

Multi Coins

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 \$ 50.00.
- 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 paytable.
- Symbol payout values shown in the paytable 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.

Cash Collect

- When each reel contains at least 1 Yellow Coin symbol, all values, and/or bonuses on the Yellow Coin symbols in view will be awarded to the player.

Bonus Symbols

- A Wild Symbol substitutes for all symbols except the Yellow Coin symbol and the Red Coin symbol.
- The “Mini”, “Minor” or “Major” label on a Yellow Coin symbol represents the bonus displayed in the appropriate bonus meter.
- The “Mini”, “Minor” or “Major” values during the base game are 10x, 25x and 50x the total bet, respectively.
- The “Grand” bonus can be awarded during Hold & Spin feature and its value is 1000x the 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

Hold & Spin Feature

- Each reel containing at least 1 Coin symbol, and at least 1 of the Coin symbols is a Red Coin symbol, will trigger the Hold & Spin Feature.
- 3 Free Spins will be awarded, and any Red Coin symbol will be held.
- The Hold & Spin Feature is played with the same bet level as the spin which triggered it.
- The values, or bonuses, on the Yellow Coin symbols will be added to the value of every Red Coin symbol.
- Any Red Coin symbol is held and the Hold & Spin Feature will start.
- Any Coin symbol which is spun in will reset the Free Spins to 3.
- Any Red Coin symbol landing during the feature will be held and also collect the values of the Yellow Coin symbols that land in the same spin and during any subsequent spins.
- The Yellow Coin symbols landing during the feature have their values collected by any Red Coin symbols in view but are not held.
- The Hold & Spin Feature ends when no Free Spins are left or when all 9 reel positions contain a Red Coin symbol.
- The possible initial values on the Red Coin symbols are: 2.5x, 5x, 10x, 15x or 20x the total bet.
- The possible values on the Yellow Coin symbols are: “Mini”, “Minor”, “Major” or 0.5x, 1x, 1.5x, 2x, 2.5x, 5x, 10x, 15x or 20x the total bet.
- The “Mini”, “Minor”, and “Major” values during the Hold & Spin Feature are calculated as multiples of the total bet, determined by the number of Red Coins visible, as outlined in the table below:

Red Coins	1	2	3	4	5	6	7	8
Major	75x	100x	125x	150x	175x	200x	225x	250x
Minor	37.5x	50x	62.5x	75x	87.5x	100x	112.5x	125x
Mini	15x	20x	25x	30x	35x	40x	45x	50x

- At the end of the Hold & Spin Feature the values on any Red Coin symbol will be awarded to the player.
- The “Grand” bonus will be awarded in addition to all Red Coin values, in case all 9 reel positions contain a Red Coin symbol.

Pile of Coins Feature

- There is a pile of coins around the big coin which is presented on top of the reels.
- Each time a Coin symbol lands on any reel, an animation is played virtually adding coins to this pile.
- Every now and then, during gameplay, the pile will visually grow.
- Each time a Coin symbol lands on any reel, the "Pile of Coins" Feature can be triggered.
- The pile will collapse and Coin symbols will be randomly added to the reels and the Hold & Spin Feature will be triggered.
- The pile of coins, presented above the reels, is just an animation with no influence on the actual chance of winning the "Pile of Coins" Feature.
- It is not possible to trigger the "Pile of Coins" Feature during the Hold & Spin Feature.

SYMBOLS

The table below lists the winning symbols of this game.



Yellow Coin
(Scatter)



Red Coin
(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.



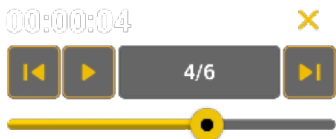
Exit: Exit the game.



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.



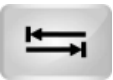
Left Arrow

- 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: 1.257.0 (2.2.1)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.119.0_2025-04-14_123855

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 23 March 2026

Manufacturer and Supplier

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