



FEATURES

WILD SYMBOLS

The **WILD** symbol substitutes for all other symbols except the **SWORD** Scatter symbol, unless the **WILD** has been added by the **Merlin** character.

MERLIN WILDS

On any base game spin there is a chance that the **Merlin** character will appear and add **WILD** symbols to the reels. The **WILD** symbol replaces random symbols including the **SWORD** Scatter symbol. If 3 **SWORD** Scatter symbols are replaced in this way, they will still trigger **Arthur's Round Table** feature.

SCATTER SYMBOLS

The **SWORD** symbol is a Scatter symbol and only appears in the base game.

Landing a **SWORD** Scatter in reels 1, 3 and 5 will trigger the **Arthur's Round Table** feature.

The **BRONZE**, **SILVER** and **GOLD** symbols are

Scatter symbols and only appear in **Free Spins**.

ARTHUR'S ROUND TABLE FEATURE

Arthur's Round Table feature can award the **Excalibur Sword** feature or **5, 8, 10, 12, 15 or 20 Free Spins**.

FREE SPINS

During **Free Spins** collect 3 pieces of armour - **BRONZE, SILVER** and **GOLD** Scatters.

The **BRONZE** Scatters can be found on reels **1, 3 and 5**.

The **SILVER** Scatters can be found on reels **3 and 5**.

The **GOLD** Scatter is only on reel **5**.

When **BRONZE, SILVER or GOLD** Scatters land on the reels, they drop down to their meter and a **WILD** symbol is left in its place. The **BONUS** Spins are added to the **Free Spins** meter.

Collecting 3 Scatters of the same type across all spins awards the following:

BRONZE – 3 **BONUS** spins with 3x multiplier. Bronze modifier is active for 3 spins.

SILVER – 5 **BONUS** spins with 5x multiplier. Silver modifier is active for 5 spins.

GOLD – 10 **BONUS** spins with 10x multiplier. Gold modifier is active for 10 spins.

When **BONUS** Spins are awarded, they start on the next spin and the multiplier will be applied to any winning combination while **BONUS** Spins are active.

When 2 or more different modifiers are active their associated multipliers are multiplied together i.e.

BRONZE and SILVER: 15x

BRONZE and GOLD: 30x

SILVER and GOLD: 50x

BRONZE, SILVER and GOLD: 150x

NOTE: Triggering additional BONUS spin modifiers of the same kind, does not cause the multiplier to change, only the amount of BONUS spins will be increased.

Free Spins/BONUS spins are played with the same Total Bet, awards and winning combinations as the base game which triggered the feature.

Free Spins will end when there are no **Free Spins** remaining.

EXCALIBUR SWORD FEATURE

Attempt to pull the sword from the stone to win one of the following:

CASH PRIZES with up to 5000x Total Bet.

3 BONUS Spins with **3x** multiplier active.

5 BONUS Spins with **5x** multiplier active.

10 BONUS Spins with **10x** multiplier active.

After 3 attempts, the sword is pulled out of the stone, and a prize is awarded and follows the Auto Award rules.

There is then a choice to **GAMBLE** or **COLLECT**.

The **GAMBLE** option can be selected up to 7 times.

The COLLECT option can only be selected 1 time.

When GAMBLE is selected new prizes are awarded and follow the auto award rules.

AUTO AWARD RULES:

If the top prize is highlighted, it is auto awarded, otherwise the top prize is removed.

When the top prize is removed, if the new top prize is then highlighted, it is also awarded automatically.

When selecting GAMBLE, for best results the player should follow the following strategy:

- 1: Gamble if 50x Total Bet or lower.
- 2: Gamble if **3x BONUS Spins** or lower.
- 3: Gamble if **3x BONUS Spins** or lower.
- 4: Gamble if **3x BONUS Spins** or lower.
- 5: Gamble if 20x Total Bet or lower.
- 6: Gamble if 10x Total Bet or lower.
- 7: Gamble if 10x Total Bet or lower.

LEGAL NOTICES

The expected return for this game is 96.41%. This reflects the theoretical return across many plays.

In accordance with fair gaming practices, the outcome of each and every game is completely independent.

Malfunction voids all pays and plays.

The chances of getting a particular outcome are always the same at the start of every game.

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