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<p>Golden Ticket 2: Overview</p> <p>Sequel season continues at Play in GO as they release a follow</p> <p> up to their 2014 circus themed 🫰 slot Golden Ticket. The stud io has stuck to the core</p> <p> spirit of the game while fine-tuning the looks, features and 🫰 potential. Actually, when</p> <p> you put it like that, there does seem to be guite a lot of changes. Le t's take 🫰 a</p> <p> ringside seat to go over what's new in Golden Ticket 2.</p> <p>Visually, there is a lot</p> <p> linking the two games. 🫰 It's certainly not a complete di sconnect like Jolly Roger 1 and</p> <p> 2 was. Playable from 20 p/c toR\$/ <100 per spin, 🫰 players get the same 5x5 setup along</p> <p&qt; with 20 fixed paylines located in a tent surrounded by clowns, ringmas ters and 🫰 other</p> <p> characters of the big top. One minor cosmetic change is the action pre dominantly took</p> <p> place outside in the first, 🫰 this time we've moved under the canvas. The spirit remains</p> <p> the same though fortunately, which was one of the major 🫰 sel ling points of the original.</p> <p> Play n GO absolutely nailed the look and feel of an old-time circus, n icely reviving it</p> <p> 🫰 for the sequel.</p> <p>As you likely know by now, Play'n GO makes use of flexible RTP whic h</p&qt; <p> means you can face 🫰 different RTP-settings depending on whe re you're playing. The</p> <p> default RTP, however, is set to 96.5%. The math model has 🫰 d efinitely been altered, so</p> <p> be prepared to go up against a totally different beast if you've p layed the original.</p> <p> That 🫰 one was a medium volatile slot whilst the sequel is as volatile as Play'n GO slots</p> <p> come.</p> <p>In terms of the 🫰 actual gameplay, it works as follows: on eac h spin 25 symbols</p> <p> tumble into the grid. Wins are achieved by landing 🫰 3 or mor e matching symbols</p> <p> connecting either horizontally or vertically. Winning combinations are cleared from the</p> <p> grid after they have 🫰 been paid, and any remaining symbols d rop to fill the gaps,</p> <p> potentially creating new wins. With each new drop, the 🫰 win multiplier is increased by<:/p>: