

Game Rules (9/5/2024)










Note: Hot Potato video slot is referred to as Hot Potato, The Game or Game.

- Hot Potato is a 7x7 video slot. The game features Cluster Pay, Wilds, Avalanche feature, Exploding Wild symbols, Multiplier Grid feature, and a Bonus Game with Free Spins, Retriggers and Sticky Multiplier Grids. The theoretical return to player is 96.16%.
- A game round is started with the action button and plays the game with the selected bet 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 payout and win combinations are paid out according to the paytable.
- Cluster Pays can occur anywhere on the game area. Only the highest win per winning symbol combination is paid out.
- The Wild symbols substitute for all other symbols except the Scatter symbol.
- Cluster Pay occur when 5 or more identical symbols (except Bonus symbols) are connected horizontally or vertically. The win size depends on the number of identical symbols; the winning symbols are removed and the Avalanche feature is activated.
 - Multiple Cluster Pays can be present simultaneously in the game area, and an Exploding Wild symbol will be randomly placed in one of the Cluster Pay areas.
- The Avalanche feature is activated when a Cluster Pay is won or if an Exploding Wild symbol lands and explode, resolving winning symbols and replacing empty positions with new or existing symbols. The feature continues as long as a new win is awarded, with the total win paid out at the end of the Avalanche feature.
- The Exploding Wild symbol can randomly land and explode during the spin or Avalanche feature sequence, or it can be automatically generated and explode in a Cluster Pay area. The Exploding Wild symbol removes all symbols in a 3x3 Multiplier Grid around and under the symbol.
 - Each cell in the underlying grid will have a multiplier with an initial value of x2. If new Exploding Wild symbols land and explode on top of an existing Multiplier Grid, then the multiplier will double (up to a maximum of x128) on the grid cells that overlap.
 - The Multiplier Grids are additive to each other. For example, if a Cluster Pay covers a x2 and a x32 multiplier, that win will be multiplied by x34.
- The Bonus Game is triggered or retriggered by landing 3 Scatter symbols anywhere in the game area, awarding 10 Free Spins.
 - Multiplier Grids activated in base game reset upon Bonus Game start. The Multiplier Grids in the Bonus Game are sticky and remain active throughout the Bonus Game.
- The Bonus Game is played with the same bet as the spin that triggered the Bonus Game.
- No bets can be altered during a game round.
- In the event of game malfunction all affected bets and pays are rendered void.
- All wins during a game round are added and presented at the end of the game round.

- The maximum total bet multiplier for one game round is 10000. If this limit is reached the game round will be terminated and no additional wins will be paid out.
- A feature buy option may be purchased at a cost that is a multiple of the current bet size. A purchase starts a spin with an outcome that triggers the Bonus Game. Theoretical RTP is 96.44%. All outcomes from a feature purchase pay according to the payable and in relation to the bet size. The feature buy 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 bet settings. Currency and bet displayed may vary. |
|  | Display autoplay settings. |
|  | Opens the menu for buying features. |

Certain features may not be available on your device.

Dictionary

