

## About the game

Conquer space like never before. The BGaming team is ready to introduce you to something completely new. Space XY is a brand new type of game, where you have to hop on a virtual space rocket and fly to eternal height!

Watch your rocket fly over X and Y coordinates. Make bets and fly your spacecraft to the stars! Make multiple bets, reach top multipliers and get big winnings. But be cautious, you have to jump off the rocket before it's blown to pieces. This is the only way for you to get incredible winnings. Get ready to launch, eternity awaits.

## How to play

Start of the round - a countdown timer is displayed on the screen until the rocket is launched; A player can make single or multiple bets; The table of players changes dynamically as the rest of the players accept bets;

After bets are validated on the server, the rocket flight animation begins, displaying the win multiplier in the form of a counter. During the flight the player can collect the winnings; to win the player needs to collect money before the rocket blows.

- **Autoplay button** - button for calling autoplay settings;
- **Bet amount / Auto cashout button** - a button to call the popup for selecting a bet or bet value and automatic withdrawal;
- **Place bet button** - button for placing a bet;
- **Plus button** - button for adding a bet;
- **Leader list checkbox** - checkbox for displaying the list of players/bets
- **History button** - button for calling history popup (version 2);

## Autoplay

Click on the Autoplay button and select the number of autoruns in the popup that opens. All set bets will be placed over the selected number of rounds. The Autoplay button is available throughout the round. Selecting the autoplay setting will activate all available bets of the current round, if they have not been placed, in the passive phase. Autoplay starts when you click the number of runs, and the Autoplay button shows the number of remaining runs.

## Features

**Rocket fly.** Make bets and monitor the flight of your rocket on the graph. X coordinate (horizontal) reflects the amount of time the rocket is on air, while Y coordinate (vertical) shows the possible winning multiplier. Hop off before the rocket disappears into the deep universe to win a bet.

**Betting.** In the game round, each player has the opportunity to make 1 or 2 bets. You can make a bet at the start of the round, rocket flight phase, end of the round. Place a bet is available for the current round only during the countdown. During the flight, it is available only if there is no bet in the current round (did not bet or has already finished the previous game). The controls for selecting the bet value and auto cashout should be available at the above stages.

**Bets and wins table.** The table has the following columns: Player name; Multiplier; Bet/win amount; Currency icon. The table fills up as players place bets in the passive phase of the game. During the active phase of the game, the players' winnings are displayed in the table.

**Win.** The player gets the winnings when the money is cashed out before the rocket disappears. This happens either with the automatic cash-out (if it is configured), or with manual cash-out. After the round is over, the total winnings for the round are displayed in the multiplier area.

## Settings Menu

The settings menu opens a panel with game information and settings.

- Settings - contains the sound settings. Volume, the sound checkbox (on/off) and 2 volume sliders (for music and effects).
- Rules - contains the rules of the game and a detailed description of the rules of this game.

Here also are sound effects and background music settings:

- Volume adjustment, including its complete turn-off
- Turning the music (using checkmark)
- Turning the sound effects (using checkmark)
- Currency icon - displays the currency type in which the winnings are made and used to place bets;

## Return to Player

The overall theoretical Return to Player (RTP) is 97%.

## RNG

The game is based on a certified random number generator. For more information, visit <https://www.bgaming.com/>.

## Additional information

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place, and the win from the round will be added

to the player balance. If the internet connection is interrupted when the bet is active, the game will auto cash out with the current multiplier, and the winning amount will be added to your balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet. This is the game rule version 1.0, dated November 25, 2020.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.