

REACTOONZ 100

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Info Class
PROPRIETARY

Owned by
Dennis Gustafsson

GAME INFORMATION

REACTOONZ 100 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 symbols removed via wins during a game round contribute to charging the 5 QUANTUM FEATURES. 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 eight 1x1 WILD symbols to the grid in random positions. If no more cascades are possible, it becomes two 2x2 WILD symbols. After the cascades are finished it becomes a 3x3 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.

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!

The game features a win MULTIPLIER. It is increased by every win during a game round. Wins formed by one-eyed symbols increase the MULTIPLIER by +1 and two-eyed symbols by +3. The MULTIPLIER is applied only to the wins where the ENERGIZED TOON is part of a winning cluster. MULTIPLIER resets at the end of the game round. The spot for the ENERGIZED TOON is selected randomly each cascade.

INFORMATION

Channels
Mobile/Desktop

GID
reactoonz100

Version
1.0

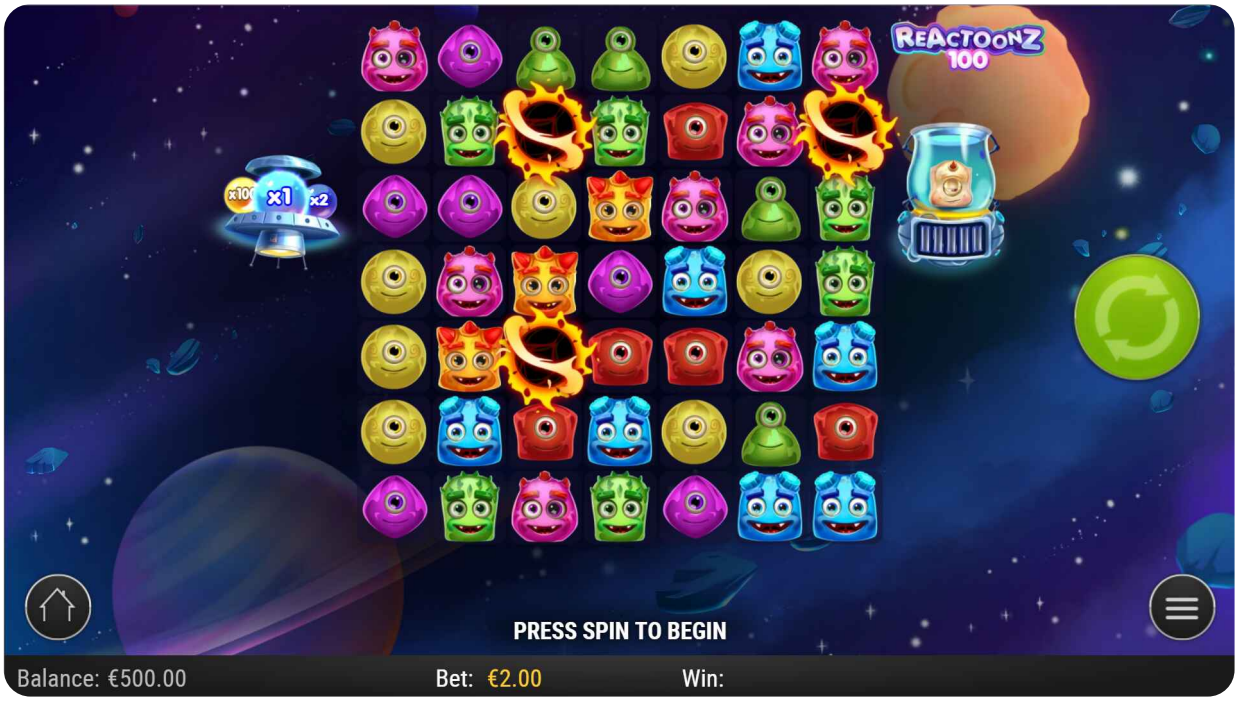
Game ID
873

SCREENSHOTS

Desktop



Mobile



MATH MODEL

Number of Reels
7

Coins
10

Configured Paylines
Fixed 1

Denominations
0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.10,0.15,0.20,0.25,0.30,0.35,0.40,0.45,0.50,0.75,1.00,1.25,1.50,2.00,2.50,3.00,3.50,4.00,4.50,5.00,6.00,7.00,7.50,8.00,9.00,10.00

Denominations – Default
0.01,0.02,0.03,0.05,0.07,0.10,0.15,0.20,0.25,0.35,0.50,0.75,1.00,2.00,4.00,5.00,10.00

Min Bet*
0.1

Max Bet*
100

Max Exposure*
1000000

Probability of Max. Exposure
less than 1 in 1.000.000.000

Volatility
10

Free Game
Yes

RTP CONFIGURATION

Default RTP% Configuration **96 %**

RTP – 96 **96.2 %**

RTP – 94 **94.2 %**

RTP – 91 **91.2 %**

RTP – 87 **87.2 %**

RTP – 84 **84.2 %**

PAYTABLE

Symbols	x5	x6	x7	x8	x9	x10	x12	x15
Wild	-	-	-	-	-	-	-	-
HP4	10	20	30	50	80	200	400	1000
HP3	8	10	20	30	50	100	200	400
HP2	6	8	15	20	30	50	100	200
HP1	5	7	10	15	20	30	50	100
LP4	2	3	4	6	8	10	15	20
LP3	2	3	4	6	8	10	15	20
LP2	1	2	3	4	6	8	10	15
LP1	1	2	3	4	6	8	10	15

SYMBOLS



hp1



lp2



hp2



lp3



hp3



lp4



hp4



wild1



lp1



wild2

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.