

Diamond Cash™: Mighty Cleopatra

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 \$ 0.25.
- The maximum bet per round is \$ 25.00.
- 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

- The game has 5 reels and 25 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 the Diamond Cash™ 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 wins start on the leftmost reel and are for combinations of a kind, consecutive from left to right on selected lines, except scatters.
- Highest win only paid on each selected line and per scatter combination.
- Scatter wins and line wins are added.
- Reels are counted from left to right, with 1 being the leftmost, and 5 being the rightmost reel.
- Scatter symbols pay at any position on screen.

Bonus Symbols

- The Wild symbol substitutes for all symbols except for Scatter symbols to help complete winning combinations.
- 5 Diamond symbols appearing anywhere on the reels trigger a re-spin with all Diamond symbols locked in place.
- Blue/Pink/Berserker/Major/Minor/Mini Diamond symbols are different representations of the Diamond symbol and substitute for it.

- The possible prize values that can be displayed on the Diamond symbols are x0.6, x0.8, x1, x1.2, x1.4, x2, x3, x4, x4.8, x6, x10, x12, x14, x16, x20, x22, x24 multiplied by the Total Bet.
- Bronze or Silver Sword symbols can appear randomly on any spin with Diamond on the reel set.
- Only one of the Sword symbols can appear per spin. Bronze and Silver Sword symbols can only appear in the base game.
- If the Bronze Sword symbol hits a Blue Diamond symbol, its value is instantly paid out.
- If the Silver Sword symbol hits a Blue Diamond symbol, it first doubles the Diamond's value and then the hit Diamond is instantly paid out.
- If the Bronze or Silver Sword symbol hits the Berserker Diamond symbol, +1 is added to the Berserker Diamond's multiplier, but Berserker Diamond itself is not paid out.
- The Bronze and Silver Sword symbols cannot hit the Mini/Minor/Major Jackpot Diamonds.
- Berserker Diamonds appear with the value of x2.
- The Berserker Diamond does not have any effect in the base game, it only has effect in the Diamond Cash™ Feature.

RTP Range

- The theoretical RTP (return to player) value for this game is 95.01 %.
- 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

Diamond Cash™ Feature

- Once 6 or more Diamond symbols land on the reels, the player will enter Diamond Cash™ Feature.
- All Blue Diamond symbols from the base game convert to Pink Diamonds.
- The Diamond Cash™ Feature starts with 3 Free Spins.
- Mini/Minor/Major Jackpot Diamond symbols appearing anywhere on the reels in the Diamond Cash™ Feature trigger the corresponding jackpot payout (at the end of the Diamond Cash™ Feature).
- All 15 positions filled with Diamonds during the Diamond Cash™ Feature trigger the Grand Jackpot, which ends the feature immediately. The Grand Jackpot is awarded in addition to feature winnings.
- All Diamond symbols are sticky/locked in place until the end of the Feature.
- Any numeric value on a Diamond symbol will be paid out at the end of the Diamond Cash™ Feature, except Berserker Diamonds.
- Free Spins are played using the same bet as the spin which triggered them.
- The Free Spins counter is reset back to 3 with each new Diamond symbol appearing anywhere on the reels.
- Within the same feature, only one Grand Jackpot or one Major Jackpot can be awarded.
- At the end of the Diamond Cash™ Feature, when the Diamond's prizes are summed up, the multiplier on the Berserker Diamond does not contribute towards the total win of the Diamond Cash™ Feature.

Berserker Diamond

- During the Diamond Cash™ Feature, the Berserker Diamond shoots a lightning bolt at a random position each time a new Diamond lands on the reels.
- Therefore, if two new Diamonds land, the Berserker Diamond will shoot two lightning bolts at two random positions.
- If the lightning bolt hits a position with a Pink Diamond on it, it will multiply the Pink Diamond's value by the multiplier on the Berserker Diamond.
- It is possible that the Berserker Diamond's lightning bolt hits itself. If this happens, it adds to its current multiplier by +1.
- The Berserker Diamond's lightning bolt cannot hit the Mini/Minor/Major Jackpot Diamonds.
- The Berserker Diamond can multiply a Pink Diamond to a maximum of 1000x the player's current bet.
- It is not possible to get more than one Berserker Diamond in the Diamond Cash™ Feature.

Golden Sword

- The Golden Sword symbol can only appear in the Diamond Cash™ Feature.
- The Golden Sword can be thrown at a random position on the reel set and sticks there for the remainder of the Diamond Cash™ Feature.
- If the Berserker Diamond and Golden Sword are on the reel set, the Berserker Diamond will shoot at least two lightning bolts every time a new Diamond lands on the reels, one at the Golden Sword's position and one at a random position on the reel set.
- If the Berserker Diamond and Golden Sword are on the reel set, the Berserker Diamond will shoot at least three lightning bolts every time two or more Diamonds land on the reels, one at the Golden Sword's position and the remaining ones at random positions on the reel set.
- If there is a Pink Diamond on the same position as the Golden Sword, its value is multiplied by the Berserker Diamond's multiplier every time the Golden Sword is hit by a lightning bolt.
- It is possible for the Golden Sword to land in the Diamond Cash™ Feature without a Berserker Diamond.
- The Golden Sword cannot land on a position with the Mini/Minor/Major Jackpot Diamonds.

Streak Meter

- The Streak Meter is a visual aspect of the game and does not affect the outcome of the game.
- The Streak Meter number will increment by +1 after 24 hours, the player has a further 24 hours to return to the game, otherwise it will reset back to 1.
- If the player returns multiple times between the 24 - 48 hours period, their Streak Meter is only incremented the first time they return to the game.

Jackpots

- 1.0 % of every stake goes directly into the jackpots.
- Players playing the maximum stake will be eligible to win the total jackpot. Lower staking players will win a proportion of the total jackpot relative to the stake placed.
- Each progressive jackpot is a prize pool exclusively containing the accumulation of all respective player contributions.
- For each prize combination (progressive and base win prize), the game displays the potential win value equal to the sum of the available progressive jackpot on the current stake plus the base win prize.
- When a progressive jackpot is won, the respective winnings are taken from the progressive jackpot prize pool and awarded to the winning player.
- Any remaining winnings are available for subsequent progressive wins, plus any new contributions.
- The amount you are eligible to win will be shown in the jackpot banks.
- It is not possible for two players to win a jackpot simultaneously. In instances of apparent simultaneous wins, the games are time-stamped and the first player to trigger the win is awarded the jackpot.

- In case this game is withdrawn from our offer, your jackpot contribution will be transferred to other certified games with similar jackpots.
- The jackpots are initially set at the base values of \$ 200.00/\$ 1 000.00 (or the equivalent in your account currency if different). When a jackpot is won, it is reset to its base value.

Gamble

- With your current stake, a maximum of \$ 500.00 can be bet while in the gamble feature.
- The gamble feature is not available for higher wins.
- During autoplay, the gamble feature is not available.
- The gamble feature is not available after a jackpot win.
- The feature game win of a Diamond Cash™ Feature is awarded directly and cannot be gambled.
- Any base game wins that coincide with a Diamond Cash™ Feature trigger are part of the feature game win and cannot be gambled.
- The final win of the re-spin is awarded directly and cannot be gambled.

SYMBOLS

The table below lists the winning symbols of this game.



Queen



Pink Diamond (Scatter)



King



Berserker Diamond (Scatter)



Ace



Mini Jackpot Diamond (Scatter)



Falcon



Minor Jackpot Diamond (Scatter)



Scarab



Major Jackpot Diamond (Scatter)



Anubis



Silver Sword (Scatter)



Eye of Ra



Bronze Sword (Scatter)



Ankh (Wild)



Golden Sword (Scatter)



Cleopatra



Streak Meter



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).



Turbo: Speed up your spin. If this button is greyed out, you cannot play in Turbo Mode.



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.



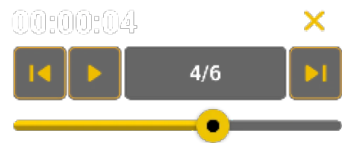
Exit: Exit the game.



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: 1.41.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.115.0_2025-01-17_082420

Game Client

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

Game Client In-Game Help Date: 19 May 2025

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH