



WATCH OUT FOR FLYING CASH BALLS!



HOLD & SPIN WITH SPLIT CASH BALLS
Collect any 6 cash balls to enter the hold & spin bonus. The Helping Hand Tiki or Ares can even split cash balls to help players trigger unexpected bonuses. Within the hold & spin bonus look for cash balls to split, resetting the player spin meter!



FAMILIAR, BUT UNEXPECTED EVENTS
Players winning the hold & spin bonus will be delighted by the variety of cash balls and unexpected surprises awaiting them. Colorful jackpot cash balls, guaranteed wins, splitting cash balls, and large cash balls for large credit values ensure no two bonuses will be alike. The Helping Hand characters can even split cash balls or save a player when they're out of spins!



BLACKOUT FEATURE
Fill all reel positions with cash balls in the hold & spin bonus to be awarded the Blackout Feature where the Helping Hand character will juggle for a guaranteed jackpot. The higher the bet, the better the chances for the Major or Grand jackpots!





Novus Series™ b49 2.0

GAME DETAILS

Configuration	5R-50L/30L
Multi-denomination	PSMD, Operator & Player Selectable
Denominations	\$0.01, \$0.02, \$0.05, \$0.10
Cost to cover	50: \$0.01, \$0.02 / 30: \$0.05, \$0.10
Available RTP	86%, 88%, 90%, 92%, 94% and 96%
Volatility	High
Overall hit frequency	34.06%
Max liability at cost to cover	1,016,950 credits
Base game feature frequency	Medium
Bonus feature frequency	Infrequent
Progressive types	Any Bet
Progressive contributions (default)	P1: 0.40%, P2: 0.60%
Hardware compatibility	b49 1.0, b49 1.5, b49 2.0, b49 3.0
Available markets	Class III, Class II



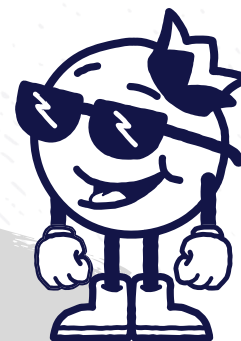
Helping Hand



Coal into Diamonds



Surprise Start/Stop



Contact Bluberi sales today!

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RECOMMENDED CONFIGURATIONS

Denominations	Max. bet	Button deck	Progressives
\$0.01, \$0.02,	\$0.01 - 500 credits	\$0.01 - 1x, 2x, 3x, 5x, 10x	Bank linked Default incrementation
\$0.05, \$0.10	\$0.02 - 500 credits	\$0.02 - 1x, 2x, 3x, 5x, 10x	
Player selectable	\$0.05 - 300 credits	\$0.05 - 1x, 2x, 3x, 5x, 10x	
	\$0.10 - 300 credits	\$0.10 - 1x, 2x, 3x, 5x, 10x	

VERY FREQUENT	≤ 50 GAMES
FREQUENT	51 - 100 GAMES
MEDIUM FREQUENCY	101 - 200 GAMES
INFREQUENT	201 - 400 GAMES
VERY INFREQUENT	> 400 GAMES