

Diamond Cash™: Mighty Dwarves Inc.

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 \$ 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" starts automatic spins.
- 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 Diamond Cash™ feature and re-spin are 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.
- The Dale symbol is considered a paying symbol as part of a winning combination on win lines or as Scatter during Crazy Bomb Bros Feature, regardless of its view on the reel.

Bonus Symbols

- The Wild symbol substitutes for all symbols except for Scatter symbols to help complete winning combinations.
- When the winning combination is made entirely from Wild symbols, the payout of the highest-paying symbol is considered. The highest-paying symbol can be found in the Paytable.
- 5 Diamond symbols appearing anywhere on the reels trigger a re-spin with all Diamond symbols locked in place.
- 6 or more Diamond symbols appearing anywhere on the reels trigger the Diamond Cash™ Feature.

- Blue/Pink/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 0.25x, 0.5x, 0.75x, 1x, 1.5x, 2x, 2.5x, 3x, 3.5x, 5x, 10x, 12.5x, 15x, 20x and 25x multiplied by Total Bet.

RTP Range

- The theoretical RTP (return to player) value for this game is 95.00 %.
- 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

Crazy Bomb Bros Feature

- The Cinder and the Tinder symbols are Crazy Bomb Bros symbols.
- The Cinder symbol can only land on reel 1 and the Tinder symbol can only land on reel 5.
- By landing a Crazy Bomb Bros on reels 1 and 5 in the same round, an explosion is triggered, and each symbol hit with a diamond particle will immediately award a Scatter Win Value as defined by the symbol scatter payable, and if a Diamond is hit, it will collect the Value shown on the Diamond.
- In case the particles hit a Mini or a Minor Jackpot Diamond symbol, the value displayed in their respective meter will be collected. The particles can never hit a Major Jackpot Diamond symbol.
- During the Crazy Bomb Bros Feature the explosion randomly hits between 4 and 10 symbols already landed on the reels.

Diamond Cash™ Feature

- All Blue Diamond symbols from the base game convert to Pink Diamonds.
- Once 6 or more Diamond symbols land on the reels, the player will enter Diamond Cash™ Feature, the grid changes from 5x3 to 5x5 and an additional horizontal top reel will appear.
- Any Diamonds that landed in the base game can only be in the top 3 rows of the grid (except for an additional horizontal top reel appeared in Diamond Cash™ Feature).
- Any numeric value on a Diamond symbol will be paid out at the end of the Diamond Cash™ Feature.
- 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 25 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.
- Only Diamond symbols appear during the Diamond Cash™ Feature.
- In case the Grand Jackpot and the Major Jackpot are awarded during the Diamond Cash™ feature, the displayed amount of the Major Jackpot (base win plus any contribution) is paid out, but only the base win of the Grand Jackpot is paid out, without any contribution.

Carts

- Once Diamond Cash™ Feature has started and the player triggers a spin, different types of carts may appear on the horizontal top reel during each spin.
- Empty Cart doesn't have any value or effect.
- Small Diamond Cart adds +1, +2 or +5 of the players Total Bet to all the Diamonds on the reel below, except Jackpot Diamonds.
- Giga Diamond Cart multiplies the values of the Diamonds on the reel below by 2x, 3x or 5x, except Jackpot Diamonds.
- Laser Cart unlocks the nearest locked position on the reel resetting the remaining spins to 3. If there are no more Diamonds on the reel to be revealed, it hits the Diamond pile at the bottom, adding one time the player's Total Bet to the Collector Bonus sign. When the Laser Cart hits the Diamond pile at the bottom, the remaining spins do not reset to 3.
- Collector Cart collects all Diamond values on the reel below it, except Jackpot Diamonds, and adds them to the Collector Bonus sign.

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.
- There is no ceiling value for the jackpots.
- In case this game is withdrawn from our offer, your jackpot contribution will be transferred to other certified games with similar jackpots.

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.
- Any base game wins that coincide with a Diamond Cash™ Feature trigger are part of the feature game win and cannot be gambled.
- The feature game win of a Diamond Cash™ Feature is awarded directly and cannot be gambled.
- Any base game wins that coincide with a Re-spin Feature trigger are part of the feature game win and cannot be gambled.

SYMBOLS

The table below lists the winning symbols of this game.



Hat



Blue Diamond (Scatter)



Hammer



Pink Diamond (Scatter)



Laser



Mini Jackpot Diamond (Scatter)



Beer



Minor Jackpot Diamond (Scatter)



Rusty



Major Jackpot Diamond (Scatter)



Ferrik



Empty Cart



Argos



Small Diamond Cart



Wild



Giga Diamond Cart



Cinder (Scatter)



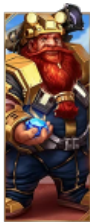
Laser Cart



Tinder (Scatter)



Collector Cart



Dale

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.



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.



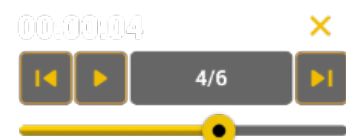
Exit: Exit the game.



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.



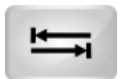
Left Arrow

- 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.

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: 1.50.0 (1.1.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.122.0_2025-07-15_082045

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 9 October 2025

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH