About the Game

RoboSpin is a crypto inspired casino game that incorporates both slot and instant-win mechanics. The artwork is created by a program that randomly selects and combines predesigned art layers to create a unique character. With over 6 traits to choose from, this experimental and unique game lets players control their winnings.

Rules

The aim of the game is to try and guess which traits will make up the unrevealed middle Robot. You have a total of 6 lines, each line being a different trait. The more traits you guess correctly, the higher your odds. You also have the option to select the minimum traits to win which means that if you have selected a total of 6 traits and your traits to win is set at 3, then you only require 3 matches to win the round.

Betting

Start the game by selecting the trait options you think will make up the unrevealed robot in the middle reel after mixing has taken place between the robots in the left and right reels. If you wish for the traits to be chosen automatically for you, please enable the "Auto-Select" button. This makes placing bets much faster.

The "Traits to Win" refers to the minimum traits you need to guess correctly out of the "Total Traits" selected in order to win the round. The odds vary as you toggle between the different number of traits.

Once you are ready, hit the play button and let the magic of mixing commence.

Results

If you guess traits correctly, the button of the selected trait will flash and you will see a green outline around it. In order for those correct traits to qualify for a win, you would need to get the minimum number of traits correct as per your selection. An example would be:

If you select -

Total Traits: 4

Traits to Win: 3

and the result was that only 2 are correct and 2 are wrong, you lose.

Instead, if 3 are right out of the 4, you WIN.

Traits that are wrong will remain yellow and will NOT contain a border of any colour.

Autoplay

There is an Autoplay mode available during the game. To activate it click on the **Auto (A)** button and choose the number of rounds. To stop the Automode click the **Auto (A)** button again.

In the same menu you can also set the **Stop Conditions**. You can choose to stop the game:

- on any win
- if single win exceeds
- if cash balance increases by
- if cash balance decreases by.

Settings

The menu button opens a panel with the following settings:

- Adjusting the volume of music and sound effects

In the same menu you can also find the rules clicking the button on the right.

Return to Player

The overall theoretical Return to Player (RTP) is 98%.

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 31 June 2024.