

TO PLAY THE GAME:

- Choose a Bet Level.
- Spin the reels by:
 - Clicking/tapping the Spin button.
 - Clicking/tapping the Spacebar (Desktop mode only).
 - Starting a set number of spins using the AutoPlay menu.

While the reels are spinning, you can quick stop the game by pressing the Spin button. The Fast Play increases the reel spin speed to display the spin results quicker without affecting them. Open the settings to activate/deactivate the Fast Play. Some of these settings may not be available in the game you are playing. All Bets and payouts are in the user's currency.

AUTOPLAY SETTINGS

Here you can choose your preferred AutoPlay settings.

- Learn more about AutoPlay settings:
 - AutoPlay settings differ from game to game. Your game may not have all these settings. AutoPlay may not be available in certain markets.
 - AutoPlay enables you to automatically play a set number of consecutive game rounds without interacting with the game.
 - AutoPlay plays with the last Bet value you selected, or the casino default Bet value.
 - Each game has different AutoPlay settings. Some may not be available in the game you are playing.
 - The number of spins remaining in your AutoPlay session is displayed in the game.
 - Autoplay stops when the Free Spins are activated.

AutoPlay Settings

Number of spins

Set the number of spins you want to play.

Stop On Any Win

Stop the session if you win on a spin.

Single Win Limit

Stop the session if the win exceeds or equals the amount selected.

Win Limit

Stop the session if your balance increases and exceeds or equals the amount selected.

Loss Limit

Stop the session if your balance decreases and drops below or equals the amount selected.

- Start AutoPlay:
 - Click/tap the AutoPlay button. This will open the settings dialogue enabling you to select the number of spins you want to play and adjust the stop settings.
 - Click/tap your AutoPlay settings.
 - Click/tap Confirm to start AutoPlay. This starts the AutoPlay session, and it continues until you run out of the set spins or click/tap the Stop button.
 - Click/tap the Stop button to end AutoPlay. To click/tap on this button does not influence the results of the spin.

ABOUT THE GAME

Call of the Reaper is a 6-reel, 4-tall game with 4096 ways, featuring the Coin Collect feature, Demon Mode, Bonus Spins Meter and Bonus Spins.

The theoretical average return to player (RTP) for this game is 96.22%.
The RTP was calculated by simulating 100000000000 rounds of gameplay.

Matching symbols in any position on three or more adjacent reels, starting from the leftmost reel constitutes a pay way win.
Multiple matching symbols on a reel contribute to the winnings multiplicatively.
Only the longest matching combination for each symbol is paid. Simultaneous wins are added.
Winning combinations and payouts are made according to the Paytable.
The Paytable reflects the current bet configuration and changes in accordance with the total bet.
All bets and payouts are in currency. Payouts are based on the total bet.

SPECIAL SYMBOLS

The Wild symbol can land on reel 2, 3, 4 and 5 in the Base Game.
The Wild symbol substitutes for all regular symbols in win evaluation.

The Bonus symbol can land on reel 2, 3, 4 and 5 in the Base Game.
The Bonus symbol is a scatter symbol.

The Key symbol can land on reel 2, 3, 4 and 5 in the Base Game.
The Key symbol is a scatter symbol.

The Coin symbol can land on reel 2, 3, 4 and 5 in the Base Game and Demon Mode.
The Coin symbol can land on all reels in the Bonus Spins.
Coin symbols take on a random prize between 0.2x to 9x the bet.
In Bonus Spins, the Coin symbol can also randomly take on the prize 200x the bet.
The Coin symbol is a scatter symbol.

The Cursed symbol can land on reel 2, 3, 4 and 5 in the Base Game and Demon Mode.
Cursed symbols take 1 of the 4 prizes: MINI, MINOR, MAJOR and MEGA.
The Cursed symbol is a scatter symbol.

The Collect symbol can land on reel 1 and 6 in the Base Game and Demon Mode.
The Collect symbol is a scatter symbol.

The Upgrade symbol can land on reel 1 and 6 in Demon Mode.
The Upgrade symbol is a scatter symbol.

The Blank symbol can land in Demon Mode and Bonus Spins.
The Blank symbol is a blocker. It does not take part in win evaluation.

CURSED PRIZES

The table displays the value of all Cursed prizes.
Cursed prizes can only be won in the Base Game and Demon Mode.

CURSED PRIZES	PRIZES (times bet)
MEGA	500x
MAJOR	100x
MINOR	25x
MINI	10x

COIN COLLECT

Any Coin or Cursed symbol landing together with a Collect symbol in the Base Game or Demon Mode activates the Coin Collect feature.

The values of all landed Coin and Cursed symbols are added together and awarded.
If two Collect symbols are landed, the Coin and Cursed values are awarded twice.

BONUS SPINS METER

Every time the Coin symbol lands in the Base Game, it gets gathered into the Bonus Spins Meter.
The Bonus Spins Meter table shows how many coins need to be gathered to increase the Bonus Spins Multiplier level by 1 for each level.
After each level increase, the meter resets to 0.
If the number of points exceeds the threshold, the level is increased, and the difference is added to the meter after it is reset to 0.
The Bonus Spin Multiplier level can increase in the Bonus Spins by clearing a full column of Coin symbols.
The Bonus Spin Multiplier cannot go above x10. At this level, the meter does not grow until the Bonus Spins is awarded.
At the conclusion of Bonus Spins, the Bonus Spins Multiplier level is reset to 1.

LEVEL	MULTIPLIER	COINS TO PROGRESS
1	x1	100
2	x1.5	150
3	x2	200
4	x2.5	250
5	x3	300
6	x4	400
7	x5	600
8	x6	800
9	x8	1000
10	x10	-

HAUNTED DOOR

Any time a Key symbol lands in the Base Game, it is gathered into the Haunted Door.
Gathering Key symbols can randomly activate Demon Mode.
Gathering Key symbols does not increase the chance of activating Demon Mode.

DEMON MODE

Demon Mode can be activated in 2 ways. Either by landing 3 Key symbols or by having the Haunted Door randomly activate.
Activated Demon Mode is linked to the bet and saved with it.
Only Coin, Cursed, Collect, Upgrade and Blank symbol can land during Demon Mode.
When Demon Mode is active, the Demon Counter shows the remaining Bonus Spins before exiting Demon Mode. The Demon Counter starts at 3.
Any Coin or Cursed symbol land on the reels is locked at its position and resets the Demon Counter to 3 Bonus Spins.
Landing a Collect symbol activates the Coin Collect feature.
Landing an Upgrade symbol will evolve the current Coin or Cursed symbol prizes. Each Upgrade symbol can evolve a prize between 1 and 7 times.
When the Demon Counter reaches 0 and no new Coin or Cursed symbols land on that spin, Demon Mode ends and game goes back to the Base Game.

BONUS SPINS

Landing 4 Bonus symbols in the Base Game activates Bonus Spins. 3 Bonus Spins are awarded.
The landed Bonus symbols from the Base Game turns into Coin symbols and gets locked in position.
All unlocked positions turn into individual spinning reels.
Only Coin and Blank symbols can land during Bonus Spins.

If any new Coin symbol lands, they are locked, and the number of Bonus Spins is reset to 3.
When all positions on one column are Coin symbols, the column is cleared.
The values of all Coin symbols are summed up and the Bonus Spin Multiplier level increases by 1.
At the end of Bonus Spins, all Coin symbols prizes are summed up and multiplied by the final Bonus Spins Multiplier.
Bonus Spins are played with the same Bet configuration as the round that activated the Bonus Spins.

PERSISTENT STATE

Demon Mode is linked to the bet and saved with it. Each bet is saved separately. If changing to a new bet while in Demon Mode, the current state will be saved under the current bet and the next spin will be played in Base Game with the new bet. Whenever the bet is changed to a bet where Demon Mode is active, the state is restored together with the bet.
Bonus Spin Meter and Bonus Spins Multiplier are persistent between rounds across all bet levels.
The probability of activating certain game events may change during gameplay.
As the Bonus Spins Meter and Bonus Spins Multiplier increase, the chance of activating Bonus Spins will decrease.

ADDITIONAL INFORMATION

Malfunction voids all pays and plays.
In accordance with fair gaming practices, the outcome of each and every game is completely independent.
The chances of getting a particular outcome are always the same at the start of every game.
The English version of the game rules prevails.

Incomplete games will be automatically resolved after 24 hours. Any winnings resulting from automatic resolve shall be paid to the player's account.