



# Adders & Ladders

(A6L 0.1, set 1)

**MANUAL**



## ADDERS AND LADDERS

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### BRIEF GAME DESCRIPTION

If the player achieves a '2 in line' fruit win on the reels the win is paid into the bank. Any '3 in line' fruit win is also paid directly into the bank. Standard entry into the feature is via any three overprinted symbols landing on the win line. Once in the feature, the player moves along the Adders and Ladders board via 1-12 reel. Within the feature board there are snake, ladder, cash, win spin, nudge and mystery positions. The player can at any time collect the current position they are on or continue in the board. If the player has the misfortune to land on a snake position they are moved down the board to the relevant position and that position is collected. If they land at the base of a ladder they are moved to the top of the ladder and allowed to continue within the feature.

### NUDGES

Within the bottom game the player may be awarded 1 – 4 manual and down wards nudges. These are awarded directly with no gambles available.

A concept called G.A.I.N. (Guarantee against imperfect nudges), This means that if the player decides to manually nudge the reels and they make a mistake, the machine auto corrects the nudges to the best win line.

### NUDGE POT

When the player lands on a nudge pot position they may collect the number of nudges that are available in the 'Nudge Pot' at that time. Once the player collects the 'Nudge Pot' the reels are auto nudged to the relevant win and awarded to the player.

### MYSTERY

All of the mystery positions are shown on the top glass in secret text. They are as follows:

- **Taxi** – awards a slow fixed length skill stop to the left and right of the players current position.
- **Stopper** The player is awarded a pseudo skill stop on the positions from their current position in the trail and the end of the trail.
- **Boost**-The player is boosted a number of positions in the trail to a new position.
- **Up 'n' Over** – The player is awarded a gamble between two cash positions, one above and one below their current position. If the player gets the one above they are moved to that position and allowed to continue in the feature. If the player gets the one below the value of the win is awarded to them and the feature is terminated.
- **Advance** to Next **ladder**- The player is advanced to the base of the next ladder.
- **Roll Even** -The player must roll an even number to continue in the feature.
- **Move Back Three**-The player is moved back three positions in the trail.
- **Snakes or Ladders** – The player is awarded a pseudo skill stop on all the snakes heads and bases of the ladders.
- **Snake bite** – The feature is terminated and the player is awarded a consolation cash prize.
- **Anti** – Dote – Extra life position, the player loses this position if they land on a Snakes Head.

HOLD THREE TIMES

When two like symbols land on the win line, which are not on reels A and B, and hold is offered, the '1<sup>st</sup> arrow' panel and explanation panel flashes. If the player holds the correct reels and hold is offered on the next spin the first panel stays lit and the '2<sup>nd</sup> arrow' panel flashes. If the player holds the reels again and hold is offered on the next spin, the first two panels stay lit and the '3<sup>rd</sup> arrow' panel flashes. If the player holds the same reels again, the win panel lights and the corresponding 3 in line win is spun onto the win line.

HIDDEN FEATURES

HOLD AFTER WIN

When there is a win on the payline the player may be prompted to hold the reels in order to repeat the win.

HOLD THREE TIMES

If the player is offered hold on a pair of fruits for 3 consecutive games the player is spun in a matching 3 of a kind win.