AstroBoomers

Game Rules

Version history

Version	Date	By	Changes
0.1	20/07/2021	LM	First draft

AstroBoomers: TURBO! is a super fast, player-determined volatility, real-time, multiplayer game with out-of-this-world wins of upto 10,000x!

Earth is under siege from fiery cosmic meteors - time to escape to the moon! Board the rocket for the ride, but beware of the inbound threat or you'll crash out in a ball of flames! Choose when to jump off to safety and earn the rewards!

An intense adrenaline rush, but simple to play, challenge your fellow astronauts' nerves and stay onboard for as long as possible for maximum rewards!

Return To Player (RTP): **97%**
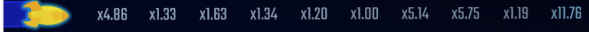
GAME RULES

The game is all about making the decision when to jump off the rocket before it explodes.

- The betting phase displays a countdown showing the time remaining to place a bet for the next round and when it will begin.
- One bet can be set for a game round using the BET selector.
- EJECT allows an auto-eject value to be set for a round. This then plays the round and if the specified MULTIPLIER is reached by the rocket, the astronaut will be automatically ejected.
- Clicking the EJECT button during flight will end the bet in flight and return the win amount shown.
- If an eject happens at the same time the rocket explodes, the win amount will be awarded.
- An auto eject value will be cancelled if the EJECT button is clicked during flight.
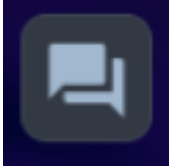- If the rocket explodes and the bet is unclaimed it will not be returned.
- If the rocket explodes, the player list showing the wins for any surviving astronauts is displayed before resuming the next betting phase.
- A history of the last twenty multiplier values reached by the rocket are shown in the top left of the screen.
- Winnings are based on the MULTIPLIER shown for the rocket at the time the BET is collected.
    - The winning amount of the bet is the MULTIPLIER * the active BET amount.
    - The minimum multiplier to payout is 1.01x. The maximum multiplier to payout is 10000x.
    - If the rocket explodes and the multiplier is less than 1.01x no winnings will be awarded.
    - If the maximum multiplier is reached by the rocket, eject will be triggered and the win amount awarded.

GAME FUNCTIONS

€0.50 €1.00 €2.00 €5.00 €10.00 €25.00	BET BUTTON Click a bet to set the value.

Eject	**AUTO EJECT BUTTON** Click to open a list of multiplier amounts to set to auto-eject from the rocket.
€0.50 **€1.00** **€2.00** **€5.00** **€10.00** **€25.00**	**CANCEL BET BUTTON** If a value is shown in red, it means it has been set. Click this to cancel.
REBET €10.00	**REBET BUTTON** Click to automatically set the bet amount and any auto-eject amount from the previous round. Will only appear if there are amounts set from the previous round.
EJECT! **€25.82**	**EJECT BUTTON** Click to eject from the rocket and win the amount shown.
x4.86 x1.33 x1.63 x1.34 x1.20 x1.00 x5.14 x5.75 x1.19 x11.76	**FLIGHT HISTORY** Shows a history of the reached multiplier for the last twenty flights
Auto Pilot	**AUTO PILOT (optional by operator)** Click to access the auto play settings
☰	**MENU BUTTON** Click to open the settings and game rules.
🔇	**AUDIO BUTTON** Click to toggle all audio on/off.

		EMOJI CHAT BUTTON (optional by operator)
		Click to open chat feed and selectable emojis.

Bet amounts

Available bet amounts for the specified bet.

To set a bet click on the value. Clicking again on the value will cancel the bet.
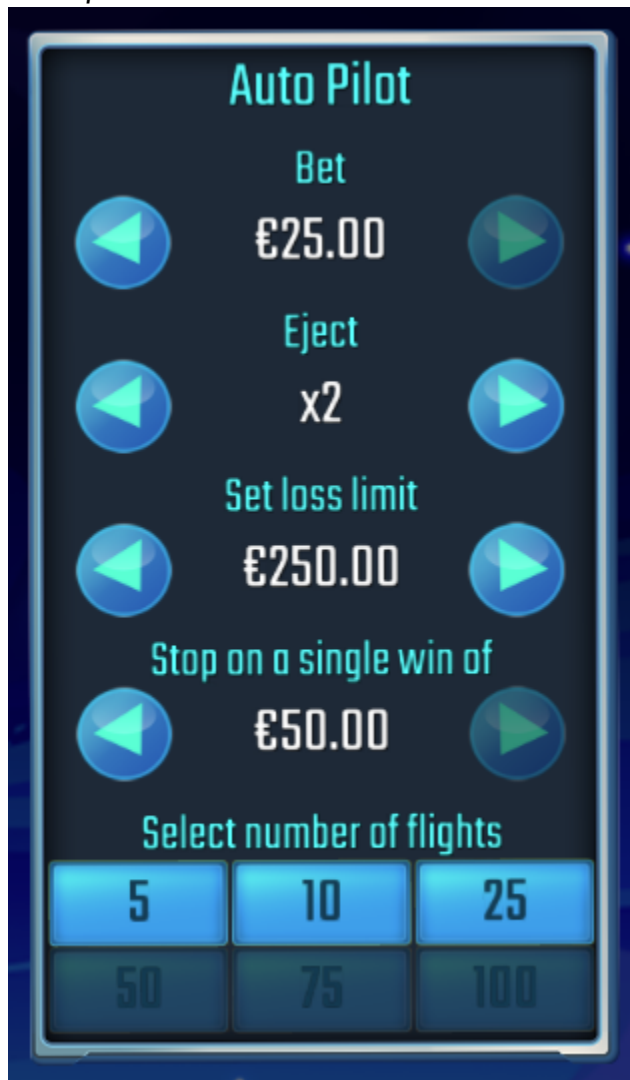
POP-UP MENUS

Auto-eject amounts

Available auto-eject amounts.

To set an auto-eject amount, the player clicks on the value. Clicking again on the Eject button allows them to change the amount. To disable the auto-eject, the player chooses 'Off'.

Auto-pilot

The autopilot pop-up menu allows the player to choose their bet amount, set the eject multiplier to stop on, define a loss limit, whether to stop on a single win amount and select a number of flights to automatically play. To do so, the player adjusts the bet, eject multiplier, loss limit or single win amount by clicking on the arrows, followed by one of the available flight counts. Once a flight count is selected, the menu is then hidden and the player is returned to the main game screen, with autopilot active set to the flight count chosen.

Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.

GAME SETTINGS AND REGULATORY

Current time

The game client shows the current time at all times (in the top right of the screen). The time is acquired from the player's computer or device system clock.

ADDITIONAL INFORMATION

The following processes may be subject to the terms and conditions of the gaming site.

- The process of managing unfinished game rounds.
- The time after which inactive game sessions are automatically ended.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.