

Coin Blast

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 \$ 30.00.
- 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 3 reels and 5 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.
- Autoplay is not possible during the Hold & Spin Feature.

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 wins start on the leftmost reel and are for combinations of a kind, consecutive from left to right on selected lines, except scatters.
- Scatter symbols pay regardless of their position.
- Highest win only paid on each selected line and per scatter combination. Scatter wins and line wins are added.
- The leftmost reel is reel 1, the rightmost reel is reel 3.

Bonus Symbols

- The Wild symbol substitutes for all symbols except the Coin symbol.
- The possible values on Coin symbols appearing on the leftmost and the rightmost reels depend on the total bet and can be: 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x or 25x the total bet.
- A Coin symbol may display a label: "Mini", "Minor", "Major" or "Grand" which represents a bonus corresponding to the value shown in the respective bonus meter.

- The values for these bonus labels are: "Mini" = 30x, "Minor" = 125x, "Major" = 250x and "Grand" = 1000x total bet.

RTP Range

- The theoretical RTP (return to player) value for this game is 94.00 %.
- 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

Cash Collect Feature

- If the middle reel and either the leftmost or rightmost reel both have at least 1 Coin symbol, the values (or bonuses) from the outer reel will be added to each Coin symbol on the middle reel.
- Afterwards, the total value on any Coin symbol on the middle reel will be awarded to the player.

Hold & Spin Feature

- The Hold & Spin Feature is triggered when each reel contains at least 1 Coin symbol.
- Any Coin symbol on the middle reel will be held, and 3 Free Spins will be awarded.
- The feature is played at the same bet level as the triggering spin.
- The values (or bonuses) from Coin symbols on the leftmost and rightmost reels are added to each Coin symbol on the middle reel.
- Any new Coin symbol that lands resets the Free Spins to 3.
- New Coin symbols that land on the middle reel are also held.
- The feature ends when no Free Spins remain.
- At the end of the feature, the total values of all Coin symbols on the middle reel are awarded to the player.

Pile of Coins Feature

- A pile of coins surrounds the big coin displayed above the reels.
- Each time a Coin symbol lands on any reel, an animation plays, visually adding coins to this pile.
- Occasionally, the pile may visually grow during gameplay.
- Each time a Coin symbol lands, the Pile of Coins Feature has a chance to be triggered.
- If triggered, the pile collapses, Coin symbols are randomly added to the reels and the Hold & Spin Feature is activated.
- The pile of coins, above the reels, is purely visual and has no effect on the actual chance of triggering the feature.
- The Pile of Coins Feature cannot be triggered during the Hold & Spin Feature.

SYMBOLS

The table below lists the winning symbols of this game.



Coin on reels 1 and 3 only
(Scatter)



Coin on reel 2 only
(Scatter)



Seven



Melon



Grape



Bell



Plum



Orange



Lemon



Cherry



Wild

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.



Max Bet: Set your bet to the maximum available 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 the payable: Click the arrow buttons to scroll through the payable. Pressing "X" brings you back to the game again.



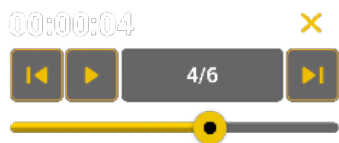
Exit: Exit the game.



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.



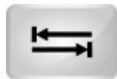
Left Arrow

- Decreases the current bet until the minimum possible bet has been reached.



Right Arrow

- Increases the current bet until the maximum possible bet has been reached.



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: 1.281.0 (1.0.2)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.126.0_2025-10-23_094503

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 24 September 2025

Manufacturer and Supplier

- Manufacturer: Greentube Netherlands B.V.
- Supplier: Greentube GmbH