

# **SPECIAL SYMBOLS AND FEATURES**

## **CHAINED MONSTERS & CHAIN BREAKERS**

Each spin is numbered from 1 to 10, indicated by a counter above the reels.

There are 3 chained monsters around the slot and each monster has 3 chains holding it. The chains are also represented by a 3-step progress bar next to the monster. Breaking a monster's chain will complete 1 step of the progress bar.

At the 10th spin the monsters that have at least one of their chains broken will trigger their respective feature for that specific spin. The monsters' features become more intense the more of their chains have been broken. After the 10th spin the monsters' chains are restored.

The monsters' chains are broken by landing Chain Breaker scatters. 3 types of Chain Breakers may land – red, green and blue – and each breaks their respective monster's chain.

Chain Breaker scatters may appear on every spin, except the 10th one. Only one Chain Breaker symbol may land in a spin and up to 3 Chain Breaker symbols of a specific type may land for a spin cycle of 10 spins (one for each of the chains of a specific monster).

## **MINOTAUR**

Minotaur's chains are broken by landing the red Chain Breaker scatter.

On the 10th spin Minotaur will expand the reels, based on the amount of its broken chains:

1 destroyed chain – expands the reels to 5x4

2 destroyed chains – expands the reels to 5x5

3 destroyed chains – expands the reels to 6x5

The default grid size is 5x3 with up to 243 ways to win. The maximum win ways potential grows with each expansion:

5x4 grid offers up to 1,024 ways to win

5x5 grid offers up to 3,125 ways to win

6x5 grid offers up to 15,625 ways to win

## **MEDUSA**

Medusa's chains are broken by landing the green Chain Breaker scatter.

On the 10th spin Medusa will add WILDS on random positions on the reels, based on the amount of its broken chains:

1 destroyed chain – add 2 or 3 WILDS

2 destroyed chains – add 4 or 5 WILDS

3 destroyed chains – add 6 or 7 WILDS

The WILDS may not be placed on the first and last reels of the slot in any of the slot grid sizes.

## **CERBERUS**

Cerberus's chains are broken by landing the blue Chain Breaker scatter.

On the 10th spin Cerberus will add a WIN MULTIPLIER, based on the amount of its broken chains:

1 destroyed chain – add x2 or x3 WIN MULTIPLIER

2 destroyed chains – add x4 or x5 WIN MULTIPLIER

3 destroyed chains – add x6 or x7 WIN MULTIPLIER

## **WILD SYMBOL**

WILDS appear only as a result of Medusa's feature. They substitute for all paying symbols and count as the symbol which forms the longest winning combination on a single win way.

## **MONSTER SPINS**

Landing 3 MONSTER SPINS scatters on the 1st, 3rd and 5th reel will trigger a bonus game with 10 FREE SPINS. MONSTER SPINS scatters may land on any spin in the normal game except the 10th spin of the cycle. MONSTER SPINS scatters may not land during MONSTER SPINS.

All previously broken chains from the spin cycle in the normal game are not transferred to the bonus game.

During MONSTER SPINS, after a chain is broken, the respective monster's feature will trigger with the corresponding intensity on the next spin. The reels expansion awarded by Minotaur and the WIN MULTIPLIER awarded by Cerberus will then remain active, while Medusa will place WILDS on random reel positions on each spin until the end of the bonus game.

Breaking all chains of a monster during MONSTER SPINS awards +3 bonus spins, which results in a maximum of 19 FREE SPINS in total if all chains of the 3 monsters are broken and taking into account the initial 10.

After the bonus round ends, the player returns to the base game at the same chains status they had achieved before entering MONSTER SPINS.

## **HOW TO PLAY MONSTERS UNCHAINED**

### **Game Progress**

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

**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.

### **Jackpot Game**

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. The chances of winning a jackpot increase in correlation with the size of the stake played. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

The rules for Jackpot discontinuation and Jackpot fund allocation are defined by each Operator at their own discretion.

### Progressive Jackpot

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. The jackpot does not have a ceiling value. The odds of winning the jackpot increases with the size of the jackpot and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

### 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 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.

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 payable. Where multiple wins occur on multiple ways or clusters, the total win values are summed.

If more than one win occurs on the same way or cluster, the largest win is paid.

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.

### Gaming session information

"Gaming session" is considered the time since the current game has been opened, until the time it is closed. Opening the game again from the lobby, or reloading the game in the browser is considered a new gaming session.

"Session timer" is being measured for the current gaming session only.

"Net position" is being based on the current gaming session only, calculating "all real money wins minus all real money bets."

For the best gaming experience, use of the latest version of software is recommended.  
Malfunction voids all pays and plays.

The RTP is  $\approx$  XX.XX% which includes base game RTP and jackpot contribution.

Minimum stake: \$x.xx

Maximum stake: \$x.xx