

Silver Lux - Coin Stacks

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 total bet depends on the selected number of credits and the denomination value.
- The game is played with 10 credits.
- Choose the denomination via the "Total Bet" button.
- The minimum bet per round is \$ 0.20.
- The maximum bet per round is \$ 100.00.
- 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.

Winnings

- Winning combinations and payouts are made according to the payable.
- 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 at any position on screen.
- Highest win only paid on each selected line and per scatter combination. Scatter wins and line wins are added.
- All prizes are presented in credits except the Grand and Major Jackpot which are presented in the actual currency.

Bonus Symbols

- Coin Stacks 5x is a Wild Multiplier and substitutes any symbol except Coin Stacks, Coin Stacks 2x, Coin Stacks 3x and Coin.
- Each Coin Stacks 5x that is included on a line win multiplies the win by 5.
- Coin Stacks 3x is a Wild Multiplier and substitutes any symbol except Coin Stacks, Coin Stacks 2x, Coin Stacks 5x and Coin.

- Each Coin Stacks 3x that is included on a line win multiplies the win by 3.
- Coin Stacks 2x is a Wild Multiplier and substitutes any symbol except Coin Stacks, Coin Stacks 3x, Coin Stacks 5x and Coin.
- Each Coin Stacks 2x that is included on a line win multiplies the win by 2.
- Coin Stacks is a Wild and substitutes any symbol except Coin Stacks 2x, Coin Stacks 3x, Coin Stacks 5x and Coin.
- More than 1 multiplier may be included on a line win and can multiply the winnings up to 15x.
- Line win combinations must contain at least one symbol other than Coin Stacks, Coin Stacks 2x, Coin Stacks 3x or Coin Stacks 5x to activate the multipliers.
- When the line win is made entirely from Wild symbols, the payout is considered according to the payable without activating the multipliers.
- 3 scattered Coin symbols will trigger the Hold & Spin Feature.

RTP Range

- The theoretical RTP (return to player) value for this game is 96.00 %.
- 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

- 3 scattered Coin symbols will trigger the Hold & Spin Feature.
- The sum of the values of the triggering coins is the initial feature win and will be presented in the console.
- The player will be awarded 3 Free Spins.
- Only Coin symbols are considered during the spins and they must be fully visible.
- Each value, bonus or jackpot on a Coin symbol will be added to the total feature win presented in the console.
- The “mini”, “minor”, “major” and “grand” prizes are presented in their appropriate meters.
- Each Coin symbol that lands on the reel window during the feature will reset the Free Spins to 3.
- The feature ends when no Free Spins are left.
- The Hold & Spin Feature is played with the same bet level as the spin that triggered it.
- The possible values on the Coin symbols are 5, 10, 15, 20, 25, 50, 75, 100 or 125 credits.

Coin Stacks Feature

- There are stacks of coins around the big coin image on top of the reels.
- Each time a Coin symbol lands on any reel in the base game, an animation is played virtually adding coins to these stacks.
- Every now and then, during game play, the stacks will visually grow.
- Coin Stacks Feature can be randomly triggered during base game rounds.
- The stacks will collapse, Coin symbols already landed will be held and any reels without Coin symbols will respin and at the end of the round 3 Coin symbols will be on the reels, triggering the Hold & Spin Feature.
- The stacks of coins presented above the reels are just an animation with no influence on the actual chance of winning the Coin Stacks Feature.

- It is not possible to trigger the Coin Stacks Feature during the Hold & Spin Feature nor will coins be added to the pile.

Jackpots

- 1.5 % 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.

SYMBOLS

The table below lists the winning symbols of this game.



Coin Stacks 5x (Wild, Multiplier) appears on the rightmost reel only.



Red Seven



Coin Stacks 3x (Wild, Multiplier) appears on the middle reel only.



Blue Seven



Coin Stacks 2x (Wild, Multiplier) appears on the leftmost reel only.



White Seven



Coin Stacks (Wild)



Triple Bar



Coin (Scatter)



Double Bar



Bar

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.

Choose the denomination to play via the "Total Bet" button.

CREDITS



Credits: Select the number of credits you want to play. If this button is greyed out, you cannot change the credits you want to play.

DENOMINATION



Denomination: Select the denomination value you want to play.



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.



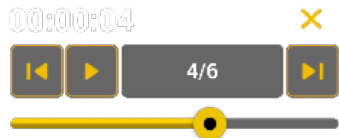
Exit: Exit the game.



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: 1.17.0 (1.1.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.120.0_2025-05-09_075230

Game Client

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

Game Client In-Game Help Date: 15 May 2024

Manufacturer and Supplier

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