## Lost Relics Touch ${ }^{\text {M }}$ Game Rules

## Game Overview

- Lost Relics Touch ${ }^{T M}$ is a 5 -reel, 5 -row video slot with Cluster Pays ${ }^{T M}$ mechanic featuring Coin Win, Extra Wild, Extra Scatter and Free Spins.
- The game is played with clusters of symbols and different bet values.
- The game can be played with cash or coins. To switch between cash and coins, go to the Game Settings. Note: Not all betting modes are available in all casinos.
- BET is the amount of coins or cash to bet.
- When playing with coins, the bet value is set by tapping the Bet Settings button and selecting the coin value and the bet level. When playing with cash, the bet value is set by tapping the Bet Settings button and selecting the bet.
- BALANCE displays the amount of cash or coins available to bet.
- A cluster win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A cluster win in currency is equal to the win in coins multiplied by the coin value.
- When playing with cash, symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.
- There are no bet lines.
- 6 or more symbols appearing in a cluster award a win according to the Paytable.
- A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.
- Multiple clusters of the same symbol that are not adjacent to each other pay as separate clusters.
- Simultaneous wins from multiple clusters are added.
- Only the highest win per cluster is paid.
- Winning combinations and payouts are made according to the Paytable.
- Note: The following functions might be unavailable in some casinos: Autoplay, Quick Spin, Quick Stop.


## Random Features

- In the main game, when a spin results in a winning combination, up to five instances of three random features in any combination may be activated after the reels stop, but before any wins are paid out.
- The main game contains the following random features: Coin Win feature, Extra Wild feature and Extra Scatter feature.
- In the main game, random features may be randomly hidden under the symbols which are a part of a winning cluster.


## Coin Win Feature

- When the Coin Win feature is activated, one of the symbols in a winning combination awards a win of between 3 and 30 times the bet.
- The symbol awarding the win is still a part of the winning cluster.
- Any wins from the Coin Win feature are added to any wins from the round that activated the Coin Win feature.


## Extra Wild Feature

- When the Extra Wild feature is activated, three extra Wild symbols are awarded and randomly placed on the reels in the positions that are not part of the winning cluster and not occupied by Scatter or Wild symbols.
- Three extra Wild symbols placed on the reels may result in activating another feature.
- Up to 15 Wild symbols may appear on the reels as a result of the Extra Wild feature.
- Wild symbols may contribute to a cluster of any symbol and may be a part of more than 1 cluster.
- Wild symbols award a win only in combination with other symbols.
- Wild symbols substitute for all symbols except Scatter symbols.
- Wild symbol substitution pays the highest possible winning combination in a cluster according to the Paytable.


## Extra Scatter Feature

- When the Extra Scatter feature is activated, one of the symbols in a winning combination awards an extra Scatter symbol.
- No more than 3 Scatter symbols may be awarded in total from base game and the Extra Scatter feature.
- After 3 Scatter symbols are awarded in either base game and/or by the Extra Scatter feature, the Extra Scatter feature cannot be activated.
- The symbol awarding the Extra Scatter is still a part of the winning cluster.


## Free Spins

- 3 Scatter symbols collected in the main game activate 10 Free Spins.
- Scatter symbols can appear anywhere on reels 1, 3 and 5 in the main game (except Scatter symbols awarded by the Extra Scatter feature which appear in the winning clusters in the main game).
- Free Spins are played at the same bet value as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.


## Hidden Chest Feature

- Hidden Chest feature is available in Free Spins only.
- In Free Spins, a chest occupying a number of spaces is randomly hidden behind the reels.
- Spaces under the winning clusters become uncovered and may reveal the hidden chest.
- Uncovered spaces carry over to the next spin until the chest is fully uncovered.
- Once all spaces covering the chest have been uncovered, the chest is awarded and a random number and combination of the following features are granted to the player: Extra Free Spins, Sticky Wild and Coin Win.
- When the Extra Free Spins feature is granted in a chest, an additional Free Spin is automatically added to the current Free Spins.
- The maximum number of Extra Free Spins that can be awarded in a single Free Spins session is 25.
- After awarding the total of 25 Extra Free Spins, the chests stop granting Extra Free Spins in the given Free Spins session.
- When the Sticky Wild feature is granted in a chest, a Wild symbol randomly takes position of another symbol on the reels and remains there until the end of Free Spins.
- A Sticky Wild cannot replace another Sticky Wild.
- The maximum number of concurrent Sticky Wilds present on the reels is 6 .
- When the Coin Win feature is granted in a chest, a win of between 1 and 30 times the bet is awarded.
- After a chest has been found, the uncovered spaces are reset and must be uncovered again, and a new chest is hidden in a random location.
- There are 3 types of chests: small, medium and large.
- The type of the chest is randomly picked from the 3 types, except for the first two chests which are always either small or medium.


## Small Chest

- Small chests grant 3 to 5 instances of features.
- Small chests always grant at least 1 Extra Free Spin.
- Small chests grant up to 1 Sticky Wild per chest.
- $\quad$ Small chests are 2 spaces wide and 1 space tall.


## Medium Chest

- Medium chests grant 6 to 10 instances of features.
- Medium chests always grant at least 2 Extra Free Spins.
- Medium chests grant up to 2 Sticky Wilds per chest.
- Medium chests are 2 spaces wide and 2 spaces tall.


## Large Chest

- Large chests grant 11 to 15 instances of features.
- Large chests always grant at least 3 Extra Free Spins.
- Large chests grant up to 3 Sticky Wilds per chest.
- Large chests are 3 spaces wide and 2 spaces tall.


## Game Functions

- The table below lists the different buttons found in the game and describes their functions.

Main Game

|  | Spin Button |
| :--- | :--- | :--- |
| Tap to start playing at the current bet value. |  |
| Thap Button |  |


|  | Left-hand mode: Tap to turn the left-hand mode on or off. |
| :--- | :--- | :--- |
| Show bet in cash: Switches between bet in cash and bet in coins. |  |

Note: Some operators may not offer all of the listed game settings.

## Return to Player

- The theoretical return to player for this game is $96.30 \%$


## Additional Information

- The following game features and settings may be subject to the terms and conditions of the Casino Operator's website. For more information, refer to the Casino Operator's 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 are rendered void and all affected bets are refunded.


## Translations of Game Terminology

Note: The following table is only applicable if you are playing in a language other than English.

| English Term | Translated Term |
| :--- | :--- |
| Cluster Pays ${ }^{\mathrm{TM}}$ | Cluster Pays |
| Coin Win | Coin Win |
| Wild | Wild |
| Extra Wild | Extra Wild |
| Sticky Wild | Sticky Wild |
| Scatter | Scatter |
| Extra Scatter | Extra Scatter |
| Free Spins | Free Spins |
| Extra Free Spins | Extra Free Spins |
| Hidden Chest | Hidden Chest |

Game rules generated:

