

Ave Caesar

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WITNESS ALL THE MAGNIFICENCE OF THE ROMAN
EMPIRE IN THIS GREAT GAME THAT HAS IT ALL, EVEN A HINT OF HUMOR!
PLENTY OF FEATURES AND BONUS ROUNDS WITH THE MOST FAMOUS CHARACTERS

PAYTABLE

WILD SUBSTITUTES FOR ALL SYMBOLS EXCEPT FOR
BONUS SYMBOLS.

All wins are multiplied by the stake bet on the winning payline.

The stake bet on the winning payline is the value in Total Bet divided by the number of
paylines.

[Wild]

5-1000

4-400

3-100

2-5

[AVE CAESAR]

5-400

4-200

3-50

2-5

[HEAD SOLDIER]

5-300

4-150

3-40

[SOLDIER]

5-250

4-100

3-30

[QUEEN]

5-250

4-100

3-25

[V]

5-150

4-30

3-10

[IV]

5-150

4-30

3-10

[III]

5-100

4-15

3-5

[II]

5-100

4-15

3-5

[I]

5-100

4-15

3-5

Paylines

Winning symbols must appear on adjacent reels beginning with the far left reel.

payline line01 { 2,2,2,2,2 }

payline line02 { 1,1,1,1,1 }

payline line03 { 3,3,3,3,3 }

payline line04 { 1,2,3,2,1 }

payline line05 { 3,2,1,2,3 }

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payline line06 { 2,3,3,3,2 }  
payline line07 { 2,1,1,1,2 }  
payline line08 { 3,2,2,2,3 }  
payline line09 { 1,2,2,2,1 }  
payline line10 { 2,1,2,1,2 }  
payline line11 { 2,3,2,3,2 }  
payline line12 { 1,3,1,3,1 }  
payline line13 { 3,1,3,1,3 }  
payline line14 { 2,2,1,2,2 }  
payline line15 { 2,2,3,2,2 }  
payline line16 { 3,1,1,1,3 }  
payline line17 { 1,3,3,3,1 }  
payline line18 { 3,2,3,2,3 }  
payline line19 { 1,2,1,2,1 }  
payline line20 { 1,1,2,1,1 }
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'HANNIBAL'S HEROES' FEATURE

On any spin, Hannibal can appear and try to call his army of elephants using his Horn. If it works, the elephants' army will pass across the reels, making the screen tremble and some wild symbols fall from the top of the reel layout, getting stacked from the last position of each column. So, after the elephants' walk, one or more columns full of wild symbols are generated, and maybe some other wild symbols are added too.

'THE GAUL' FEATURE

On any spin, a Gaul can appear and call his village who will try to knock him down. If the Gaul manages to remain on screen, his comrades will throw more stones, that will impact on any symbol on the reels, making it turn and become a 'mystery'. All those mystery symbols will become in the same symbol -anyone from the paytable-. Sometimes, a multiplier is granted for that play. Feature winnings are paid applying the multiplier if there is any.

'AVE CAESAR' FEATURE

On any spin, Caesar can appear and demand some winnings. Then he offers the player to pick a choice over 6 mystery options, including 5 of a kind, Big Win and each one of the four bonus games available. The player picks one of the parchments and then Caesar grants the prize.

'CENTURION MAXIMUS' FEATURE

On any spin, the Centurion can appear and, if he calls his troops, the legionaries will form placing themselves over the divisions between each reel, carrying a spear. Then, some of them will hit the top of the reels, making that some pennants fall, covering 2x2 or 3x3 spaces. The pennants then reveal a 'Maximus' mystery symbol (a super symbol of 2x2 or 3x3 of any symbol in the paytable). Sometimes, two equal 2x2 symbols can be granted.

BONUS TRIGGERING

All the bonus rounds are triggered when 3 bonus symbols appear on reels 1, 3 and 5. The bonus symbol at the 5th reel will determine which bonus game is granted.

BONUS GAMBLE GAME

After a Bonus game is granted (with a symbol combination or by Caesars feature), the Gamble Game is active (except when the player gets the Druid Free Spins Bonus). Then Caesar offers the chance to improve the current bonus round by letting one of his archers aim to one of the 4 targets (one for each bonus game). The player has the chance of picking the current bonus game, or any of the higher ones that will have a green center and wooden outer displaying the relative chance of success.

If the player choose the current bonus (collect) then continue to play on the bonus game that he originally won. If they choose another bonus game, they see the arrow flying to the selected target. If it is successful then the new (better) bonus starts. If it losses then a consolation prize is paid.

'CAESAR'S CONQUESTS' BONUS

BONUS

Caesar goes to the camp tents to be conquered by nice girls. Caesar arrives and the player sees 3 tents to choose from, trying to find a pretty girl for Caesar. If he succeeds, Caesar enters the tent and has some fun, while earn's a prize. Caesar goes to the next group of tents and the player continues choosing (1 of 3 different tents each time) until that in a tent appears someone or something that is not a pretty girl (collect) and the bonus ends.

'THE ROMAN EMPIRE' BONUS

BONUS

Over an old European map, the player choose the next territory to conquer by the Empire and sends the troops to do their job. Prizes are earn during the battles, and special prizes are granted for conquer each territory. The troops decrease after every battle until there is no more (collect), and the bonus game ends.

'Glory of Rome' Free spins bonus

The player gets 10 free spins and enters the Bonus. Inside the bonus, the WILD symbols will be temporary sticky wilds. Each wild symbol has up to 3 stars, indicating for how many spins that will remain active. The wild symbols only appear in reels 1 to 4. A special "+1" symbol can appear on the 5th reel and grants 1 extra spin. This symbol could be stacked, and for each one visible when the reels stop, the player gets an extra free spin. The bonus ends when there are no more spins left.

'Druid' Free spin bonus

A Druid appears with his cauldron and adds up to 10 Free Spins for 'Wild turn to Doubling Wilds' and 'Moving Wild Reel' features or 7 Free Spins for 'Royal Wilds' and 'Wild turn to Sticky wilds' features, and one of these features:

Wild- Wilds turn to Doubling Wilds: Each wild symbol doubles the winnings in which are involved. If more than one Doubling WILD participate in the same winning line, the multipliers will be applied one after another.

[I]

WILD

- Royal Wilds: I and II symbols become wilds.
- Wilds turn to Sticky wilds: Each wild symbol appearing on the reels remains on screen until the end of the bonus.

WILD

- Moving wild reel: Covers a random reel in each spin.

Once the mix is ready, the free spins start. Inside the bonus, a Potion special symbol can appear on the 5th reel, triggering one of this each time:

LUCKY

POTION

- Up to 3 extra spins.
- Additional regular Wilds for the current spin.
- Instant wins.
- A Multiplier for the current spin.

Free spins are played at the same bet as the spin that won the entry to the bonus.

THE THEORETICAL RETURN TO PLAYER FOR THIS GAME IS 95.02%.

ONLY THE HIGHEST WINNING COMBINATION IS AWARDED PER SYMBOL COMBINATION.

MALFUNCTION VOIDS ALL PAYS AND PLAYS.

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[Game Rules]

GAME RULES

About slot games

This is a game of chance, with fixed odds, where the player can bet a certain amount of money or credits to try to get combinations of symbols that grant payments.

The game presents a number of reels or columns, each with a set of symbols that, on each play, stop at a random position, defining which symbols are visible on the screen. Each game has different symbols, both in quantity and appearance, according to its theme and design.

Basic info

Usually placed in the upper or lower side of the game, the player can find the session info, which can include:

- Balance/Credit: The money or credits the player has in his casino account, available to wager.
- Bet/Total bet: The value set as the current bet.
- Total win: The value earned on the last play.
- Play ID: a unique number that identifies each game round. When a new game round starts, this number is updated and remains on screen until the next game round. Payouts

A specified number of like symbols appearing in a selected payline results in a payout. The number of each symbol required, its payout and the paylines patterns available in this game are explained in the Help/Paytable of the game itself.

Paylines

The paylines are numbered starting from 1. Some slot machines activate all paylines by default, and others allow player to select the number of active paylines. The amount of active paylines are displayed on the interface of the game and also the controls used for increasing/decreasing the active paylines, if applicable.

Bet settings

Games allow player to choose the amount of coins, credits or money to wager. The player can modify the bet using the controls in the bet section (BET/LINE BET/TOTAL BET). In any case, the total wagered per spin is obtained by multiplying the number of coins selected (1 by default) by the coin value or line bet by the number of paylines selected. The bet level

also defines the payouts level, according to the paytable.

Playing the game

After the paylines and the bet amount have been set, the player has to put the reels in motion clicking or tapping the SPIN/START button, usually located at the center or right side of the screen. Clicking or tapping this button will start the reel spinning animation, and generate a debit in the player's balance. Once the reels stop, the prizes - if any - will be added to the balance. All wins are displayed on screen through the WIN/TOTAL WIN label.

Autoplay

The player can use the AUTOPLAY controls, to set a number of spins. This function will start each spin automatically until either something that requires the player's intervention occurs or the number of set spins expires.

For some jurisdictions, the autoplay options will include extra settings that allow for an autoplay interruption if the total amount won or lost in that session exceeds a specified amount or if any single win exceeds a specified amount.

Other controls

The player is generally able to toggle on/off sound, speed, quality of graphics and other settings, using the controls available on the interface of the game.

There is also a LOBBY/HOME/CLOSE button that allows player to quit the game and go back to the Casino's lobby where you can find the game catalog. Special symbols

In addition to regular symbols, the game may have one or more of the following special symbols:

- Wild: It can substitute most other symbols in order to complete a winning combination.

- Scatter: This symbol need not necessarily appear in defined paylines. The specified number of scatter symbols can appear anywhere on the reels. Scatter symbols can also be used to trigger bonus rounds.

- Bonus: When appearing on screen in the specified number and/or location, this symbol triggers a bonus round.

In order to see the special symbols available in this game, please refer to the Help/Paytable of the game itself. Bonus rounds

The game can offer different bonus rounds:

- Free Spins Bonus: A number of free spins are awarded. The player can play without wagering but any winning combination is paid.

-Pick me Bonus: Essentially, the player has to select one or more objects from those displayed on the screen. Winning picks and their payouts are determined at random.

Special features and bonuses available in this game and its rules are displayed on the Help/Paytable of the game itself. Help/Paytable

The player can find this section in the game as '?', 'info', 'help', 'paytable' or under similar names. It contains all the specific rules for this game, including definitions of symbols with its paytables paylines, bonuses and special features descriptions. Legal info related to the game is displayed here as well.

Return to player (RTP)

The theoretical return to player value for this game is informed in the Help/Paytable of the game itself.