SLIIME BLAST

A Y2K skate-sticker slot where acid slime rises through the reels like a tide, with an ante and two bonus buys.



SLIME RUSH

Switch it on for 1.5× the bet and every spin plays with more than twice the chance of OVERFLOW MODE: about 1 in 103 spins instead of 1 in 229.

OVERFLOW MODE

Three SLIIME CORE crack the glass and the board floods. In the free spins every GLOOP raises the tide in its column, one liquid from the floor up, until the column is full.

SUPER OVERFLOW

The 350× buy starts OVERFLOW MODE with one column already flooded from the first free spin. The regular buy, 100×, goes straight into OVERFLOW MODE.

SPECIFICATIONS

GRID	5×4 · 1,024 ways, left to right
RTP VERSIONS	96.12% · 93.85% · 91.85% · 87.86%
VOLATILITY	Very high · σ ≈ 17.4× per round
MAX WIN	5,000× · cap per round, on the base bet
HIT RATE	25.1% · any win
OVERFLOW MODE	1 / 229 · mean 88.4×; 1 / 103 with SLIME RUSH
BONUS MODES	100× · 350× · buy RTP 96.31%, SUPER OVERFLOW RTP 96.42%
BONUS BUY	bonus buy 100× and SUPER OVERFLOW 350×, SLIME RUSH ante 1.5× (v96), switchable per market
PLATFORM	HTML5 · desktop and mobile · EN/ES

STATUS · 13 NOV 2026

- ◆ GAME BUILD — Playable
- ◇ PRIVATE DEMO — In preparation
- ◆ MATH REPORT — 4 RTP versions
- ◇ INTEGRATION — Not written yet
- ◇ COMPLIANCE MATRIX — Not written yet
- ◆ ENGLISH TRAILER — Yes
- ◇ LAB CERTIFICATION — Per partner and market

ADAPTABLE AFTER SCOPING

Languages, currencies and market profiles · RTP version and bet range · integration with your RGS or API · lobby art and labels for your brand. Each change is assessed first: scope, timing, and whether it needs new math or a new certification.

Figures from the game's math report (exact calculation and simulation), version sliime-v3 (rtp96_prod_s0). Not certified by a test lab. Fictional credits only — no real-money play. 18+.

partnership@oddwinstudios.com
oddwinstudios.com/games/sliime