



# WILD DUEL

Wild Town is assailed by outlaws and gunslingers. The Wild Marshals are meeting them up across town in savage and wild duels, the good guys, get to harvest the rewards. Welcome to Wild Duel! A high volatility 5x3 Video Slot with 10 paylines, Respins, Wild Duel Feature, Sticky Wilds, Expanding Wilds, Wild with multipliers, and a Free Spins bonus game with Re-triggers!

ID: 10231



Peter & Sons



Global release

**MARCH 14, 2022**



RTP

**96,10%**



HIT Frequency

**26,78%**



Volatility

**HIGH**



Default Max win

**500.000 €**



Default bet size

**2 €**



Default bet range

**0,10 € - 50 €**



Default coin range

**0,01 - 5**



Default max multiplier

**X 10 000**

## Key selling points

Big win potential

Wilds of all kinds

Wild duel feature

Beautiful Visuals

Retentive gameplay

# Target demographic

Oriented towards a western audience

Players looking for Dead or Alive inspired games

Younger player audience

# Game features

## Free Spins

Land 3 Scatters in the main game to trigger Free Spins. 10 Free Spins are awarded. Free Spins are played with the same bet as the activating spin. The Duel feature remains unlocked during the whole session. Winning duels will award a re-spin: \* 1 duel in a spin awards 1 additional free spin. \* 2 or 3 duels in a spin awards 2 additional free spins.



## Wild Duel

Two scatter symbols anywhere on the reels trigger the Wild Duel feature and a respin is awarded. Two vertical reels appear on each side of the panel, with three symbol positions each, an Outlaw reel on the right and a Marshal reel on the left. During the respin these reels get activated. \* Outlaw Reel - Outlaws with random multipliers and empty spaces appear here. Multiplier values can be: 1x, 2x, 3x, 5x, 10x. \* Marshall Reel - Marshals and empty spaces appear here, each character is associated with a feature.



## Wild Placement

In the base game when there are no wins and no duels triggered, there is a chance to trigger the wild placement feature. 3 wilds are randomly placed anywhere on the panel.



## Random Wild

During the Wild Duel feature, when Marshal Old Bob wins a duel, a wild with an outlaw multiplier is placed in the panel and a re-spin awarded.



## Expanding Wild

During the Wild Duel feature, when Marshal Goldie Locks wins a duel, an expanding wild with an outlaw multiplier is randomly placed and a respin awarded.



## Sticky Wild

During the Wild Duel feature, when Marshal Long John wins a duel a Sticky wild with an outlaw multiplier is randomly placed in the panel and a re-spin awarded. All sticky wilds remain on screen (with their respective multiplier) during respins.



# Game rules

Welcome to Wild Duel, a high volatility 5×3 Video Slot with 10 paylines, Respins, Wild Duel Feature, Sticky Wilds, Expanding Wilds, Wild with multipliers, and a Free Spins bonus game with Re-triggers!

## About the Game

Wild Town is assailed by outlaws and gunslingers. The Wild Marshals are meeting them up across town in savage and wild duels, the good guys, get to harvest the rewards.

## Main Game

The main game has a 5×3 panel with 10 Paylines evaluated from left to right.

Wilds can randomly appear on any reel. Wilds substitute for any other symbol except the Scatter.

The wild placement feature can randomly trigger on no-win spins.

2 Scatters trigger the Wild Duel feature which triggers a respin.

The Scatter pays on any position on the reels.



When 3 scatters land on the reels it unlocks the Free Spins bonus game, awarding 10 Free Spins. The Duel feature is unlocked during the whole session. Winning duels awards additional Free Spins.

## **Wild Duel**

Two scatter symbols anywhere on the reels trigger the Wild Duel feature and a respin is awarded. Two vertical reels appear on each side of the panel, with three symbol positions each, an Outlaw reel on the right and a Marshal reel on the left. During the respin these reels get activated.

\* Outlaw Reel – Outlaws with random multipliers and empty spaces appear here. Multiplier values can be: 1x, 2x, 3x, 5x, 10x.

\* Marshal Reel – Marshals and empty spaces appear here, each character is associated with a feature.

The associated Marshal features:

- \* Marshal Old Bob – Random Wild
- \* Marshal Goldie Locks – Expanding Wild
- \* Marshal Long John – Sticky Wild

If the Outlaws position on the right matches with the Marshals on the left a duel takes place. When Marshals win a duel the corresponding Wild Feature is awarded with the defeated Outlaw multiplier:

- \* The corresponding Marshall feature will trigger with the Multiplier attached to the defeated outlaw.</li>

- \* Winning of at least one duel will trigger another respin.

- \* More than one duel can take place in the same spin.

- \* Respins go on as long as Marshals win duels.

The feature ends when Marshals lose a duel or there is no duel.

## **Wild Placement Feature**

In the base game when there are no wins and no duels triggered, there is a chance to trigger the wild placement feature. 3 wilds are randomly placed anywhere on the panel.

## **Random Wild**

During the duel feature, when Marshal Old Bob wins a duel, a wild with an outlaw multiplier is placed in the panel and a re-spin awarded.

## **Expanding Wild**

During the duel feature, when Marshal Goldie Locks wins a duel, an expanding wild with an outlaw multiplier is randomly placed and a respin awarded.

### **Sticky Wild**

During the duel feature, when Marshal Long John wins a duel a Sticky wild with an outlaw multiplier is randomly placed in the panel and a re-spin awarded.

All sticky wilds remain on screen (with their respective multiplier) during respins.

### **Wild Overlaps**

Wilds that overlap an existing sticky Wild add their multiplier for the current spin. In the next spin sticky the Wild multiplier reverts to its previous stage. If two sticky wilds overlap, the multiplier increase persists.

### **Free Spins**

Land 3 Scatters in the main game to trigger Free Spins.

10 Free Spins are awarded. Free Spins are played with the same bet as the activating spin.

The Duel feature remains unlocked during the whole session.

Winning duels will award a re-spin:

\* 1 duel in a spin awards 1 additional free spin.

\* 2 or 3 duels in a spin awards 2 additional free spins.

## **How to Calculate Payline Wins**

- To calculate your total payline coin win, calculate all payline wins and add them together.
- To calculate a single payline win, count the number of identical symbols lined up in sequence on the line starting from the left most reel.
- If three or more identical symbols are lined up, find the coin win value in the dynamic Pay Table. There you can find the value for all symbols for 3 in a row, 4 in a row, 5 and 6 in a row. Only the highest winning combination per line is paid out.
- If the winning combination starts with three Wilds, there can be many ways to interpret the win. In this scenario, only the highest win combination is paid out.
- After the Free Spins round is completed, all wins are added to any win from the game that activated the Free Spins.
- The above doesn't include Scatter symbols which do not need to be on a payline to award a prize.

- Calculate the total win in the home currency by multiplying the total coin win with the coin value.

# Payout

## High symbols



5 - 27,50 €  
4 - 15 €  
3 - 5 €



5 - 25 €  
4 - 12,50 €  
3 - 5 €



5 - 22,50 €  
4 - 10 €  
3 - 5 €



5 - 20 €  
4 - 7,50 €  
3 - 2,50 €



5 - 17,50 €  
4 - 7,50 €  
3 - 2,50 €



5 - 30 €  
4 - 17,50 €  
3 - 6,25 €



5 - 50 €  
4 - 12,50 €  
3 - 5 €

## Low symbols



5 - 10 €  
4 - 5 €  
3 - 1,25 €



5 - 10 €  
4 - 5 €  
3 - 1,25 €



5 - 5 €  
4 - 2,50 €  
3 - 0,75 €



5 - 5 €  
4 - 2,50 €  
3 - 0,75 €



5 - 5 €  
4 - 2,50 €  
3 - 0,75 €

# Game menus

## Game Panel



Expand this image

- A - Menu** - Opens the Menu and access Paytable, Gamerules and History are available from the menu.
- B - Sound** - Enable/Disable sounds and music.
- C - Balance** - Displays the player's account balance.
- D - Win** - Displays the win for the current or last win payout step.



**E - Bet** - Displays the current bet.

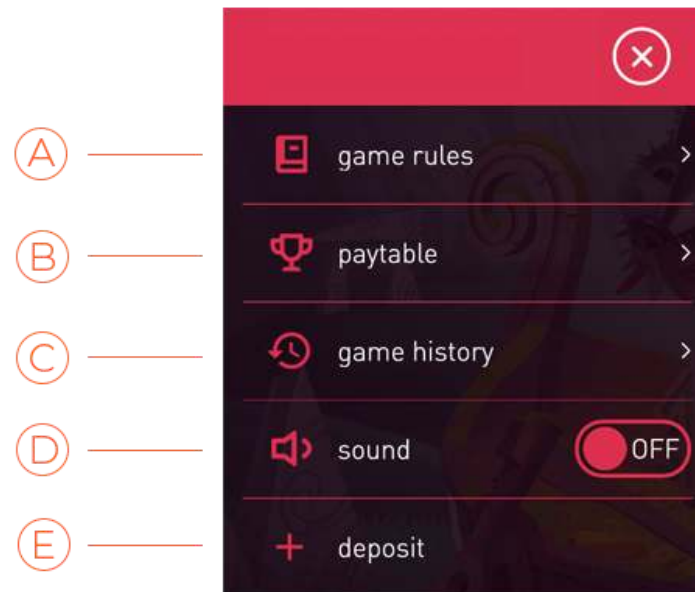
**F - Fast Play** - Enable/Disable fast play mode.

**G - Autospin** - Opens up the autoplay options.

**H - Spin** - Places the bet and spins the reels. When the reels are spinning, the spin button transforms into the Stop Button.

Pressing the Stop Button stops the reels immediately.

## Options Panel



Expand this image

- A - Rules** - Open game rules.
- B - Paytable** - Opens the paytable.
- C - Game History** - Opens the game history.
- D - Sound** - Sound on/off.
- E - Deposit** - Opens deposit url.