









### **MAIN GAME FEATURE A**

- · Click the START button to start the game.
- · Main game: Normal symbols win / Scatter / Bonus / Respin.















#### **MAIN GAME FEATURE A RULES:**

At wins without Respin, winning symbols are all changed into Bonus(Lv.1) or Scatter(Lv.1) by chance. Every 300 non-wins accumulated triggers an extra spin which guarantees Bonus(Lv.1 or Lv.2) winning.



### MAIN GAME FEATURE B

- · Collect 2 bonus symbols to start the MAIN GAME FEATURE B.
- · Main game: Normal symbols win / Scatter / Bonus / Respin.









### **MAIN GAME FEATURE B RULES**

Every Respin gets a dragon ball, but lose one if there's no more Respin..

Once dragon ball pits are all filled, Free Game will be triggered.

When having dragon balls, Main Game Feature A will not be triggered.









### **FREE GAME FEATURE A**

- · In the MAIN GAME FEATURE A and B ,collect 3 white cat symbols to trigger the Free Game.
- · During the bonus game, hit the white cat symbol to start the free game.















#### FREE GAME ALWAYS STARTS WITH & SPINS

At the last spin, there will be a chance to enter another Free Game at the same or next level.

Each level can be entered up to 3 times, and the maximum level is Level 3.

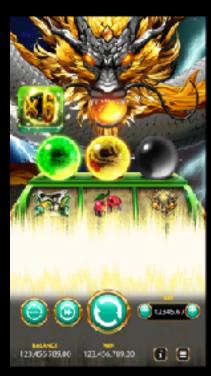
In the Free Game, every spin other than the last one has a random multiplier:



### FREE GAME FEATURE B

• The reel that are easier to win than FREE GAME FEATURE A.









Winning bigwins (10x) for 3 times in Free Game awards Bigwin Bonus for In each Free Game, winning the 2nd Bigwin Bonus awards another 7 spins, but also disabled the multipliers and lose chances for more Free Games.

\* Non-Multiplier Spins is designed not to appearing Bigwins. (10x)



### **BONUS GAME FEATURE A**

· Win Bonus symbol to start Bonus Game.













### **BONUS GAME RULES**

Click the button continuously to win scores. Each click wins: Bonus Lv.1 =  $+1x \sim +15x$  / Bonus Lv.2 =  $+1x \sim +30x$  Maximum total win: Bonus Lv.1 = 500x / Bonus Lv.2 = 2000x



### **BONUS GAME FEATURE B**

- · During the Free Game, 3 Bonus symbols will trigger "BIG BONUS" to Interact more privately with the M
- · BIG BONUS GAME may also be triggered by BONUS GAME.









### **BIG BONUS PERFORMANCE**

As Bonus Game ends, there's a chance to enter Free Game: BS Lv.1: Enters FG Lv.1 or Lv.2 / BS Lv.2: Enters FG Lv.1, Lv.2 or Lv.3



## **DEVICES SUPPORT**

· The game supports both vertical, & horizontal.



Mobile version



For PC, Laptop and Tablet version





# **GAME INSTRUCTIONS**

- · This is a 3-reel, 5 lines video slot machine. Winning symbols pay from left to right.
- · Only the highest win per bet line is paid.

Project	Reference value	Project	Reference value
Game Type	Video Slot	Bet Level	Level 1-21
RTP (Return to Player)	97.00 % / 94.00 %	Minimum Bet	0.10 (for usd)
Slot Volatility	Medium High	Maximum Bet	120.00 (for usd)
Hit Rates	27.00 %	RNG Certification	BMM testlabs
Reel Type	3 3 3 (3X3)	Supported Device	IOS, Android, HTML5, MasOS
Reel	3 Reels	Supported Resolutions	1366 x 768 (16 : 9)
Lines	5 Lines	Developer	Manna Play
Connection way	Left to right	Theme	Anime
Maximum Win The ratio of single game highest score.	7,777X	Currency	Ja-JP, En-US, Th-TH, Zh-HK, Zh-CN,



# **ICONS DESCRIPTION**

	SPIN Start spin at the bet lines. Press to start and stop spin, spin at the current bet lines and bet level.		SETTINGS Tap to access settings.
	AUTO SPIN  Tap to start the auto spin.  Select the number of times you want to auto spin.  Tap to stop the auto spin.	i	PAYTABLE Shows the paytable and game rules.
( <u>a</u> )	TURBO Turbo Normal / Speed / High speed.	J	MUSIC EFFECT Tap to turn Sound effects ON / OFF.
Bet	BET Tap to open the bet options. Bet level: select the bet level. Choose a bet amount from 17 levels.	二))	SOUND EFFECT Tap to turn Sound effects ON / OFF.
Credit	CREDIT User personal number of coins remaining.	WIN	WIN Number of reward points in the last game.