

Gang Wars

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 \$ 75.00.
- 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 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 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.
- The leftmost reel is reel 1, the rightmost reel is reel 5.
- 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.

Bonus Symbols

- Scatter symbols may only appear on reels 1, 3 and 5.
- The Wild symbol substitutes for all symbols except for scatter symbols to help complete winning combinations.

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

Mystery Stacks

- Mystery Stacks can appear 1, 2, 3 or 4 symbols high on any reel in the base game.
- Any paying symbol other than The OG symbol can be revealed by a Mystery Stack.
- At the end of a spin, any Mystery Stacks are revealed simultaneously and with the same symbol.
- Any new win lines created by the Mystery Stacks are paid.

Mystery Stacks Re-spin

- Mystery Stacks Re-spin can be triggered randomly on any base game with Mystery Stacks landing on the reels.
- When Mystery Stacks Re-spin is triggered, any reels with Mystery Stacks lock in place, and one free re-spin of all reels that are not locked is awarded.
- On this re-spin, regular symbols or more Mystery Stacks can land on the positions that re-spun.
- At the end of the re-spin, any Mystery Stacks reveal their symbol.
- Any new win lines created by the revealed symbol are evaluated and then paid out.
- The Wild symbol can appear in Mystery Stacks only with the Re-spin.

Gang Wars Bonus

- The Gang Wars Bonus is triggered by 3 Molotov Cocktail Bonus symbols landing on reels 1, 3 and 5.
- The Gang Wars Bonus starts with 10 Free Spins and is played with the same bet as the triggering spin.
- The 5x4 grid is split into five sections - four corners and a middle reel without colour.
- Each corner has 4 squares with a given colour. Going clockwise from top left, the colours are: yellow, red, blue and green.
- The middle reel is given no colour, this reel is called the "Main Street" in the Gang Wars Bonus.
- In the four corners, on the outside of the 5x4 grid, are the Gang Leaders.
- The Gang Leaders are randomly assigned one of the following multipliers at the start of the Gang Wars Bonus. The multipliers are: x2, x5, x7 and x10.
- When the spin is made, each of the landing Gang symbols will have a multiplier on them. Possible multipliers on the Gang symbols are: +1, +2, +3, +4, +5, +6, +7, +8, +9, +10, +11, +12, +13, +14, +15, +20, +25, +50, +75 and +100.
- Where a Gang symbol lands, it changes that position ("Territory") to the colour of its gang.
- Then, the multiplier on the Gang symbol is collected by their Gang Leader on the outside of the reel.
- The Gang symbol does not stick on the reel when it lands.
- The Gang Wars Bonus continues like this until there is no more Free Spins to be played.

Winning the Gang Wars Bonus

- The "winning" gang is the gang with the most "Territory" on the reel set.
- If a gang has a higher multiplier, they are not the winner and the player is not awarded their multiplier, unless they also have the most "Territory" on the reel set.
- If two or more gangs have the same amount of "Territory" at any time in the Gang Wars Bonus, the Gang Leader with the highest multiplier is in the lead.
- The Gang Leader that is currently in the lead is shown with a crown above them.
- The winning gang is the one with the most "Territory" at the end of Gang Wars Bonus and the player is only paid the multiplier of this winning Gang Leader.
- The non-winning Gang Leaders and their respective multipliers are not being paid.
- It is not possible for multiple Gang Leaders to be considered winners.

Mystery Symbols

- A 1x1 Mystery Symbol can appear only on coloured squares in the Gang Wars Bonus.
- Multiple Mystery Symbols can land during the Gang Wars Bonus and when they appear, they reveal a value of +2, +5 or a +10 addition or a value of x2 multiplier.
- The Mystery Symbol value is applied to a Gang Leader's multiplier outside the reels, by adding to it or multiplying it.
- This Gang Leader is decided by the colour of the "Territory" where the Mystery Symbol landed on.
- Therefore, if a Mystery Symbol lands on a red "Territory", the red Gang Leader has its value increased. The same is true if the Mystery Symbol lands on a yellow, blue or green "Territory": the yellow, blue or green Gang Leader is increased, respectively.
- Mystery Symbols do not stick on the reels after they land.

Main Street

- If one gang manages to take over "Main Street" by covering all four positions on the reel with their colour, the player is awarded +3 Free Spins.
- This can happen up to three times in the Gang Wars Bonus.

Gang Removal

- Gangs can be removed from the reels by having no coloured "Territories" on the reel set.
- When this happens, the removed Gang Leader's multiplier is split evenly (as possible) between all remaining Gang Leaders.

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.
- Gang Wars Bonus winnings cannot be gambled.
- Any base game wins that coincide with a Gang Wars Bonus Feature trigger are part of the feature game win and cannot be gambled.

SYMBOLS

The table below lists the winning symbols of this game.



Fist (Wild)



Ace



The OG



King



The Clubs (Green Gang)



Queen



The Spirits (Red Gang)



Jack



The Dames (Yellow Gang)



Molotov Cocktail (Scatter)



The Chains (Blue Gang)



Mystery Symbol

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.



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.



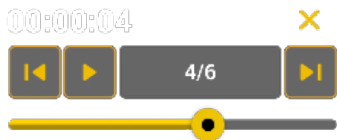
Exit: Exit the game.



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: 1.298.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.114.0_2024-12-13_114711

Game Client

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

Game Client In-Game Help Date: 2 August 2024

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH