

A Mummy Full of Wilds™

GAME RULES

- This page contains information on how to play this game.
- Please scroll down to read through all topics.

Getting started

- This game is a game for one player - the gameplay of other players does not affect yours. Each game starts when you place a bet and ends when you leave the application.

Playing

- You choose the total bet per round via the "Total Bet" button.
- The minimum bet per round is \$ 0.20.
- The maximum bet per round is \$ 160.00.
- The "Start" button begins a round of play.
- Each round is independent of previous rounds.
- All game outcomes are independent and randomly determined.
- When you start a round, the bet is deducted from the balance you've paid in.
- At the end of a round, the console displays your win, if any.

Win Lines

- This game has 5 reels and 30 win lines.
- You can find an overview of the win line pattern via "Paytable & Info".

Autoplay

Clicking on "Auto" will bring up the Autoplay-dialogue where you can configure the following options before starting the automatic spins:

- The number of rounds you want Autoplay to be active.
- The loss limit at which Autoplay should stop.
- The win limit at which Autoplay should stop after meeting or exceeding it.
- By clicking "OK", you start the automatic spins with the chosen configuration.
- If "Autoplay" is activated the button label becomes green. Clicking it again stops the automatic spins.
- Autoplay stops automatically when the total bet is higher than your current funds.
- Autoplay stops automatically when a feature is awarded.

Winnings

- Winning combinations and payouts are made according to the payable.
- Symbol payout values shown in the payable are dynamic and change in accordance with the selected bet value.
- All prizes are for combinations left to right and right to left.
- All prizes are for combinations of adjacent symbols of a kind on selected lines.
- Only the highest win per line is paid.
- Line wins are added.
- 5 of a kind prizes paid only once.
- If the win line is entirely created by Wild symbols, then the payout of the highest paid symbol is paid on selected lines.

RTP Range

- The theoretical RTP (return to player) value for this game is 94.07 %.
- The theoretical RTP is calculated as total win/total bet over a large number of games played and reflects the prizes awarded by a game as a percentage of all bets made. The actual RTP can vary widely in either direction for a small number of games due to statistical variance.

Connection Loss

- In case you lose your network connection, the game will proceed to complete the current round of play automatically after a delay of 2 hours absence from the game.
- If you reconnect into the game earlier, you are able to continue playing the current round.
- This includes all settings such as number of lines and bet.
- If this round contains multiple spins (e.g. free games feature), the game will determine your winnings based on the game's expected win values.

Malfunction voids all pays and plays.

GAME FEATURES

Trail and Wins



- When a new game begins the trail will show a new relic, and will award a modifier if the trail is completed.



- Each winning drop lights a trail position. A drop with no win clears the trail. If all the positions are lit, the current relic award will be awarded.



- When a new game starts it's possible for the trail length to change. The minimum trail position possible is two, and the maximum trail position possible is five.



- Any winning combinations are awarded, winning symbols explode and new symbols drop into view. This continues until no wins are in view.
- The trail is not present during modifiers.

Wild Staff



- Mummy blasts the reels, causing a number of wilds to appear. Once the Wilds have finished being added, any wins are paid. The bonus can repeat.

Wild Scarab



- Mummy controls a scarab that adds a random number of Wilds to the reels whilst they are spinning. Once complete, the reels stop and any wins are paid. The bonus can repeat.

Wild Scroll



- Mummy spins regular symbols through a scroll before stopping on one. Symbols on the reels matching Mummy's symbol are replaced with Wilds and any wins are paid. The bonus can repeat.

Wild Camera



- Mummy takes a photograph with his camera. This appears on the reels and can reveal a Colossal Wild of either 2x2, 3x3 or 4x4. Any wins are then paid. The bonus can repeat.

Lock & Spin



- Completing a trail with the Lock & Spin relic in view triggers the Lock & Spin bonus.



- During the Lock & Spin Bonus, each position on the grid is an individual reel. The bonus starts with 3 spins and is reset back to 3 whenever a symbol lands into view. Symbols are locked into place. A consecutive run of 3 spins without landing any symbols ends the bonus.



- Symbols available in the Lock & Spin Bonus are Blue Gem, Green Gem, Red Gem and Golden Book. Every gem symbol in view awards a cash value at the end of the bonus. Every Golden Book symbol in view awards one of the four Wild relic modifiers. Any wins achieved in a modifier are added at the end of the Lock & Spin bonus.
- Blue Gem values are x0.5, x1.
- Green Gem values are x1.5, x2, x2.5, x3, x3.5, x4, x4.5.
- Red Gem values are x5, x6, x7, x8, x9.

- All gem values multiply the Total Bet.
- At the end of the Lock & Spin bonus, all gem and Golden Book wins are added together and paid. If a full grid is achieved, an extra 1000x Total Bet is awarded.

Gamble

- With your current stake, a maximum of \$ 500.00 can be bet while in the gamble feature.
- For higher wins or during autoplay, the gamble feature is not available.
- The bonus game win of a Lock & Spin bonus is awarded directly and cannot be gambled.
- Any base game wins that coincide with a Lock & Spin bonus trigger are part of the bonus game win and cannot be gambled.

SYMBOLS

Regular Symbols



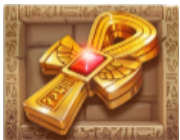
- A Mummy Full of Wilds



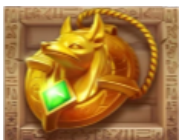
- Mummy



- Eye of Horus



- Ankh



- Anubis



- Pyramid



- Ace



- King



- Queen



- Jack
- Wins start from the leftmost and rightmost reels and are for combinations on adjacent reels.
- All prizes are for combinations of a kind.

Wild Symbol



- Wild symbol substitutes all regular symbols.

Lock & Spin Symbols



- Blue Gem



- Green Gem



- Red Gem



- Golden Book (Scatter)

USER INTERFACE

Buttons

The table below lists the different buttons found in the game and describes their functions.



Start: Start a game round at the current bet level.



Total Bet: See available bet options or press + or - to increase or decrease your current bet.



Auto: Start Autoplay
(for more details on Autoplay see the "Game Rules" section).



Open the menu to access:
The payable, deposit options, settings, replay mode or help screen.
You can find more details on the available menu options below.



In "Settings": Toggle the "Gamble" switch from "Off" to "On" to turn on the option to gamble your winnings during the game.

Gamble: Enter the "Gamble Game" where you can double your winnings with odds of 50:50.
For more details on the Gamble Feature, see the "Game Features" section.



In the payable: Click the arrow buttons to scroll through the payable. Pressing "X" brings you back to the game again.



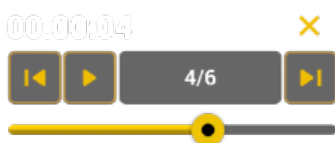
Exit: Exit the game.



Change sound settings (sound & music, sound only or sound off).



Toggle between fullscreen and windowed mode.



In replay mode: Press left or right to step through your last played rounds.
Press the "Play" button to see the complete round again.

When playing on a mobile or tablet, you can move the buttons by dragging and dropping them to the positions you want.

Keyboard Input

The table below lists the supported keyboard shortcuts and describes their functions.



Space

- Starts a new round.
- Collects your current winnings.
- Triggers a fast stop of the running reels.



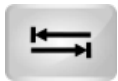
Left Arrow

- Decreases the current bet until the minimum possible bet has been reached.
- Starts the gamble feature when your current winnings can be gambled.
- Chooses the red card during the gamble feature.



Right Arrow

- Increases the current bet until the maximum possible bet has been reached.
- Starts the gamble feature when your current winnings can be gambled.
- Chooses the black card during the gamble feature.



Tab

- Opens the payable.
- Navigates to the next page when pressed while the payable is in view.
- Closes the payable again when pressed on the last page.

Paytable & Info

- The payable lists the symbols, winning combinations and payouts of the game.
- The payable always shows the prizes for the currently selected bet and number of lines.
- It consists of multiple pages which can be accessed by using the arrow buttons.

Replay

- With the replay option you are able to rewatch your previous rounds.
- For an overview about the controls in replay mode find details in the user interface table above.

Help

- This button displays the ingame help.

Exiting the game

- You can exit the game at the end of each round.

VERSIONS

Game Certification

- Game Certification Version: 1.189.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.121.0_2025-06-25_082548

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop

Game Client In-Game Help Date: 27 August 2025

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH