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Document Designation
GRS2027-3-Odin Protector of Realms

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Odin: Protector of Realms

Odin: Protector of Realms is a video slot played on a hexagonal grid.

Symbols drop into the grid to create wins. 5 or more adjacently connected symbols in a cluster award a win. Only the highest win in the cluster is paid. Winning symbols are removed. New symbols fall down to fill the gaps. Multiple clusters of the same symbol that are not connected are paid as separate clusters.

All wins are added to the RING METER. There are 3 charge levels:

• Level 1 – requires 30 winning symbols. This level activates the BRONZE FORGED feature.

• Level 2 – requires 70 winning symbols. This level activates the SILVER FORGED feature.

• Level 3 – requires 120 winning symbols. This level activates the GOLD FORGED feature.

When a charge level is complete, the respective feature(s) are added to the queue. When there are no further wins, the next feature(s) in the queue are activated. The game round will continue as normal after all effects are completed. The meter is reset at the end of the game round.

The FORGED RING feature is activated by charging the RING METER. When activated, it creates a pattern filled with the symbol in the center of the grid, creating a new winning cluster. There are 3 FORGED RING features:

• BRONZE FORGED – creates a minimum cluster of 7 symbols.

• SILVER FORGED – creates a minimum cluster of 12 – 19 symbols.

• GOLD FORGED – creates a minimum cluster of 20 – 37 symbols.

ODIN'S ABILITY can be activated randomly on non-winning spins.

• WISDOM – Upgrades the central symbol to ANY high-paying symbol or WILD before the FORGED RING feature happens. If the central symbol is already a high-paying symbol, it will select a higher high-paying symbol or WILD.

• POWER – Destroys 2 random symbol types on the grid. This feature can happen when the player is within 5 symbols of triggering the next charge feature, and if there are no more wins on the grid.

• GLORY – Awards 2 to 8 random WILDS to the grid. This feature can only happen on a non-winning game round.

Game Rules and Settings – Odin: Protector of Realms

Desktop

GID	odinprotectorofrealms
Game Id	537
Version	1.0

Game Rules and Settings – Odin: Protector of Realms

Mobile

GID	odinprotectorofrealmsmobile
Game Id	100537
Version	1.0

Game Rules and Settings – Odin: Protector of Realms
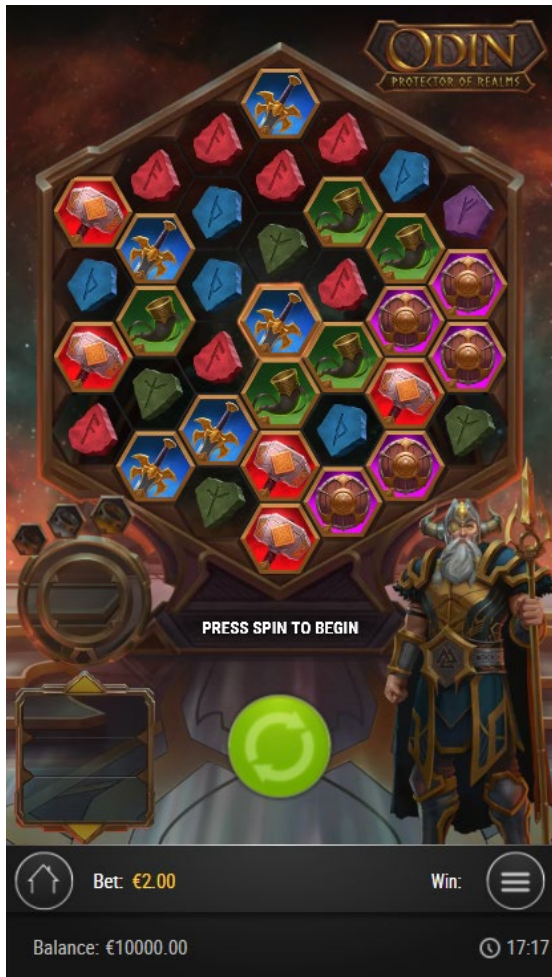
Math Model

Number of Reels:	4 – 5 – 6 – 7 – 6 – 5 - 4
Number of Coins:	Fixed 20
Number of Paylines:	Fixed 1
Denominations[1]:	**0.01 0.02 0.03 0.04 0.05** 0.06 0.07 0.08 0.09 **0.10** **0.15 0.20 0.25 0.30** 0.35 **0.40** 0.45 **0.50** 0.75 **1.00** 1.25 1.50 2.00 **2.50** 3.00 3.50 3.75 4.00 4.50 **5.00** Default values are bolded.
Minimum Bet (*):	0,20
Maximum Bet (*):	100,00
Maximum Exposure (*):	500 000
Probability of Maximum Exposure:	1 in 4 854 369
Volatility:	6 MEDIUM
Free Game Support:	YES

RTP Configurations					
default[1]	96	94	91[2]	87[2]	84[2]
96.20%	96.20%	94.21%	91.24%	87.24%	84.25%

[1]Default values may vary depending on the market.

[2]Not applicable for operators licensed by the Malta Gaming Authority.

Game Rules and Settings – Odin: Protector of Realms

Paytable

Paytable represented as a "x total bet" value.

Symbol	LP1	LP2	LP3	LP4	HP1	HP2	HP3	HP4
5	0.1	0.1	0.1	0.1	0.3	0.4	0.5	1.5
6	0.15	0.15	0.15	0.15	0.4	0.6	0.75	2
7	0.2	0.2	0.2	0.2	0.6	0.8	1	2.5
8	0.25	0.25	0.25	0.25	0.8	1	1.25	3
9	0.3	0.3	0.3	0.3	1	1.25	1.5	3.5
10	0.4	0.4	0.4	0.4	1.25	1.5	2	4
11	0.5	0.5	0.5	0.5	1.5	2	2.5	5
12	0.6	0.6	0.6	0.6	2	2.5	3	6
13	0.8	0.8	0.8	0.8	2.5	3	4	8
14	1.5	1.5	1.5	1.5	4	6	7.5	15
15+	3	3	3	3	8	11	15	30
20+	7	7	7	7	15	30	40	70
25+	15	15	15	15	40	50	60	100
30+	25	25	25	25	70	100	125	250
35+	100	100	100	100	250	375	500	1000
37	100	100	100	100	250	375	500	5000

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.