

Game Rules (05/09/2024)








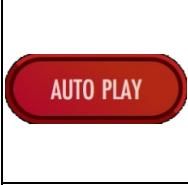

Note: Hot Potato game is referred to as Hot Potato, The Game or Game.

- Hot Potato is a 7x7 game. The game features Cluster Award, 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 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.
- Cluster Awards can occur anywhere on the game area. Only the highest win per winning symbol combination is awarded.
- The Wild symbols substitute for all other symbols except the Scatter symbol.
- Cluster Award 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 Awards can be present simultaneously in the game area, and an Exploding Wild symbol will be randomly placed in one of the Cluster Award areas.
- The Avalanche feature is activated when a Cluster Award 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 awarded 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 Award 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 Award 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 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 10000. If this limit is reached the game round will be terminated and no additional wins will be awarded.
- A feature play option may be acquired at a value that is a multiple of the current play amount. A feature play option starts a spin with an outcome that triggers the Bonus Game. Theoretical RTP is 96.44%. 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

