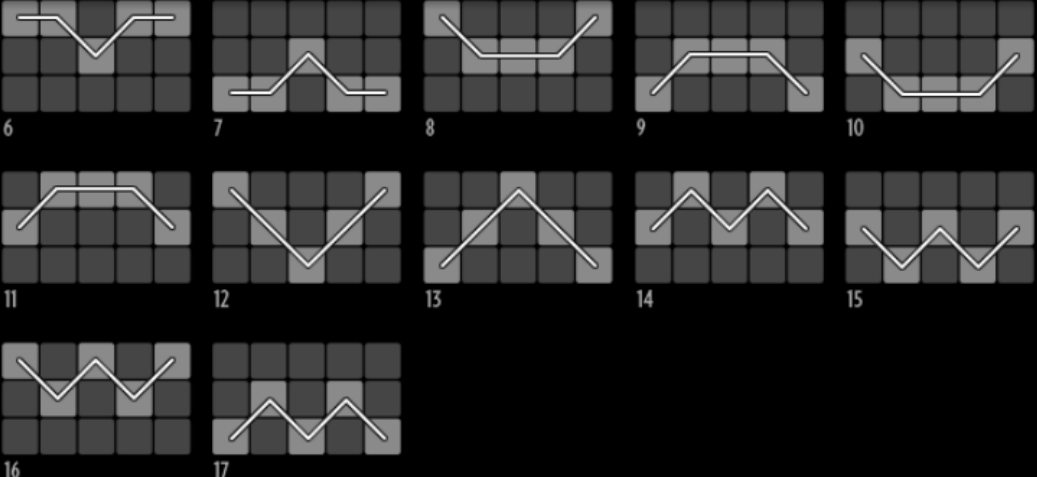
## 🏆 VÕIDUTABEL

### Mänguread



10 numbered grid patterns showing various line configurations on a 5x5 grid.

## 🏆 VÕIDUTABEL



7 numbered grid patterns showing various line configurations on a 5x5 grid.



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OF  
DOCUMENT