

Hacksaw Signature Mechanics **ID Guide**

Many games, only a handful of signature mechanics, all x-prefixed. Learn xWays, xNudge, xBomb and xSplit first, then read any title the same way.

Hacksaw's slot themes are all over the map, but the same few x-prefixed signature mechanics run underneath again and again. This guide flips the approach: learn how xWays, xNudge, xBomb and xSplit each work first, then read any single title — understand "how xNudge multiplies" once and every title that uses it reads the same way. It covers mechanics only, recommends no platform, involves no real-money betting, and invents no RTP figures.

01 Why learning the signatures beats memorising titles

Hacksaw reuses the same few mechanics underneath: how one symbol multiplies, how the multiplier climbs, where the burst potential is parked. Those few are its signature x-mechanics. Learning the mechanic transfers — understand it once and similar titles read the same; memorise by theme and a new coat of art sends you back to square one. And because Hacksaw names its mechanics with an x-prefix, they are easier to recognise than most rivals'.

02 xWays: one symbol becomes a stack

A covered mystery symbol lands on the board and only reveals into two or more of one ordinary symbol after the reels stop, sharply raising that reel's symbol count. What it widens is the Ways — total ways equals each reel's symbol count multiplied together, so a widened reel balloons the total. Several xWays revealing at once multiply rather than add, and that is where the burst comes from. It widens possibility, not a promise.

EXAMPLE GAMES

Chaos Crew (a listed title built around xWays)

03 xNudge: nudge a step, add a multiplier

An oversized wild lands on the reel, often only partly showing, and once the mechanic starts it advances cell by cell until fully visible, adding +1 to this spin per cell it nudges. In the base game it mostly resets each spin; the real bite is in free spins — many titles let the accumulated multiplier only ever rise through the feature, like a snowball. That is exactly why it leans high-volatility: value concentrated in a few feature rounds.

EXAMPLE GAMES

Le Bandit, Wanted Dead or a Wild (listed titles that use xNudge)

04 xBomb: blow up a patch, add a multiplier

A bomb symbol detonates, clearing the symbols around it to free space for the drop while adding +1 to this spin. Clearing and multiplying are the same action. It usually lives in cluster games, and if the drop wins again or produces another bomb, it chains and detonates again while the multiplier keeps stacking. Most spins fail to stack a multiplier, with value concentrated in the few that chain — a textbook high-volatility structure.

05 xSplit and mechanic combinations

xSplit is a wild that splits an adjacent symbol in two, effectively increasing the symbol count, and like xWays it serves to "put more effective symbols on the board". In practice Hacksaw rarely uses just one mechanic: a cluster board with xBomb, xWays stacking in free spins, xNudge stacking the multiplier — and titles like Wanted Dead or a Wild add Duel Reels to let you choose the feature. Learn each one first to read the combined titles.

EXAMPLE GAMES

Wanted Dead or a Wild (runs almost the full set of signatures)

18+

Play Responsibly · Responsible Gaming

This resource is compiled independently by HacksawFree for game-mechanic education only. It is not an official Hacksaw Gaming channel, accepts no real-money betting of any kind, offers and recommends no gambling platform, and neither the page nor this file carries any affiliate or promotional link. Free demos use virtual credits and cannot verify real-money results. Gambling carries risk, and no mechanic can remove the house edge; if gambling begins to affect your life or emotions, stop immediately and seek professional help. For readers aged 18 and over only.