# About the Game

Wild Clusters invites players to a galactic adventure filled with cascading clusters, powerful features, and thrilling potential. The game operates on a 7x7 grid, where wins occur by forming clusters of 5 or more matching symbols connected horizontally or vertically. Winning clusters disappear, and new symbols cascade from above, allowing for consecutive wins in a single spin.

The game features a **Progress Meter**, **Galaxy Features**, and the epic **Wild Blast Feature**, all combining for an explosive slot experience with a maximum win potential of **5000× the bet**.

# How to Play

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

### **Auto Spins**

Click the **Auto Spins settings (A)** button to set the number of rounds for auto spins.

There are the following options you can choose in auto spins settings:

* **Don’t stop the game on pop-ups**: The game will skip the pop-ups "Click to continue."
* **Enable quick spin**: If enabled, the speed of the game increases.

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

* **On any win**: Auto spin will stop after you win.
* **If a bonus game is won**: Auto spin will stop when the bonus game is won (applies to Wild Blast only).
* **If single win exceeds**: Auto spin will stop when a single win is above the written sum in the field.
* **If cash balance increases by**: Auto spin will stop when the current balance is above the sum written in this field.
* **If cash balance decreases by**: Auto spin will stop when the current balance is below the sum written in this field.

To stop auto spins at any time, press the **Stop Auto spin** button.

# Features

### **Cluster Pays**

Wins are formed by clusters of 5 or more matching symbols connected horizontally or vertically. Winning clusters disappear, allowing new symbols to cascade into the empty spaces. This process repeats within the same spin until no new clusters are formed.

### **Highlighted Special Symbol**

At the start of each spin, one low-paying symbol is highlighted. If any of the highlighted symbols are part of a winning cluster, it leaves **2 wild symbols** behind on random position of the winning cluster. Wilds substitute for all symbols.

### **Progress Meter**

The Progress Meter charges with every symbol in a winning cluster. For every 25 symbols collected during the same spin, a **random Galaxy Feature** is activated. Collecting 125 symbols during the same spin fully charges the meter and triggers the **Wild Blast** feature.

### **Galaxy Features**

Galaxy Features are powerful modifiers activated during gameplay:

* **Gravity Wilds**: Adds 3–6 wild symbols to the grid, destroying adjacent symbols. Wilds substitute for all symbols.
* **Starlight Upgrade**: Upgrades all instances of a random low-paying symbol to a high-paying symbol.
* **Cosmic Sweep**: Removes all low-paying symbols from the grid.
* **Galaxy Cross**: Places a wild symbol in the center of the grid, with intersecting diagonal lines of matching symbols.

### **Lucky Wilds**

On any initial non-winning spin, there is a chance to trigger **Lucky Wilds** that randomly will add between 4 and 8 wild symbols onto the grid. Wilds substitute for all symbols.

### **Mega Symbols**

If 4 identical symbols form a rectangle on the grid, they combine into a **Mega Symbol** with an initial **x2 multiplier**. When multiple Mega Symbols connect within the same winning cluster, the total multiplier increases by **+1 for each additional Mega Symbol**.

When a **Mega Symbol** connects with the **Wild Blast**:

* If the Wild Blast has a **x1 multiplier**, it does not contribute a multiplier.
* If the Wild Blast has **x2, x3, x4, x5, or x100 multiplier**, the multiplier from the Mega Symbol is added to the Wild Blast multiplier for the winning combination.

### **Wild Blast Feature**

The **Wild Blast** is a massive 3x3 wild symbol triggered by fully charging the Progress Meter or through feature activation. When it lands, it reveals a **random multiplier** of **x1, x2, x3, x4, x5, or x100**, applied to clusters connecting to it. The Wild Blast symbol substitutes for all symbols.

### **Drop Dead Spin™ Feature**

The **Drop Dead Spin™ feature** is a single-spin mode with only high-paying symbols on the reel:

* **Wild Blast** feature is activated on a non-winning spin (dead spin) where no winning clusters are formed.
* If winning clusters are formed, the spin ends with no win.

*Note: Galaxy Features, Lucky Wilds, Mega Symbols, and Highlighted Low-Paying Symbols do not apply during this feature. Hit rate to activate the Wild Blast feature is 17.66%.*

# Feature Buy

Players can access features directly by purchasing them:

* **Wild Boost X3**: Start each spin with 3 wild symbols in a horizontal line, in the center of the grid.
* **Wild Boost X5**: Start each spin with 5 wild symbols in a cross formation, in the center of the grid.
* **Drop Dead Spin™**: Activate the Drop Dead Spin™ feature.
* **Wild Blast**: Activate 4 Galaxy Features followed by the Wild Blast feature.

# Spin Results

5 or more matching symbols dropping adjacent vertically or horizontally form a cluster. Such a cluster is a winning combination. It is paid and then disappears, allowing new symbols to cascade into the empty spaces from above.

Winning combinations are animated, and the win amount is displayed in the **Total Win** field.

To view detailed payouts, press the **Information (I)** button and press the **Paytable** button.

The maximum win amount is limited to 5000x bet.

# Settings

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

* **Quick spin**: Increases the speed of spinning reels. Depending on license requirements, this feature may not be available.
* **Spacebar to spin**: Allows you to use the spacebar instead of clicking the Spin button.

Here are the sound effects and background music settings:

* **Volume adjustment**, including the option to turn off all sounds.
* Toggle **music** and **sound effects** on or off using checkmarks.
* For mobile devices, enable **left-hand mode** by selecting the corresponding option in settings.

# Return to Player

The overall theoretical Return to Player (**RTP**) is **96.71%**. Specific RTP values for feature buys are:

* **Wild Boost X3™**: 96.82%
* **Wild Boost X5™**: 96.68%
* **Wild Blast**: 96.85%
* **Drop Dead Spin™**: 96.79%

# 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 24 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 January, 2025. Game Version 1.0.0.

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.