



Tropicool 3

Game description document

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Key features

Function	Value
Name in English	Tropicool 3
ELK Game id	10212
Product category	Casino
Game type	Slot
Client	HTML5
Theoretical RTP	94.0%
Lines	46,656 ways to win
Jackpot	No
Reels	6 columns
Rows	6 rows
Hit frequency	28.0%
Min bet	€ 0.20
Max bet	€ 100.00
Max exposure	25 000x max bet
Max win single spin	25 000x max bet
Maximum win	€ 2,500,000.00

Game description

Tropicool is back and with an enhanced set of features, still with the same characteristic theme and superior COOL Reel mechanics.

Tropicool 3 is a 6 columns by 6 rows slot with dropping symbols, rolling symbols, all win ways, charged feature COOL Reel and Elmo the sloth that activates a complete COOL Reel drop. The feature COOL Reel contains of 3 rows to provide more feature symbols. The Locked Wild features remain together with the Row Swap mechanics and Mystery symbols. The new Elmo's Revenge feature triggers a complete COOL Reel drop When the Elmo symbol reaching the leftmost column.

The bonus game is triggered by 3 or more Bonus symbols to run 6 or more free drops with persistent multiplier.

Game view

Bet amount and balance are always displayed in the info bar at the bottom of the game view in the currency that the player has chosen. This information is always available throughout the gaming session. Winnings are displayed in the selected currency in the middle of the info bar at the bottom of the game view when playing in landscape mode, and at the top of the game view when playing in portrait mode.



Paylines

Tropicool 3 has 46656 ways to win. The RTP for all paylines is the same and the RTP of the game is defined in the game rules.

13:47 TROPICOOOL 3 10 EUR

Symbol Payout

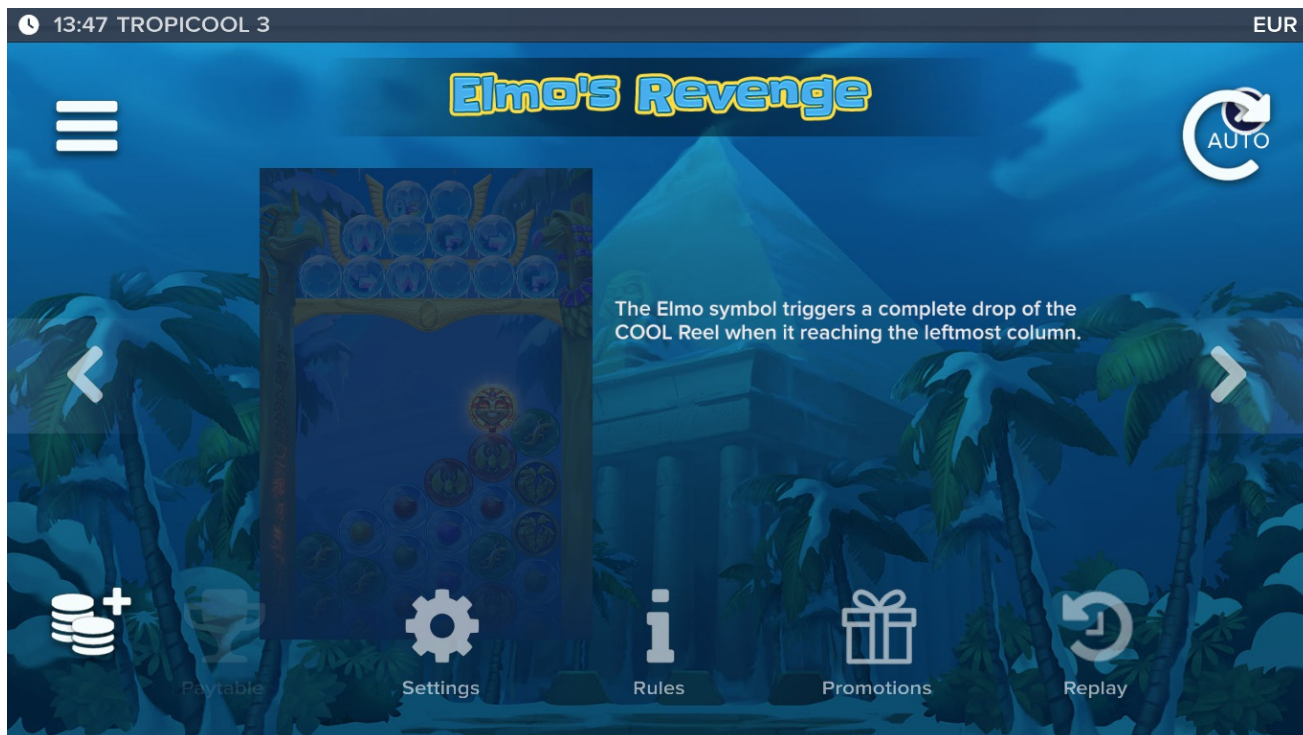
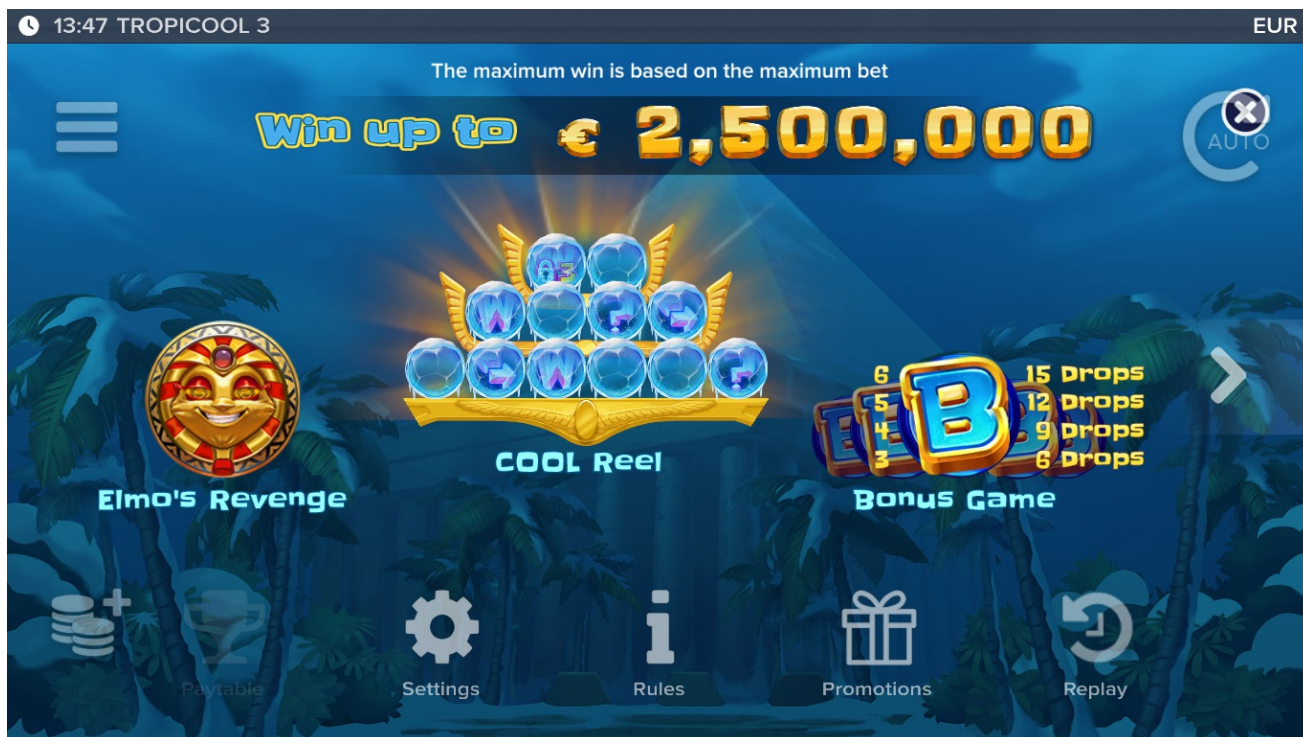
6		500		150		75		50
5		300		75		50		40
4		200		60		40		30
3		100		50		30		20
6		25		25		25		25
5		20		20		20		20
4		15		15		15		15
3		10		10		10		10

Paytable Settings Rules Promotions Replay

Special symbols

Symbol image	Function
	The Wild symbol substitutes for any paying symbol. A winning combination of only Wild symbols pays as the highest paying symbol.
	The Locked Wild symbol is a Wild symbol charged to last for 3 wins. It is removed after the last winning.
	3 or more Bonus symbols trigger the bonus game.
	The Elmo sloth feature symbol trigger a complete drop of the COOL Reel when reaching the leftmost column.
	The Row Swap symbol replaces symbols on a line to the same symbol.
	The Mystery symbol reveals the symbol at the end of a drop.
	The Extra Drops symbol adds more free drops in the bonus game.
	The Multiplier Symbol adds multiplier value from x1 up to x25 to the global win multiplier when dropped down from the COOL Reel.

Game features



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EUR




COOL Reel & Avalanche



COOL Reel

COOL Reel consists of 3 levels. Each new win will generate a COOL Reel drop from the first level in the COOL Reel. Gravity applies in the COOL Reel and then it's refilled from the right.



Avalanche

All symbols which are part of a win explode and leave space for a feature drop from COOL Reel. The Avalanche feature continues as long as new winning combinations appear.

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Feature Symbols



Multiplier Symbol

Increases the win multiplier when drop down from COOL Reel.



Row Swap

Replaces payout symbols on a line to the same symbol.



Mystery

Reveals a paying symbol at the end of a drop.

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Bonus game

3 or more Bonus symbols trigger the free drops bonus game. Player gets 6 or more free drops. Locked Wild features and Win Multipliers are persistent over the free drops for even greater win chances.

Button clarifications

Button	Name
	Menu
	Bet levels
	Spin
	Auto spin
	Lobby
	Paytable
	Rules
	Settings
	Replay
	Promotions

Game rules

- Tropicool 3 is a 6 columns and 6 rows slot with dropping symbols and up to 46656 connecting paylines.
- The minimum bet is € 0.20, the maximum bet is € 100.00.
- Each bet is 100 coins.
- Wins begin with the first leftmost reel and only pay from left to right on consecutive reels. No gaps between the reels are allowed. Only the longest payline per active payline is paid out.
- A game round starts on the selected bet level when the player hits the Spin button.
- The game can be played automatically by activating Auto Spin. Hold down the Spin button or use the Auto Spin button to set the number of game rounds to be played automatically.
- The game can be played automatically by activating Auto Spin. Hold down the spin button or use the Auto Spin button to set the bet level, loss limit and the number of game rounds to be played automatically.
- Winnings and winning combinations are paid out according to the Paytable.
- Winnings are presented in the player's currency or in coins. The player can change preference in Settings.
- Winnings are presented in the player's currency.
- The game is played in two modes; normal mode and bonus mode with free drops.
- The Wild symbols substitute for any paying symbol. A winning combination of only Wild symbols pays as the highest paying symbol.
- The COOL Reel on the top of the main grid comprises 3 rows with feature symbols, Bonus symbols and empty symbols. Feature symbols become active when they drop down into the main grid. Empty symbols are

removed.

- A game round starts in Normal mode with new symbols dropping into the main grid and new feature symbols sliding in from the right in the COOL reel.
- Each winning combination in the main grid is paid and the symbols, except unspent Locked Wild symbols, are removed from the grid while the remaining symbols drop vertically with gravity. The symbols from the first row in the COOL Reel above winning columns drop down into the main grid and all symbols roll to the left and right repeatedly as far downwards as possible. Gravity also applies to the COOL Reel and then it will be refilled from the right, pushing all symbols to the left. Any new winning combinations are paid and this avalanche repeats until no more wins. Any Mystery symbols, Row Swap symbols and Bonus triggers will then be activated in that order.
- When the Elmo symbol reaches the left most column, the Elmo's Revenge feature activates and the complete COOL Reel drops into the main grid.
- A Elmo symbol that ends up on the bottom row in columns 2 to 6 is removed and dropped down again in the column one step further to the left, if possible.
- The Locked Wild feature symbol is a Wild symbol charged to last for 3 winnings. It is removed after the last win.
- Locked Wild symbols remain in the main grid between free drops in the bonus game.
- The Multiplier Symbol adds x1, x2, x3, x5, x10 or x25 to the win multiplier when dropped down from the COOL Reel.
- The win multiplier starts at x1 and multiplies all win combinations.
- The Mystery symbols are revealed when there are no more winnings in a symbol drop. All Mystery symbols will reveal the same paying symbol or Wild symbol. A new winning combination can occur resuming the

avalanche.

- The Row Swap feature symbol replaces all symbols on a line to one and the same symbol. One of the paying symbols on the line is selected to replace all other symbols on the same line. The feature is activated at the end of the avalanche after any winnings and Mystery symbols are revealed.
- Different Row Swap feature symbols on separate rows may replace to different symbols.
- Any additional Row Swap feature symbols on the same line will extend the symbol replacement to its column.
- Any symbol position that would be replaced to different symbols due to two Row Swap actions, will be replaced to a Wild symbol.
- Elmo and Bonus symbols in a Row Swap will be temporarily replaced for a possible winning combination, and then revert back.
- Wild symbols will not be replaced in a Row Swap.
- 3 or more Bonus symbols appearing anywhere on the main grid at the end of a symbol drop in normal mode triggers the free drops bonus game.
 - 3 Bonus symbols: 6 free drops
 - 4 Bonus symbols: 9 free drops
 - 5 Bonus symbols: 12 free drops
 - 6 Bonus symbols: 15 free drops
- In the bonus game, the COOL Reel also contains the Extra Drops feature symbols adding 1, 2 or 3 extra free drops when dropping down from the COOL reel.
- The bonus game starts with a new set of symbols in the grid and new feature symbols in the COOL Reel. The COOL Reel is re-populated with new feature symbols for every free drop. Locked Wild symbols in the main grid remain between free drops until fully used.
- The Super Bonus game triggers when 3 or more bonus symbols and the

Elmo symbol are visible in the main grid. One Elmo symbol is always visible in the main grid. Elmo symbol are sticky between free drops.

- Winnings are paid out at the end of a game round.
- The maximum total win in a game round is capped at 25 000x the placed bet.
- A game round is immediately ended when the win cap is reached, and the wins collected so far will be paid out.
- No bets can be changed during a game round.
- The game will be capped at 25 000x the placed bet.
- The theoretical payout (RTP) is 94.0%.
- In the event of malfunction all bets and wins are void.

X-iter



X-iter button clarification

Button	Name
	BONUS HUNT
	LOCKED WILDS
	ELMO'S REVENGE
	BONUS
	SUPER BONUS

X-iter rules

The X-iter feature offers buy-in to different game modes.

SUPER BONUS:

Buy a game round triggering the Bonus game, with a guaranteed Elmo symbol in view. Cost is 500x the selected bet.

BUY BONUS:

Buy a game round triggering the Bonus game. Cost is 100x the selected bet.

ELMO'S REVENGE:

Buy a game round with and guaranteed Elmo symbol. Cost is 50x the selected bet.

LOCKED WILDS:

Buy a game round with 3 Locked Wilds initially dropping into the grid. Cost is 25x the selected bet.

BONUS HUNT:

Buy a game round with more than triple the chance to trigger the bonus game. Cost is 3x the selected bet.

An X-iter feature is purchased by pressing the X-iter button, selecting X-iter mode showing the cost in the player's currency, and pressing the Spin button.

The X-iter features can only be activated in the base game.

The theoretical payout (RTP) for all X-iter game modes are 94.0%.

The minimum X-iter cost is € 0.60, the maximum X-iter cost is € 50,000.00.

All game rules apply in X-iter mode.