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GRS2068-3-Legend of the Ice Dragon Rules and Settings

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PROPRIETARY

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A

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# Legend of the Ice Dragon

*Legend of the Ice Dragon is a 7x7 cascading video slot game.*

*Wins are achieved by getting 5 or more symbols in clusters. These are removed, and new symbols fill up the grid. Cascades continue until no more wins can be created.*

*WILDS create sticky ICE FRAMES on all the grid positions they land on. When a WILD lands on an existing ICE FRAME, it adds a MULTIPLIER, incrementing x1 each time up to a maximum of x8. Up to x8 MULTIPLIER can be achieved on ICE FRAME: x2, x3, x4, x5, x6, x7, x8. ICE FRAMES stay on the grid during the current round and are removed when a new round starts.*

*FREEZING FEATURES can be triggered randomly on non-winning round.*

- *HAILSTORM: One symbol type is chosen randomly on the grid. 3 of the chosen symbols will each have 5 random symbols adjacent to them, plus the chosen symbol itself, transformed into WILDS, or destroyed. 1 to 3 WILDS can be revealed per cluster, with 3 to 9 WILDS in total.*
- *AVALANCHE: 2 symbol types are selected at random and all instances of those symbols on the grid are removed. 3 to 7 WILDS will appear where symbols were removed.*
- *BLIZZARD: 2 to 5 symbols in the pattern can transform into WILDS, those that don't will be destroyed.*

*Filling the ICE CRYSTAL CHARGER activates ICE CRYSTAL FEATURES. Winning symbols fill the ICE CRYSTAL CHARGER. 20, 40, 60 and 80 charges trigger the TAIL LASH, ICE SCORCH, DESTRUCTION and DRAGON BLAST feature respectively.*

- *TAIL LASH turns all high-paying symbols into one type of high-paying symbol.*
- *ICE SCORCH transforms 3 to 6 random symbols into WILDS.*
- *DESTRUCTION removes all low-paying symbols on the grid.*
- *DRAGON BLAST turns all the symbols with ICE FRAMES on the grid into WILDS. DRAGON BLAST activates all ICE FRAME MULTIPLIERS.*

*ICE CRYSTAL CHARGER can be OVERCHARGED. Every additional 10 charges after 80 overcharges the meter, adding an additional 2 ICE FRAMES. For each winning cluster, the highest win MULTIPLIER is used. Further charges do not have an effect after the activation happens.*

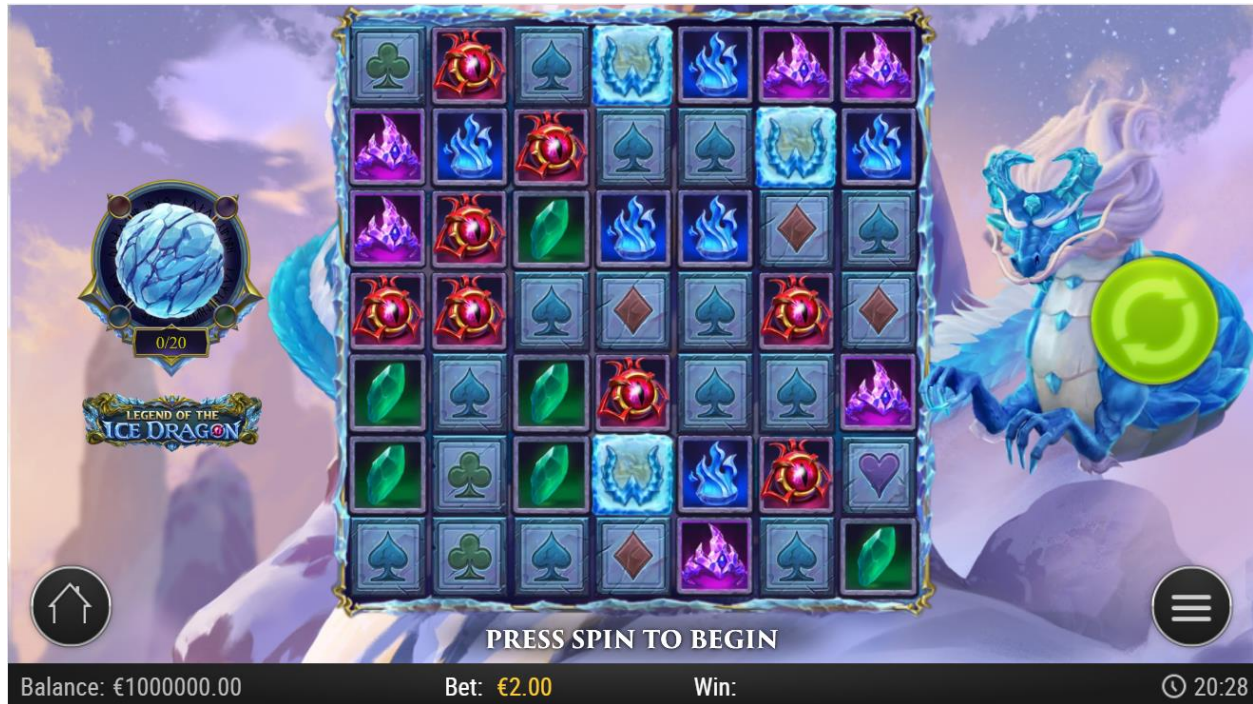
# Desktop

<b>GID</b>	legendoftheicedragon
<b>Game Id</b>	564
<b>Version</b>	1.0



# Mobile

<b>GID</b>	legendoftheicedragonmobile
<b>Game Id</b>	100564
<b>Version</b>	1.0



# Math Model

<b>Number of Reels:</b>	7x7
<b>Number of Coins:</b>	Fixed 20
<b>Number of Paylines:</b>	Fixed 1
<b>Denominations<sup>1</sup>:</b>	<b>0.01, 0.02, 0.03, 0.04, 0.05</b> , 0.06, 0.07, <b>0.08</b> , 0.09, <b>0.10</b> , <b>0.15</b> , 0.20, <b>0.25</b> , 0.30, <b>0.35</b> , 0.40, 0.45, <b>0.50</b> , 0.75, <b>1.00</b> , 1.25, 1.50, <b>2.00, 2.50</b> , 3.00, 3.50, 3.75, 4.00, 4.50, <b>5.00</b> Default values are bolded.
<b>Minimum Bet (*):</b>	0.20
<b>Maximum Bet (*):</b>	100.00
<b>Maximum Exposure (*):</b>	600 000
<b>Probability of Maximum Exposure:</b>	1 / 5 000 000 000
<b>Volatility:</b>	8 HIGH
<b>Free Game Support:</b>	YES

RTP Configurations					
default <sup>1</sup>	96	94	91	87	84
<b>96.29</b>	96.29	94.28	91.30	87.29	84.26

<sup>1</sup>Default values may vary depending on the market.

# Paytable

Paytable represented as a "x total bet" value.

Symbol	X30+	X25+	X20+	X15+	X12+	X10+	X9	X8	X7	X6	X5
WILD	-	-	-	-	-	-	-	-	-	-	-
HP4	500	120	80	60	40	30	20	15	10	6	3
HP3	250	60	40	30	20	15	10	7	5	3	1.5
HP2	150	40	30	20	15	10	6	4	3	2	1
HP1	75	20	15	10	7.5	5	3	2	1.5	1	0.5
LP4	25	7.5	5	3	2	1.5	1	0.75	0.5	0.3	0.15
LP3	25	7.5	5	3	2	1.5	1	0.75	0.5	0.3	0.15
LP2	15	4	3	2	1.5	1	0.75	0.5	0.3	0.2	0.1
LP1	15	4	3	2	1.5	1	0.75	0.5	0.3	0.2	0.1

## Casino Standard Rules and Settings

### WIN CALCULATION AND BETS:

- 1) Maximum wins are inclusive of the origin bet and based on the default bets for games
- 2) Underlined and bold values are default settings
- 3) Default settings can be changed by the operator
- 4) If the default settings/bets are altered, the maximum wins will be altered as well

### CURRENCY:

- 1) All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP.
- 2) Other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- 3) All currency is marked with an asterisk (\*) next to the caption in all tables.