

# Ternion

## Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you re-open the game. You may continue your unfinished round from the point of interruption. Unresolved bets placed but remaining undecided in incomplete games will become void after 30 days. Malfunction voids all pays and plays.

## Information

Payline wins occur on the number of selected paylines, according to the information in the paytable and game rules. When winning on multiple paylines in a single game round, all winnings are added together. All winnings from Features (such as Free Spins), Bonus Games and/or Scatters (if applicable) are also added to payline wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the same bet and same number of selected lines as the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. All wins pay left to right, beginning with the left-most reel. Symbol wins pay for any winning payline combination without any gaps. Only the highest win is paid per active win line.

## Game Rules

TERNION is a 5-reel, 4-row video slot game with 40 paylines, featuring Doomsday Free Spins with symbol collection and superpower activation.

The game has Searchlight Bonus Scatter symbol which can appear on all reels. And the Wild, which substitutes for all symbols, except the Bonus Scatter.

On regular spins one of three superpowers can be randomly triggered during any spin. Ice Shards spawn 3-10 Wilds on random positions; Blade Flurry removes all royal symbols from the reels; Pillars of flame spawn 1-3 Wild reels.

On regular spins when no superpower is activated there is a random chance to trigger the Call for heroes feature, which guarantees two Bonus Scatter symbols to land on the first two reels.

3 or more Bonus Scatter symbols on the reels award initial Free Spins as detailed below: x3 Bonus Scatters = 8 Free Spins, x4 Bonus Scatters = 10 Free Spins, x5 Bonus Scatters = 12 Free Spins. The Free Spins can be re-triggered and the maximum number of Free Spins is 35. 3, 4 or 5 Bonus Scatters re-trigger feature for additional 4, 5, 6 Free Spins.

During Doomsday Free Spins crystal symbols are collected and stored in a charger after landing. Every five crystals fill up the charger and one, two or three unique superpowers are triggered. Superpowers during Free Spins are more powerful: Super Ice Shards spawn 3-16 Wilds on random positions; Super Blade Flurry removes all low paying symbols and crystal symbols from the reels; Super Pillars of Flame spawn 1-4 Wild reels. The charger can be filled up multiple times during a Free Spin session. The more times the charger is filled up the more unique superpowers are activated: filling up 1-2 times trigger a single superpower; filling up 3-4 times trigger two superpowers; filling up five times or more trigger all three superpowers.

Bets are selected using the bet buttons. Click the plus and minus buttons to change the bet one step at a time. To start the round, click SPIN. When the reels stop, the symbols displayed determine your prize according to the paytable.

Any combination of wins resulting from a single game cycle, including the results of any possible triggered bonuses, is capped at a maximum of 5000 times total bet.

## Actions

### *Paytable*

- Toggles the display of the paytable.

### *Auto Play*

- Click the AUTO PLAY button to enable/disable the Auto Play feature. In Auto Play mode, a number of consecutive game rounds are initiated automatically using your current bet settings. The Auto Play mode is automatically disabled depending on your settings or if your balance becomes too low.

### *Spin / Start / Spacebar*

- Starts the game round with the currently selected bet. Press Spin to begin.

### *Stop*

- Stops the reels more quickly.

### *Fast Play*

- Toggle on for a significantly faster gameplay.