









Game Rules (05/09/2024)

Note: Grand Melee game is referred to as Grand Melee, The Game or Game.

- Grand Melee is a game with 6 reels and up to 1193 connecting ways. The game features Sticky Respins, Symbol Upgrade, Symbol Expansion, Game Area Expansion and a Bonus Game with Free Spins and Retriggers. The theoretical return to player is 96.17%.
- A game round is started with the action button and plays the game with the selected play level.
- Auto play plays the game automatically for the number of game rounds selected in the auto play page. This feature may not be available.
- Only the highest win per connecting way is awarded, if in sequence from leftmost to right and in combinations according to the win table. All unique combinations award.
- All game win amounts and win combinations are awarded according to the win table.
- The Sticky Respin feature may trigger and select a random symbol (except Symbol Upgrade, Symbol Expansion and Game Area Expansion symbols) in the area above the reels. If 5 or more symbols appears in the game area that match the selected symbol, those symbols will become sticky and lock into place. During the respin feature, any identical symbols that match the sticky symbol will also lock into place and the rest of the symbols will respin until no new instances of the sticky symbol appear. The Sticky Respin feature allows users to win on ways that consist of sticky symbols. The calculated total win will be awarded when the feature ends. Any activated features will reset when Sticky Respin ends.
- The Symbol Upgrade symbol may appear and transform all instances of the current sticky symbols into more valuable sticky symbols.
- The Symbol Expansion symbol may appear and transform into the current sticky symbol and also expand vertically to cover the entire reel with sticky symbols.
- The Game Area Expansion symbol may appear and transform into the current sticky symbol and also add a new row at the bottom of the game area that will contain a random set of symbols (can include feature and Bonus symbols). The game area can expand to max. 7 rows.
- The Bonus Game is triggered if 5 or more bonus symbols appears in the game area. It can also be triggered during the Sticky Respin feature, if the Bonus symbol is shown in the area above the reels then the Bonus symbol will become sticky and any Bonus symbols that appear in the game area will be locked in their position and also highlighted in the bonus meter below the reels. Respins will continue until no more Bonus symbols appear. The Bonus Game will trigger or retrigger whenever the bonus meter below the reels is full and the Sticky Respin feature has ended. The Bonus meter is reset between each spin and each Free Spin.
- The Bonus Game consists of Free Spins that are equal to the number of Bonus symbols shown in the game area at the end of the game round. Any activated features will reset when the Bonus Game starts.
- The Bonus Game is played with the same play level as the spin that triggered the Bonus Game.
- No play levels can be altered during a game round.
- In the event of game malfunction all affected play amounts and wins are rendered void.
- All wins during a game round are added and presented at the end of the game round.
- The maximum total play multiplier for one game round is 5000. If this limit is reached the game round will be terminated

and no additional wins will be awarded.

Button	Function
	Click to start a game round. On desktop you may also press the space bar on your keyboard. This is the action button.
	Skip presentation.
	Quick stops the symbol area.
	Toggles the display of the side menu.
	Display game rules.
	Toggles the sound on and off.
	Display play level settings. Coin type and play level displayed may vary.
	Display autoplay settings.

Certain features may not be available on your device.

Dictionary

