

Diamond Tales™: The Ugly Duckling

GAME RULES

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

Getting started

- When you start the game, you enter a lobby where you can choose a machine to play this game. Simply click on "Play now" or a vacant machine to begin playing!
- 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.
- In the lobby, you may see other players in the same game sitting at a machine. By clicking such a machine, you are entering "spectator mode" and can watch a different player play. You are not able to influence the game which you are spectating in any way.

Playing

- You choose the total bet per round via the "Total Bet" button.
- The minimum bet per round is \$ 0.40.
- The maximum bet per round is \$ 400.00.
- 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

- Diamond Tales™: The Ugly Duckling has 5 reels and 40 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 wins start on the leftmost reel and are for combinations of a kind, consecutive from left to right on selected lines, except scatters.
- All wins pay only on lines in play.
- Reels are counted from left to right, with 1 being the leftmost, and 5 being the rightmost reel.
- The Book Bonus symbol may only appear on reels 1, 3 and 5.
- Only the highest win per line is paid. Line wins are added.

Bonus Symbols

- Three Book Bonus symbols landing on reels 1, 3 and 5 trigger the Diamond Tales™ Feature.
- The Wild symbol substitutes for all symbols except for Snap Drop Scatter symbol, Book Bonus symbols and Diamond Heart 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.
- The Snap Drop Feature is triggered by having any amount of Red Diamond Hearts collected in the Special Reel and landing the Snap Drop Scatter symbol on reel 5.

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

Snap Drop Feature

- The Snap Drop Feature is triggered by having Diamond Hearts collected in the Special Reel and landing the Snap Drop Scatter symbol on reel 5.
- This Feature is played only on the reels where you have Diamond Hearts on the Special Reel.
- If the player lands the Snap Drop Scatter symbol and has no Diamond Hearts in the Special Reel, the feature will not be triggered. This is a near miss.
- After triggering the Snap Drop Feature, the player will be awarded one free re-spin.
- During the awarded re-spin, all other symbols, except for Diamond Hearts, are removed from the reels. Only Diamond Hearts will land in the Snap Drop Feature with the player having a chance to land 0 to 4 Diamond Hearts on each reel.
- During the Snap Drop Feature, Diamond Hearts landing on the main reels have values on them, which are equal to the values of the Diamond Hearts on the Special Reel. The Special Reel is above the main reels.
- After all Diamond Hearts have landed on the main reels, their values will be summed up. The sum of all values on Diamond Hearts will act as a multiplier, which will multiply the players triggering total bet.
- The player is awarded the product of this multiplying and then returns to the base game.
- Diamond Hearts that land during the Snap Drop Feature don't contribute to the progress of the Special Reel and Heart Collection Counter.
- During the Snap Drop Feature the Diamond Tales™ Feature cannot be triggered.

Heart Collection Counter

- For the player to progress through the features of the game, the player needs to fill up the Heart Collection Counter.
- Once a spin is made without landing any Diamond Hearts on the main reels or a non-winning Snap Drop Feature, all values on Diamond Hearts on the Special Reel are added to the Heart Collection Counter.
- When the player collects enough Diamond Hearts to fill up the meter, the Chapter will change and therefore upgrade the Diamond Tales™ Feature that can be won.
- At the start of every Chapter the Heart Collection Counter is reset to 0, regardless of any excess Diamond Hearts collected at the end of the previous Chapter.

- The Heart Collection Counter shows the amount of Diamond Hearts needed to progress the Chapter on the right and the amount of Diamond Hearts already collected on the left.
- During the Final Chapter with the Swan Feature, the Heart Collection Counter is disabled. This is because the Swan Feature is the final feature of the game. Please refer to the Swan Feature section for more information.
- Changing the bet will reset any progress the player has achieved with the Heart Collection Counter and the Special Reel. If the player changes back to a previous bet during the same Chapter, the progress of the player will be restored.
- Each Chapter represents one of the seasons:
 - Chapter 1 = Spring
 - Chapter 2 = Summer
 - Chapter 3 = Autumn
 - Chapter 4 = Winter
 - Final Chapter = Swan Feature
- Amount of Diamond Hearts needed for each Chapter progression:
 - To progress from Chapter 1 to Chapter 2 you need to collect 150 Diamond Hearts
 - To progress from Chapter 2 to Chapter 3 you need to collect 250 Diamond Hearts
 - To progress from Chapter 3 to Chapter 4 you need to collect 300 Diamond Hearts
 - To progress from Chapter 4 to Swan Feature you need to collect 350 Diamond Hearts

Swan Feature

- The Swan Feature is the final Chapter of the game. It can be reached by collecting enough Diamond Hearts in the previous Chapters and finishing the story. In this Feature, the player has the possibility to land 5 Gold Diamond Hearts in the Diamond Tales™ Feature.
- The Swan Feature has the same RTP as the rest of the game and the same rules as all other features in the game. The only difference is that the player has the chance to land 5 Gold Diamond Hearts in the Diamond Tales™ Feature and the Top symbol is visually upgraded to become a Swan.
- This upgrade is purely visual and has no effect on the payouts.
- When the player leaves the game, the player has 1 day to return back to the game to remain in the Final Chapter with the Swan Feature and keep the game progress.
- If the player does not return, the game will reset to Chapter 1 with the Spring Feature and any progress will be lost.

Diamond Tales™ Feature

- The Diamond Tales™ Feature is played with the same bet as the spin which triggered it.
- Three Book Bonus symbols landing on reels 1, 3 and 5 trigger the Diamond Tales™ Feature.
- Any Diamond Hearts in the Special Reel lock in place and their values are increased by 1 (empty Special Reel positions turn into x1 Diamond Hearts).
- During the Diamond Tales™ Feature, each position on the grid is an individual reel. The feature starts with 3 Free Spins and is reset back to 3 whenever a Red or Gold Diamond Heart lands on the main reels.
- Diamond Hearts that land during the Diamond Tales™ Feature don't contribute to the progress of the Special Reel and Heart Collection Counter.
- The Diamond Tales™ Feature cannot be retriggered.
- During the Diamond Tales™ Feature only Diamond Heart symbols count towards a win, the greyed out symbols don't award prizes.
- The Diamond Tales™ Feature ends when the player has 3 consecutive spins without landing a new Diamond Heart (either Red or Gold). When the player has no remaining Free Spins, all values on the Red and Gold Diamond Hearts are summed up. This value is then multiplied by the total bet from the triggering spin.
- The player then returns to the base game.
- There are two types of Diamond Hearts in the Diamond Tales™ Feature:
 - Red Diamond Heart:
 - When the Red Diamond Heart lands, it has the same value as the Diamond Heart in the Special Reel above it.

- If a Red Diamond Heart lands on a reel, its value will be added to any Red Diamond Hearts that previously landed on the same Special Reel Column.
- If two or more Red or Gold Diamond Hearts land on the same spin on the same Special Reel Column, any previous Red or Gold Diamond Hearts value in that Special Reel Column is only summed up or multiplied once.
- Gold Diamond Heart:
- When this Golden Heart lands, it has the same value of the Diamond Heart from the Special Reel above it.
- If a new Diamond Heart lands on the same Special Reel Column where the Gold Diamond Heart landed, the value of the Gold Diamond Heart is multiplied by the value of the Diamond Heart in the Special Reel above it.
- If another Red Diamond Heart lands in the same Special Reel Column, the value on the Gold Diamond Heart will be again multiplied by the new Red Diamond Heart's value.
- Gold Diamond Hearts can not land on reels where the value above in the Special Reel is 1.
- It is not possible to land 2 or more Gold Diamond Hearts on the same reel or Special Reel Column.
- Each feature has a limit on how many Gold Diamond Hearts can land per feature:
- Spring - 1 Gold Diamond Heart
- Summer - 2 Gold Diamond Hearts
- Autumn - 3 Gold Diamond Hearts
- Winter - 4 Gold Diamond Hearts
- Swan Feature - 5 Gold Diamond Hearts
- Max win for the Diamond Tales™ Feature is up to 50000x total bet. When the player reaches it, the Diamond Tales™ Feature ends and voids all other wins from this feature.

Buy Bonus

- The player has the ability to buy the Diamond Tales™ Feature at anytime by clicking the Buy Bonus button.
- The Buy Bonus can be activated only in the base game.
- The Buy Bonus costs the player 100x total bet. The Buy Bonus Pop-Up window shows the total cost of the feature.
- After confirming the bet, the player will get one spin on the Wheel of Features which decides which Diamond Tales™ Feature will be awarded.
- The Wheel of Features is not an exact visual representation of the odds the player has for each feature.
- Once the type of feature has been determined, the player will be awarded a random amount of Diamond Hearts in the Special Reel. It can be between 10 and 55 Diamond Hearts, which are distributed randomly over all 5 reels in the Special Reel.
- Then the Diamond Tales™ Feature will start.
- Each feature has a different amount of Gold Diamond Hearts that can land per feature. The RTP for each feature is the same. The RTP for the Buy Bonus is 95.00%.

Gambling

- With your current bet, a maximum of \$ 1 000.00 can be won while gambling.
- For higher wins or during autoplay, gambling is not possible.
- The Feature game win of a Diamond Tales™ Feature is awarded directly and cannot be gambled.
- Any base game wins that coincide with a Diamond Tales™ Feature trigger are part of the Feature game win and cannot be gambled.
- Any base game wins that coincide with a Snap Drop Feature trigger are part of the feature game win and cannot be gambled.
- The Snap Drop Feature wins are awarded directly and cannot be gambled.

SYMBOLS

The table below lists the winning symbols of this game.



Swan



Queen



Ugly Duckling



Jack



Cat



Red Diamond Heart (Scatter)



Turkey



Gold Diamond Heart (Scatter)



Chicken



Wild



Dog



Snap Drop (Scatter)



Ace



Book Bonus (Scatter)



King

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 (alternatively, press the spacebar).



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.



Lines: Change the number of lines. If this button is greyed out, you cannot change the number of lines.



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 "Gambling" 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.



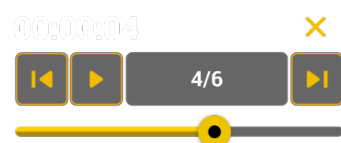
Exit: Exit the game.



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.



Buy Bonus: Press to enter the Buy Bonus pop-up window.



Feature Cost: Press + or - to increase or decrease the Feature Cost. If the button is greyed out, you cannot change the Feature Cost this way.



If you want to continue with the selected Feature Cost, press this button to enter the feature. If the button is greyed out, you do not have enough money to buy the feature.



If you do not want to buy the feature, press this button to return to the base game. 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.



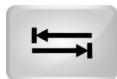
Left Arrow

- 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: 1.277.0 (1.2.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.110.0_2024-08-27_101512

Game Client

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

Game Client In-Game Help Date: 28 March 2023

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH