SISTER SISTER

Player Guide

How coins, your games, rewards and cashing out work at Sister Sister

PLAYER GUIDE

Sister Sister

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Welcome

This guide explains the whole arcade, start to finish. The Help Center on the site has short answers to single questions. This is the version to read once, properly.

Three things are worth knowing before anything else.

Your wallet is the middle of everything. Coins come into your wallet, you load them onto games from it, and cashouts are paid out of it. Coins sitting on a game are not in your wallet until you bring them back.

1 Sweep Coin is $1. Sweep Coins (SC) are the coins in your wallet. A wallet of 105 SC is $105.

Diamonds are not Sweep Coins. Diamonds are the reward currency you earn by playing. You spend them in the Market, and one of the things they buy is more SC.

The numbers in this guide were current when it was printed. The live guide at **/guide** on the site reads them straight from the arcade, so if the two ever disagree, the site is right.

Your Coins

Sweep Coins and your wallet

Sweep Coins (SC) are your playing balance. **1 SC is $1.** They live in your wallet.

You get SC from

- Topping up with **Get Coins**
- Bringing coins back from a game with **Cash Out to Wallet**
- Exchanging Diamonds in the Market
- Bonuses and referral rewards

You use SC on

- Loading any of your games
- Cashing out, from the wallet only

Things to know

- Free play shows as its own line in your wallet. It is spent first when you load a game, and it cannot be cashed out until it has been played.
- Coins on a game do not count toward a cashout. Move them to your wallet first.
- There is no limit on moving your own coins between your wallet and your games.

Getting coins

Get Coins tops up your wallet. Every dollar becomes 1 SC. The minimum top-up is **$1**.

METHOD	AMOUNTS	BONUS
Tierlock	Any whole-dollar amount from $1	8.5% extra in SC on every top-up
Cash App, Apple Pay, Google Pay	Set amounts only, from $24.99 to $199.99	None

The Cash App, Apple Pay and Google Pay amounts are $24.99, $29.99, $30.99, $39.99, $49.99, $59.99, $99.99, $124.99, $129.99, $149.99 and $199.99. Any other amount is refused before you reach the payment page.

Every top-up also earns

- **Diamonds:** 0.35 per $1, on every top-up including your first. The Diamonds land in your Diamonds balance, not your wallet.
- **First top-up match:** your very first top-up is matched 50%, up to a $100 bonus. Staff review it before it is added.
- **XP:** 1 XP per $1 toward your rank.

Things to know

- You cannot top up while you hold **more than $10** across your wallet and games together. Play it or cash it out first.
- You cannot top up while a cashout request is still open.
- Card top-ups through Tierlock carry a card processing fee. Get Coins shows the exact charge before you pay, and your wallet still gets the full amount you picked.
- Any top-up unlocks cash outs, up to $300 each (see Cashing Out).

Bonuses and free play

Bonuses are extra SC added to your wallet on top of a top-up.

- **Tierlock bonus:** 8.5% on every Tierlock top-up.
- **Bonus Hour and other promos:** when one is running it shows as a banner on the dashboard and in Earn Rewards, with the amounts for that promo.
- **Referral rewards:** see Rewards.

Play-through. Everything you top up since your last cashout, plus any bonus that came with it, has to be loaded onto your games before you can cash out. Splitting it across games is fine. The cashout screen shows how much is left to play.

Unspent free play cannot be cashed out. What you win with it comes back as normal SC. Bonuses never change your cash out limit.

Your Games

Game accounts

Every game you add gets its own account, made for you. You do not pick the username and you do not sign up on the game's own site.

Already have an account on a game? Every game has an **I already have one** option. Enter your account and staff approve the link.

- **Username:** first initial, last name and 1111, like `ssmith1111`. If that is taken on a game, another 1 is added, so the same person can be `ssmith1111` on one game and `ssmith11111` on another. Check each game card.
- **Password:** shown on the game card.
- **Riversweeps** has no username or password. You get a 12-digit account number written in pairs, like `17-32-25-68-49-26`, and that number is your login.

Games open in a new tab on the game's own site. Sign in there with the details on the card.

Moving coins

Open **My Games** and tap a game. The panel has three tiles:

TILE	WHAT IT DOES
Load Credits	Wallet to this game
Cash Out to Wallet	This game to your wallet
Transfer	This game to another game

- **Loading** starts at **$1**, in whole dollars. Load $12.75 and $12 goes on the game while the 75 cents stays in your wallet.
- **Cash Out to Wallet** takes any amount, any time, even from a game that has been switched off.
- Load as often as you like. Having coins on one game never stops you loading another.
- If a load does not go through, the coins go back to your wallet.

Winnings-only games

On **Riversweeps, Golden Dragon and Crown Codex**, coins you load are **Entries** and can only be played. Only **Winnings** can come back to your wallet. The game card shows both.

The game list changes from time to time. The live guide on the site always names the games that work this way right now.

Rewards

Diamonds

Diamonds are the reward currency. You earn them and spend them in the Market. They cannot be loaded onto a game and cannot be bought directly. (They used to be called Sister Bucks.)

You earn Diamonds from

- Every top-up: 0.35 per $1
- The **daily bonus** in the Market, every 24 hours from your last claim, sized by your rank (5 to 100 Diamonds) plus 25 XP. It is free: no top-up needed.
- **Daily Check-In** in Earn Rewards: 25 Diamonds once a day
- Roulette wedges

The Market

The Market is where Diamonds are spent. Bigger packs are better value per Diamond.

Coins: Diamonds to Sweep Coins. Paid straight into your wallet as normal SC.

DIAMONDS	YOU GET
250	10 SC
563	25 SC
1,063	50 SC
2,000	100 SC
3,750	200 SC
8,750	500 SC

- The exchange opens once you have topped up **$50 in total**. After that every rank can use every step.
- Exchanging for SC also needs **$25 of top-ups in total over the last 7 days**. Once you have it, you can exchange any day that week, as much as you like. Loading a game, bonuses and staff credits do not count.

XP, spins and tickets have no top-up rule.

XP PACK	PRICE	SPINS	PRICE	DRAW TICKETS	PRICE
250 XP	25	1	25	1	50
500 XP	45	3	68	3	135
1,000 XP	85	5	106	5	213
2,500 XP	200	10	200	10	400
5,000 XP	375	25	469	25	938
10,000 XP	700	50	875	50	1,750

Prices are in Diamonds.

Roulette

Each pull uses **one spin**, not Diamonds. Free spins won on the wheel are used before spins you bought. Buy spins on the Market's Wheel tab; a Free Spin wedge gives you another pull.

WEDGE	CHANCE
1 draw ticket	28%
Miss (pays nothing)	13.5%
500 XP	13%
25 Diamonds	10%
3 draw tickets	10%
1,000 XP	8%
Free Spin	8%
2,500 XP	4%
50 Diamonds	3%
100 Diamonds	1%
5,000 XP	1%
Jackpot: 500 Diamonds	0.5%

Roulette never pays SC. The odds are the same for every player and every rank.

Ranks and XP

Your rank comes from your XP. XP never runs out, so a rank you reach is yours to keep.

RANK	XP NEEDED	DAILY BONUS
Peasant	0	5 Diamonds
Knight	10,000	10 Diamonds
Prince	75,000	25 Diamonds
King	160,000	50 Diamonds
Emperor	430,000	75 Diamonds
Overlord	667,667	100 Diamonds

You earn XP from top-ups (1 XP per $1), the daily bonus (25 XP), Roulette XP wedges and Market XP packs.

Your rank sets the size of your daily bonus. That is the only thing it changes: no free spins and no prize for ranking up. It does **not** change your cashout limit or the Roulette odds.

The monthly draw

Once a month, **4 winners** are drawn from everyone holding tickets, and each gets **300 Diamonds**. Each ticket is one more chance. A player can win once per draw, and winners are checked and approved by staff before the Diamonds are paid. Tickets give chances, not a guaranteed win.

Referrals

Share your link from **Refer & Earn**. When someone you invited makes their first top-up, you earn **25%** of it in SC, up to **100 SC**.

- Your friend has to sign up through your link. It cannot be added afterwards.
- It pays on their first top-up only.
- There is a 24 hour hold, then staff review it before it is paid.
- Like any bonus, it has to be played through before a cashout.
- Referring yourself or your household does not count and can get both accounts blocked.

Cashing Out

How it works

Cashing out sends SC from your wallet to you through **Tierlock**, the only payout method. Every cash out is reviewed and paid by hand by our staff.

1. Open each game holding coins and use **Cash Out to Wallet**.
2. Open the cashier and tap **Redeem** (on a computer, the Redeem card in the sidebar).
3. Enter the amount and your Tierlock number.

All times are Eastern (ET). Request any time, day or night. Requests in by **2:30 PM ET** go out in that day's **3:00 to 5:00 PM ET** payout run. Later ones go in the next run.

Your coins stay in your wallet until staff send the payout, so you can keep playing. If your wallet drops below the amount you asked for, the request is declined. If a request is declined or cancelled, nothing leaves your wallet.

Your limit

There are **no cash out tiers**. Any purchase unlocks cash outs, and every player who has made one has the same limit.

RULE	LIMIT
Minimum	$50
Maximum	$300 per cash out
How often	One every 24 hours, from your last one

Loading games, transfers, wins, bonuses and your rank never change it.

The rules

- **Minimum $50, maximum $300**, whole dollars only.
- **One cash out every 24 hours**, counted from the time of your last one. It does not reset at midnight. A denied or cancelled request does not count.
- **One open request at a time.**
- **The wallet has to cover it.** Coins on a game do not count.

- **Play-through first.** Everything you topped up since your last cashout, plus any bonus, has to be loaded onto your games.
- If a promotion funded your balance, the minimum is twice your last top-up (never under $50) and the cash out is capped at 200 SC.
- You can add an optional **tip** for a staff member. It comes out of the payout.
- Every cashout is reviewed by staff and may need identity verification before it is sent.

Your Account

Safety and limits

- **One account** per person, household and device. Opening more than one breaks the Terms and can get accounts closed.
- Your full history is under **Wallet**.
- **Self-exclusion** in your profile pauses top-ups, loads, transfers and play for 7, 30 or 90 days or a year. Your balance and cashouts stay open. Only support can lift it early.
- **Support chat** on the dashboard handles anything about your account.

If an amount in the app disagrees with this guide, the app is right. Tell support and we will fix the guide.