



## GAME DESCRIPTION

Get ready to embark on an unforgettable journey in a convertible through the vibrant streets of Los Angeles! This exhilarating ride promises to immerse you in the carefree embrace of a warm summer night, where, at every turn, a world of incredible experiences awaits.

If you're up for it, let's get started! It's time to engage in the exciting «Coin Charge» game, which will provide you with all these unforgettable memories!

Coin Charge is a classic 3 reels 3 lines, and 5 fixed paylines video game with a Respins feature and Jackpot wheel feature.

When three Bonus symbols land simultaneously anywhere on the reels, the Respins feature is triggered, and you'll be awarded three Respins. During this phase, each symbol cell spins independently. The magic happens when a Bonus symbol lands in a cell - it upgrades that cell, and any subsequent Bonus symbols in the upgraded cell come with double payouts. Plus, if you hit an additional Bonus symbol during Respins, it resets the available Respins back to three.

But that's not all! When all cells are upgraded, the Jackpot wheel is set into motion. This exciting moment guarantees one of four Jackpots: MINI, MINOR, MAJOR, and GRAND!

So, fasten your seatbelt and get ready to chase your fortune through the dazzling streets of LA with «Coin Charge» – an adventure you won't want to miss!



THEME:	CLASSICS, FRUIT, COIN, LUCK
TECHNOLOGY:	HTML5
RESOLUTION:	1280x720
DEVICES:	Mobile, desktop
PLAYER DEMOGRAPHIC:	ALL
PLAYER SKILL LEVEL:	ALL
REELS:	3
LINES:	5
MINIMUM TOTAL BET:	0.05
SYMBOLS:	10
WILD SYMBOL:	YES
BONUS SYMBOL:	YES
RESPINS FEATURE:	YES
JACKPOT WHEEL FEATURE:	YES
GAME ID:	592
LAUNCH ID:	coincharge
DEFAULT RTP:	95,00%
RTP MAIN GAME:	63,95%
RTP RESPINS FEATURE:	31,05%
RTP BUY BONUS FEATURE RESPINS FEATURE:	95,00%
HIT FREQUENCY IN MAIN GAME:	11,98% (1:8 spins)
START FREQUENCY OF ANY FEATURE:	0,92% (1:108 spins)
VOLATILITY:	Low/Medium
CURRENCIES:	100+
AVAILABLE LANGUAGES:	EN, DA, RU, ES, IT, ZH-CN, DE, TR, JA, TH, ID, VI, SV, PT, FR, ZH-TW, KO, RO, UA, HR

