

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

FUSION FEVER is a 5-reel, 4-tall game, featuring 20 win lines, FEVER WHEEL, MULTIPLIER, BONUS SPINS, and FUSION BONUS.

The theoretical average return to player (RTP) for this game is 96.12%.
The RTP was calculated by simulating 10000000000 rounds of gameplay.

Bet line wins pay in succession from leftmost to right.
Only the highest win per bet line is paid.
Wins on different bet lines are added.
Winning combinations and payouts are made according to the Paytable. All bet lines and winning combinations in the game are displayed in the Paytable.
The Paytable reflects the current Bet configuration and changes in accordance with the corresponding Bet.
All Bets and payouts are in currency.

SPECIAL SYMBOLS

The WILD symbol substitutes for all regular symbols in win evaluation.

ENERGY symbols take on random values between 0.2x to 10.0x the bet.
Landing 1-3 ENERGY symbols in the Base Game gives the player a random chance to activate the FEVER WHEEL.
Landing 4 ENERGY symbols in the Base Game activates the MULTIPLIER and multiplies the total sum of the ENERGY symbols with either x2, x3, x4, x5, or x10.
Landing 5+ ENERGY symbols in the Base Game or during BONUS SPINS triggers FUSION BONUS.
The ENERGY symbol is a scatter symbol.

The FUSION symbols can only land in the FUSION BONUS.
FUSION symbols take the value of the total sum of all ENERGY symbol values on the trigger screen.
The FUSION symbol is a scatter symbol.

The FEVER symbols can only land in the FUSION BONUS.
The FEVER symbol is a scatter symbol.

The BONUS symbol can land on reel 2, 3, and 4 in the Base Game.
Landing 3 BONUS symbols in the Base Game triggers BONUS SPINS.
The BONUS symbol is a scatter symbol.

The BLANK symbol can land in the FUSION BONUS.
The BLANK symbol is a blocker. It does not take part in win evaluation.

MULTIPLIER

The MULTIPLIER symbol can land on reel 2, 3, and 4 in the BONUS SPINS and can take random values of x2, x3, x4, or x5.
The MULTIPLIER symbol can land on all reels in the FUSION BONUS and can take random values of x2, x3, x4, or x5.
The MULTIPLIER symbol is a scatter symbol.

FEVER WHEEL

The FEVER WHEEL can be won from either the Base Game or from the FUSION BONUS.
The FEVER WHEEL will spin and randomly select a FEVER symbol from the FEVER table and award it to the player.
The FEVER WHEEL does not represent actual odds.

FUSION BONUS

Land 5+ ENERGY symbols in the Base Game or BONUS SPINS to trigger 3 FUSION BONUS Spins.
All new FUSION symbols receive the combined value of all ENERGY symbols on the triggering screen.
The triggering ENERGY symbols lock into position and remain in place.

Unlocked positions turn into individual spinning reels.
Only BLANK, FUSION, MULTIPLIER, and FEVER symbols can land during FUSION BONUS.
The MULTIPLIER symbol only multiplies the value of the ENERGY and FUSION symbols.
If any new FUSION, MULTIPLIER, or FEVER symbol lands on the reels, they are locked and the number of spins is reset to 3.
When all positions are locked, the FEVER WHEEL is awarded.
When FUSION BONUS ends, all ENERGY, FUSION, and FEVER symbols prizes are summed and awarded.
FUSION BONUS is played with the same Bet configuration as the round that activated the FUSION BONUS.

BONUS SPINS

Land 3 BONUS symbols in the Base Game to trigger 15 BONUS SPINS.
During BONUS SPINS, an Energy Collector is active.
Landing 1–4 ENERGY symbols increases the Energy Collector by the combined value of the landed ENERGY symbols.
Landing 5 or more ENERGY symbols triggers the FUSION BONUS. Any award won in the FUSION BONUS is added directly to the Energy Collector.
A MULTIPLIER symbol multiplies the current value of the Energy Collector by x2, x3, x4, or x5.
When all BONUS SPINS have been played, the final value accumulated in the Energy Collector is awarded.
The BONUS SPINS are played with the same Bet configuration as the round that activated the BONUS SPINS.

FEVER PRIZES

The table displays the value of all FEVER prizes.

FEVER	PRIZES (times bet)
GRANDx5	500x
GRANDx4	400x
GRANDx3	300x
GRANDx2	200x
GRAND	100x
MAJORx5	250x
MAJORx3	150x
MAJOR	50x
MINORx3	75x
MINOR	25x
MINIx4	40x
MINIx3	30x
MINIx2	20x
MINI	10x

PERSISTENT STATE

This game includes visual elements that change as you play. These visual elements are for entertainment purposes only and do not increase the chance of the player triggering certain game event or influence the outcome of the game in any way. Each spin is independent, and the results are determined by a random number generator (RNG). Visual changes do not affect the game's Return to Player (RTP).

AI services have been used to modify, generate or enhance parts of the game art and to translate the Game Rules.

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.