



Coin Collector Keno

GAME RULES

Introduction

Coin Collector Keno is a standard single player stand-alone Keno with 80 numbers to choose from and 20 numbers randomly drawn by the server in every draw. You can pick between 2 to 10 numbers. The game features four magical Animals that can give rich awards and an exciting Free Spins Bonus Round.

How to Bet

Choose between 2 to 10 numbers in the 80-number grid. Click a desired number on the grid to select it. The color of the number you select will change to a different color to show that the number has been selected. To deselect a number, click an already-selected number. You can select or unselect multiple numbers by pressing or dragging your cursor or finger over the numbers.

STAKE

Displays the current stake amount for the base game play. You can change the stake using the stake menu.

CLEAR

Clear selected numbers from the grid.

QUICK PICK

Pressing the Quick Pick button will randomly select numbers from the grid to be played in the next draw. The number shown in the Quick Pick field indicates the total number of selections which will be made, ranging from 2 to 10.

Click the minus button (-) to decrease the number of selections.

Click the plus button (+) to increase the number of selections.

PLAY

Click to start the game.



Drawing Numbers

Once you have selected your desired numbers on the grid, press the Play button to start the game. The game will randomly draw 20 numbers from in the range 1 to 80.

When a drawn number lands on a number on the grid that has not been selected, the number on the grid will change to a distinct color. If the drawn number lands on a selected number, the number will also change color but to a different color than for an unselected number.

How to Win

Winnings are paid according to the paytable and depends on how many numbers you have selected and how many numbers have been matched with the drawn numbers. Winning payouts are indicated in the paytable on screen and adjusted based on the numbers selected and your game stake. **Paytable**

Pick 2		
Match	Payout	Probability
2 on 2	x9	1 in 17
Pick 3		
Match	Payout	Probability
2 on 3	x2	1 in 8
3 on 3	x20	1 in 73
Pick 4		
Match	Payout	Probability
2 on 4	x1	1 in 5
3 on 4	x3	1 in 24
4 on 4	x68	1 in 327
Pick 5		
Match	Payout	Probability
3 on 5	x2	1 in 12
4 on 5	x20	1 in 83
5 on 5	x225	1 in 1 551



Pick 6		
Match	Payout	Probability
3 on 6	x2	1 in 8
4 on 6	x5	1 in 36
5 on 6	x30	1 in 324
6 on 6	x450	1 in 7 753
Pick 7		
Match	Payout	Probability
3 on 7	x1	1 in 6
4 on 7	x2	1 in 20
5 on 7	x18	1 in 116
6 on 7	x110	1 in 1 366
7 on 7	x1 500	1 in 40 980
Pick 8		
Match	Payout	Probability
4 on 8	x2	1 in 13
5 on 8	x15	1 in 55
6 on 8	x30	1 in 423
7 on 8	x200	1 in 6 233
8 on 8	x2 500	1 in 230 115
Pick 9		
Match	Payout	Probability
4 on 9	x1	1 in 9
5 on 9	x5	1 in 31
6 on 9	x21	1 in 175
7 on 9	x200	1 in 1 691
8 on 9	x1 000	1 in 30 682
9 on 9	x5 000	1 in 1 380 688
Pick 10		
Match	Payout	Probability



4 on 10	x1	1 in 7
5 on 10	x2	1 in 20
6 on 10	x12	1 in 88
7 on 10	x60	1 in 621
8 on 10	x375	1 in 7 385
9 on 10	x2 500	1 in 163 382
10 on 10	x10 000	1 in 8 911 712

Fortune Coins

Five Fortune Coins will appear on the grid on random numbers outside of your picks at the start of each new game. You can win extra prizes, on top of base game payouts for matching numbers, if you also match Fortune Coins:

- If you match four Fortune Coins, each matched coin will award a cash prize. Prizes for each coin are randomly selected and range from 0.1x to 12.5x your selected stake.
- If you match five Fortune Coins, it will instead trigger the Free Spins bonus round.

Magical Animals

There are four Magical Animals that can appear randomly at the end of the base game draw. Each magical animal can produce a special feature event that will have an impact on the outcome of the game.

- The Mouse awards a random win multiplier, between 2x and 8x, which will multiply your base game win.
- The Ox awards between 3 to 5 extra balls that are drawn from the remaining numbers.
- The Tiger awards between 1 to 3 extra games. The extra games are played using the same numbers picked and the same stake of the game that has triggered the extra game feature. Fortune Coins are not in play and cannot appear during extra games.
- The Pig may appear if you have matched any four out of the five Fortune Coins. The Pig will award the fifth missing Fortune Coin and trigger the Free Spins bonus round.

Only one magical animal can appear during each game.

Free Spins Bonus Round



Five Fortune Coins matched will trigger the Free Spins Bonus Round.

- Free Spins are played on a grid which has 25 separate boxes arranged in a 5x5 format. ● The five Fortune Coins will appear and land on random positions on the grid and turn into either silver or gold coins.
- Every coin that appears on the grid has a multiplier value that is added to the Total Win counter. The multiplier value of each coin can increase after each Free Spin round under specific conditions.
- The round always starts with 3 spins in the spin counter. If one or more coins land in one of the 25 segments after a free spin, the spin counter will reset to 3.
- There are 3 type of coin that can appear on the grid during the Free Spins Bonus Round:
 1. Silver Coins with a win multiplier between 1x to 9x.
 2. Gold Coins with a win multiplier between 10x to 50x.
 3. Summon Coins with a win multiplier between 1x to 50x which will also randomly summon one of the Magic Animals to enter the game.
- The Free Spins Bonus Round ends if the spin counter reaches zero or all 25 grid segments are full of coins. To calculate your win amount, the Total Win multiplier is multiplied by the base game stake which triggered the Free Spins Bonus Round.

Magical Animals in Free Spins Bonus Rounds

During the Free Spins Round, each magical animal triggers a specific bonus feature which is different from the magic animals' base game features.

- The Mouse reveals a random multiplier value which is added to every coin's multiplier on the grid.
- The Ox collects the multiplier values from every coin on the grid and adds it to his own coin value.
- The Tiger doubles the multiplier value of one or more coins on the grid.
- The Pig summons the other 3 magical animals and makes them trigger, one by one, their specific features. The 3 magical animals will always appear in the order: Tiger, Mouse and, lastly, the Ox.

Terms and Return to Player

In the event of a game in real play being interrupted, (i.e. started but not completed due to connectivity issues or accidentally closing the browser, etc.), depending on the previous state of the game, it will either resume from the point of the last draw or display the outcome of the game already in play. Any winnings will be correctly credited to the player account and will be exact according to the result prior to the game being interrupted.

In the event of a non-responsive game or problem during a bonus round, the game will repeat the incomplete game and display the result to the player when the game is next launched.



In the event of equipment failure or planned/unplanned terminations, progressive jackpot parameters, (including jackpot values and incremental percentages), are fully restored with identical parameters, after the restart.

The odds of getting a particular outcome are always the same at the start of every game. The odds do not vary based on prior outcomes, bet size, balance size, numbers picked, time of day, day of the week, etc. For example, if the top award is won on a given play of the game, the chances of winning the top award on the next play are exactly the same. Likewise, prior losses do not change future odds.

The maximum award payable in this game is 250 000.00. The theoretical average return to player (RTP) is between 89.1% and 93.5% depending on how many numbers are picked. This RTP represents the long- term expected payback of the game. Malfunction voids all pays and plays.

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