



# REACTOONZ

Author  
**Gabriela Zorek [X]**

Approved by  
**James Halfpenny-Stubbs**

Date  
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Info Class  
**PROPRIETARY**

Owned by  
**Dennis Gustafsson**

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## GAME INFORMATION

Reactoonz is a cascading game played on a 7x7 grid.

Symbols drop down in the grid to form winning combinations.

Wins are achieved by getting 5 or more symbols in a connected cluster where they touch each other horizontally and/or vertically.

Winning symbols are removed and new symbols drop in to fill up the grid.

The game continues to cascade until no new winning combinations can be created.

All wins during a game round contribute to increasing the 5 Quantum Leap charge meters one by one. When a charge meter is fully charged, one of the following quantum feature is added to the queue randomly:

Implosion: Transforms 3 to 6 symbols into wild symbols, while also destroying all adjacent symbols

Alteration: Chooses 1 random one-eyed symbol, and all matching symbols turn into another symbol. In case if there are no one-eyed symbols on the grid, feature can choose any available symbol

Demolition: Destroys all one-eyed symbols and all matching symbols

Incision: Cuts a wild symbol into the centre, and creates two intersecting diagonal lines through the grid. Both lines will show the same random symbol.

When all 5 charge meters are fully charged, the Gargantoon feature is added to the queue. The Gargantoon first adds a 3x3 wild symbol to the grid in a random position. If no more cascades are possible, it first becomes two 2x2 wild symbols, before finally ending up as nine 1x1 wild symbol. New symbols drop down from the top to fill the grid before each move.

If no more cascades are possible, the Quantum features in the queue are triggered. The game round continues normally, allowing the charge meters to charge up for more effects, possibly creating additional wins! Charge meters reset only at the end of the game round, if there are no more winning combinations present.

On any initial non-winning spin, there is a chance for the Gargantoon to drop 4 to 8 wild symbols

onto the grid.

4 matching normal symbols adjacent to each other in a square shape automatically form Giantoonz. Wins are doubled in any winning combinations if one or more Giantoonz are part of it.

One random one-eyed symbol type is marked as fluctuating symbol in each spin. If any of the marked symbols are part of a winning combination, they leave 2 wild symbols behind. Wilds substitute for all normal symbols!

# INFORMATION

Channels  
**Mobile/Desktop**  
Version  
**1.0**

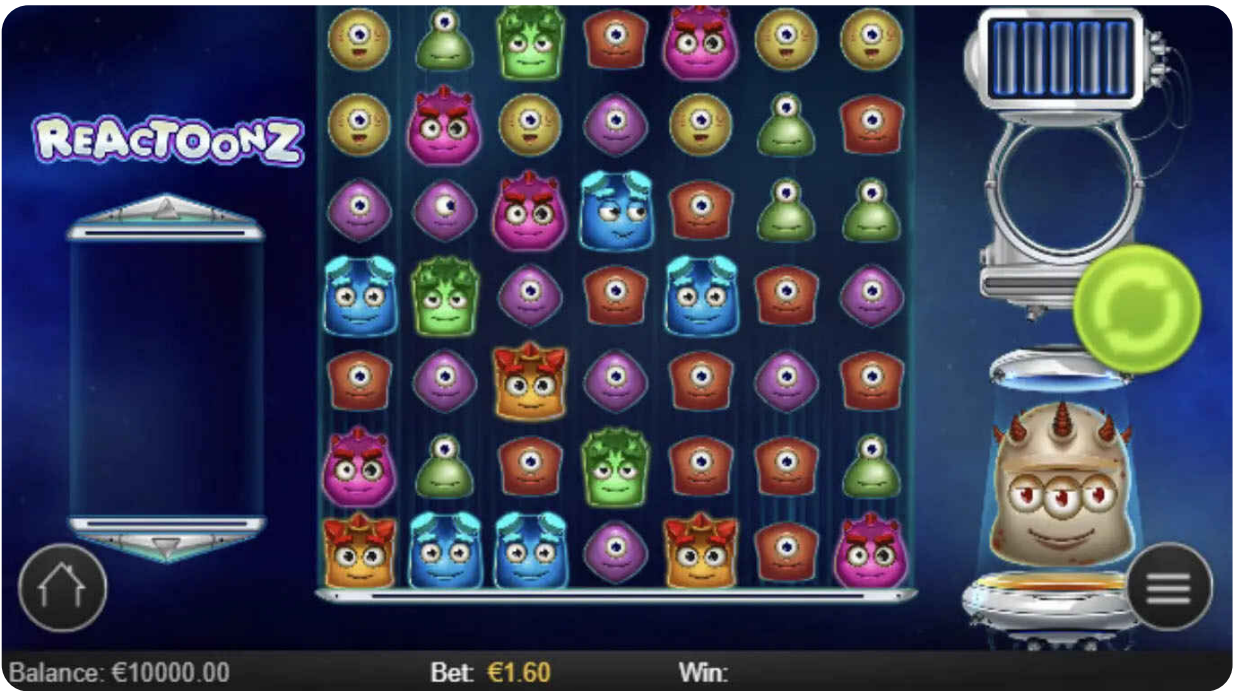
GID  
**reactoonz**  
Game ID  
**333**

# SCREENSHOTS

Desktop



Mobile



## MATH MODEL

Number of Reels  
**7**

Min Bet\*  
**0.2**

Coins  
**20**

Max Bet\*  
**100**

Configured Paylines  
**Fixed 1**

Max Exposure\*  
**457030**

Denominations  
**0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.10,0.15,0.20,0.25,0.30,0.35,0.40,0.45,0.50,0.75,1.00,1.25,1.50,2.00,2.50,3.00,3.50,3.75,4.00,4.50,5.00**

Probability of Max. Exposure  
**Less than 1 in 1 billion**

Denominations – Default  
**0.01,0.02,0.03,0.04,0.05,0.06,0.08,0.10,0.15,0.25,0.35,0.50,0.75,1.00,1.50,2.00,2.50,3.75,5.00**

Volatility  
**9**

Free Game  
**Yes**

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## RTP CONFIGURATION

Default RTP% Configuration **96 %**

RTP – 91 **91.49 %**

RTP – 96 **96.51 %**

RTP – 87 **87.5 %**

RTP – 94 **94.51 %**

RTP – 84 **84.51 %**

## PAYTABLE

**PAYTABLE ERROR: PLEASE CONTACT ADMIN  
ERROR WHEN READING THE PAYTABLE DATA:  
EMPTY SEPARATOR**

**CLUSTER WINS; AMOUNTS ARE MULTIPLIED BY  
THE TOTAL BET STAKED.**

**SYMBOL (NAME) 15+ 12+ 10+ 9 8 7 6 5**

**HP4 750 50 20 8 5 3 2 1**

**HP3 300 25 10 4 3 2 1 0.8**

**HP2 150 10 5 3 2 1 0.8 0.6**

**HP1 75 5 3 2 1.5 1 0.7 0.5**

**LP4 10 3 1 0.8 0.6 0.4 0.2 0.15**

**LP3 10 3 1 0.8 0.6 0.4 0.2 0.15**

**LP2 3 1 0.8 0.6 0.3 0.2 0.15 0.1**

**LP1 3 1 0.8 0.6 0.3 0.2 0.15 0.1**

**WILD - - - - -**

# SYMBOLS



hp1



lp2



hp2



lp3



hp3



lp4



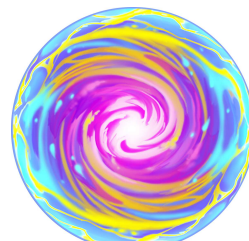
hp4



special wild



lp1



wild

# CASINO STANDARD RULES AND SETTINGS

## WIN CALCULATION AND BETS:

- 1) Maximum wins are inclusive of the origin bet and based on the default bets for games
- 2) Default settings can be changed by the operator
- 3) If the default settings/bets are altered, the maximum wins will be altered as well

## CURRENCY:

- 1) All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP.
- 2) Other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- 3) All currency is marked with an asterisk (\*) next to the caption in all tables
- 4) Some low-value currencies will incur a multiplier of 1. Therefore, multicurrency jackpots will not be enabled at this time.