Help File

Thunder Drums Samurai Storm™

Thunder Drums Samurai Storm is a Bet 20, 25 Lines 3x5 Reel slot game with Free Games and a Bonus Feature. During regular play, the goal is to achieve a winning combination of symbols by matching symbols on at least reels 1, 2 and 3. Payouts depend on the number of coins played and the winning combination of symbols achieved.

The theoretical average return to player (RTP) is 94.04% with any bet.

Game Rules

RULES

- Play bet 20 for 25 lines.
- All wins begin with the leftmost reel and pay left to right on consecutive reels, except SCATTER which pays any.
- SCATTER wins are added to payline wins.
- All wins shown at 1 credit bet and multiplied by the bet multiplier.
- WILD multiply wins up to 125x.
- Payouts are made according to the Paytable.
- Highest win only on each selected payline.
- Wins on different paylines are added.
- All wins on selected paylines only except SCATTER.
- Malfunction voids all pays and plays.

WILD

- Substitutes for all symbols except scatters {GOLDCOIN}, {BLUECOIN}, {GREENCOIN} and {REDCOIN}.
- Appears on reels 2, 3 and 4 during base game only.
- Wins with {WILD} are multiplied by the Wild Multiplier.
- On any spin, the Wild Multiplier may be 2x, 3x, 4x, or 5x.
- Wild Multiplier is random and appears on the moon in the top right corner.

SCATTER

- {GOLDCOIN}, {BLUECOIN}, {GREENCOIN}, {REDCOIN} Appears during base game only.
- {SCATTER} Substitutes for all symbols.
- Appears on reels 2, 3 and 4 during free games only.
- Appears during Bonus Feature.

THUNDER PRIZE + FREE GAMES

- During the base game, if 5 or more {GOLDCOIN} appear, a prize WILL be awarded.
- The prize awarded will depend on the combination of {BLUECOIN} or {GREENCOIN} that also appear during the base game as per the table below.

Number of {GOLDCOIN}	Number of {BLUECOIN}	Number of {GREENCOIN}	Prize
5 or more	1 or more	1 or more	Awards the Super Thunder Prize + Free Games Feature
		None	Awards the Thunder Prize x2 + Free Games Feature
	None	1 or more	Awards the Thunder Prize + Free Games Feature
		None	Awards the Sum of values on GOLDCOIN + Free Games Feature

- During the base game, if fewer than 5 {GOLDCOIN} appear, a prize MAY be awarded.
- The prize awarded will depend on the combination of {BLUECOIN} or {GREENCOIN} that also appear during the base game as per the table below.

Number of {GOLDCOIN}	Number of {BLUECOIN}	Number of {GREENCOIN}	Prize
Fewer than 5	1 or more	1 or more	May award the Super Thunder Prize + Free Games Feature
		None	May award the Thunder Prize
	None	1 or more	May award the Thunder Prize + Free Games Feature

- During the base game, {GOLDCOIN} display prizes from the table below.
- {GOLDCOIN} prizes are shown multiplied by the bet multiplier.
- The Thunder Prize is the sum of values displayed on all {GOLDCOIN} plus prizes from the table below, which can be awarded 3 – 30 times.
- The Super Thunder Prize is the Thunder Prize plus additional prizes from the table below, which can be awarded 3 – 30 times.

{GOLDCOIN} Prize	Thunder Prize	Super Thunder Prize
8, 12, 16, 20, 32, 40	4, 8, 12, 16, 20	4, 8, 12, 16, 20

- Prizes shown at 1 credit bet.
- All prizes multiplied by the bet multiplier.

FREE GAMES

- 3 free games are awarded.
- {SCATTER} only appears on reels 2, 3 and 4 and substitutes for {Sym01}, {Sym02}, {Sym03}, {Sym04} and {Sym05}.
- {SCATTER} resets the number of games remaining to 3.
- If no {SCATTER} lands during the first 3 free games, then 3 extra games are awarded.
- Each {SCATTER} that lands awards the Golden Drum Prize.
- If {BLUECOIN} and {GREENCOIN} were present during the trigger of the Free Games Feature, then the Golden Drum Prize has value equal to the Super Thunder Prize.
- If {BLUECOIN} was present but not {GREENCOIN}, or {GREENCOIN} was present but not {BLUECOIN}, during the trigger of the Free Games then the Golden Drum Prize has value equal to the Thunder Prize.
- If {BLUECOIN} and {GREENCOIN} were not present during the trigger of the Free Games, then the Golden Drum Prize has value equal to the sum of value displayed on the triggering {GOLDCOIN}.
- Only {SCATTER}, {Sym01}, {Sym02}, {Sym03}, {Sym04} and {Sym05} appears during the free games.
- Free games are played at the triggering lines and bet.

BONUS FEATURE

- During the base game, 1 or more {REDCOIN} may trigger the Bonus Feature.
- 16 {SCATTER} will appear.
- Touch a {SCATTER} to reveal a normal symbol {GRAND}, {MAJOR}, {MINOR}, {MINI} or a special symbol {UP}.
- If 3 matching normal symbols have been revealed, along with 2 or fewer special {UP} symbols, the corresponding Bonus will be awarded from the Non-Upgraded Prize column.
- If 3 matching normal symbols with 3 special {UP} have been revealed the corresponding Bonus will be awarded from the Upgraded Prize column.
- If 4 {UP} are revealed, the DOUBLE GRAND BONUS will be awarded.
- The feature ends when a Bonus has been awarded.
- The DOUBLE GRAND BONUS is equal to twice the GRAND BONUS, and does not upgrade.
- The chances of each Bonus symbol being revealed are not equal.

Matching Symbols	Non-Upgraded Prize	Upgraded Prize
{UP},{UP},{UP},{UP}	DOUBLE GRAND BONUS	
{GRAND}, {GRAND}, {GRAND}	GRAND BONUS	DOUBLE GRAND BONUS
{MAJOR}, {MAJOR}, {MAJOR}	MAJOR BONUS	GRAND BONUS
{MINOR}, {MINOR}, {MINOR}	MINOR BONUS	MAJOR BONUS
{MINI}, {MINI}, {MINI}	MINI BONUS	MINOR BONUS

- Reveal 3 {UP} to upgrade Grand Bonus, Major Bonus, Minor Bonus and Mini Bonus by one level.
- Mini, Minor, Major, Grand, are shown on Game Screen at selected bet.
- If Double Grand is available to be won, it is shown on Game Screen at selected bet.
- Mini, Minor, Major, Grand and Double Grand are fixed, are not progressive, and are not multiplied by the bet multiplier.
- Higher Bet Multipliers increase your chance of achieving a BONUS OR increase the BONUS Prizes.

Additional Information

- The following game features and settings may be subject to the terms and conditions of the gaming site. For more information on the following, refer to the gaming website:
- The procedures used to manage unfinished game rounds.
- The time after which inactive game sessions automatically end.
- In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets are refunded.

How to Play

- Step 1: Choose your BET
- Step 2: SPIN

Paytable amounts are fixed and prizes are multiplied by the Bet Multiplier.

The game displays all your details in the following display fields.

- **Balance:** Displays your total balance.
- **Win:** Displays the amount won in the spin.
- **Total Bet:** Displays the total wager staked.
- **Total Win:** Displays the accumulated wins during free games.
- **Spin Counter:** Displays the number of free games remaining during Free Games feature.

MAIN GAME BUTTONS:

SPIN

- Spins the reels.
- The SPACE BAR can also be used to spin when playing on Desktop.

STOP/SKIP

- During Base Game button will STOP the reel spin.
- During Free Games button will STOP the reel spin or SKIP to the next spin.

SETTINGS

- View available sound settings and paytable buttons.

CLOSE SETTINGS

- Close the Settings display.

PAYTABLE

- View game rules and pay awards for winning symbol combinations.

MUTE

- Mutes sound and ambient volumes.

UNMUTE

- Unmutes sound and ambient volumes.

ADJUST BET

- Total Bet menu to adjust bet.

TOTAL BET MENU

- Click states from left to right:
  - Lower the current Total Bet.
  - Close the Total Bet Menu.
  - Increase the current Total Bet.

AUTOPLAY

- View and set AUTOPLAY options.

STOP AUTOPLAY

- Displays the remaining amount of AUTOPLAY spins, click this button to STOP AUTOPLAY and return to normal play mode.

TURBO

- Enables fast play where reels spin faster and stop earlier or as early as possible.
- TURBO can be turned off at any point during the game.
- Activating TURBO does not influence the results of the spins.
- Only base games are eligible.

- Some features and options may not be available in your jurisdiction.

This is game rules version 1, dated December 9, 2024