Heist Bots

THREE ROBOTS · ONE VAULT · ONE NIGHT

In development · Coming to Stake



COVER: FROM THE GAME · RENDERED IN-HOUSE

The game

Boss, Patch and Bulk are robot workers who built the city's most secure vault. Tonight they come back to crack it, one cluster at a time.

Every win heats the cells it lands on, and a hot cell makes the next win on it worth more. Patch drains that heat into the vault. At the end of the round Boss breaks the lock and the vault is added to the round. The lock resets at the end of every round, so nothing carries over to the next one.

Spec

STUDIO	Waka Games
PLATFORM	Stake Engine
FORMAT	7 × 7 grid, 49 cells
PAYS	Clusters of 5 or more touching symbols, up, down or sideways
RETURN TO PLAYER	96.50% in every mode
MAX WIN	50,000× the base bet, in every mode
MULTIPLIERS	Cells double up to ×1,024; up to ×4,096 in free spins
FEATURES	Tumbles, hot cells, the vault, free spins, six modes
SYMBOLS	8 paying symbols and the vault door
WILD	None

Modes

MODE	COST	WHAT CHANGES	RTP
Base game	1×	The normal spin	96.50%
Floor Plan	3×/spin	More vault doors, so free spins come about 7× as often	96.50%
Smash & Grab	75×	One spin. Boss smashes 12 cells hot before the reveal	96.50%
Heist	100×	Starts the Heist: 10 free spins	96.50%
Big Score	400×	12 free spins. Every cell ×2, the vault starts at 98 points	96.50%
Vault Run	1,000×	12 free spins with the alarm on: every cell ×4, the vault starts at 196 points	96.50%

MAX WIN 50,000× IN EVERY MODE · COSTS ARE MULTIPLES OF THE BET

The crew

Boss	The safecracker. Breaks the lock at the end of the round; every vault point is worth 0.1× the bet.
Patch	The hacker. Drains the heat of every spin into the vault; in free spins he overclocks the hottest cell that just won.
Bulk	The carrier. Breaks in at the start of Big Score and Vault Run and catches every cell that bursts.

About Waka Games

Waka Games is an independent slot studio from New Zealand. We make story-first games for Stake Engine: every symbol, feature and mode comes out of the game's story, every frame in the game is rendered in our own pipeline, and RTP and max win are printed for every mode. Our first game, Heist Bots, follows three robots who built a vault and come back to crack it. It is in development and coming to Stake.

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Figures from the frozen Heist Bots math, 23 October 2026