

GAME OVERVIEW



GAME OVERVIEW: STARLIGHT PRINCESS™



Game Description (for Players)

Meet the Princess in her castle up in the clouds in Starlight Princess™, the 20-payline videoslot where shiny multiplier symbols of up to 500x can land randomly on the screen. The princess' magic wand is the key to triggering the Free Spins, where all multipliers are collected and applied in the next win.



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Theme:

Starlight, Japan

Player Demographic:

ΑII

Player Skill Level:

ΑII

Reels:

6

Symbols:

11

Paylines:

20



Progressive:

No

Wild Symbol:

Yes

Paid Scatter:

No

Free Spins feature:

No

Game ID:

vs20starlight

Default RTP:

96.50%



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Tumbling

Tumbling is a form of re-spin, player does not pay for tumbling spins.

Tumbling starts when Symbols winning combination appears.

Tumbling doesn't start when Scatters winning combination appears alone without symbol combinations

When tumbling starts, all awards are paid and all winning symbols disappear (for all regular symbols which pay).

The empty reel positions are filled consequently with the symbols tumbling from above.

Scatters do not tumble and only one Scatters pay will be awarded at the end of all tumbles.

Mult symbols do not tumble.

After all tumbles have completed the total prize for that after all tumbling spins end. spin will be multiplied by the Sum of the multipliers on the **Mult** symbols.

While there is any win combination, tumbling continues: combinations pay, winning symbols disappear and new symbols come from above.

Tumbling stops when no new regular symbols winning combinations appears.

No special limits for the number of tumbling spins, it stops when it stops.

Multiplier

Multiplier symbol appears on all reels.

Does not pay itself

Contains a random multiplier

Total award for spin is multiplied by the Sum of the multipliers on the Mult symbols anywhere on screen

The Sum of multipliers is calculated by formula Mult1 + Mult2 ...,



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Multiplier during free spins

Every time a [MULT] symbol lands on screen and a win has occurred that spin, the value on that [MULT] will be added to the total multiplier.

The spin for that win will be multiplied by the total multiplier only when a [MULT] is on the screen at the end of the spin, after all cascades.

The total multplier is never reset and continues to grow throughout the feature.

E.g (1) Total multiplier is 7. The next spin awards 2.5x bet from symbol pay and we land 2 [MULT]. One has 3x and one has 6x on it. The win for that spin will be 2.5 *(7+3+6) = 40. And new total multiplier is 16

E.g (2) Total multiplier is 7. The next spin awards 2.5x bet from symbol pay and we land no [MULT]. The win for that spin will be 2.5. (no multiplier)

Win limit

Max win for round is limited by 5000x total bet

Ante Bet (bet level 1)

Player can choose to bet 25 Cr – bet level 1 (bl=1)

This will give the player a higher chance to trigger the Free Games Feature

In case of ante bet - logic of game the same - we just use different reel set.

Purchase it not available at bel level 1.

Free Spins Purchase

Free Spins Purchase is the opportunity for user to start Free Spins manually

Game logic of bought Free Spin session is the same like for regular Free Spins session

User can buy Free Spins game before every base spin (not Free spin or Re-spin)

User pays extra credits for start. Bet is 2000.

When user buy free spins one regular spin runs first. 4 guaranteed scatters land on random positions on this spin. This scatters trigger Free spin session by regular way





THANK YOU!

