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Golden Ticket 2: Overview

Sequel season continues at Play'n GO as they release a follow up to their 2014 circus themed slot Golden Ticket. The studio has stuck to the core spirit of the game while fine-tuning the looks, features and potential. Actually, when you put it like that, there does seem to be quite a lot of changes. Let's take a ringside seat to go over what's new in Golden Ticket 2.

Visually, there is a lot linking the two games. It's certainly not a complete disconnect like Jolly Roger 1 and 2 was. Playable from 20 p/c to $\$100$ per spin, players get the same 5x5 setup along with 20 fixed paylines located in a tent surrounded by clowns, ringmasters and other characters of the big top. One minor cosmetic change is the action predominantly took place outside in the first, this time we've moved under the canvas. The spirit remains the same though fortunately, which was one of the major selling points of the original.

Play'n GO absolutely nailed the look and feel of an old-time circus, nicely reviving it for the sequel.

As you likely know by now, Play'n GO makes use of flexible RTP which means you can face different RTP-settings depending on where you're playing. The default RTP, however, is set to 96.5%. The math model has definitely been altered, so be prepared to go up against a totally different beast if you played the original.

That one was a medium volatile slot whilst the sequel is as volatile as Play'n GO slots come.

In terms of the actual gameplay, it works as follows: on each spin 25 symbols tumble into the grid. Wins are achieved by landing 3 or more matching symbols connecting either horizontally or vertically. Winning combinations are cleared from the grid after they have been paid, and any remaining symbols drop to fill the gaps, potentially creating new wins. With each new drop, the win multiplier is increased by