### **About the Game**

It is a slot with cluster mechanics and symbols in the form of magic precious stones, which join together and form new stones, even more precious. The game has 9 levels of the symbols as well as bonus features traditional for slots, like Scatter symbols and Free Spins. In the Free Spins the cells that participate in more than one winning cluster obtain a multiplier that increases with every new win and can achieve x128.

## How to play

Choose the bet size using the buttons in the **Total bet** field. Higher bets will increase a total win. The bet value chosen is displayed in the corresponding field. To start the reels spinning, click the **Spin** button.

# **Auto play**

Click the **Auto spins settings (A)** button to choose the number of rounds to auto play. Autoplay starts when you click the number of rounds and Autoplay button shows the amount of remaining spins.

You can choose additional settings for the **Stop of auto spins**:

- on any win autospin will stop after you win
- if bonus game is won autospin will stop when the bonus game is won (applies to Free Spins only)
- if single win exceeds autospin will stop when a single win is above the written sum in the field
- if cash balance increases by autospin will stop when the current balance is above the sum written in this field
- if cash balance decreases by autospin will stop when the current balance is below the sum written in this field

To stop the spins click **Stop Autospins button** 

#### **Features**

**Merge up**. This is a feature, where 4 or more same symbols dropping adjacent vertically or horizontally form a cluster. Such a cluster is a winning combination. After it is paid some of the symbols of the cluster disappear, and the others become the symbols of the next level. There are 9 levels of the symbols in the game. The win amount depends on the level of merging symbols and their number.

**Scatter symbol**. Scatter is a symbol of the 9th level. It can appear on any position during the game. 4 or more Scatter symbols trigger the round of Free Spins. Scatter symbol can also appear on the reels when a cluster is formed of the symbols of the highest 8th level. In this case the winning is paid, and the cluster forms 1 Scatter symbol.

Free Spins. The round of Free Spins is triggered by 4 or more Scatter symbols. 4 Scatters give 15 free spins, 5 Scatters – 18 free spins, and 6 or more Scatters – 20 free spins. In Free Spins the cells where a winning cluster was formed are marked. If a marked cell participates in a winning cluster once again, it obtains an x2 multiplier. Such a way, the multiplier of a marked cell increases by x2 with every new win. A multiplier is applied to a winning combination it participates in, but the newly obtained multiplier will apply only to the next winning combination it will participate in. Several multipliers in one cluster are added. The maximum multiplier in one cell is x128. The cells remain marked till the end of the round. If during the round 4 or more Scatters appear on the reels in one spin, the feature is retriggered. In this case 4 Scatters give 5 free spins, 5 Scatters - 8 free spins, and 6 or more Scatters - 10 free spins.

**Buy Bonus**. A player can buy a round of Free Spins in the game. If a player changes the bet, the buy bonus price is changed automatically. If a player changes the bet in the pop-up of the Buy Bonus feature, the bet in the main game is also changed automatically. The next spin after the purchase triggers the bonus game. The feature is disabled if the Chance x2 feature is active.

**Chance x2**. There is a possibility to buy the Chance x2 feature in the game. It slightly increases the bet and gives the player more chances to hit Free Spins. The feature is disabled if the Buy Bonus feature is active.

## **Spin Results**

4 or more same symbols dropping adjacent vertically or horizontally form a cluster. Such a cluster is a winning combination. It is paid and then some of the symbols disappear, and the others form the symbols of the next level. The empty spaces are filled with the symbols coming from above.

If a winning combination is formed, it will become animated and the win amount is displayed in the **Total Win** field.

To learn the game payouts, click the **Information (I)** button and choose the Payments button.

The maximum winning amount is 5000x of the bet.

## **Settings**

The setting button opens a panel with game speed and volume settings.

- Quick spin the speed of spinning reels increases. Depending on license requirements, this feature may not be available.
- Spacebar to spin (can be used instead of clicking the Spin button)

Here also are sound effects and background music settings:

- Volume adjustment, including its complete turn off
- Turning the music (using checkmark)
- Turning the sound effects (using checkmark)
- To play in the left hand mode on mobile devices, put the corresponding checkmark in the settings.

## License requirements

The purchase features can be unavailable in the game because of the requirements of the license that regulates the operator's work.

# Return to Player

The overall theoretical Return to Player (RTP) is {RTP.main}%. RTP in the Buy Bonus feature is {RTP.freespin\_buy}%. RTP in the Chance x2 feature is {RTP.freespin\_chance}%.

### **RNG**

The game is based on a certified random number generator. For more information, visit our BGaming site.

### **Additional information**

Malfunction voids all plays and pays! All unfinished rounds will be terminated every six hours. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to

the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet. This is the game rule version 1.0 dated September, 2023.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.