



COMMERCIAL DATA SHEET 2026 RELEASE

PearFiction™
studios

GAMES  GLOBAL

The contents of this document are strictly confidential. All information is correct at time of release, and is subject to change at the discretion of Games Global.

CONTENTS

[CLICK TO NAVIGATE]

03
04
05
15
17
18
24
25
26

INTRODUCTION



CHICAGO GOLD 2™ turns up the heat with a dynamic 5x4 reel setup and eight unforgettable characters—each bringing their own unique Collect mechanic to help you chase bigger rewards. This electrifying sequel introduces the all-new LOCKNWINX™ feature, delivering fresh layers of excitement and bigger win potential.

Unlocking the Collects adds abilities to evolve for even more rewarding gameplay, and hunt down all five Rainbow Diamonds to trigger the Bonus Collect—a thrilling, all-in LOCKNWINX experience that combines every feature into one explosive round.

With innovative twists on the classic LockNWin™ system and character-driven mechanics that keep every spin feeling fresh, CHICAGO GOLD 2™ delivers nonstop action and next-level excitement.

GAME DESCRIPTION

GAME THEME	Vegas, Classic, Gangster
REELS	5X4 Base Game to 5X7
LINES	25
WILD SYMBOL	Yes
SCATTER SYMBOL	No
BONUS TRIGGER SYMBOL	Yes
MULTIPLIERS	No
FEATURES	8 Unique Collects, Bonus Collection, LockNWinX [™] .
FREE GAMES	Yes
ASPECT RATIO	Dynamic Scaling
LANGUAGE SUPPORT	English (en), German (de), Italian (it), French (fr), Swedish (sv), Spanish (es), Croatian (hr), Danish (da), Bulgarian (bg), Romanian (ro), Chinese – Simplified (zh-cn), Japanese (ja), Korean (ko), Thai (th), Vietnamese (vi), Indonesian (id), Slovakian (sk), Portuguese (pt), Hungarian (hu), Czech (cs), Latvian (lv), Lithuanian (lt), Russian (ru), Finnish/Suomi (fi), Norwegian (no), Dutch (nl), Polish (pl), Portuguese-Brazilian (pt-br), Turkish (tr), Greek (el), Slovenian (sl), and Hindi (hi)
GAME ID	ChicagoGold2
SCREEN FOOTPRINT	This game is optimized for resolution 1280x720.

COLLECT FEATURE INFORMATION



FEATURE NAME	Collect
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Collect is visually represented by the Dame. When it lands with cash on screen, it collects all Cash and Jackpot symbols currently on screen.
FEATURE TYPE	On-screen feature

BOOST COLLECT FEATURE INFORMATION



FEATURE NAME	Boost Collect
TRIGGER CONDITIONS	Land on reel 5 during the Base Game.
DESCRIPTION	The Boost Collect is visually represented by the Knife Thrower. When it lands, it may add additional Cash symbols to the screen and/or increase the value of existing Cash symbols, after which all Cash and Jackpot symbols currently on screen are collected.
FEATURE TYPE	On-screen feature

RESPIN COLLECT FEATURE INFORMATION



FEATURE NAME	Respin Collect
TRIGGER CONDITIONS	Land on reel 5 during the Base Game.
DESCRIPTION	When the Respin Collect lands, all non-Cash and non-Jackpot symbols are removed from the screen. Each empty position then respins independently, with Cash or Jackpot symbols able to land. As long as at least one Cash or Jackpot symbol lands during a respin, another respin occurs. The process continues until the screen is full or a respin results in no Cash or Jackpot symbols landing, at which point the feature ends and values on screen are collected.
FEATURE TYPE	On-screen feature

MULTI COLLECT FEATURE INFORMATION



FEATURE NAME	Multi Collect
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Multiplier Collect is visually represented by the Cop Collect symbol. When the Multiplier Collect lands with cash on screen, it randomly selects a Cash symbol currently on screen and multiplies its value by 2, 3, 4, 5, or 10. A minimum of two and a maximum of five multipliers are applied per trigger. The same Cash symbol may be selected and multiplied multiple times.
FEATURE TYPE	On-screen feature

DOUBLE COLLECT INFORMATION



FEATURE NAME	Double Collect
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Double Collect is visually represented by the Twins Collect symbol. It functions the same as the Basic Collect, but the total collected Cash value is awarded twice. Jackpot symbols are collected once only and are not doubled.
FEATURE TYPE	On-screen feature

ZONE COLLECT INFORMATION



FEATURE NAME	Zone Collect Feature
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Boost Zone Collect is visually represented by the Redhead Collect symbol. When it lands with cash on screen, it adds up to three Boost Zones to the screen. Each zone is square and has a size of 2x2, 3x3, or 4x4 with a random cash value.
FEATURE TYPE	On-screen feature

PATH COLLECT INFORMATION



FEATURE NAME	Path Collect
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Boost Path Collect is visually represented by the Gangster Collect symbol. When it lands with cash on screen, a continuous trail is formed across the screen. If a position in the trail already contains a Cash symbol, its value is increased by a value between 1x and 10x.
FEATURE TYPE	On-screen feature

FILL COLLECT INFORMATION



FEATURE NAME	Fill Collect
TRIGGER CONDITION	Land on reel 5 during the Base Game.
DESCRIPTION	The Full Screen Collect is visually represented by the Big Boss Collect symbol. When it lands with cash on screen, the entire screen is filled with the same Cash symbol. A single Cash value is selected from 1x, 2x, 3x, 5x, 10x, or 15x bet. If cash exists on screen it is increased to match the selected value.
FEATURE TYPE	On-screen feature

LOCKNWINX™ INFORMATION



FEATURE NAME	LockNWinX™
TRIGGER CONDITION	Collect pot coins to trigger.
DESCRIPTION	LockNWinX is a LockNWin bonus feature played on an expanded reel grid, consisting of the base grid plus three additional rows and a special area located at the top of the screen. The three additional rows are initially locked.

LOCKNWINX™ INFORMATION

DESCRIPTION	The three additional rows are initially locked. Cash symbols, Jackpot symbols, and Bag symbols may land in locked rows, but do not participate, trigger, or award any value unless the row is unlocked. Once unlocked, a row becomes fully active for the remainder of the feature. Initially available cells in the screen can roll Cash with a value of 1x, 2x, 3x, 5x, 10x, 15x, and 20x. The first unlocked row can roll cash with a value between 2x and 25x. The second row can roll a value between 3x and 50x, and the highest row can roll a value between 5x and 100x.
	Special Area Symbols The special area, also known as diamond cell, can contain the following symbols: Collect Characters Keys Bags Collect Characters function the same as their corresponding Collects in the base game, but some values differ.
FEATURE NAME	LockNWinX™

STATISTICAL CHARACTERISTICS

MAXIMUM WIN UP TO VALUES

	CREDITS
MAXIMUM BET	250 000,00
DEFAULT BET	10 000,00

STATISTICAL INFORMATION 96

PAYOUT PERCENTAGE	96.02%
VOLATILITY	14.41%
TOTAL HIT FREQUENCY	19.63%

STATISTICAL INFORMATION 94

PAYOUT PERCENTAGE	94.01%
VOLATILITY	14.25%
TOTAL HIT FREQUENCY	19.57%

STATISTICAL INFORMATION 92

PAYOUT PERCENTAGE	92.06%
VOLATILITY	14.04%
TOTAL HIT FREQUENCY	19.53%

STATISTICAL CHARACTERISTICS

STATISTICAL INFORMATION 90

PAYOUT PERCENTAGE	90.04%
VOLATILITY	13.81%
TOTAL HIT FREQUENCY	19.46%

BETTING CHARACTERISTICS

RECOMMENDED BET SIZES	1, 2, 5, 10, 20, 25, 50 (Math also supports min bets 0.05, 0.10)
DEFAULT COIN SIZE	20
NO. OF COINS ALLOWED	50
DEFAULT NO. OF COINS	10
MAX BET	25.00
MIN BET	0.20
DEFAULT BET	2.00

GAME RULES

GENERAL

- This is a 5 reel 4 row video slot game.
- Wild substitutes for High value and Low value symbols only.
- Only the highest winning combination is awarded per symbol combination.
- Only the highest winning combination is awarded per symbol combination..

Loot Collect

- During Base Game the Loot Collect appears on reel 5 only.
- During LOCKNWINX™ the Loot Collect appears in the Diamond cell.
- There are 8 Loot Collect characters in the Base game..
- There are 5 Loot Collect characters in the LOCKNWINX™ game.
- Each character has its own unique feature.

Jackpots

- There are 4 jackpot diamonds: Mini, Minor, Major and Mega.
- Mini Jackpot is capped at 10X
- Minor Jackpot is capped at 50X.
- Major Jackpot is capped at 500X.
- Mega Jackpot is capped at 5000X.

LockNWinX™

- There are 5 LOCKNWINX™ Pots: The Boost Collect, Multi Collect, Zone Collect, Path Collect and Maxi Collect.
- Respins are awarded every time cash symbol lands.
- There is a special diamond cell located at the top of the reels.
- LockNWin™ ends when the respin count runs out or the reels are full.

The image displays three sequential screenshots of the Chicago Gold 2 slot game interface, specifically the Paytable section.

Top Screenshot: PAYTABLE
 The title "CHICAGO GOLD 2™ LOCK'N'WIN" is prominently displayed in a stylized, glowing font. Below it, the text "WIN UP TO 5000X BET" is shown. The "JACKPOT SYMBOLS" are listed as MINI (blue diamond), MINOR (green diamond), MAJOR (red diamond), and MEGA (purple diamond). At the bottom, a row of icons includes a question mark, a home button, an information icon (highlighted), a settings gear, a coin icon, and a bank icon. The footer shows a balance of \$5,000.00, a bet of \$1.00, and the game name "CHICAGO GOLD 2™".

Middle Screenshot: PAYTABLE
 This screen provides details for the JACKPOTS. It states: "IN THE BASE GAME, JACKPOTS ARE WON WHEN A JACKPOT SYMBOL LANDS TOGETHER WITH A COLLECT. DURING THE LOCK'N'WIN™ JACKPOTS ARE WON WHEN THE JACKPOT SYMBOL LANDS ON THE REELS." The jackpot levels are listed vertically: MEGA (5000X BET), MAJOR (500X BET), MINOR (100X BET), and MINI (10X BET). Below this, the "WILD SYMBOL" is shown as a gold coin with the word "WILD" on it. The same footer information is present.

Bottom Screenshot: PAYTABLE
 This screen details the "LOOT COLLECTS" feature. It explains: "ALL CHARACTERS COLLECT CASH SYMBOLS OR JACKPOTS. THE COUNTER COUNTS WITH THE FIRST CHARACTER UNLOCKING. THE COUNTER COUNTS DOWN FROM 50 SPINS TO 0 TO UNLOCK THE NEXT CHARACTER. IT IS REMOVED ONCE ALL CHARACTERS ARE UNLOCKED." Below the text, a character icon is shown with the word "COLLECT" above it. The same footer information is present.

i PAYTABLE

COLLECT CASH SYMBOLS AND JACKPOTS.

BOOST

COLLECT

MAY ADD OR BOOST EXISTING CASH SYMBOLS.

MULTI

COLLECT

BOOST

BOOSTS CASH SYMBOLS 2-6 TIMES.
EACH MUST MULTIPLY ONE CASH SYMBOL BY 2, 3, 4, 5, OR 10.
ONE CASH SYMBOL MAY BE BOOSTED THREE TIMES.

RESPIN

COLLECT

RESPIN THE WHEEL TO LAND ADDITIONAL CASH SYMBOLS OR JACKPOTS.

DOUBLE

COLLECT

DOUBLE

DOUBLE COLLECTS CASH SYMBOLS UNLESS JACKPOTS ARE COLLECTED ONLY ONCE.

ZONE

COLLECT

CREATES UP TO 3 ZONES.
EACH ZONE HAS A RANDOM ROCKET VALUE.
ALL EXISTING CASH SYMBOLS WITHIN THE ZONE ARE BOOSTED BY THE ZONE VALUE.
EMPTY SPACES IN THE ZONE ARE FILLED WITH CASH SYMBOLS.
ALL NEW CASH SYMBOLS WILL HAVE THE ZONE VALUE.

PATH

COLLECT

CHICAGO GOLD 3'

\$5,000.00 BALANCE

\$100 BET

PAYTABLE

i PAYTABLE

CHARACTERS, KEYS AND BAGS CAN LAND IN A DIAMOND CELL.

COLLECT COLLECT COLLECT COLLECT COLLECT

ALL CHARACTERS FUNCTION THE SAME AS IN THE BASE GAME.

UNLOCKS ADDITIONAL BONUS.

MOVES TO AN EMPTY CELL AND ABSORBS ALL UNLOCKED CASH ON THE REEL.

CHICAGO GOLD 2™

i PAYTABLE

COLLECT MUST COME TO "THUNDER LOCKNWINX".

BOOST MULTI ZONE PATH MAXI

MORE THAN ONE PAY CAN BE TRIGGERED SIMULTANEOUSLY. THE PAYOUT STARTS WITH 3 ACTIVE BONUS. 3 SPIN AND AWARDS.

THE RESPIN COUNTER IS RESET WHEN ANY SYMBOL LANDS IN AN UNLOCKED OR DIAMOND CELL.

LOCKNWINX™ BONUS WHEN THE RESPIN COUNTER REELS OUT. CASH, BONUS AND JACKPOT SYMBOLS MAY LAND ON ANY CELL. BONUS AWARDS ALL UNLOCKED CASH ON THE REEL. ALL UNLOCKED SYMBOLS PAY AT THE END.

DIAMOND CELL

CHICAGO GOLD 2™

i PAYTABLE

CHARACTERS, KEYS AND BAGS CAN LAND IN A DIAMOND CELL.

COLLECT COLLECT COLLECT COLLECT COLLECT

ALL CHARACTERS FUNCTION THE SAME AS IN THE BASE GAME.

UNLOCKS ADDITIONAL BONUS.

MOVES TO AN EMPTY CELL AND ABSORBS ALL UNLOCKED CASH ON THE REEL.

CHICAGO GOLD 2™

DIAMOND BONUS

COLLECT ONE ON EACH REEL TO INSTANTLY TRIGGER ALL 5 LOCKSMITH™ POPS.
CAN BE COLLECTED OVER SEVERAL SPINS.
APPEARS IN EACH GAME ONLY.

SYMBOLS

SPADE

HEART

CHICAGO GOLD 2

PAYTABLE

PAYTABLE

5 - \$100
 4 - \$25.00
 3 - \$5.00

5 - \$100
 4 - \$25.00
 3 - \$5.00

BOOST FEATURE

ACTIVATE TO INCREASE THE FREQUENCY OF THE CHARACTER COLLECTOR LANDING.
ACTIVATED AT THE PRICE DISPLAYED AND REMAINS ACTIVE UNTIL MANUALLY DISABLED.

BUY FEATURE

?

Pear Fiction[™] \$5,000.00 \$1.00 CHICAGO GOLD 2™
BALANCE BET

PAYTABLE

BUY FEATURE

PURCHASE A LOCKNWINX™ FEATURE.

PAYLINES

1 2 3 4 5 6 7 8

?

Pear Fiction[™] \$5,000.00 \$1.00 CHICAGO GOLD 2™
BALANCE BET

PAYTABLE

9 10 11 12 13 14 15 16 17 18

?

Pear Fiction[™] \$5,000.00 \$1.00 CHICAGO GOLD 2™
BALANCE BET

PAYTABLE

i PAYTABLE		x	
17	18	19	20
21	22	23	24
25			
LINE WINS BEGIN WITH THE LEFTMOST REEL AND PAY LEFT TO RIGHT ONLY ON ADJACENT REELS. ONLY THE HIGHEST WIN IS PAID PER LINE. MATCH SYMBOLS ACROSS ADJACENT REELS STARTING WITH THE LEFTMOST REEL TO ACHIEVE A WIN.			
? ? i ? ? ?			
PearFiction™ studios	\$5,000.00 BALANCE	\$1.00 BET	CHICAGO GOLD 2™

i PAYTABLE		x	
23	24		
25			
LINE WINS BEGIN WITH THE LEFTMOST REEL AND PAY LEFT TO RIGHT ONLY ON ADJACENT REELS. ONLY THE HIGHEST WIN IS PAID PER LINE. MATCH SYMBOLS ACROSS ADJACENT REELS STARTING WITH THE LEFTMOST REEL TO ACHIEVE A WIN. HALF-FUNCTION WHEN ALL PAYS AND PLAYS, SOME SETTINGS AND FEATURES MAY NOT BE AVAILABLE IN THIS GAME.			
PearFiction™ studios ©2026. ALL RIGHTS RESERVED. V01-0.0			
? ? i ? ? ?			
PearFiction™ studios	\$5,000.00 BALANCE	\$1.00 BET	CHICAGO GOLD 2™

MARKETING CONTENT**BUSINESS REASONS**

A follow-up title that raises the excitement with the wheel feature, 7 possible LockNWin™ experiences and 4 different collects built to keep players fully immersed.

- 8-new collection characters with unique mechanics and payout potential.
- LockNWinX™ features for maximum excitement and retention.
- Player-focused, leveraging psychology-driven mechanics for engagement.
- 31 LockNWinX™ combinations experiences delivering dynamic and varied gameplay.
- Stacked reel symbols offering massive win potential.
- Fast-paced proven mechanics to accelerate spins and boost session length.

What sets this game apart?

- Premium visuals and high-end production value.
- A cutting-edge, innovative gameplay experience.
- Bonus Collection mechanic for amplified excitement.
- Expanded feature set from the original, now with a wheel and more Collect options.
- All new LockNWinX.

MARKETING CONTENT

XXX Casino is excited to unveil a thrilling new online slot: Chicago Gold 2, from PearFiction Studios.

Step into the smoky backrooms of 1930s Chicago, where the stakes are high, the deals are dirty, and every spin could be your biggest score. Chicago Gold 2 drops players straight into a world of underground riches, powered by a dynamic Collect system and explosive LockNWinX™ action.

At the heart of the game is a progressive Collect mechanic that builds momentum with every hit. Eight unique Collect symbols unlock one after another, each bringing a new way to grab the cash—from simple takeovers to multipliers, respins, full-screen fills, and more. The deeper you go, the more dangerous—and rewarding—the action becomes.

Five Pots run the city, each tied to a powerful Collect feature. Trigger one—or pull off the ultimate move by hitting them all—and you'll unlock the LockNWinX™

bonus. This is where things really heat up: the grid expands, locked rows crack open with collected keys, and high-value symbols start dropping like cash in a heist gone right.

Diamonds are the big play. Land them, and all five Pots trigger at once, unleashing the full force of the game's bonus potential in a single, high-stakes moment.

With four jackpot tiers—including a massive 5,000× Mega Jackpot—multiple ways to win on every spin, and up to 31 bonus combinations, Chicago Gold 2 delivers nonstop action with serious payout potential.

Built on a 5x4 grid with 25 lines and layered with evolving mechanics across nine game modes, this is a slot that keeps climbing—more features, more intensity, more ways to cash in.

Chicago Gold 2 isn't just a game—it's a full-blown operation. And in this town, only the bold walk away rich.

MARKETING CONTENT

GAME LOGOS

