

# About the game

Travelling is the best thing to spend money on. The most pleasant way to get it on an adventurous trip is to win while playing the travel-themed slot Journey Flirt. Bright and splendid game with a 5x3 scheme with 243 winning ways. The slot is distinguished by unusual bonus round represented by 4 cities, available to the player alternately during the game course. Free spins, outstanding features, cute characters making the world trip by car - true delight for the bravest travelers.

## Journey Flirt

Landing 2 symbols (the boy and the girl, strictly in that order) opposite each other on the adjacent reels starts the Journey flirt respin. In case when a 2 pair of above mentioned symbols appear on the reels, the feature Journey Flirt works only for the first appeared pair.

## Free Spins mode

Landing 3 or more scatters in any part of display trigger free spins. There are 4 options of a bonus round with free spins. Rounds are represented by four cities: Havana, Mexico, New York and London. They differ from each other by the number of spins and features. Free spins can be retrIGGERED only in the bonus game Havana. Free spins are played with the same bet as the activating spins.

## Bonuses

All bonus cities (rounds) are not available to the player at once. The first bonus Havana is opened by default when the player gets the first free spins. The player has to catch and play free spins several times before the next bonus is opened. Progress Bar is located in the window with the cities pick options. It is used for displaying the amount of the played bonus rounds. After the Progress Bar is full, the Gold Status appears.

**Havana** - 5 free spins, retrigger, fixed multiplier. The bonus is available with the first free spins. Journey flirt feature is available. **Fixed multiplier** is equal to a specific number (x10). Each winning combination in bonus round is multiplied by the fixed multiplier. **Retriggering free spins.** Additional 5 Free Spins can be won during Free Spins.

**Mexico** - 8 free spins, no retrigger, sticky wild. The bonus is available after 4 rounds of free spins. Journey flirt feature is available. Sticky wilds stay in the same place for further spins. Sticky wilds only work in win case. If wild symbols are in the winning combination, they are frozen and extend to following spin.

**New York** - 10 free spins, no retrigger, flexible multiplier, Journey flirt feature is available. The bonus is available after 9 rounds of free spins. **Flexible multiplier** is formed during all free spins, each new spin has its own multiplier. If the winning combination includes any wild symbol, then the feature activates. Winning is multiplied by amount of the wild symbols appeared during a spin. This applies only to the wild symbols that participate in the winning combination.

**London** - 12 free spins, no retrigger, expanding wild. The bonus is available, after 14 rounds of free spins.

**Expanding wild** works when on the adjoining reels the pair of wild symbols (the boy and the girl, strictly in that order) appear. Symbols gather on the central line, forming a double symbol. Then it extends up and down on the reels, occupying 6 cells and increases the chances of winning. The following spin cancels all previous wild symbols.

**Gold Status** - available after 19 rounds of free spins. Appears after the progress bar is filled. Allows the player to enter any bonus city at all times.

## How to play

The game features ways. Choose the bet size using the buttons in **Total bet field**. Higher bets will increase a total win. The bet value chosen is displayed in the corresponding field. To start the reels spinning, click the **Spin** button.

## Auto play

Click the **Auto spins settings (A)** button to choose the number of rounds to auto play. Autoplay starts when you click the number of rounds and Autoplay button shows the amount of remaining spins.

You can choose additional settings for the **Stop of auto spins**:

- on any win - autospin will stop after you win

- if bonus game is won - autospin will stop when the bonus game is won
- if single win exceeds - autospin will stop when a single win is above the written sum in the field
- if cash balance increases by - autospin will stop when the current balance is above the sum written in this field
- If cash balance decreases by - autospin will stop when the current balance is below the sum written in this field

To stop the spins click **Stop Autospins** button

## Spin Results

All ways wins are summed together after each spin and added to the balance. To calculate the total ways win, sum up all the symbol wins together. To calculate a win of a combination consisting of the same symbol, find the number of adjoining reels with that symbol, starting from the left. If the number of adjoining reels with that symbol is 3 or greater - refer to the payable for the corresponding win amount.

The win will be multiplied in case when any of the reels contain more than 1 situation of the winning symbols. To get the final multiplier the player should multiply the number of symbols on each of the reels. For instance, if the first reel contains 2 symbols, the second reel 3 symbols and the third reel 2 symbols, the calculation of the payable value will look like this:  $2 \times 3 \times 2 = 12$ . That will be the total multiplier.

Payouts are made according to the Paytable.

Symbols payout are displayed in the payable. Each symbol reflects a current bet status.

To learn the game payouts, click the **Information (I)** button and choose the Payments button.

## Settings

The setting button opens a panel with game speed and volume settings.

- Quick spin - the speed of spinning reels increases
- Spacebar to spin ( can be used instead of clicking the Spin button)

Here also are sound effects and background music settings:

- Volume adjustment, including its complete turn off
- Turning the music (using checkmark)
- Turning the sound effects (using checkmark)

## Return to Player

The overall theoretical Return to Player (RTP) is 96,60 %

## RNG

The game is based on a certified random number generator. For more information, visit <https://www.bgaming.com/>.

## Additional information

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. 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 September 10, 2019

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.