

BONUS BUY



Thunder Wilds

Ever paused for a second, waiting for the sky to flash? That's the kind of buzz you'll find in Thunder Wilds. The reels glow with shimmering gems, Wilds spark to life, and multipliers hang above reels, ready to drop when you least expect it. It's that familiar slot feel, just dialled up with a shot of pure energy. Classic slot vibes, but supercharged.

Give Thunder Wilds a spin and see where the lightning lands. Your rewards are waiting for you!



GAME SUMMARY

RTP	96.10%
Volatility	MED MED
Max Win in USD	121 890
Max Win in EUR	91 417.5
Mobile	Yes
Resolution	FULL HD (16:9)
Vertical View	Yes
Platforms	

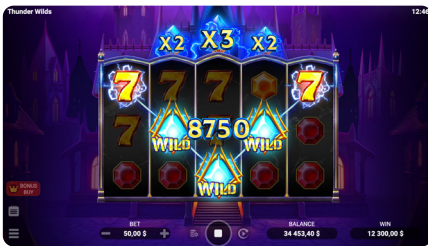
INFORMATION

Mobile + desktop	Yes
Mobile vertical	Yes
Reels	5
Rows	3
Bet lines	10
Min bet (EUR)	0.1
Max bet (EUR)	75
Hit Frequency	24.53%
Free Spins	1 in 100

WIN AMOUNT

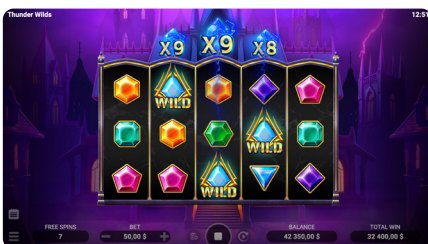
Big Win (14xBet)	1 in 81
Super Win (25xBet)	1 in 203
Mega Win (50xBet)	1 in 779
Epic Win (100xBet)	1 in 3462
Max payout	(for times bet observed in 500 mln. spins):
Main Game	280
Bonus Game	1218.9

GAME FEATURES



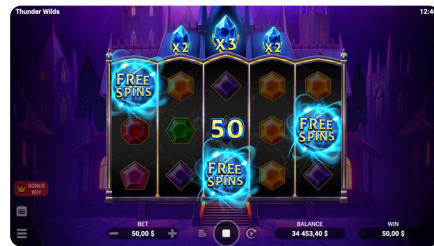
WILD SYMBOL

Wilds only show up on the middle reels, but when they do – they make it count. They don't just substitute for other symbols (except Scatters); they also bring along a reel multiplier, either x2 or x3, that gets added to every winning line they touch. And if more than one Wild lands in the same win, their multipliers stack up for even bigger payouts.



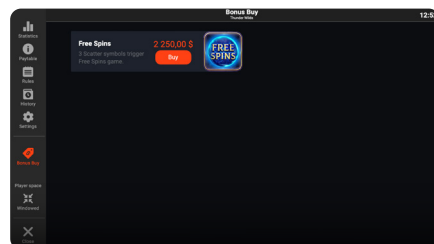
FREE SPINS

Free Spins kick off with 15 rounds, and every Wild that lands adds +1 to its reel's multiplier – and that boost sticks around until the very end.



SCATTER

A Scatter symbol combination is formed regardless of its position on the reels. 3 Scatters trigger the Free Spins game. These symbols appear only on reels 1, 3, and 5.



BONUS BUY

With the Bonus Buy feature, you can purchase Free Spins directly from the shop and jump right into the action. Once you buy in, the reels spin, three Scatters land on reels 1, 3, and 5, and you're awarded 15 Free Spins – played just like they would be if you'd triggered them in the base game.