

Kraken Conquest

KRAKEN CONQUEST

WELCOME TO KRAKEN CONQUEST!

LOOKING FOR A MONSTROUS ADVENTURE?

THE LEGENDARY KRAKEN IS WAITING FOR YOU DOWN IN THE DEEP...

PAYTABLE

WILD SUBSTITUTES FOR ALL SYMBOLS EXCEPT FOR "FREE SPINS" AND MULTIPLIER
TENTACLE 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 50.

[WILD]

5-1000

4-400

3-75

[KRAKEN CONQUEST]

5-500

4-200

3-50

[DAIMOND]

5-400

4-150

3-30

[COIN TREASURE]

5-300

4-100

3-30

[SHIP WHEEL]

5-200

4-75

3-20

[A]

5-100

4-40

3-10

[K]

5-100

4-40

3-10

[Q]

5-75

4-25

3-10

[J]

5-75

4-25

3-10

[10]

5-50

4-20

3-10

PAYLINES

Winning symbols must appear on adjacent reels beginning with the far left reel or the far right reel. 5 of a kind combinations are paid twice (once for each way).

Paylines

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 }

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 }
payline line21 { 3,3,2,3,3 }
payline line22 { 2,1,3,1,2 }
payline line23 { 2,3,1,3,2 }
payline line24 { 1,1,2,3,3 }
payline line25 { 3,3,2,1,1 }

LIGHTNING STRIKES FEATURE

On any spin, lightning can strike the reels and grant an instant prize. Lightning Strikes feature winnings are added to any line winnings.

KRAKEN SLAP FEATURE

On any spin the Kraken's tentacle can slap a reel and convert all symbols on the reel to WILD symbols. This Wild column will be added before paying any winnings.

The Kraken Slap may occur during both base game and OCULATOR Free Spins Bonus round.

KRAKEN CASH METER FEATURE

Every time a Multiplier Tentacle symbol appears (on reels 2, 3 or 4) its multiplier is added to the KRAKEN CASH Meter, ready to be used during the KRAKEN CASH Bonus.

There are three types of Multipliers: white (x2), red (x4) and black (x8).

The KRAKEN CASH Bonus is triggered when the meter is filled with 8 Multiplier Tentacles.

BONUS BOOST FEATURE

The BONUS BOOST feature forces the OCULATOR Free Spins Bonus when a total of 4 consecutive near miss segments have been

collected.

During the base game, every time you only get 2 "FREE SPINS" symbols on reels 1 and 3 (no "FREE SPINS" symbol on reel 5 after expecting reel animation), a BONUS BOOST segment will be added to the meter.

Once the meter is full (4 segments), a "FREE SPINS" symbol will then be added to reel 5 and the Free Spins Bonus is automatically triggered.

The BONUS BOOST Feature meter will reset as soon as the OCULATOR Free Spins Bonus ends and at every time the player changes his bet. The segments collected at each bet level will remain in place until the OCULATOR Free Spins Bonus is activated at that bet level.

KRAKEN CASH PICK ME BONUS

8 multipliers collected on the KRAKEN CASH Feature Meter will trigger the KRAKEN CASH bonus.

In the KRAKEN CASH Bonus the player dives into the murky depths of the ocean to find the menacing Kraken and its hidden treasures. During the player's descent they will collect cash prizes, whilst being wary not to get attacked by the Kraken.

The bonus has 8 levels where the player can select items to collect cash prizes that are multiplied by the active tentacle, extra lives and level ups. However, the selected item can also trigger an attack by the Kraken and lose a life.

Active multipliers are used in the reverse order in which they are collected. The last collected will be the first to be used.

The first 7 levels offer the player a variety of ocean theme items to choose from and each selected item reveals one of the following:

- Cash prize: Multiplied in value by the active tentacle multiplier.
- Kraken attack: The player's current active multiplier is lost.
- Extra life: Protects the player's active multiplier from one Kraken attack.
- Kraken: the player descends to the next level of the bonus.

As the player descends into each new level, their active multiplier allows the player to select as many items as they can, until all of their multiplier tentacles are lost. Once the player has either lost all of their multiplier tentacles or defeated the Kraken then the bonus is complete.

Level 8 is the final battle against the Kraken. On this level the player selects weapons hidden in the 8 lockers. Each weapon grants a cash prize related to the damage that it does to the Kraken. The better the weapon the more powerful and more damaging it is to the Kraken.

On this final level, each remaining tentacle multiplier allows the player to select only one

locker, and then is lost. The bonus ends when the Kraken is defeated or when the last multiplier is lost, whichever comes first.

Any unused multipliers (if the Kraken is defeated before all multipliers are used) will grant the player an extra cash prize.

Defeating the Kraken awards a special prize of 188 times the players bet (this prize is not affected by the active multiplier).

Bonus wins are multiplied by the game's average total bet, since the last bonus played.

OCULATOR FREE SPINS BONUS

3 "FREE SPINS" symbols on reels 1, 3 and 5 trigger the OCULATOR Free Spins Bonus and grant 8 free spins which start with a x2 multiplier. Multipliers in the Free Spins bonus are awarded to any winnings, including "Kraken Slap" feature.

During Free Spins, every time the player gets at least 2 "FREE SPINS" symbols on any reels, the win multiplier increases by x1, up to a maximum of x8.

During Free Spins, if the player gets 3 "FREE SPINS" symbols then the player is awarded 8 additional free spins. This can occur indefinitely.

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 95.63%.

ONLY THE HIGHEST WINNING COMBINATION IS AWARDED PER SYMBOL COMBINATION.

MALFUNCTION Voids ALL PAYS AND PLAYS.

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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.