

REACTOONZ 2

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Info Class
PROPRIETARY

Owned by
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GAME INFORMATION

Reactoonz 2 is a cascading game played on a 7x7 grid.

Wins are achieved by getting 5 or more symbols in clusters. These are removed and new symbols fill up the grid. Cascades continue until no more wins can be created.

A random one-eyed symbol type fluctuates on each new round. If fluctuating symbols form a winning cluster, a single ELECTRIC WILD is created randomly on any spot of the removed symbols. Furthermore, FLUCTOMETER collects all the removed fluctuating symbols and creates 1, 2 or 3 ELECTRIC WILDS randomly when full, after all wins and cascades play out.

All non-WILD, one-eyed and two-eyed symbols removed by an ELECTRIC WILD through wins or WILD PAIR EXPLOSION are counted as charges to the QUANTUMETER.

QUANTUMETER has 4 charge levels and holds up to 135 charges. Level 1 requires 55 charges, level 2 requires 85, level 3 requires 110 and level 4 requires 135. Level 3 is the fully charged state of QUANTUMETER and level 4 is its overcharged state. QUANTUMETER continues to charge after releasing an ENERGOON, but releasing GARGANTOON disables it.

If the QUANTUMETER does not reach level 3, it unleashes ENERGOON WILDS to the grid. Level 2 unleashes a single 2x2 ENERGOON WILD, at a cost of 30 charges. Level 1 unleashes 4 symbols of 1x1 ENERGOON WILDS, at a cost of 55 charges.

If the QUANTUMETER is at level 3 or above, it unleashes GARGANTOON WILDS to the grid. Level 4 adds a x2 multiplier for all wins including GARGANTOON WILDS, but only a single x2 multiplier is used for each winning cluster. Level 3 unleashes a single 3x3 GARGANTOON WILD. After 3x3 GARGANTOON triggers a cascade, it is replaced by two 2x2 GARGANTOON WILDS. After 2x2 GARGANTOON triggers a cascade, it is replaced by nine 1x1 GARGANTOON WILDS.

WILD PAIR EXPLOSION activates if there are 2 or more ELECTRIC WILDS remaining on the grid, after all wins are counted and any FLUCTOMETER and QUANTUMETER effects are played. 2 ELECTRIC WILDS are randomly selected, always preferring those that are horizontally or vertically

adjacent. A pair of adjacent ELECTRIC WILDS will remove all other symbols, except for other WILDS. A non-adjacent pair of ELECTRIC WILDS will remove any one-eyed and two-eyed symbols between the pair of WILDS.

UNCHARGED WILDS can cascade onto the grid at any time. These do not take part in any wins but can be charged by adjacent winning clusters or WILD PAIR EXPLOSION. Once charged, they become ELECTRIC WILDS.

Order of Priority after all the winning clusters are counted, and the cascades are done: FLUCTOMETER, then QUANTUMETER, then WILD PAIR EXPLOSION.

INFORMATION

Channels
Mobile/Desktop

GID
reactoonztwo

Version
1.0

Game ID
429

SCREENSHOTS

Desktop



Mobile



MATH MODEL

Number of Reels
7

Coins
20

Configured Paylines
Fixed 1

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

Denominations – Default
0.01,0.02,0.03,0.04,0.05,0.06,0.08,0.10,0.15,0.20,0.25,0.30,0.40,0.50,0.75,1.00,1.50,2.00,2.50,3.50,5.00

Min Bet*
0.2

Max Bet*
100

Max Exposure*
508300

Probability of Max. Exposure
less than 1 in 1 000 000 000

Volatility
8

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

Symbol	*X5*	*X4*	*X3*	*X3*	*X3*	*X3*	*X3*	*X3*
HP4	500	50	20	8	5	3	2	1
HP3	200	20	10	4	3	2	1	0.8
HP2	100	10	5	3	2	1	0.8	0.6
HP1	60	6	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

SYMBOLS



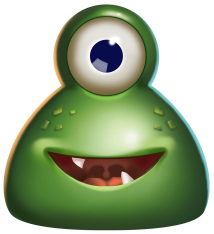
HP4



LP3



HP3



LP2



HP2



LP1



HP1



LP4

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.