

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 \$ 0.10.
- 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 15 individual reels and 40 win lines in the base game.
- Up to 28 individual reels are available in the Lock 'N' Spin bonus.
- 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 paytable.
- Symbol payout values shown in the paytable are dynamic and change in accordance with the selected bet value.
- Highest win only paid on each selected line and per scatter combination.
- Scatter wins and line wins are added.
- All wins start on the leftmost reel and are for combinations of a kind, consecutive from left to right on selected lines, except scatters.

Bonus Symbols

- The Wild symbol replaces all symbols except Coin symbols and only appears in the base game.
- At random during the base game, Mystery symbols may land on the reels to reveal either Coin, Wild or regular symbols.
- If a win line is entirely created of Wild symbols, then the payout of the highest paid symbol is paid on select lines.

RTP Range

- The theoretical RTP (return to player) value for this game is 94.14 %.
- 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

Coin Symbols

- Coin symbols that land on the reels during the base game are added to the coin pile.
- During the base game, Coin symbols can have the following values: x0.5, x1, x1.5, x2. Coin values are multiples of the base game Total Bet.
- At random during the base game, the Mayan Chieftess may stomp on the reels causing Coin symbols to fall into view, triggering Lock 'N' Spin.
- The variation in the coin pile height is for entertainment purposes only and is not an indication of the likelihood of Lock 'N' Spin being awarded.
- Coins symbols are only awarded and paid during Lock 'N' Spin.

Lock 'N' Spin

- Lock 'N' Spin is triggered when 6 or more Coin symbols land on the reels during the base game.
- During Lock 'N' Spin, each position on the grid is an individual reel. The bonus starts with 3 spins and is reset back to 3 whenever a symbol lands into view on active reels.
- Coin symbols will remain on the reels once they appear and will slide down to the lowest possible reel space at the beginning of the next spin.
- A consecutive run of 3 spins without landing any symbols ends the bonus.
- Any Coin symbol values in view on active reels at the end of Lock 'N' Spin are collected and paid.
- Symbols that are available during Lock 'N' Spin include Coin symbols, Expansion symbols, Collector symbols and Starlight Jackpot symbols.
- When the 'Spins Remaining' counter reaches 0, there is a chance the Mayan Chieftess will add an additional Coin symbol to the reels, resetting the counter to 3.

Lock 'N' Spin Symbols

- Expansion symbol - When 3 Expansion symbols are collected, the outer reels unlock and any Coins, Jackpots and Collectors in view are awarded.
- Collector symbol - When a Collector symbol lands, all Coin symbols in view on active reels are collected and the Collector symbol becomes a Coin symbol, on which the total value is then displayed. The value present on the new Coin symbol is paid out at the end of Lock 'N' Spin.
- Coin symbols with white cash values are regular Coin symbols. During Lock 'N' Spin, regular Coin symbols can have the following values: x0.5, x1, x1.5, x2.
- Coin symbols with red cash values are high value Coin symbols. During Lock 'N' Spin, high value Coin symbols can have the following values: x3, x4, x5, x6, x7, x8, x9, x10.
- High value Coin symbols are only awarded during Lock 'N' Spin once the reels have been expanded.

Starlight Jackpots™

- Jackpots can only be won during Lock 'N' Spin.
- Collect 3 stars per pot to win a jackpot.
- Grand Jackpot value is seeded at 1000x base game Total Bet.
- Major Jackpot value is seeded at 200x base game Total Bet.
- Minor Jackpot value is 25x base game Total Bet.
- Mini Jackpot value is 10x base game Total Bet.
- Grand, Major, Minor and Mini jackpots can only be won once per bonus.
- Jackpot wins are paid at the end of Lock 'N' Spin.
- 0.125 % of every stake goes directly into the Grand Jackpot.
- 0.375 % of every stake goes directly into the Major Jackpot.
- There is no ceiling value for 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.



Wild



Chieftess



Chief



Red Mask



Blue Mask



Ace



King



Queen



Jack



Ten



Nine



Coin (Scatter)



Mystery (Scatter)



Collector (Scatter)



Expansion (Scatter)



Grand Jackpot (Scatter)



Major Jackpot (Scatter)



Minor Jackpot (Scatter)



Mini Jackpot (Scatter)

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.



Auto: Start Autoplay
(for more details on Autoplay see the "Game Rules" section).



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



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.



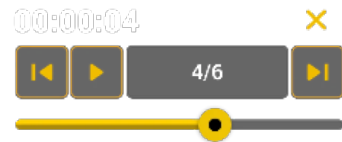
Exit: Exit the game.



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.



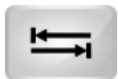
Left Arrow

- 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: 1.22.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.126.0_2025-10-23_094503

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 27 October 2025

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH