

# About the game

The game is a mixture of the Spin and Match-3 elements with funny symbols on the theme of making a witchcraft potion. The win is achieved when a certain number of same symbols dropped adjacent on the refilling reels form a cluster. The main features are: Wild symbol, Big symbol 2x2, Backlit symbol and Second Chance. There are also four additional features activated by the Progress Bar that is filled with every winning symbol.

## How to play

Choose the bet size using the buttons in the **Total bet** field. Higher bets will increase a total win. The bet value chosen is displayed in the corresponding field. To start the reels spinning, click the **Spin button**.

## Auto play

Click the **Auto spins settings (A)** button to choose the number of rounds to auto play. Autoplay starts when you click the number of rounds and Autoplay button shows the amount of remaining spins.

You can choose additional settings for the **Stop of auto spins**:

- on any win - autospin will stop after you win
- if single win exceeds - autospin will stop when a single win is above the written sum in the field
- if cash balance increases by - autospin will stop when the current balance is above the sum written in this field
- if cash balance decreases by - autospin will stop when the current balance is below the sum written in this field

To stop the spins click **Stop Autospins button**

## Features

**Refilling.** When winning combinations are formed and winning symbols disappear, the remaining symbols move down, and the empty spaces are filled with new symbols coming from above. Within one spin the process is repeated until no more winning combinations are formed.

**Wild symbol.** Substitutes for any symbol. Is not affected by four additional features (Detonation, Reduction, Separation and Promotion).

**Big Symbol.** If 4 same symbols drop adjacent in the form of a square, they turn into a single big symbol 2x2. In case such a big symbol becomes a part of a winning combination, the win amount for it is doubled. In case several big symbols become a part of a winning combination, their multipliers are multiplied with each other and applied to the win amount. During the Refill such a big symbol can be divided into 4 usual symbols. The feature does not apply to Wild symbols.

**Backlit symbol.** After every spin randomly chosen same low symbols start shining. In case these shining symbols form a winning combination, they disappear, and 2 Wild symbols appear on their place. If more than one winning combination is formed in such a way, the rule applies once to all the combinations on the screen. The transformation is made till the next spin, during refilling the shining symbols do not change. In one refill a player can get only 2 Wild symbols.

**Second Chance.** In every spin that did not result in a win the random number of symbols can turn into Wild symbols. In this case the win is recalculated. The feature can break Big Symbol.

**Progress Bar.** Every symbol that becomes a part of a winning combination adds 1 point to the progress bar. The progress bar counter initially contains 100 points, which corresponds to 4 flasks with potion. It counts downwards, i.e. every winning symbol lowers the value of the counter. Every 25 symbols from the progress bar activate the flask's overturn and 1 additional feature. The first four additional features are **Detonation**, **Reduction**, **Separation** and **Promotion**. They are chosen randomly. When the number of symbols in the progress bar achieves 0, the last flask is turned over, and the additional **Pot** feature is activated.

**Detonation.** From 3 to 6 symbols are turned into Wild symbols, and each of them destroys 4 symbols around it (above, below, right and left) without payment.

**Reduction.** All the low symbols are destroyed without payment.

**Separation.** A Wild symbol is created in the center of the field, and all the symbols along the diagonal of this symbol are turned into one and the same randomly chosen symbol. In case along the diagonal of this symbol there are Wild symbols, they remain Wild symbols.

**Promotion.** A randomly chosen symbol turns itself and all its copies into the other same symbols.

**The Pot.** It is triggered when the value of the progress bar achieves 0. A Wild symbol 3x3 appears. In the second refill it is divided into 2 Wild symbols 2x2. In the third refill – into 9 individual Wild symbols. The winning Wild symbols disappear.

**Buy Bonus.** A player can buy the Pot feature clicking on the Buy Bonus button. The next spin after the purchase triggers the feature.

# Spin Results

5 or more same symbols dropping adjacent vertically or horizontally form a cluster. Such a cluster is a winning combination. It is paid and then disappears. The empty spaces are filled with the symbols coming from above.

If a winning combination is formed, it will become animated and the win amount is displayed in the **Total Win** field.

To learn the game payouts, click the **Information (I)** button and choose the Payments button.

# Settings

The setting button opens a panel with game speed and volume settings.

- Quick spin - the speed of spinning reels increases
- Spacebar to spin (can be used instead of clicking the Spin button)

Here also are sound effects and background music settings:

- Volume adjustment, including its complete turn off
- Turning the music (using checkmark)
- Turning the sound effects (using checkmark)
- To play in the left hand mode on mobile devices, put the corresponding checkmark in the settings.

# Return to Player.

The overall theoretical Return to Player (RTP) is {RTP\_VALUE}%.

# RNG

The game is based on a certified random number generator. For more information, visit our BGaming site.

# Additional information

Malfunction voids all plays and pays! All unfinished rounds will be terminated every six hours. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet. This is the game rule version 1.0, dated December, 2022.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.