



GAME RULES
MAX DANGEROUS
AND THE LOST RELICS

GAME RULES

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Name	MAX DANGEROUS AND THE LOST RELICS
Vendor	Red Rake Gaming
Version	MAX DANGEROUS AND THE LOST RELICS
Type of game	Videoslot
Geometry	5 x 4
Technology	HTML5
Progressive jackpots	No
Bonus feature	This game has a bonus feature that consists of several free plays.
Return to the Player	95.3%
Autoplay mode	Yes, under the required UKGC technical standards.

GAME RULES

- **Max Dangerous and the Lost Relics** is a slot machine with 5 reels and 4 rows that offers 50 paylines and a free spin feature.
- The **SPIN** button starts a spin with the selected bet.
- By pressing **AUTOSPIN** you will play automatically with the number of selected spins.
- In the event that a combination of symbols were to give more than one win, the combination with the highest winnings will be awarded with the configuration that produces the highest multiplier.
- The winning combinations and the prizes are decided according to the **PAYTABLE**. The wins that appear in this table have the value of the currency that is being played with during those moments.
- Calculations of winnings are based on combinations of consecutive symbols from left to right.
- On each spin, the winning symbols disappear, resulting in a respin where following a downward movement of the symbols above the slots, the new slots are filled with other symbols. The prizes obtained in this manner are added to the total prize. This process is repeated until there are no prizes left.
- The "Wild" symbol can substitute any other symbol.
- **There are 5 different meters:** the whip, the plane, the skull, the hat and the chalice.
- Each time you obtain a win with these symbols, the corresponding meter will be filled by as many spaces as there are symbols in each winning line. For example, if you get 2 pay lines with 3 whips in each, the whip meter will fill up by 6 spaces. The WILD symbol will not fill up these meters.
- When you fill one of the meters, the corresponding feature will be launched. The whip, plane and chalice meters each contain 11 spaces, while the skull and hat meters each contain 10 spaces.
- If you fill more than one meter at once, the features will be launched in the following order: whip, plane, skull, hat and chalice. The meters will be reset at the end of each spin.

- **WHIP:** a symbol and a multiplier will be awarded. All the instances of this symbol in the reels, in addition to the wilds, will be transformed into the chosen multiplier. All of those multipliers will be combined to form a larger multiplier, which will be used to increase your bet.
- **PLANE:** the plane moves along a row from left to right, replacing all the symbols in the row (except for wild symbols) with new symbols of the same type.
- **SKULL:** 3 sticky wild symbols will appear in the reels. Each sticky wild symbol has 3 lives. Each time they are involved in a win, they lose one life. When all 3 lives have been used up, the symbol will disappear

-  Sticky wild symbol with 3 lives.

-  Sticky wild symbol with 2 lives.

-  Sticky wild symbol with 1 life.

- **HAT:** the first 3 symbols in the second reel will be replaced with wild symbols and 3 more will be placed in the upper positions of the reel that are not yet visible. These will fall in successive cascades when you win.

- If you fill more than one meter at once, the features will be launched in the following order: whip, plane, skull, hat and chalice. The meters will be reset at the end of each spin.
- The maximum win per spin is capped at 4,000 times the total bet.

FREE SPINS BONUS FEATURE

- If you fill the chalice meter you will gain access to a feature with 12 free spins.
- The whip, plane and chalice meters will not reset at the end of each spin. They will also only contain 9 spaces each, rather than 11.
- If you fill the chalice meter once, your entire win amount during the free spin feature will be multiplied by 2. This multiplier will increase by 1 for every other time you fill the meter.
- The free spins feature is played with some special reels.
- If at the end of the free spins feature, the total win is less than 10 times the bet that activated the feature, then 4 extra free spins are triggered. Extra free spins continue to be obtained until the total win of the feature exceeds the previously mentioned 10 times the bet minimum.
- The free spins feature is played at the same level of bet as the spin that activated the feature.
- If the game gets interrupted during a free spins bonus, the game shall randomly complete the round and store the winnings. Upon the next connection to the game, the winnings shall be credited to the player's balance and a complete replay of the bonus round shall be available at the Historical Betting interface.

BUTTONS

BUTTON	FUNCTION
	<p>SPIN BUTTON. Click to spin with the selected bet value.</p>
	<p>Click to begin the game automatically.</p>
	<p>Use the bet selector to change the total bet value.</p>
	<p>Click to see the PAYTABLE.</p>
	<p>Click on the button to see the menu`s options:</p> <ul style="list-style-type: none"> HISTORY Check the game history. HELP Learn the "Rules of the Game". LEAVE Press to leave.
	<p>Click to activate or deactivate the game sounds.</p>
	<p>For a better gaming experience use FULL SCREEN.</p>
	<p>Click to open betting history (REPLAY).</p>

FREE ROUND BONUS

FRBs (Free Round Bonus) are rounds that you can enjoy completely for free. They come at the discretion of the operator, not from regular play. If you have FRBs you will be notified when the game loads and a notification window will also be shown when the FRBs run out in order to notify you that the next round will cost the established bet amount. The value of the bet cannot be changed and the rules of the rounds are the same as the normal playing mode.

FRBS WINDOWS	FUNCTION
	Window with notification of available FRBs.
	Window to notify end of FRBs.





PAYTABLE

PAY TABLE

	5 4 3	€30 €6 €1.5		5 4 3	€12 €3 €0.9		5 4 3	€12 €3 €0.9		5 4 3	€6 €1.5 €0.6
	5 4 3	€6 €1.5 €0.6		5 4 3	€3 €0.9 €0.3		5 4 3	€3 €0.9 €0.3		5 4 3	€3 €0.9 €0.3
				5 4 3	€3 €0.9 €0.3						

The  symbol is WILD and replaces all other symbols.

If a line pays more than one win, the highest win is paid.

The combinations are only valid from left to right

YES  NO  NO 

All symbols that contribute to a winning combination during a normal spin or a "Free Spins Bonus" phase disappear.

The spaces are filled with new symbols. Then the new result is re-evaluated and the new winnings are added to the total winnings of the spin.

METERS

There are 5 different meters: the whip, the plane, the skull, the hat and the chalice.



Each time you obtain a win with these symbols, the corresponding meter will be filled by as many spaces as there are symbols in each winning line. For example, if you get 2 pay lines with 3 whips in each, the whip meter will fill up by 6 spaces. The WILD symbol will not fill up these meters.



When you fill one of the meters, the corresponding feature will be launched. The whip, plane and chalice meters each contain 11 spaces, while the skull and hat meters each contain 10 spaces.

It is possible to fill a meter more than once, in which case a small balloon will be displayed indicating the number of times it has been filled.



If you fill more than one meter at once, the features will be launched in the following order: whip, plane, skull, hat and chalice. The meters will be reset at the end of each spin.

WHIP

A symbol and a multiplier will be awarded. All the instances of this symbol in the reels, in addition to the wilds, will be transformed into the chosen multiplier. All of those multipliers will be combined to form a larger multiplier, which will be used to increase your bet.



PLANE

The plane moves along a row from left to right, replacing all the symbols in the row (except for wild symbols) with new symbols of the same type.



SKULL

3 sticky wild symbols will appear in the reels.



Each sticky wild symbol has 3 lives. Each time they are involved in a win, they lose one life. When all 3 lives have been used up, the symbol will disappear.

-  Sticky wild symbol with 3 lives.
-  Sticky wild symbol with 2 lives.
-  Sticky wild symbol with 1 life.

HAT

The first 3 symbols in the second reel will be replaced with wild symbols and 3 more will be placed in the upper positions of the reel that are not yet visible. These will fall in successive cascades when you win.



FREE SPINS

If you fill the chalice meter you will gain access to a feature with 12 free spins.



During this feature:

- The whip, plane and chalice meters will not reset at the end of each spin. They will also only contain 9 spaces each, rather than 11.
- If you fill the chalice meter once, your entire win amount during the free spin feature will be multiplied by 2. This multiplier will increase by 1 for every other time you fill the meter.



BET LINES

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
	49	50			

The combinations are only valid from left to right

YES ●●●●●● NO ●●●●●● NO ●●●●●●

Technical errors void all wins and spins

The user return (RTP) is 95.3%