

Keystone Kops

Enjoy the bumbling adventures of **Keystone Kops** and get ready for some unlawfully big wins. This game is packed full of so many exciting features, its criminal! The base game alone offers the **Scuffle Shuffle**, **Shuffle Up**, **Symbol Upgrade**, **Second Chance Bonus Trigger**, and **Random Multiplier** features! When the bonus is triggered, the Kops rush into action, racing to either the **Pilfering Pooch Free Spins Bonus**, the **Pie Patrol Free Spins Bonus**, or the **Progressive Bonus**, just in time for amazingly arresting wins.

- [How To Bet](#)
- [Scuffle Shuffle Feature](#)
- [Second Chance Bonus Trigger Feature](#)
- [Shuffle Up Feature](#)
- [Symbol Upgrade Feature](#)
- [Mystery Multiplier Feature](#)
- [Progressive Bonus](#)
- [Pilfering Pooch Free Spins Bonus](#)
- [Snaking Wilds Feature](#)
- [Pie Patrol Free Spins Bonus](#)
- [Random Wilds Feature](#)
- [Rules](#)
- [Additional Information](#)

How To Bet

Keystone Kops features 30 paylines.

Bet Configuration Menu

(mobile/tablet games)

Press the arrow to open the bet configuration menu.

Press the check mark to confirm and close the bet configuration menu.

Lines

Displays the current number of paylines.

Betting is fixed at 30 paylines.

Line Bet

Displays the current bet per line shown in currency.

Press the minus button (â€‘) to decrease the bet per line.

Press the plus button (+) to increase the bet per line.

Spin

Press the circular arrow to submit the bet and spin the reels.

[\[top \]](#)

Scuffle Shuffle Feature

The *Scuffle Shuffle* feature is triggered on any base game reel spin where a full stack of one of the following symbols (Wild, Orange Officer, Green Officer, Red Officer, or Yellow Officer) appears in a full stack on reel 3.

Once triggered, the symbols shuffle to different positions on the reels. All Orange Officer, Green Officer, Red Officer, Yellow Officer and Bonus symbols appearing on the reels transform into the symbol that triggered the *Scuffle Shuffle* feature.

Any other symbols, except the Wild symbol, may also randomly transform into the symbol that triggered the *Scuffle Shuffle* feature.

After symbol transformations are complete on each shuffle, wins are evaluated and awarded.

Symbols may shuffle up to 5 times. Different numbers of symbols may move during each shuffle.

The *Scuffle Shuffle* feature ends when all shuffles are complete.

[\[top \]](#)

Second Chance Bonus Trigger

When Bonus symbols appear on reels 2 and 3 only, one of the symbols on reel 4 may randomly transform into a *Pilfering Pooch*, *Pie Patrol*, or *Progressive Bonus* symbol, and trigger the corresponding bonus.

[\[top \]](#)

Shuffle Up Feature

After each reel spin, a mini version of the *Scuffle Shuffle* feature may randomly trigger and shuffle symbols on reels 4 and 5 to improve any existing wins. This can only occur on a spin that

does not trigger a bonus, and cannot occur with any other base game feature except for the *Mystery Multiplier*.

[\[top \]](#)

Symbol Upgrade Feature

After each reel spin, a *Symbol Upgrade* may be randomly awarded. When triggered, the symbols in the highest-winning payline combination are upgraded to the next highest-paying symbol, increasing the win and potentially creating more payline wins. If the symbols are already the top-paying symbol, it upgrades to the Wild symbol. This can only occur on a spin that does not trigger a bonus, and cannot occur with any other base game feature except for the *Mystery Multiplier*.

[\[top \]](#)

Mystery Multiplier Feature

During any reel spin, a multiplier of 2x to 10x may be awarded. All wins for the current spin are multiplied by the awarded multiplier value. A different multiplier may be awarded for each spin.

If the *Scuffle Shuffle* feature is also triggered, all shuffle wins are multiplied by the awarded multiplier. The *Mystery Multiplier* feature cannot occur on a spin that triggers one of the 3 bonuses.

[\[top \]](#)

Progressive Picks Bonus

2 Bonus scatter symbols in any position on reels 2 and 3, with the *Progressive Picks Bonus* symbol in any position on reel 4, triggers the *Progressive Picks Bonus*.

Select vaults to collect gold bar, silver bar, gold coin, or silver coin icons. Continue selecting vaults until 3 matching symbols have been collected. Win the progressive or jackpot corresponding to the 3 matching icons. The player's choice of vaults does not affect the outcome.

Match	Award
3 GOLD BARS	GOLD BARS Progressive
3 SILVER BARS	SILVER BARS Progressive
3 GOLD COINS	GOLD COINS Jackpot
3 SILVER COINS	SILVER COINS Jackpot

The GOLD BARS and SILVER BARS Progressives are shared progressive jackpots. The growth of each is funded by a fixed percentage of each bet placed by all players playing for that jackpot.

The GOLD BARS and SILVER BARS Progressive awards are not multiplied by any value. Only one progressive can be awarded per *Progressive Picks Bonus*.

The odds of winning each of the shared jackpots are proportional to the amount wagered.

For example, a player playing at a 0.20 line bet has twice the chance of winning the GOLD BARS Progressive and twice the chance of winning the SILVER BARS Progressive as a player playing at a 0.10 line bet in the same currency. The expected return to player is the same for both players. Therefore, the game is completely fair, offering the same odds per amount bet per currency.

The GOLD COINS and SILVER COINS Jackpots are personal jackpots and only winnable by the player. The base amount of these jackpots is multiplied by the line bet. The contributions to these jackpots are funded by a fixed percentage of the player's bet.

When 3 matching icons have been revealed the corresponding prize is awarded and the *Progressive Picks Bonus* ends.

[\[top \]](#)

Pilfering Pooch Free Spins Bonus

2 Bonus scatter symbols in any position on reels 2 and 3, with the *Pilfering Pooch* Bonus symbol in any position on reel 4, trigger the *Pilfering Pooch Free Spins Bonus* and award 8 initial free spins.

During the bonus, 2 or 3 Bonus symbols in any position on the reels award 2 or 8 additional free spins, respectively.

Free spins are played on 8x5 reels with 100 lines at the same line bet as the triggering spin.

The bonus ends when 0 free spins remain or after 200 free spins have been played.

Different reels are used during the *Pilfering Pooch Free Spins Bonus*.

The *Snaking Wilds* feature and *Random Multiplier* feature may trigger during the *Pilfering Pooch Free Spins Bonus*.

[\[top \]](#)

Snaking Wilds Feature

After each free spin, 1 or more Bone scatter symbols appearing in any position on the reels activates the *Snaking Wilds* feature. A Keystone Kop appears out of each triggering symbol position and moves around the reels, transforming a path of 6 to 21 symbol positions, including

the triggering symbol position, into Wild symbols. Wins are evaluated after all symbol transformations are complete.

[\[top \]](#)

Pie Patrol Free Spins Bonus

2 Bonus scatter symbols in any position on reels 2 and 3, with the ***Pie Patrol*** Bonus symbol in any position on reel 4, trigger the ***Pie Patrol Free Spins Bonus*** and award 8 initial free spins.

During the bonus, 2 or 3 Bonus symbols in any position on the reels award 2 or 8 additional spins respectively.

Free spins are played on 8x5 reels with 100 lines at the same line bet as the triggering game.

The bonus ends when 0 free spins remain or after 200 free spins have been played.

Different reels are used during the ***Pie Patrol Free Spins Bonus***.

The *Random Wilds* feature and *Random Multiplier* feature may trigger during the ***Pie Patrol Free Spins Bonus***.

[\[top \]](#)

Random Wilds Feature

After each free spin, a Hat scatter symbol appearing in any position on reel 3 triggers the *Random Wilds* feature.

All symbol positions on reel 3 transform into Wild symbols and the Pie-man throws dough at an additional 6 to 32 symbol positions, transforming them into Wilds.

Wins are evaluated after all symbol transformations are complete.

[\[top \]](#)

Rules

Misuse or malfunction voids all pays and plays.

All line win symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

Only the highest winner is paid on each payline. Line wins are multiplied by the line bet on the winning line. Coinciding line wins on different paylines are added.

Only the highest scatter win is paid. Scatter wins are multiplied by the total bet.

Scatter wins are independent from line wins and are added to the total amount paid.

Bonus wins are independent from line wins and are added to the total amount paid.

Wins are shown in currency.

The amount paid for the GOLD BARS and SILVER BARS Progressive Jackpots is approximately the amount seen on the jackpot meters when the win occurs. Potentially, the awarded jackpot could be somewhat higher because of display delays. The jackpot paid may also be higher due to meter smoothing, when some meter growth from peak times may be spread across slower periods. In an exceptionally rare case, the award value could be the jackpot seed amount if your jackpot winning outcome occurred just after another player's jackpot win but before the jackpot meter was able to reset due to this earlier winner. The order of winning is solely determined by the timestamp applied to each transaction request upon receipt by the jackpot server.

The casino may deactivate this game at any time. If the casino decides to continue the game after a jackpot is won, the casino is under no obligation to re-seed the jackpot with the amount of the previous seed or any other amount. In the event that the casino decides to terminate the game, or the game becomes permanently unavailable due to unforeseeable circumstances, the casino holds any funds shown in the jackpot meter. The casino may increase or decrease the size of the jackpot award by contributing or removing money at any time.

In some jurisdictions, regardless of bet size, there is an award cap on any single transaction. See the payable for details. A transaction includes the results of the bonus, plus the outcome which launched the bonus. If the award cap is reached in the bonus, the bonus ends immediately, even if there are remaining free spins.

[\[top \]](#)

Additional Information

Expected Payback

In accordance with fair gaming practices required in most legal jurisdictions worldwide, each and every game outcome is completely independent, except in cases where one spin unlocks a feature for a subsequent spin or series of spins, per the game rules. The odds of getting any particular outcome are always the same.

The odds do not vary based on prior outcomes, bet size (except the jackpots), balance size, time of day, day of week, etc. For example, if the top award is won on a given play of the game, the chances of winning the top award on the next play are exactly the same. Likewise, prior losses do not change future odds.

The expected payback reflects the theoretical return across a very large number of plays by numerous players over an extended period of time. The results for any given player over a play session can vary widely from this long-term, expected average in either direction. The fewer the number of games played, the wider the normal variance of actual payback that may be experienced.

Intellectual Property

© 2017 IGT. All rights reserved. All other trademarks used herein are owned by IGT or its affiliates, may not be used without permission, and where indicated with a ®, are registered in the U.S. Patent and Trademark Office.

[\[top \]](#)

Last updated 20 Sep 2017