










Game Rules (05/09/2024)

Note: 'Zap Attack!' game is referred to as 'Zap Attack!', The Game or Game.

- 'Zap Attack!' is a 5x5 game with 25 fixed lines. The game features Wilds, Expanding Multiplier Wilds, Bonus Game with Free Spins, Retriggers and Symbol Upgrade. The theoretical return to player is 87.17%.
- 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.
- All game win amounts and win combinations are awarded according to the win table.
- Only the longest win per line is awarded, if in sequence from leftmost to right with no gaps and in combinations according to the win table.
- The Wild symbols substitute for all other symbols except the Scatter symbol.
- Expanding Multiplier Wild symbols will expand to cover the entire reel with a random multiplier of x2, x3, x4, or x5, if the symbol is part of one or more winning combinations once expanded. The line win is multiplied by their multipliers. For example an Expanding Multiplier Wild symbol with a multiplier of x2 and one with a multiplier of x3 will give a total multiplier of x6 for that line win. The maximum total multiplier from Expanding Multiplier Wild symbols forming part of a single line is x125 (5x5x5).
- All possible multiplier combinations: 2, 3, 4, 5, 6, 8, 9, 10, 12, 15, 16, 18, 20, 24, 25, 27, 30, 32, 36, 40, 45, 48, 50, 60, 64, 75, 80, 100,.
- In the Base Game, three or more Scatter symbols trigger the Bonus Game consisting of Free Spins. In the Bonus Game, two or more Scatter symbols award an extra amount of Free Spins. The amount of awarded Free Spins depends on the number of scatters, according to the win table. In the Bonus Game, the high-win alien symbol may randomly use its ray gun to shoot one of the mid-win symbols to the right of the game area. Each hit on a mid-win symbol is highlighted and collected in the meter to the right of the symbol. The high-win alien symbol will shoot on the mid-win symbols in the following order, yellow sheriff, pink waitress, purple grandma, and blue farmer. Each time a meter is filled (10 hits), the corresponding mid-win symbol will turn into the high win alien symbol for the remainder of the Bonus Game according to the win table. The player is also awarded one extra Free Spin.
- 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.
- Maximum win
 - The maximum win of the game is 5000 times total play level.
 - The maximum win of the game is achieved by accumulating wins in a single game round until the total win amount reaches 5000 times the total play level. No higher wins are possible.

- The probability of hitting the maximum win is 1:1451748879.
 - No choices will affect the probability to get the maximum win.
 - The maximum win is the highest win observed in 323740000000 simulations of the game.
- A feature play option may be acquired at a value that is a multiple of the current play amount. 3+ Scatters starts a spin with an outcome containing at least 3 Scatter symbols, theoretical RTP is 87.50%. 4+ Scatters starts a spin with an outcome containing at least 4 Scatter symbols, theoretical RTP is 87.49%. 5 Scatters starts a spin with an outcome containing 5 Scatter symbols, theoretical RTP is 87.40%. All outcomes from a feature play option award wins according to the win table and in relation to the play amount. The feature play option functionality may not be available in all markets.

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.
	Opens the menu for play features.

Certain features may not be available on your device.

Dictionary

