

# Victory

## **1.Introduction**

Victory is a 5X3 slot that can expand to 9x7 reel positions. It features no winlines but incorporates the 'All-Ways' mechanic of connecting symbols on adjacent reels to form 3, 4, 5, 6, 7, 8 and 9 of-a-kind wins. As such, the game will have 243 ways to win in its original base game mode but can expand to potentially have 40,353,607 ways to win.

## **2.How to Play**

- Set your stake: At the right of the screen, the player can choose their stake by pressing the + and - buttons. The chosen stake will be shown in the Total Stake meter.
- During a normal spin, each press of PLAY will action each reel to spin to a random position. Wins are paid for matching 3, 4, 5, 6, 7, 8 and 9 of-a-kind symbols from far left to right.
- All-Ways: From 243 to 40,353,607 ways to win pays left to right (reels 1–9). All winning symbols must appear on consecutive reels, beginning from the leftmost reel.
- All wins will be shown and paid to the player. Only the highest paying winning combination will be paid to the player.
- Wild symbols: The Wild symbol can substitute for ALL other symbols EXCEPT the bonus symbol, to help create a win combination. Using a Wild symbol to complete a way to win does not incur any extra multiplier other than the win for the symbol it substitutes for. Only the highest paying win for each combination will be counted. Wilds will always be activated via the bomb symbol and will always be sticky and stay in place for 3 spins. There are no naturally spinning 'Wilds' on the reels.
- Bonus Scatter Symbols: These symbols can appear on any reel. In the base game, three or more bonus symbols landing in the active area will award the free spins feature.
  - 3 Bonus symbols award - 12 Free Spins.
  - 4 Bonus symbols award - 14 Free Spins.
  - 5+ Bonus symbols award - 16 Free Spins.

During free spins, two or more bonus symbols landing in the active area will award extra free spins!

- 2 Bonus symbols award - 2 extra Free Spins.
- 3 Bonus symbols award - 4 extra Free Spins.
- 4+ Bonus symbols award - 6 extra Free Spins.

## **3.Game Features**

### **3.1.Bomb Modifier**

- **Bomb symbol** – Bombs are only available on reels 2 to 8 and, therefore, can appear on ALL reels in the non-expanded (5x3) base game. Only reels 1 and 9 will not contain bomb symbols, (when fully expanded). If a bomb symbol lands on an active reel, then it's activated ready for the next spin. On the next spin it explodes, which directly affects the surrounding 8 symbols touching the bomb. The explosion will blow up the 3x3 grid and may affect areas outside the 5x3 base game grid.  
If the bomb blast affects positions outside the normal 5x3 grid, then this expands the reel area and increases the win zone and, ultimately, the 'ways to win'. If this expanded reel area uncovers a previously landed bomb, then this also explodes, creating a chain effect. This increases the number of symbols in-play for the next spin.  
Once exploded, the bomb itself will then turn into a 'Wild' during the next spin and will remain in position for the next 3 spins (3 lives). This Wild and the new grid area is active, allowing 3 more spins before the Wild is exhausted and the 3x3 grid area subsides to its original state.
- During these spins it is possible for further bomb symbols to spin into the reels. If this happens, the exact same action will happen again, (as described above).
- These bombs do not guarantee a win, but any wins will be paid to the player.

### **3.2.Free Spins Feature**

- 3 or more bonus scatter symbols landing in view will award Free Spins. Once the Free Spins bonus has been triggered, the background scene will change to a dramatic sea battle.
- Wins are paid for matching 3, 4, 5, 6, 7, 8 and 9 of-a-kind symbols from left to right based upon the paytable.
- As per the base game, bomb symbols can appear on ALL reels except 1 and 9. If a bomb symbol lands on an active reel, then there is an explosion which directly affects the surrounding 8 symbols, blowing up a 3x3 grid. Any bombs will then turn into sticky Wilds, (each will start with 3 lives). Each Wild will have its own individual countdown. When any Wild reaches zero lives it will spin off on the next Free Spin.
- However, different to the base game, the expanded reel event will NOT be over, and the reels will NOT return back to their original state. The expanded area will remain for the duration of the Free Spins. Therefore, the Free Spins can potentially get progressively better if there are more ways to win from the expanding reels.

### **3.3.Progressive Jackpots**

- This game has four standard progressive jackpots:
  - **Red Jackpot**
  - **White Jackpot**
  - **Blue Jackpot**
  - **Victory Jackpot**

- The progressive jackpots have a tiered structure of fixed minimum amounts which gradually increases by a percentage contribution of funds inputted into the game until they are won.
- The progressive jackpots are available in 'Real Play' only.
- Winning a progressive jackpot neither contributes to, nor is affected by, the daily cumulative winning's limit.
- All progressive jackpots payouts will be rounded down to two decimal points.
- All players are eligible to win the progressive jackpots on every play.
- It is not possible for two players to simultaneously win the same progressive jackpot. A jackpot is locked when it is being won. This means that no other bets will be accepted for it and only one player at a time is able to win it.
- In the event of a non-responsive game, or problem during a draw, if interruption occurs after the server receives notification, (and outcome cannot be influenced), then the result of the gamble stands. In this event, the game will repeat the incomplete draw and display the results to the player when the game is next launched. If interruption occurs before the server receives notification, the stake will be returned to player.
- In the event of equipment failure, or planned/unplanned terminations, after restart, progressive jackpot parameters, (including jackpot values and incremental percentages), are fully restored with identical parameters.
- Jackpot values may change at any point during the game in accordance with the applicable conversion rates applied.
- At random, if any of the jackpots have been won, the player will be shown the following:
  - The player will be presented with a compass on a map table. The player will be prompted to spin the arrow on the compass dial.
  - If the compass arrow stops on a North, South, East or West segment, then that particular progressive jackpot is won.
  - If no jackpots are won, then the compass arrow will stop on a losing 'Skull' segment and the jackpot feature ends.

#### **4.Buttons**

- Pressing the 'menu' icon, on the right-hand side above the rotating arrow icon , will open the Paytable information. The player can press the arrows left and right to access all the game information. Pressing the 'X' button will return the player to the main game interface.
- + and - buttons on 'Total Stake' adjust the player's total stake on each spin.

#### **5.Paytable**

- All-Ways means there are theoretically 243 to 40,353,607 ways to win.
- All wins will pay from left to right only.
- All winning combinations are added together.
- Adjustment of the stake will dynamically alter the awards in the paytable.