

Hoppy Go Lucky

Configuration: 3 or 5 Reels
Denomination: Multi
Class: II, III

Symbols:



Bonus Activating Symbols:




Bonus Feature:

Hoppy the Kangaroo will go to any length to win tons of Bonus Credits!

When one or more **LEFT** or **RIGHT** or **UP** or **DOWN**


indexes on any active payline from left to right, Hoppy will jump to the nearest square in the direction of the arrow(s) on the top box video bonus grid.

Credits and multipliers are accumulated on the bonus credit meter

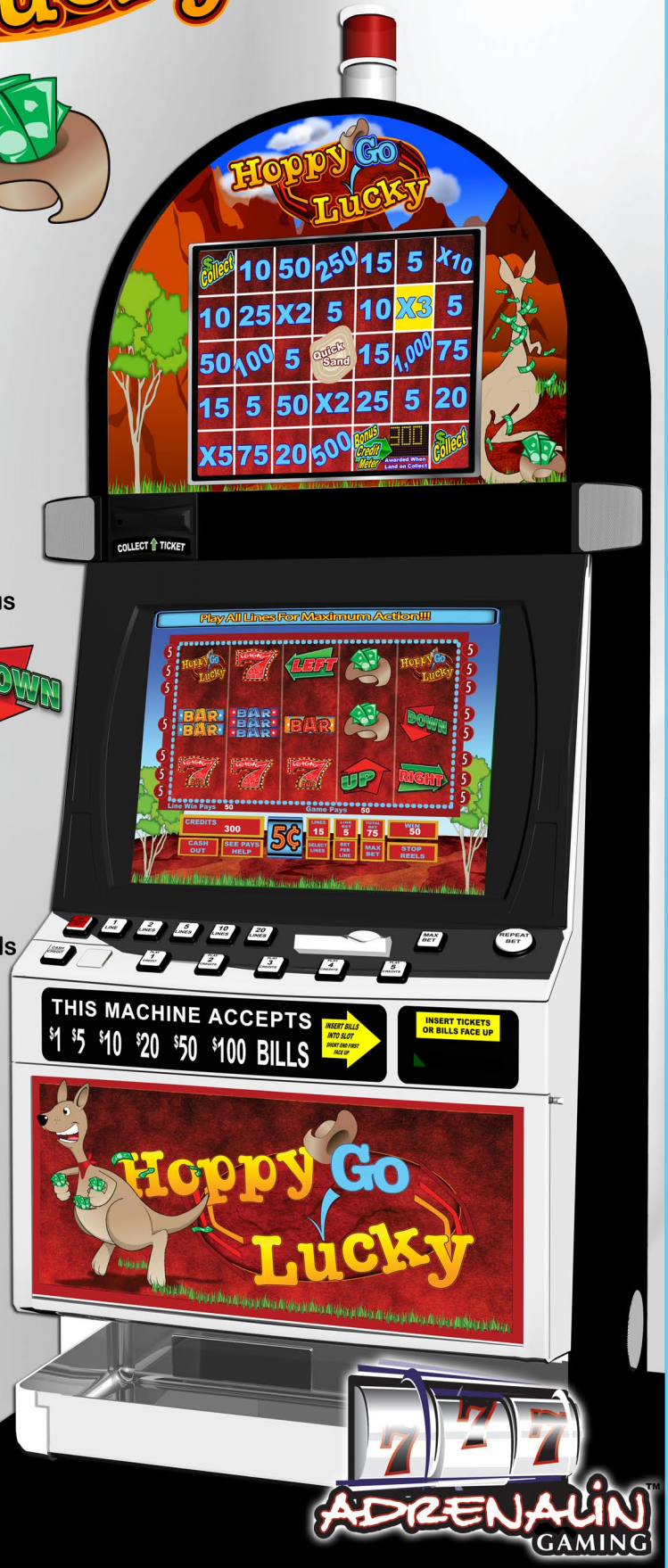
meter  and are awarded when Hoppy lands

on any of the bonus grid squares with  inside. After

the amount on the bonus credit meter is awarded, the meter will reset to zero.

Landing on  will send Hoppy into Quick Sand and

causes bonus credits on the meter to slowly deplete until another bonus symbol indexes to get him out!



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