

HORROR TUMBLE SLOT · GAME SHEET

Every winning burst cracks the seal, and the board grows.

A cursed 1950s town on an earthquake fault, watched by Hob, a silent demon kid with a burning match. The game starts on a sealed 6×5 hex board. Every winning burst cracks the seals beside it, and the town gives way cell by cell until the grid reaches 8×7. Burning hexes from ×2 to ×500 stay for the whole tumble chain and multiply it when it ends.

GRID **6×5 hex board, grows to 8×7**	PAYS **Pay Anywhere (8+), tumble**	RTP VARIANTS **97% · 96% · 94% · 92%**
MAX WIN **25,000×**	VOLATILITY **Very high**	BET RANGE **0.10 to 50.00**
BONUS BUY **Yes (where the market allows): HEX HUNT · HELLGATE · ABYSS · INFERNO**	PLATFORM **HTML5 · portrait, landscape, desktop**	DISTRIBUTION **Softswiss Game Aggregator**

FEATURES

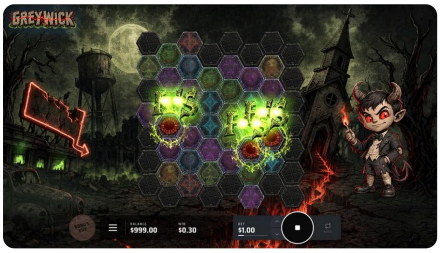
THE GROUND BREAKS
Winning bursts crack the sealed rim and the board grows to 8×7.

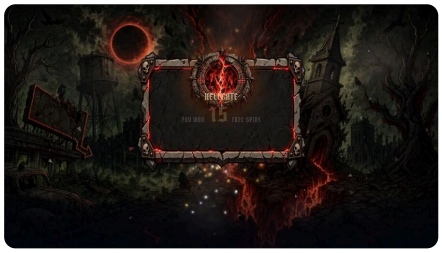
BURNING HEXES
Multipliers from ×2 to ×500 that add up over the whole tumble chain.

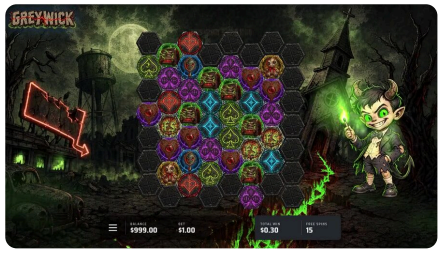
HELLGATE
Free spins on the board as open as it got, with a growing total multiplier.

INFERNO
Top bonus tier on the fully open 8×7 board, where buys are allowed.

IN THE GAME







MARKETING KIT

- Show pic 16:9, tiles 1:1 and 3:4, poster 9:16
- Hero banner 1920×640, mobile 1080×1350, social 1200×628
- Logo (transparent), key art in layers
- Gameplay clips 16:9, 9:16, 1:1
- Trailer 15 s (16:9 and 9:16) with the game's music
- Texts in EN, DE, ES, PT

CERTIFICATION PACK

- PAR sheet per RTP variant
- Simulation report
- Test vectors and check log
- Certification per market: in progress

CONTACT

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18+ · Offered exclusively through licensed operators. Figures from the game's PAR sheet, subject to final certification.