

GAME SHEET

Midnight Hex

The cauldron is bubbling. Vexa collects every lantern.

Halloween

About the game

Halloween night in a neon valley. Vexa the young witch is brewing something green in her cauldron, while a crystal skull, a raven, a potion and a spellbook glow on the reels between letters made of candy.

Jack-o'-lanterns carry cash values, and the cauldron opens the free spins. There every Vexa on the board collects every lantern in view, and each set of collected witches lifts the round to a higher multiplier and brings more spins.

For a livelier base game the ante bet raises the chance of the bonus, and the bonus buy starts the free spins at once, where the operator allows them.

Lines & collect. Line wins in the base game; in free spins a wild collector scoops up every coin on screen and climbs a multiplier ladder.

Ante bet · Bonus buy · Coin collect · Free spins · Multiplier ladder

Key facts

Mechanic	Lines & collect
RTP levels	96.50% · 95.50% · 94.50%
Volatility	High
Max win	5,000× bet
Max win odds, base game	1 in 5,616,122 to 1 in 6,087,437
Hit frequency, base game	1 in 4.29
Bonus frequency, base game	1 in 244.2
Bet modes	Ante bet, Base game, Bonus buy
Features	Ante bet, Bonus buy, Coin collect, Free spins, Multiplier ladder
Bet range	Set per operator and currency
Currencies	Enabled per operator at onboarding
Languages	English and Russian

RTP and max win odds by level and bet mode

RTP level	Bet mode	RTP	Max win odds
96.50%	Ante bet	96.50%	1 in 3,294,924
96.50%	Base game	96.50%	1 in 5,616,122
96.50%	Bonus buy	96.50%	1 in 36,403
95.50%	Ante bet	95.50%	1 in 3,510,366
95.50%	Base game	95.50%	1 in 5,927,371
95.50%	Bonus buy	95.50%	1 in 35,804
94.50%	Ante bet	94.50%	1 in 3,574,643
94.50%	Base game	94.50%	1 in 6,087,437
94.50%	Bonus buy	94.50%	1 in 37,453



The bonus round



A win



The base game