



DREAMTECH
GAMING®

GAME SHEET



01 | GAME DESCRIPTION

Enter a medieval world and join our Hero as he fights a hoard of enemies to defend his Kingdom, in the ultimate battle for Glory!

Glory of Heroes is 7x7 cluster pays slot offering unique game mechanics, where players progress through levels by clearing different targets during game play and journey across multiple game locations.

Along the way encounter battles with Minions and The Boss Monster where multipliers and credit prizes are awarded if victorious. Fear not as you'll be armed with "Hero's Powers" game modifiers to help you win riches worthy of a King! Finally, you will also collect gems to trigger Free Games.

With so much on offer in this high paced multi-feature game, players will enjoy non-stop action on every single spin. Experience exciting game mechanics combined with Big Win potential that will elevate you to HERO status!

02 | GENERAL INFORMATION

| | |
|---------------------------|--|
| Game Type | Video Slot |
| Default Bet Size (€) | 1.00€ |
| Def. Coin Value Range (€) | N/A |
| Number of Paylines | N/A,Cluster Pays |
| Def. Bet Range (€) | 0.20-20.00 |
| Supporting Currencies | AMD ARS AUD BGN BRL CAD CHF CLP CNY CZK DKK EUR GBP GEL HKD HRK HUF IDR ILS INR ISK JPY KRW KZT MXN MYR NOK NZD PEN PLN RON RUB SEK SGD THB TRY TWD UAH USD VND ZAR |

03 | GAME FEATURES

Targets, Levels and Locations

There are 3 locations. Location 1 and 2 have 3 levels each, and Location 3 has 2 levels
Each level has a Target pattern overlayed on the reel window, defined in the Targets tab.
Each win on a position containing a target will decrement the value of that target.
Symbols removed by Fury containing a target will decrement the value of that target
Target positions are not displayed during Free Games
Target positions cannot be decremented during Free Games
Targets with a value of zero are removed.
The level is complete when all targets are removed.
The next level begins at the completion of the game and all Free Games that may have been triggered on that game.

Level Completion

Each time a level is completed, the Lucky Block symbol is upgraded.

Location Completion

If a level completion is also a location completion, then the player has the chance to win the value displayed on the Boss Bonus meter
Display & functionality TBA

Hero's "Powers"

The hero character has 3 powers: Magic, Counter Attack, & Fury

Magic

Immediately after the initial symbols are populated to the screen, there is a chance of triggering magic, determined using the selected scenario's Magic Type .

A number of Wilds are added to the screen in prescribed positions.

Magic can only be triggered immediately after initial symbols and not after replacement symbols.

Counter Attack

A target is chosen at random to be decremented

Fury

If Fury is triggered, a random number of symbols will be removed, symbols will cascade then be re-placed and wins are re-assessed.

If a symbol removed by Fury is on a Target Position then the Target is decremented.

Fury cannot occur during the Free Games.

Free Games Trigger

There is a meter with 50 positions.

Each symbol removed in winning cascade increases the meter by 1 position.

If the meter reaches 50 or greater, the Free Games are triggered.

8, 10, 12, 15, 20, 25 or 50 Free Games are awarded, determined by weight table

Free Games use different scenario weighting tables

Lucky Block Symbols can appear during the free games, with only the current Lucky Block symbol able to appear (e.g. if Free Games are triggered at Level 1, then only Symbol H can appear as a Lucky Block)

Free Games have a Win Multiplier that is initially set at x1

For each cascade during the Free Games, the Win Multiplier is increased by 1

There is no cap on the Win Multiplier

Free games can be retriggered if the meter reaches 50 during a free game, with 8, 10, 12, 15, 20, 25 or 50 extra Free Games awarded, determined by weight table

Magic can be triggered during the Free Games.

Fury can be triggered during the Free Games.

Bet value is the same as the game that triggered the Free Games.

After completing Location 3

After completing Location 3, the player may begin the game again at Location 1, level 1.

04 | GAME RULES

Welcome to Glory of Heroes video slot. Enter a medieval fantasy world and join our Hero as he fights a hoard of enemies to defend his Kingdom, in the ultimate Battle for Glory!

About the Game

Glory of Heroes is 7x7 cluster pays slot offering unique game mechanics, where players progress through levels by clearing different targets during game play and journey across multiple game locations. Along the way encounter battles with Minions and The Boss Monster where Hero symbol upgrades and the chance to win the Boss Bonus are awarded. Fear not as you'll be armed with "Hero's Powers" game modifiers to help you win riches worthy of a King! Finally, you will also fill the free games meter to trigger up to 50 Free Games

Return to Player

The overall theoretical return to player is 96.02%

The maximum recorded win is xTBA and it happened once times in 1.000.000.000 simulated game rounds

Game Rules

Choose your bet value

Winning combinations and payouts are made according to the payable.

Cluster Pay

A winning cluster is made up of 5 or more vertically and/or horizontally adjacent positions containing the same symbol.

Wild substitutes for all symbols and can be part of multiple clusters.

There is no pay for Wilds, and Wilds cannot appear in clusters by themselves.

There must be at least 1 non-Wild symbol in a cluster.

Only the highest win is paid for each winning cluster

Cascading Symbols

Whenever there is a win, all winning symbols are removed.

Symbols above the blank positions drop down to fill these positions.

New symbols are added to all new blank positions and wins are evaluated again.

When there are no more wins, the game is complete.

Targets, Levels and Locations

There are 3 locations. Location 1 and 2 have 3 levels each, and Location 3 has 2 levels

Each level has a Target pattern overlayed on the reel window

Each win on a position containing a target will decrement the value of that target

Symbols removed by Fury containing a target will decrement the value of that target

Target positions are not displayed during Free Games

Target positions cannot be decremented during Free Games

Targets with a value of zero are removed.

The level is complete when all targets are removed.

The next level begins at the completion of the game and all Free Games that may have been triggered on that game.

At the completion of Location 3, Level 2, the game returns to Location 1, Level 1

Hero Symbols

If an Initial Symbol Fill results in no winning combinations, there is a chance that a Hero Symbol may appear

Hero Symbols can only be triggered immediately after initial symbols and not after replacement symbols

Hero Symbols can be 2x2, 3x3 or 4x4 in size

Only 1 symbol per level can be added as a Hero Symbol

On Level 1, only Symbol H can be added as a Hero Symbol

Each time a level is cleared, the symbol is upgraded to the next highest symbol on the payable:

| | | |
|------------|---------|----------------|
| Location 1 | Level 1 | Purple Gem |
| Location 1 | Level 2 | Dark Blue Gem |
| Location 1 | Level 3 | Green Gem |
| Location 2 | Level 1 | Light Blue Gem |
| Location 2 | Level 2 | Orange Gem |
| Location 2 | Level 3 | Pink Gem |
| Location 3 | Level 1 | Yellow Gem |
| Location 3 | Level 2 | Red Gem |

Boss Bonus

Every win increases the Boss Bonus

Each time a Location is cleared, 1 spin of the Boss Bonus Wheel Feature is awarded

If the Boss Bonus wheel lands on win, then the amount displayed on the Boss Bonus meter is awarded.

If the Boss Bonus is won, the Boss Bonus meter resets to zero.

If the Boss Bonus is not won, then the amount is carried over to the next Location.

Hero Powers

The Hero has 3 powers: Magic, Counter Attack, & Fury

| | |
|----------------|--|
| Magic | A number of Wilds are added |
| | Magic can only be triggered immediately after initial symbols and not after re-placement symbols |
| Counter Attack | A target is chosen at random to be decremented |
| Fury | A random number of symbols will be removed |
| | If a symbol removed by Fury is on a Target Position then the Target is decremented |

Free Games

There is a meter with 50 positions.

Each symbol removed in winning cascade increases the meter by 1 position.

If the meter reaches 50 or greater, the Free Games are triggered.

8, 10, 12, 15, 20, 25 or 50 Free Games are awarded.

Lucky Block Symbols can appear during the free games, with only the current Lucky Block symbol able to appear.

Free Games have a Win Multiplier that is initially set at x1.

For each cascade during the Free Games, the Win Multiplier is increased by 1.

There is no cap on the Win Multiplier.

Free games can be retrigged if the meter reaches 50 during a free game, with 8, 10, 12, 15, 20, 25 or 50 extra Free Games awarded.

Magic can be triggered during the Free Games.

Fury can be triggered during the Free Games.

Bet value is the same as the game that triggered the Free Games.

How to Play

Select the bet value.

Press the Spin Button to start game.

Autoplay Options (if available)

Number of Spins: The Autoplay session will stop when the selected number of spins has been reached.

Loss Limit: The Autoplay session will stop if your total loss for the Autospin session is equal to or exceeds the selected limit.

Single Win Limit: The Autoplay session will stop if the win on a single spin is equal to or exceeds the selected limit.

How to Calculate Wins

Each symbol's payout is listed in the payable for all wins.

Game Options

Click the options icon to expand or collapse the options tray

Volume - Turns the sounds on or off

Paytable - Explains the main features in the game, displays all payouts and shows the lines or ways to win

Settings - Volume, Sound and Music

Game Rules - Opens the rules of the game

History - If this feature is enabled on your gaming website, you may review and replay your last 10 game rounds

05 | GAME PAYOUT

| | |
|------------------|------------------|
| Return to Player | 96.02%,not final |
|------------------|------------------|

| | |
|---------------------|------------------|
| Default Maximum Win | 18815x,not final |
|---------------------|------------------|

| | |
|-------------------------|------------------|
| Default Maximum Win (€) | 376300,not final |
|-------------------------|------------------|


| | |
|---------------|------------------|
| Hit Frequency | 23.01%,not final |
|---------------|------------------|

| | |
|-------------------------------|------------|
| Hit Frequency Into Free Spins | 0.3454012% |
|-------------------------------|------------|


| | |
|------------|-----|
| Volatility | 181 |
|------------|-----|

06 | GAME PAYTABLE

Hero Symbols
Hero symbols are 2x2, 3x3 or 4x4 sized symbols




Minions
Defeat the minions by clearing levels to upgrade Hero symbols




Refer to GAME RULES for more details

Boss Bonus
Every win increases the Boss Bonus




Boss Monsters
Defeat the Boss Monsters for a chance to win the Boss Bonus



Refer to GAME RULES for more details


Hero Powers

Magic




Adds Wilds

Counter Attack



Removes Targets


Fury




Removes Symbols

Refer to GAME RULES for more details


Locations
3 locations to explore



3 levels to clear




3 levels to clear



2 levels to clear


Targets



Clear levels by winning on all target positions

Refer to GAME RULES for more details

Free Games
Fill the Free Games meter to win up to 50 Free Games
Every cascade during the Free Games increases the Win Multiplier



Refer to GAME RULES for more details

Paytable

| |  |  |  |  |  |  |  |  |
|-----|---|---|---|---|---|---|---|---|
| 15+ | 20.00 | 10.00 | 6.00 | 4.00 | 2.00 | 1.60 | 1.00 | 0.40 |
| 12+ | 8.00 | 6.00 | 3.00 | 2.00 | 1.00 | 0.60 | 0.40 | 0.20 |
| 10+ | 6.00 | 2.40 | 1.20 | 0.96 | 0.60 | 0.36 | 0.24 | 0.12 |
| 9 | 5.00 | 2.00 | 1.00 | 0.80 | 0.50 | 0.30 | 0.20 | 0.10 |
| 8 | 4.00 | 1.00 | 0.80 | 0.64 | 0.40 | 0.24 | 0.16 | 0.08 |
| 7 | 3.00 | 1.20 | 0.60 | 0.40 | 0.24 | 0.18 | 0.12 | 0.06 |
| 6 | 2.00 | 0.80 | 0.40 | 0.24 | 0.16 | 0.12 | 0.08 | 0.04 |
| 5 | 1.00 | 0.40 | 0.20 | 0.16 | 0.10 | 0.06 | 0.04 | 0.02 |

07 | GAME PANEL

A. Bet - The bet is always 20 per spin.

B. Bet Value - Changes the Total Bet size by changing the bet value.

C. Total bet - Shows the total bet at the selected bet value multiplied by the bet.

D. Max Bet - Sets the bet value to the largest available. Pressing the button a second time returns it to its original state (Desktop only).

E. Spin Button - Starts the game.

F. Autoplay Button (if available) - Opens the Autoplay Options. If Autoplay is active, clicking the button stops Autoplay.

% Button (if available) - Opens the RTP Information Panel, which displays RTP and Maximum win information.

G. Win - Displays the win for the current or last payout step.

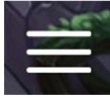
H. Balance - Displays the player's account balance.



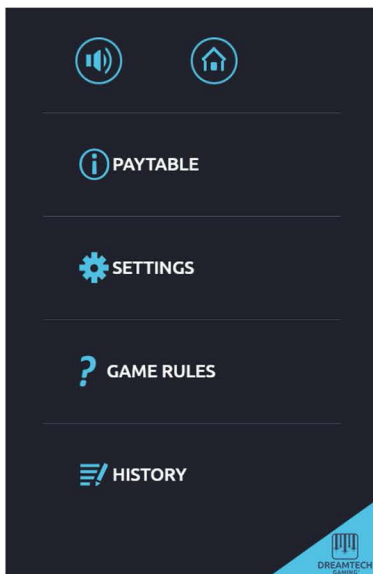
KEYBOARD SHORTCUTS

Space Bar - Press the space bar to spin.

08 | OPTIONS PANEL



Click The options icon to expand or collapse the options tray.



Turns the sounds on or off



Back to the lobby



Opens the payable



Opens the Settings panel



Opens the Gamerules



Opens the History

09 | ADDITIONAL INFORMATION

If the game is interrupted during play, players can replay the game round after restarting the game.

If the player chooses to skip the replay, their win will be added to their balance immediately.

In any situation where the replay-functionality is not sufficient, please contact the gaming website's support team.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets are refunded.

This This is game rules version 1.0.6, dated 01/11/2021. To make available any previous version, please use

the contact form at <http://www.yggdrasilgaming.com/en/contact-us>

10 | TECHNICAL INFORMATION

| BROWSER | MINIMUM VERSION |
|------------------|-----------------|
| Safari | 13.0.3 |
| Opera | 57 |
| Internet Explore | 11 |
| Firefox | 33 |
| Chrome | 58 |