



Nolimit City's proprietary registered trademark mechanics;  
**xNudge®** and **xWays®**

## About

Introducing Nolimit City's own in-house trademark mechanics, **xNudge** and **xWays**, two stellar mechanics built from the ground up to deliver incredible entertainment and raise the potential of any slot game!

### **xNudge**

A simple yet affective feature that turns any game into a massive potential bearing title!

The basis of a nudging wild that can be introduced in varied manners. Every nudge is met with a multiplier increase on that same symbol, making every connect count, BIG!

xNudge is best showcased on our hit games; **Tombstone** and **Deadwood** as well as **Dragon Tribe** in terms of a different twist on the mechanic.

### **xWays**

Defining the unpredictable and adding the surprise element to a slot game, xWays creates more excitement than can be met with words. The mechanic incorporates the surprise element in a game which can deliver unlimited increased Ways expansion in a fixed Ways game, making it a fluid experience and adding unprecedented potential!

xWays potential can be witnessed on games like; **Punk Rocker**, **Dragon Tribe** and **Pixies vs Pirates**.

### **xWays + xNudge**

What more can be said. Combine these two incredible mechanics and witness magic!

**Dragon Tribe** and **Pixies vs Pirates** are perfect examples of what can be achieved with the two mechanics combined!

A few of our well-known titles that utilize these mechanics today



## Proven track record!

With several record-breaking titles already sporting both mechanics under our belt, we're ready to open the doors to others benefiting from these two unique ideas!

## How to get branded xWAYS & xNUDGE trademarks on your games?

You can now get your hands on both trademarks thanks to the third-party trademark agreement model which will allow for a multi-year licensing deal through joint partnership.

Contact [sales@nolimitcity.com](mailto:sales@nolimitcity.com) for further information!



*Add this sticker to your game!*