

Three Bandits: Shoot 'n' Spin

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 \$ 3 000.00.
- 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 4 rows with 20 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.
- 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 5.

Bonus Symbols

- The Blue, Red, and Green Buck symbols are Scatter symbols, which are collected and can trigger the respective Vaults with their corresponding features.
- Multiple Bucks landing simultaneously can trigger a combined feature. In this case, the mechanics of the corresponding features are combined.
- The Vaults' visual increase in size is not an indication of a higher chance to trigger a feature or gain increased rewards from that feature. The features are triggered randomly whenever a corresponding Buck lands, regardless of the Vaults' size.

- The Buck symbols appear only in the base game.
- The Wild symbol substitutes for all symbols except Scatters.
- The "Days Since Last Heist" counter displayed on the wall is purely a visual element. The "Days Since Last Heist" counter resets to 0 whenever a feature is triggered, except when the feature is purchased through the Buy Bonus option. In that case, the counter does not reset. The counter does not affect the odds of winning, payout rates, or any in-game mechanics, and it has no impact on the actual gameplay or RTP (return to player).

RTP Range

- The theoretical RTP (return to player) value for this game is 94.00 %.
- 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

Shoot 'n' Spin Feature

- The Red Buck (Scatter) can trigger the Shoot 'n' Spin Feature, which awards 10 Free Games.
- During the feature, Targets can land and award a value if they are hit with a Silver Bullet.
- Silver Bullets and Cylinders are collected from the leftmost reel before the Target symbols land. Cylinders are worth 5 Bullets.
- A Target can be hit multiple times.
- If there are fewer Bullets than Targets, the Bullets will hit selected Targets randomly.
- If the number of Targets equals the number of Bullets, each Target will be hit once.
- If there are more Bullets than Targets, but fewer than twice as many, each Target will be hit once. The remaining Bullets will cycle again through the same Targets, until there are no Bullets remaining.
- If there are exactly two, three, four (etc.) times as many Bullets as Targets, each Target will be hit two, three, four (etc.) times.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.
- Possible Target values are x0.25, x0.5, x0.75, x1, x1.5, x2, x2.5, x3, x4, x5, x6, x7, x8, x10, x15, x20, x25, x50, x75 and x100 multiplied by the Total Bet.
- Target Bounty: While the Shoot 'n' Spin Feature, or any combination that includes it, is active, the Target Bounty counter will be displayed.
- It shows how many individual Targets have been hit so far, only the first hit on each Target is counted and only if the Target was hit with a Silver Bullet, and awards 5x the player's bet for hitting 25 Targets, and 100x the player's bet for hitting 30 Targets.
- Free Games are played using the same bet as the spin which triggered them.
- Free Games cannot be won again during the feature.

Jackpots Spin Feature

- The Blue Buck (Scatter) can trigger the Jackpots Spin Feature, which awards 10 Free Games.
- During the feature, Keys can land and contribute to the respective Jackpot counters shown on the lockboxes above the reels.

- The number on each lockbox indicates how many of its respective Keys are needed to open the lockbox and award the Jackpot. Every lockbox starts with the number 5.
- Once a lockbox has been opened and the Jackpot has been awarded, the lockbox closes again, and the number resets to 5. Lockboxes can be opened multiple times during a feature.
- The Skeleton Key reduces the number of all lockboxes by one.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.

Multiplier Feature

- The Green Buck (Scatter) can trigger the Multiplier Feature, which awards 10 Free Games.
- During the feature, symbols that are hit with a Golden Bullet transform into Wilds.
- Up to four Golden Bullets can be collected from the rightmost reel after the symbols on the reels land. Golden Bullets can have no Multiplier, a x2 Multiplier, or a x3 Multiplier.
- A symbol hit with a Golden Bullet that has a Multiplier will transform into a Wild with that Multiplier attached.
- If a Wild symbol is hit with a Golden Bullet, it will receive the Bullet's Multiplier plus 1. For example: If a Wild symbol is hit with a Golden Bullet showing x3, it will turn into a Wild with x4.
- A symbol cannot be hit by Golden Bullets more than once.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.
- If two or more Wilds with Multipliers appear on the same winning combination, their Multipliers are multiplied together.

Shoot 'n' Spin + Jackpots Spin Feature

- The Red and Blue Bucks (Scatters) landing at the same time can trigger a combination of the Shoot 'n' Spin and Jackpots Spin Features, which awards 10 Free Games.
- During the feature, both mechanics are active simultaneously: collected Silver Bullets are used to hit Targets and any Keys that land are automatically contributed to the lockboxes above the reels.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.
- Target Bounty: While the Shoot 'n' Spin Feature, or any combination that includes it, is active, the Target Bounty counter will be displayed.
- It shows how many individual Targets have been hit so far, only the first hit on each Target is counted and only if the Target was hit with a Silver Bullet, and awards 5x the player's bet for hitting 25 Targets, and 100x the player's bet for hitting 30 Targets.

Shoot 'n' Spin + Multiplier Feature

- The Red and Green Bucks (Scatters) landing at the same time can trigger a combination of the Shoot 'n' Spin and Multiplier Features, which awards 10 Free Games.
- During the feature, the mechanics of both features are combined, but in a slightly different way.
- Golden Bullets are collected from the rightmost reel, and any Target hit by a Golden Bullet will be multiplied by the amount shown on the Bullet (only x2 and x3 Multipliers are possible). When Golden Bullet ammo runs out, Silver Bullets from the leftmost reel are used to hit Targets and collect their value. It is possible for a Target to be hit by a Golden Bullet but not by a Silver Bullet in which case, it will not be collected.
- If multiple Golden Bullets hit the same Target, their Multipliers are multiplied together.
- Golden Bullets can hit the same Target multiple times. As for which Targets are chosen to be hit, the same rules apply for the Silver Bullets, listed in the Shoot 'n' Spin Feature rules.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.
- Target Bounty: While the Shoot 'n' Spin Feature, or any combination that includes it, is active, the Target Bounty counter will be displayed.

- It shows how many individual Targets have been hit so far, only the first hit on each Target is counted and only if the Target was hit with a Silver Bullet, and awards 5x the player's bet for hitting 25 Targets, and 100x the player's bet for hitting 30 Targets.

Multiplier + Jackpots Spin Feature

- The Blue and Green Bucks (Scatters) landing at the same time can trigger a combination of the Multiplier and Jackpots Spin Features, which awards 10 Free Games.
- During the feature, the mechanics of both features are combined. Any Keys that land are collected and Golden Bullets can then be used to hit symbols, transforming them into Wilds.
- Collected Keys leave behind empty symbols in their place. Empty symbols can be hit by Golden Bullets and transformed into Wild symbols.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.

Shoot 'n' Spin + Jackpots Spin + Multiplier Feature

- The Red, Blue, and Green Bucks (Scatters) landing at the same time can trigger a combination of the Shoot 'n' Spin, Jackpots Spin, and Multiplier Features, which awards 10 Free Games.
- During the feature, the mechanics of all three features are combined. Targets can be hit with collected Golden Bullets to increase their value and then hit with Silver Bullets to collect the rewards. Any Keys that land are also contributed to the lockboxes above the reels.
- If multiple Golden Bullets hit the same Target, their Multipliers are multiplied together.
- Once all Free Games have been played, winnings are collected, and the game returns to the base game.
- Target Bounty: While the Shoot 'n' Spin Feature, or any combination that includes it, is active, the Target Bounty counter will be displayed.
- It shows how many individual Targets have been hit so far, only the first hit on each Target is counted and only if the Target was hit with a Silver Bullet, and awards 5x the player's bet for hitting 25 Targets, and 100x the player's bet for hitting 30 Targets.

Buy Bonus

- The Buy Bonus can be activated only during the base game by clicking the Buy Bonus button.
- There are four Buy Bonus options available. The Buy Bonus pop-up window displays the available options along with the total cost of each.
- The Random Single Feature option costs 50x the selected Total Bet. This option guarantees one of the three features randomly.
- The Random Double Feature option costs 100x the selected Total Bet. This option guarantees two random features.
- The All 3 Features option costs 150x the selected Total Bet. This option guarantees all three features.
- The Any Random Feature option costs 70x the selected Total Bet. This option guarantees a random number of features.
- The theoretical RTP (return to player) for the Buy Bonus is 94.00 %.

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.

SYMBOLS

The table below lists the non-winning symbols of this game.



Blank (Non-Winning Symbol)

The table below lists the winning symbols of this game.



Dynamite (Wild)



Mini Key



Killer Kate



Minor Key



Lockpicker Luke



Maxi Key



Dynamite Dan



Major Key



Ace



Grand Key



King



Skeleton Key



Queen



Targets



Jack



Silver Bullet



Ten



Golden Bullet



Blue Buck (Scatter)



Cylinder



Green Buck (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.



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.



In "Settings": Toggle the "Gamble" 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.



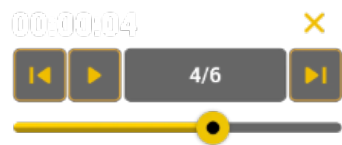
Exit: Exit the game.



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.



Confirm: Press to start the Buy Bonus round. If the button is faded, you do not have enough money to buy the feature.



Cancel: Press to return to the base game.



Feature Cost: Press + or - to increase or decrease the Feature Cost. If the button is darkened you cannot change the Feature Cost. The Feature Cost selection affects the Total Bet value. 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

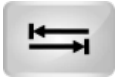
- Decreases the current bet until the minimum possible bet has been reached.
- Starts the gamble feature when your current winnings can be gambled.
- Chooses the red card during the gamble feature.



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: 1.333.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.125.0_2025-09-26_075511

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 1 December 2025

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH