

## About the game

Are you inspired by the Asian style? We are! BGaming invites players to a mysterious journey to the East in its new slot Dragon's Gold 100! You will find famous red dragons, Chinese lanterns, and golden coins which bring you magic moments full of luck. Along with pleasant features and 100 paylines, they will enhance your winnings and give you a happy mood and a lot of joy!

## How to play

The game features win lines. Choose the bet size using the buttons in **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.

## Autoplay

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

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

- on any win - autospin will stop after you win
- 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 the **Stop Autospins** button.

## Features

**Scatter.** There are two Scatters in the game. The Scatter 1 pays regardless of the line and pays for the number of symbols from 3 to 5 on any reels. The Scatter 2 can appear only on reels 1, 3, and 5. A win will occur when three symbols appear during one spin.

**Wild.** Wild symbols substitute for all symbols except for Scatters. Appears only on the reels - 2, 3 and 4.

**Expanded Wild.** The appeared Wild can expand on the whole reel, occupying the upper and lower cells. The player wins if after the expanding process the winning combination with these Wilds is formed.

**Stacked Symbols** can cover a part of the reel or an entire reel when these symbols drop. Reels contain from 2 to 8 Stacked symbols.

## Gamble round

If you win in the main game, the gambling option becomes available to you. To enter the gambling room, click the **Gamble** button that appears next to the Spin button.

The aim of the gambling round is to guess the color or the suit of the face-down card.

Your current win becomes the stake for the gambling round.

- You need to choose **Red, Black** in the center of the cat paw or **Clubs, Spades, Hearts** or **Diamonds** on its fingers.
- If you guess the color, your stake is doubled. If you guess the suit, your stake increases 4 times.

- If you win, you can collect your winning amount or risk to increase it again. To collect your win and return to the main game, click **on the cash-bag**.
- If you lose, the gambling round will stop automatically and you will return to the main game.

To play **Gamble** in Auto play mode, please tick the checkbox **On any win** in Auto spin setting menu.

## 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.
- \* Payouts are made according to the paytable.
- \* Note that only the highest win is paid on each of the active paylines.

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

## Settings

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

- Quick spin - the speed of spinning reels increases
- 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)

## **Return to Player**

The overall theoretical Return to Player (RTP) is 96.9%.

## **RNG**

The game is based on a certified random number generator. For more information, visit <https://www.bgaming.com/>.

## **Additional information**

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. 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 August 25, 2021.