### About the game

As you have already understood from the title, it will be very hot here. The bonus game is a real fire - surprising, thrilling and captivating. And different every time - can have a different number of reels, spins and a multiplier. The only thing that will remain unchanged in this slot is your great winnings. Besides, the slot has an expanded buying feature, and on the whole it is a marvelous combination of timeless classic and innovative extravaganza.

## How to play

The game features win lines. 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**

**Bonus game**. 3 Scatter symbols on reels 1-3-5 trigger the Bonus game. At first you will see an intermediate screen with 3 cells: **Spins, Multiplier and Screen**. The cells are rotated one after another from left to right and then reveal their values for each cell. "Spins" value means the number of spins you will get in the bonus game. "Multiplier" value means a multiplier that will be applied to your win amount for each spin in the bonus game. "Screen" value means the number of reels in the bonus game. After all these values are revealed you can buy the possibility to change them (see **Buy Extra**). If you don't want to change anything, press "**Click to continue**".

**Buy Extra**. After all the values on the intermediate screen are revealed you can buy the possibility to regenerate these values. After you press the "buy" button and confirm the purchase all the cells spin and reveal the values anew. If the sum of the initial values exceeds the available limit the feature is disabled.

You can also additionally buy +1 spin, +1 multiplier and +1 screen (separately). The maximum possible value of spins, multiplier and screen is 6. When the sum of initial values exceeds the established limit the feature becomes disabled.

**Bonus round**. During the Bonus round the numbers of spins, multipliers and screens that were determined on the intermediate screen are available. The disabled reels are crossed, and only active reels participate. Winning combinations on the disabled reels are not calculated. After every spin the winnings for all the active reels are summarized, and the multiplier is applied to the sum. The Bonus game cannot be retriggered.

**Wild Rain feature**. During the Bonus game a player can hit a Wild Rain feature. When the reels stop after a spin a random number of Wild symbols appear on the reels. A Wild symbol substitutes any symbol completing a winning combination. When the next spin starts all the Wild disappear.

**Buy Bonus**. There is a possibility to buy a Bonus game. The next spin after the purchase brings 3 Scatters to the reels and further the bonus game proceeds as in the main game.

# Spin Results

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

- All symbols pay left to right on consecutive reels of an active payline.
- Coinciding wins on several active paylines are added.
- Payouts are made according to the paytable.
- Payline wins are multiplied by the bet per line value, except for Bonus symbols.
- Note that only the highest win is paid on each of the active paylines.

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

## **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. For the Greek license, the maximum allowable bet in the game is **14 EUR**.

The maximum possible win in the game is **140.000 EUR**.

## **Return to Player**

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

#### **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 29 November, 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.