HOW TO PLAY

SPIN / PLAY: If available, click on '▶ / 🔄' or press spacebar to start the game. After the reels stop spinning, any winning combinations on the selected lines will be paid according to the paytable.

STOP: Once play is initiated the '▶ / 🔄 ' button becomes a '■' stop button. Click this button or press space bar to stop reels from spinning, if available. The '■' button has no effect on the game outcome.

AUTO: If available, click on ' 🔁 / ⏩ / ➕ ' button and use the '+ / ▲' or '- / ▼' button to select the number of games to auto play. Number of auto play games remaining is displayed. During auto play, the '▶ / 🔄 ' button becomes a '■' button. Select this button to stop auto play once the current spin is complete.

MAXIMUM BET: If available Click on the 'MAX' button to set the maximum bet.

GAME HISTORY: This can be viewed by clicking on the 'clock / 🕓 ' button.

RESULT: Any wins are indicated by the highlighted symbols animating wherever applicable. Wins are shown in the message box.

The game rules are identical in both real play and demo play modes.

All prizes presented in the game would be of the same currency as displayed in the player's monetary balance.

The player is responsible for checking the correct bet has been registered before commencing play.

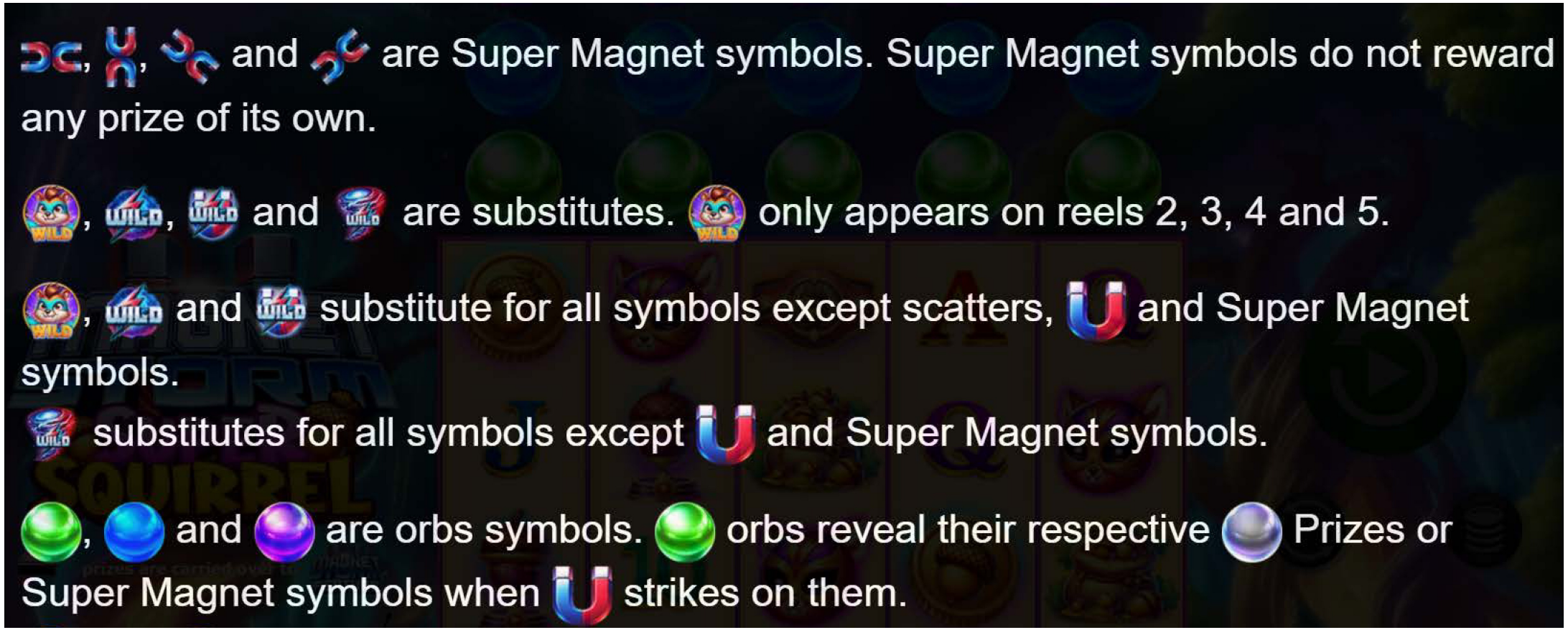
Any incomplete game will resume when the game is opened next time.

Malfunction Voids all Pays and Plays.

RULES

All available bet options are multiplied by static multiplier '75'.

 and  are scatters.


, , and are Super Magnet symbols. Super Magnet symbols do not reward any prize of its own.
, , and are substitutes. only appears on reels 2, 3, 4 and 5.
, and substitute for all symbols except scatters, and Super Magnet symbols.
substitutes for all symbols except and Super Magnet symbols.
, and are orbs symbols. orbs reveal their respective Prizes or Super Magnet symbols when strikes on them.

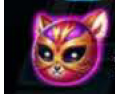
and orbs can be only stricken by the Super Magnet Symbols.

When lands on reel, will release lightning which strikes orbs straight above its location.

When is stricken, it reveals a random prize of 1, 2, 3, 4, 5, 8 or 10 multiplied by total bet, or one of the Super Magnet symbols.

When is stricken by Super Magnet symbols, it reveals a random prize of 2, 3, 4, 5, 8 or 10 multiplied by total bet.

When  is stricken by Super Magnet symbols, it reveals a random  prize of 3, 4, 5, 8 or 10 multiplied by total bet.

During paid games, Super Magnet symbols strike their aspect aligned symbols except  in both linear directions; they transform  into ,  into  , and , , , , , , , , ,  and  into ; they also reveal orbs symbols to their respective  prizes, or upgrade the already revealed to the next level prize of 2, 3, 4, 5, 8, 10, 15 and 20 multiplied by total bet if available. Substitutes cannot be transformed by Super Magnet symbols.

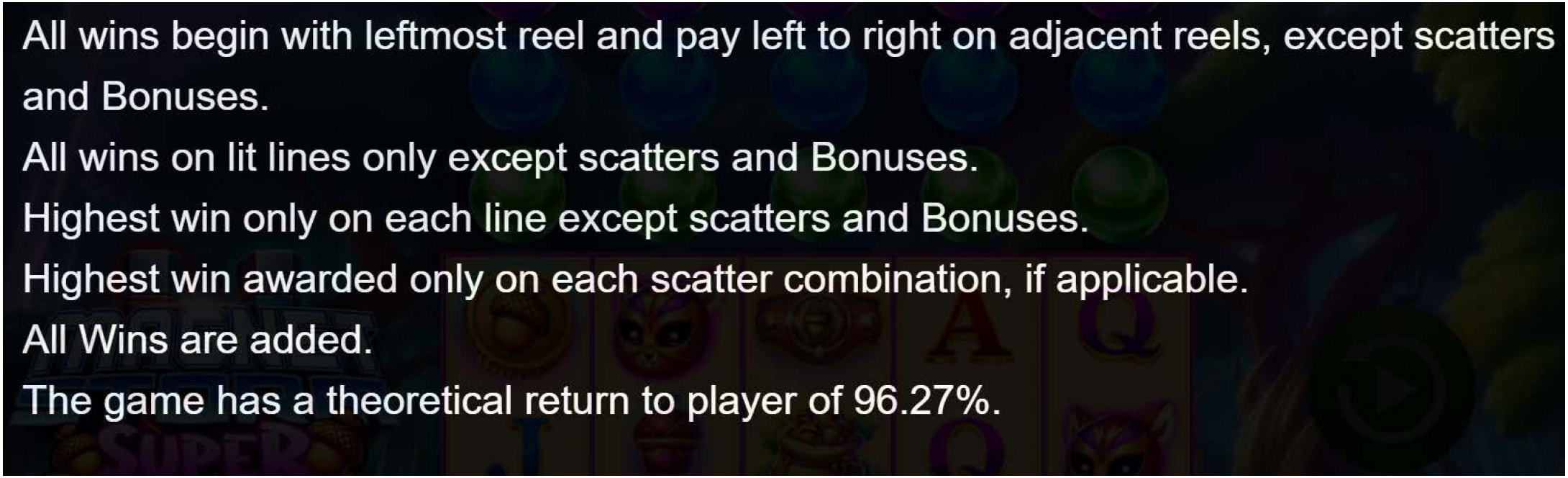
All stricken symbols are reset on every spin.

 with top prizes of 60, 70, 75, 80, 90, 100, 125, 150, 175, 200, 250, 300, 400 or 500 multiplied by total bet cannot be stricken or won in the paid game.

 prizes will be carried over to the MAGNET STORM FEATURE.

Reel strips during MAGNET STORM FEATURE are different to reel strips during the paid games. Total bet played during the Feature is the same as the game that triggered the Feature.

Scatters pay in any position.

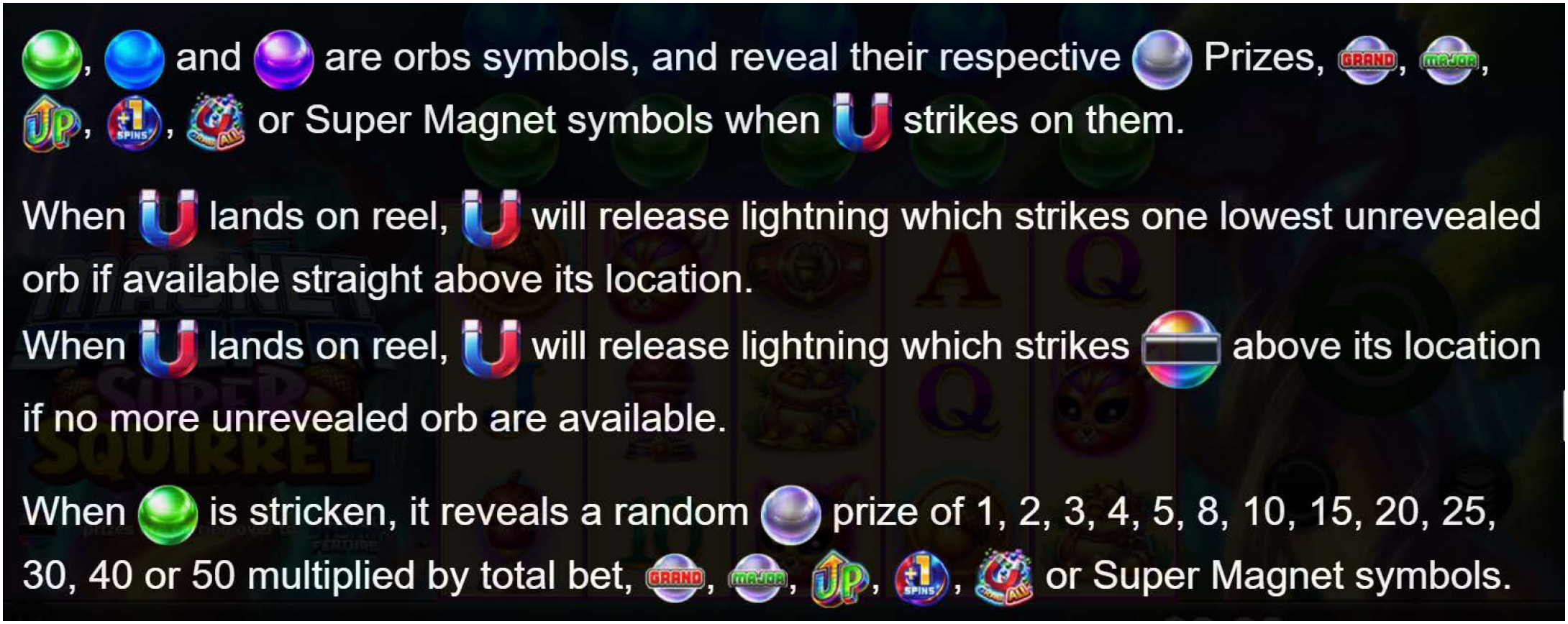

All wins begin with leftmost reel and pay left to right on adjacent reels, except scatters and Bonuses.
All wins on lit lines only except scatters and Bonuses.
Highest win only on each line except scatters and Bonuses.
Highest win awarded only on each scatter combination, if applicable.
All Wins are added.
The game has a theoretical return to player of 96.27%.

MAGNET STORM FEATURE

During paid games, MAGNET STORM FEATURE with 5 free games is triggered by 3 or more scatters.

No line win is awarded during MAGNET STORM FEATURE.

 with top prizes of 60, 70, 75, 80, 90, 100, 125, 150, 175, 200, 250, 300, 400 or 500 multiplied by total bet will be carried over from paid games, and can be won only during MAGNET when strikes on them


, and are orbs symbols, and reveal their respective Prizes, , , , , or Super Magnet symbols when strikes on them.
When lands on reel, will release lightning which strikes one lowest unrevealed orb if available straight above its location.
When lands on reel, will release lightning which strikes above its location if no more unrevealed orb are available.
When is stricken, it reveals a random prize of 1, 2, 3, 4, 5, 8, 10, 15, 20, 25, 30, 40 or 50 multiplied by total bet, , , , , or Super Magnet symbols.

When  is stricken, it reveals a random  prize of 1, 2, 3, 4, 5, 8, 10, 15, 20, 25, 30, 40 or 50 multiplied by total bet, , , , ,  or Super Magnet symbols.

When  is stricken, it reveals a random  prize of 3, 4, 5, 8, 10, 15, 20, 25, 30, 40 or 50 multiplied by total bet, , , , ,  or Super Magnet symbols.

, , ,  and  appears during  only.

 PRIZE is awarded when 3  orbs are collected; it can be awarded multiple times.

GRAND PRIZE is awarded when 4 GRAND orbs are collected; it can be awarded multiple times.

Each +1 SPINS awards an additional spin.

When UP is revealed, all the revealed Prizes will be upgraded to the next level prize at the end of the spin if available, except MAJOR and GRAND.
UP upgrade the already revealed to the next level prize of 2, 3, 4, 5, 8, 10, 15, 20, 25, 30, 40 and 50 multiplied by total bet if available.

When COLLECT ALL is revealed, all the unrevealed orbs will be revealed.

, , and are Super Magnet symbols. Super Magnet symbols do not reward

any prize of its own.

During 

, Super Magnet symbols strike their aspect aligned orb symbols except  in both linear directions, and they reveal orbs symbols to their respective  prizes or upgrade the already revealed  to the next level prize of 2, 3, 4, 5, 8, 10, 15, 20, 25, 30, 40 and 50 multiplied by total bet if available, except 

and 

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All revealed orbs do NOT reset on every spin;  Prizes and  Prizes are awarded at the end of 

.

Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded. Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available.