

## SPECIAL SYMBOLS AND FEATURES

### MEGAWAYS™

The number of possible win ways varies per spin according to the total number of individual symbols which land on the reels, with a maximum potential of 117,649 MegaWays™ to win!

### CHAIN REACTION

Symbols forming wins disappear, making way for new symbols to drop in that may form new wins. There is no limit to the possible chain reactions.

### SEALS

SEALS may land on reels 2, 3, 4 and 5. After a SEAL lands it activates a random horseman. The horseman executes its feature and the SEAL is transformed into a WILD of the same name as the horseman: CONQUEST WILD, WAR WILD, FAMINE WILD or DEATH WILD.

Up to 4 SEALS may land in a spin – 1 for each of the horsemen. When more than 1 horseman has been summoned by landing multiple SEAL WILDS, the following order will be observed when triggering their features:

1. Conquest

2. War

3. Famine

4. Death

### CONQUEST

Conquest shoots arrows into the sky and they fall as SKULL WILDS over other symbols on reels 2, 3, 4 and 5. Arrows cannot land on a FREE SPINS scatter or another WILD.

### WAR

War slashes random symbols in two, increasing the amount of possible win ways in the spin. Slashing can occur only once per spin.

Only symbols on reels with a symbol count of less than 7 can be slashed and no more symbols can be slashed on a reel which has reached the maximum count of 7 symbols. FREE SPINS scatters and SEALS cannot be slashed.

## FAMINE

Famine selects 2 random reels and applies the symbol count of each as a symbol multiplier to the other. The multiplier is applied to all symbols on the reels, except FREE SPINS scatters and SEAL WILDS. The symbol multiplier applied to each selected reel may be x2, x3, x4, x5, x6 or x7, depending on the symbol count on the other selected reel. When selecting reels, ones with a different count of symbols are selected with priority.

A symbol with a symbol multiplier on it is counted as the same number of symbols as the multiplier displays. For example: a symbol with x3 on it is considered as 3 symbols.

## DEATH

Death randomly drags down 1 or 2 of reels 2, 3, 4 and 5 to reveal SKULL WILDS with symbol multiplier.

A reel may not be dragged with more than 3 tile positions in total, while a reel which lands with 2 symbols in total may not be dragged more than 2 tile positions. Additionally, the dragging will stop if a FREE SPINS scatter or a SEAL WILD has reached the bottom tile position on a dragged reel.

The SKULL WILDS will appear with an increasing symbol multiplier. Each next SKULL WILD dragged down will come out with a x1, x2 or x3 higher multiplier than the previous highest symbol multiplier which appeared on any symbol in the reel. If no symbol multiplier is present on any of the symbols in the reel, a starting symbol multiplier of x1 will be assumed when dragging in the first SKULL WILD.

## WILDS

The SEAL symbols as well as the SKULL symbols formed by execution of the Conquest or Death features are WILDS. All WILDS substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single win way.

## FREE SPINS

3 FREE SPINS scatters anywhere trigger 8 FREE SPINS. The bonus round begins with the JUDGEMENT phase. Press JUDGE and a random horseman will be selected to activate on every spin during FREE SPINS.

The remaining horsemen may also be activated at random in a spin by landing SEAL WILDS during the bonus round.

Landing 3 scatters during FREE SPINS awards 4 BONUS SPINS and another JUDGEMENT phase where one of the remaining horsemen will randomly be selected to also activate on every spin for the remainder of the bonus round.

Retriggers may occur while there are still horsemen left to be activated during JUDGEMENT.

SEAL WILDS will not land if all horsemen have been activated during a JUDGEMENT.

In FREE SPINS when more than one horseman is set to activate on every spin, their activations observe the same order as in the normal game.

## MAX WIN

The maximum win amount is limited to 100,000x your current stake. If the total win of a game round reaches 100,000x the round immediately ends, the maximum win is awarded and in case there are remaining free spins they are forfeited.

## HOW TO PLAY JUDGEMENT DAY MEGAWAYS™

### Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or – buttons.

### Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

### Autoplay

Press the AUTO button to commence automatic play of the game at the currently selected stake. Select how many spins to play via the Total Spins Dropdown menu.

#### More Autoplay settings

Select the loss limit: The Autoplay will stop at the last spin before the loss limit is reached. The Autoplay loss limit should be higher than your stake.

Expand the AUTOPLAY dialog by choosing MORE AUTOPLAY SETTINGS. Here you can select additional criteria for the AUTOPLAY stop including - Stop if single win exceeds certain amount; Stop on Bonus Feature.

#### Gamble Wheel

After a spin which results in a win of more than 0.10 EUR, the "Gamble" button is activated and the player may enter the Gamble game for a chance to increase their win.

The Gamble Wheel offers the player true odds and always plays 100% randomly with 100% RTP. The player can configure the Gamble using the following options:

Pressing the plus button increases the potential win on the ladder and recalculates the wheel's chances. Pressing the minus button decreases the potential win. The green section of the wheel displays the exact chance of winning. The red section displays the exact chance of losing. If the player commits to pressing the Gamble button, the pointer within the wheel will spin. If the pointer lands in the green area, the player wins the highlighted prize which they chose in advance. If the pointer lands on the red area the Gamble is over and the player returns to the slot game.

The player doesn't have to collect the winnings manually. They are auto-collected after every Gamble round. Press the "Collect" button to collect your winnings and return to the slot game.

If the Gamble feature is closed, the player cannot return to the feature unless they win another round in the slot game. The Gamble feature is disabled during auto-play. Jackpot winnings cannot be gambled.

#### General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

The prize value from one payline is equal to the total stake divided by the number of paylines, multiplied by the symbol multiplier advertised in the payable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

Example: Total stake is 2. Total paylines are 20. Symbol multiplier for length of 5 is 300. The win for 1 payline with this symbol and length would be calculated as such:  $2 / 20 * 300 = 30$ .

The prize value from one payline in a Multiline game is equal to the stake multiplied by the symbol multiplier advertised in the paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid.

Example: Stake is 2. Symbol multiplier for length of 5 is 20. The win for 1 payline with this symbol and length would be calculated as such:  $2 * 20 = 40$ .

The prize value from one way or cluster in a Ways or Winning Clusters game is equal to the stake multiplied by the symbol multiplier advertised in the paytable. Where multiple wins occur on multiple ways or clusters, the total win values are summed.

Example: Total stake = 2. Symbol win multiplier = 2. Win =  $2 * 2 = 4$ .

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin.

If you are playing a Scatter Pays game only the highest winning combination is paid per symbol.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

In case of an incomplete game round due to connection loss where the result has not yet occurred, the game will generate an outcome for the round, which will be shown upon restoring of connection and the result will be visible in the Game History after refreshing the game.

In case of an incomplete game round due to connection loss where the result has occurred, but the player could not be informed of this fact, the game will inform the player of the outcome upon refreshing of the game and the result will be visible in the Game History.

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

RTP  $\approx$  XX.XX%

Average payout rate of 1 EUR is 0.9273 EUR.

Maximum win amount probability in a single spin is 0.000001% or 1 in 100000000

Minimum stake: €0.10

Maximum stake: XX