

Game Objective

Live Mega Ball is a unique, entertaining, and fast-paced game show, featuring a Mega Ball Bonus round in which you have the chance to win even more with the added multipliers! Buy a packet of cards to play with for the value you have selected and collect lines, while the numbered balls are being randomly drawn by the Ball drawing machine, simply complete lines of numbers on your card(s). It's all about getting as many lines per card as possible — the more lines you get, the more you win!

Game Rules

Mega Ball is played with 1–400 cards and a Ball drawing machine. Each 5×5 cell card contains 24 randomly arranged unique numbers with a free square in the centre. The free square is considered as an already marked square. You win if you get a horizontal, vertical or diagonal line of 5 squares. You can win up to 9 lines per card.

Main Game Round

- Buy a packet of cards you wish to play with for the value you have selected. You can add more card packets after the first packet is bought and change the value of your cards while the betting time is open. Your selected card value will be automatically applied to all your cards.



- Your cards will be visible on the screen regardless of the amount. You can zoom in on an individual card at any time. If you would like to change the numbers on a particular card, simply zoom in on that card and while the betting time is open, click/tap the REFRESH NUMBERS button until

you are satisfied with the resulting new numbers.



6	18	21	35	49
2	11	25	34	44
< 1	17		38	47 >
9	13	29	32	51
10	15	30	37	42

- Once the betting time is over, 20 out of 51 numbered balls are drawn from the Ball drawing machine. If the number of the drawn ball matches a number in any of your cards, a badge is automatically placed on that number. When a completed line is collected, your winnings per card are also updated automatically and displayed below the corresponding card.



	18	21		49
2		25	34	
1				47
9	13	29		51
10	15		37	

- As the balls are drawn one by one, your cards will be automatically updated and sorted, with the card closest to winning placed at the top.
- To add to the excitement you can also see on your screen how much you could win if a special ball should happen to be drawn. Expected ball numbers will be highlighted in gold on your cards.



520						
-----	--	--	--	--	--	--

- The drawn balls are also automatically updated and visible on your screen.



--	--	--	--	--	--	--	--	--	--

Mega Ball Bonus round

- After all 20 balls are drawn in the main game round, one or two intriguing Mega Ball Bonus rounds occur. At the beginning of the Mega Ball Bonus round, a Mega Ball multiplier in the range from 5x to 100x is

generated. A physical ball is drawn from the Ball drawing machine to determine the number of the Mega Ball.

- If the Mega Ball number completes any line in your card(s), your payout on that card is multiplied by the Mega Ball multiplier.
- If a line is not complete, the Mega Ball number will be treated as a regular ball and will not multiply the payout.
- If there is more than one Mega Ball among your winning lines on the same card, your payout will be multiplied only by the highest multiplier.



Game result

After the game round is over, your cards are sorted again and only those cards with winnings are left on the screen. Your total winnings are calculated automatically and displayed on your screen.



Observing the game

If you join the game when the game round has already started or have not bought any cards to play with, you can observe the game until the next game round begins.

Recent Multipliers

While betting time is open, the most recent Mega Ball multipliers are shown.

5x	10x	100x	15x	20x	100x	100x
50x	20x	20x	100x	10x	100x	10x
12x	20x	10x	20x	100x	10x	10x

Payouts

Number of Lines	Payout
6+ lines	9,999 - 999,999 : 1
5 lines	999 - 99,999 : 1
4 lines	249 - 24,999 : 1
3 lines	49 - 4,999 : 1
2 lines	4 - 499 : 1
1 line	1x (push) - 99 : 1

Maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits table.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

The pay table is dynamic and the win amounts that are displayed will increase as a multiplier is selected. The win amount is only awarded if the multiplier lands on a winning pay line.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 95.40%, based on 1 card.

The RTP range is 94.61%–95.40%.

The chance of winning the top prize, which consists of 6 or more lines with exact 100X multiplier, varies depending on numbers of cards bought. At 1 card the chance is approximately one in 13.4 billion and at 400 cards it is

approximately one in 33.4 million. The chance of winning on 6 or more lines with a lower multiplier is significantly higher.

Place Bets

The BET LIMITS panel heading shows the minimum and maximum allowed bet limits at the table.

To participate in the game, you must have sufficient funds to cover your bets. You can see your current BALANCE on your screen.

In the Immersive view, the TIMER informs you of the duration of the betting time. After it expires, betting is closed and no more bets are accepted.



In the classic view, the TRAFFIC LIGHTS tell you the current status in the game round by informing you when you can bet (GREEN light), when betting time is nearly over (YELLOW light), and when betting time has expired (RED light).

PLACE YOUR BETS

To place a bet, select the value of your cards. Click/tap “+” or “-” on the VALUE button to increase or reduce this value. Please note that the selected value will be applied to all your cards.



The UNDO button removes the last added packet of cards.



You can click/tap the UNDO button repeatedly to remove card packets one by one, in the reverse order of which they were added. You can remove all your cards by holding the UNDO button.

The TOTAL BET indicator displays the total amount of all bets placed in the current round.



Click/tap the REPEAT button to repeat your bet from the previous game round, by adding the same number and value of cards. This button becomes available after every game round.



Live Support

Contact Live Support for game-related inquiries.



Chat

Chat with other players and/or with a game presenter.



Game Number

Each game round is identified by a unique GAME NUMBER.

21:10:10

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for the reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

Sound

Sound controls all sounds in the game.



Game History

Game History displays your Evolution game rounds and results.



Settings

Settings let you customize user preferences that are saved to your profile.



Error Handling

If there is an error in the game, system, or game procedure, the game might be temporarily paused while the game host notifies the shift manager. You and other players will be notified via Chat that the issue is being investigated.

Disconnection Policy

If you are disconnected from a game round, any bought cards remain valid and are settled in your absence. Upon reconnecting, you can view game result for your bought cards in the History window.

Automated Chat Moderation

Players' messages in Chat are subject to automated decision-making. In cases of misuse, such as the abuse of the game host or other players or

inappropriate and/or offensive language, the player will be issued a warning. If the warning is disregarded, chat privileges will be disabled. If you disagree with any automated decision, we encourage you to contact your Casino support for further assistance.

More Games

Evolution Lobby — easy game selection without exiting your current game until a new game is chosen.



Shortcut Keys

Shortcut keys can be used to quickly perform useful game functions.

KEY	FUNCTION
When applicable, the ESC key can be used to:	
ESC	<ul style="list-style-type: none">• Exit the full-screen mode• Close an open pop-up window (History, How To Play, Settings, etc.)

;