

# ALC Game Rules – Additional Information Crush Dynasty

## ENGLISH SLOTS

Game Help and Paytable are available within game.

### **ADDITIONAL INFORMATION**

#### **BASE GAME FEATURES**

Available boulders are Tier 5, Tier 4, Tier 3, Tier 2, Tier 1. Available prizes for each boulder are a credit prize between 60-50,000 credits times bet multiplier or a Progressive award. If a Tier 4 boulder is crushed and a credit prize that is less than 100 credits times bet multiplier would be awarded, it will instead award 100 credits times bet multiplier. If a Tier 3 boulder is crushed and a credit prize that is less than 200 credits times bet multiplier would be awarded, it will instead award 200 credits times bet multiplier. If a Tier 2 boulder is crushed and a credit prize that is less than 400 credits times bet multiplier would be awarded, it will instead award 400 credits times bet multiplier. If a Tier 1 boulder is crushed and a credit prize that is less than 750 credits times bet multiplier would be awarded, it will instead award 750 credits times bet multiplier. All credit prizes displayed during gameplay have already been multiplied by the bet multiplier. After a boulder is crushed, a new boulder is randomly selected from the front of one of the two displayed boulder trails. Any displayed damage to a boulder is for entertainment purposes only and has no effect on the odds of winning. Boulder trails and active boulder are saved separately for each bet multiplier.

#### **PROGRESSIVES**

Randomly, when attempting to crush a boulder in the base game, the boulder will display and cycle through ULTRA, GRAND, MAJOR, MINOR, and MINI. Pressing the Play button again will crush the boulder and award the indicated progressive. The progressive cycling over the boulder is for entertainment purposes only and is not indicative of the odds of winning a particular progressive. Player interaction has no influence on the progressive tier awarded. If crushing a boulder during RAMPAGE awards a progressive, no player input is necessary, and one progressive is displayed and awarded. Progressives cannot be awarded on the same crush attempt that triggers RAMPAGE. Progressive awards are not multiplied by the bet multiplier.

#### **RAMPAGE**

Randomly, when committing a wager, RAMPAGE will trigger. During RAMPAGE, up to 26 boulders may be crushed, awarding each crushed boulder's revealed credit prize. RAMPAGE ends after a losing crush attempt is displayed. If crushing a boulder during RAMPAGE awards a progressive, no player input is necessary, and one progressive is displayed and awarded. Progressives cannot be awarded on the same crush attempt that triggers RAMPAGE. Progressive awards are not multiplied by the bet multiplier.

#### **Interrupted Game**

In the event of disconnection, an interrupted bonus feature may be resumed immediately by starting the game again. The results of a completed reel spin (where display of the visual result was interrupted) will not be re-displayed within the game but may be reviewed in My Transaction History.

Any amount wagered on an unfinished spin will remain paused until you either complete the game, the game is voided, or it's auto completed within 24 to 48 hours. When an unfinished spin is voided, your bet will be refunded to your account.

### **Game History**

The result of a completed game may be viewed in My Transaction History immediately after closing the game window. Results of unfinished games are not displayed in My Transaction History.

### **Expected Payback**

*The theoretical average return to player (RTP) is 94.67 – 94.94%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing lab. Bet settings determine the RTP percentage range; adjusting the bet settings to the maximum number of lines, bet levels, or bet multipliers provides the maximum RTP.*

Version 1.0

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