



GENERAL INFORMATION

Patrick's Coin: Hold The Spin a 5 reels 3 rows slot game with 20 fixed paylines

Number of symbols

8 regular, Wild, Scatter symbols and Coin

Winning combinations

All symbol combinations pay from left to right on the payline, on adjacent reels starting from the leftmost reel, except Scatter symbol and Coin

Features

Bonus Game, Free Spins, Jackpot, Mystery Coin, Buy Free Spins Feature, Gamble Feature

Technical information

RTP: up to 96%

Max win: over x5200

Support for 15 localizations

Support for all types of currencies



PATRICK'S COIN

HOLD THE SPIN

BONUS GAME

6 or more Coins on the reels trigger Bonus Game

Bonus Game can be triggered both in the main game and in the Free Spins

All Coins remaining on the reels until the end of the Bonus Game

There are 3 free spins at the beginning of the Bonus Game

Each new dropped Coin resets the free spins to its starting value and stays on the reel until the end of the Bonus Game

After all free spins are played all values summarised and awarded to the player



JACKPOT

Bronze, Silver and Gold jackpots can be obtained randomly in the Bonus Game

In order to get the Platinum jackpot, you need to collect 15 Coins on the reels during the Bonus Game

Mystery Coin can become a random jackpot at the end of the Bonus Game

PATRICK'S COIN

HOLD THE SPIN



PILATINUM



FREE SPINS

The winning combination of Scatter symbols triggers the Free Spins game

There are 3 levels with different features in the Free Spins

The Free Spins start from the 1st Level

Every time you get Free Spins you will get the next consecutive level feature

Level 1:

- 8 free spins with high paid symbols, wild symbol and Coin

Level 2:

- 15 free spins with all symbols and Coin

Level 3:

- 8 free spins with all symbols and Coin
- the random symbol, except Coin on the reels can become a Wild symbol

BUY FREE SPINS FEATURE

The Free Spins with the current level can be instantly triggered from the main game by buying it for the price based on the selected bet and active level