Valkyrie Returns **PAYTABLE** 5 OAK 4 OAK 3 OAK 2 OAK [WILD] Wild can appear on reels 2,3 and 4. Wild substitutes for all symbols except scatter. [SCATTER] 5 20 4 10 32 Scatter pays any. Scatter wins are added to ways wins. [BLONDE] 5 10 44 32 20.4 [BLACK HAIR] 56 43.2 32 2 0.2 [RED HEAD] 56 43.2 32

[BRUNETTE]

55

2 0.08

- 43
- 3 1

[LIPSTICK]

- 55
- 43
- 3 1

[PASSPORT]

- 54
- 42
- 3 0.6

[BINOCULARS]

- 54
- 42
- 3 0.6

[A]

- 53.2
- 41
- 3 0.4

[K]

- 53.2
- 41
- 3 0.4

[Q]

- 52
- 4 0.6
- 3 0.2

[기]

- 52
- 4 0.6
- 3 0.2

SHOOTING WILDS FEATURE

Shooting Wilds Feature triggers randomly on any spin.

When triggered, valkyrie will convert random symbols on reels 2, 3, 4 into wild symbols.

VALKYRIE UNDERCOVER FEATURE

Valkyrie undercover feature triggers randomly on any spin.

When triggered, all Black Hair, Red Head and Brunette symbols will be converted into top award Blonde symbol.

FREE SPIN BONUS

5,4,3 scatter symbols scattered anywhere award 20, 15, 10 free spins respectively. Player is asked to pick one of two options:

1.FREQUENT FEATURE FREE SPINS:

During the free spins, shooting wilds and Valkyrie undercover features occur more frequently.

2. MULTIPLIER FREE SPINS:

During the free spins, any win with a wild symbol will be multiplied by either 2X or 3X. Any win with 2 Wild symbols will be multiplied by either 4X or 9X. Any win with 3 WILD symbols will be multiplied by either 8X or 27X.

Free spin bonus can be retriggered. 5, 4, 3 or 2 scatter symbols scattered anywhere will award 20, 15, 10 or 5 free psins respectively with chosen option.

GENERAL RULES

Play 243 ways for a bet of 25.

Only highest win is paid per way combination.

Winning combinations start from the leftmost reel and the symbols have to be consecutive along a payline except scatter which pays any.

All bets and ways played are the same as those started the free spin bonus.

Free spins wins are added to scatter and ways wins.

The theoretical percentage RETURN TO PLAYER is 96.01%.

Malfunction voids all pays and plays.