



# GAME INFO SHEET

## GODS OF ROCK!



Thunderkick Malta LTD

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## **Contact**

Thunderkick Malta Limited  
The Bastions office no 2  
Emvin Cremona Street  
Floriana FRN 1281  
Malta

[business@thunderkick.com](mailto:business@thunderkick.com)  
[www.thunderkick.com](http://www.thunderkick.com)

## DOCUMENT HISTORY

VERSION	DATE	AUTHOR	COMMENT
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1.2	2021-08-31	Jonatan Iversen-Ejve	Updated images

# CONTENTS

1	INTRODUCTION.....	1
1.1	GODS OF ROCK!.....	1
2	SPLASH SCREEN.....	2
3	MAIN GAME.....	3
3.1	INTRODUCTION.....	3
3.2	CONNECTING PAY WAYS.....	4
3.3	DROPPING SYMBOLS.....	4
3.4	WILD SYMBOLS.....	5
3.5	REEL MULTIPLIER.....	6
3.6	WILD ENCORE.....	8
4	BONUS GAME.....	9
4.1	DESCRIPTION.....	9
4.2	BONUS GAME OUTRO.....	10
5	PAY TABLE.....	11
5.1	PAGE 1.....	11
5.2	PAGE 2.....	12
5.3	PAGE 3.....	13
5.4	PAGE 4.....	14
5.5	PAGE 5.....	15
5.6	PAGE 6.....	16
6	SYMBOLS.....	19
7	PAYOUT.....	22
7.1	RETURN TO PLAYER (RTP).....	22
8	GODS OF ROCK! GAME RULES.....	23

# 1 INTRODUCTION

## 1.1 Gods of Rock!

Gods of Rock! is a video slot with 6 reels and 466 connecting pay ways. The game features Wild symbols, Reel Multipliers, Wild Encore and a Bonus Game with free spins. The theoretical return to player is 96,05%

PARAMETER	VALUE
Game	Gods of Rock!
Game-ID  See integration manuals for details on how to use this parameter. <i>(also referred to as gameName in the seamless wallet API)</i>	tk-s1-g46
Required aspect ratio	16:9
Recommended dimensions	1280 x 720 or 1024 x 576 <i>Custom values can be used as long as the aspect ratio is kept at 16:9</i>
RTP (theoretical payout)	96,05%
Reels	6
Connecting Pay Ways	466
Bonus Game	Yes
Volatility (square root of variance)	10,34
Max exposure	20000x

## 2 SPLASH SCREEN

The intro shows the features in Gods of Rock!



# 3 MAIN GAME

## 3.1 Introduction

The main game is started when the splash screen is closed by the player.



### 3.2 Connecting Pay Ways

Symbols landing on adjacent reels pay in the 466 ways payout system.



### 3.3 Dropping symbols

Symbols included in connecting pay way wins are replaced with dropping symbols and / or existing symbols. This continues as long as there is a new connecting pay way win.





### 3.4 Wild symbols

The game has two different states of Wild symbols: A Charged Wild and a Regular Wild. The Wild symbols substitute for all other symbols.



### 3.5 Reel Multiplier

After wins have been evaluated, for each Charged Wild symbol landing on a reel, the corresponding reel multiplier increases one level (up to the maximum multiplier level of 11). Any pay way win containing a symbol included in a reel with a multiplier, will be multiplied by the current multiplier. When several reels with multipliers are included in the same win, all multipliers are multiplied by each other. E.g.  $2 \times 2 \times 2 = 8$ . The pay way win is then multiplied by the product of all multipliers.

In the Base game, the reel multiplier is reset between each game round. In the Bonus game, it never resets. The multiplier from the Base game is carried over into the Bonus game.



After increasing the reel multiplier, the Charged Wild symbol will explode all surrounding symbols in its vicinity (minimum 3 and maximum 8 depending on the position of the Charged Wild symbol) and drop down until it lands on another symbol or reaches the bottom of the reel. Other charged Wild symbols present on the reels will also explode. The Charged Wild(s) then becomes a Regular Wild.



### 3.6 Wild Encore

The Wild Encore feature is activated when the Wild Encore level is reached in the Bonus meter. When there are no more winning combinations the feature is triggered, randomly placing 1-3 Charged Wild symbols on the reels.



# 4 BONUS GAME

## 4.1 Description

For each exploded Charged Wild symbol, a level is filled in the Bonus meter. When the maximum level is reached, the Bonus game is triggered awarding 8 free spins. The Bonus game will start when there are no more actions.



In the Base game, the Bonus meter is reset between each game round. In the Bonus game, it won't reset until the meter is full. Each time the meter is filled in the Bonus game, the player is awarded with 3 extra free spins.



## 4.2 Bonus Game Outro

The Bonus Game Outro displays the total win of the Bonus Game.

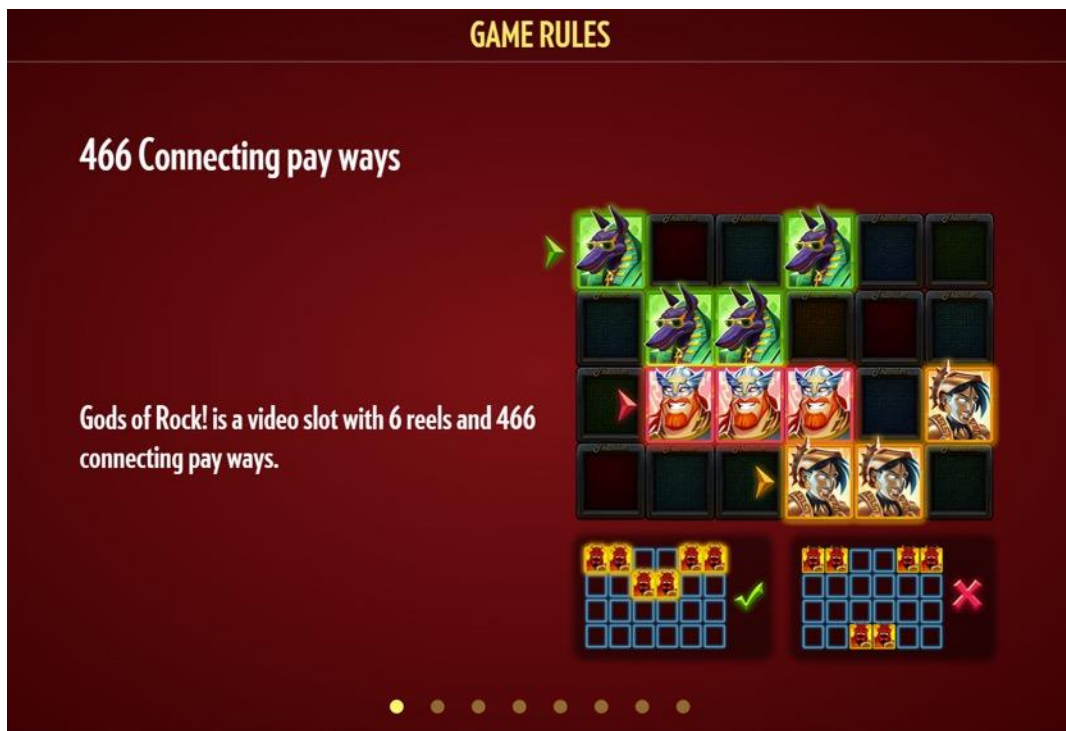


# 5 PAY TABLE

The pay table lists all features, symbols, pay values and win combinations in the game.

## 5.1 Page 1

Page 1 describes the 466 Connecting Pay Ways!



# 5.2 Page 2

Page 2 describes the Charged Wild symbol.

**GAME RULES**

### Charged Wild symbol

The Charged Wild symbol substitutes for all other symbols. After increasing the reel multiplier, the Charged Wild symbol will explode all surrounding symbols in its vicinity.



● ● ● ● ● ● ● ● ● ●




## 5.3 Page 3

Page 3 describes the Reel Multiplier.

**GAME RULES**

### Reel multiplier

For each Charged Wild symbol landing on a reel, the corresponding reel multiplier increases one level. Any pay way win containing a symbol included in a reel with a multiplier will be multiplied by the current multiplier. Multipliers on several reels are multiplied by each other.



The image displays two 3x6 slot machine reels. The top reel shows a sequence of symbols: Q, K, 9, Q, 9, K in the top row; A, four green dragon symbols (Charged Wild), and x2 in the middle row; and five wheel symbols in the bottom row. The bottom reel shows: Q, K, 9, Q, 9, K in the top row; A, five orange dragon symbols (Charged Wild), and x8 in the middle row; and five wheel symbols in the bottom row. A vertical yellow line is on the right side of the reels, and a row of seven dots is at the bottom.

## 5.4 Page 4

Page 4 describes the Bonus meter.

### GAME RULES

## Bonus meter

For each exploded symbol, a level is filled in the Bonus meter. Collecting 30 exploded symbols triggers the Wild Encore feature. When the maximum level of 55 exploded symbols is reached, the Bonus game is awarded with 8 free spins.



● ● ● ● ● ● ● ●

## 5.5 Page 5


Page 5 describes the Bonus game.

**GAME RULES**

### Bonus game

In the Bonus game, the Bonus meter won't reset until the meter is full. When the meter is filled, 3 extra free spins are awarded.

In the Bonus game, the reset reel multiplier never resets. The multiplier from the Base game is carried over into the Bonus game.



● ● ● ● ● ● ● ●


## 5.6 Page 6

Page 6 describes the Wild Encore.

**GAME RULES**

### Wild Encore

1-3 Charged Wild symbols will be randomly placed on the reels.



● ● ● ● ● ● ● ● ●

## 5.7 Page 7

Page 7 is the Pay Table and displays the symbol values relative to the current bet.

Symbols		
		
6 = 5.00	6 = 2.50	6 = 1.80
5 = 3.00	5 = 1.50	5 = 1.00
4 = 2.00	4 = 0.90	4 = 0.70
3 = 1.00	3 = 0.60	3 = 0.50
		
6 = 1.60	6 = 1.40	6 = 1.00
5 = 0.90	5 = 0.90	5 = 0.60
4 = 0.60	4 = 0.60	4 = 0.40
3 = 0.40	3 = 0.40	3 = 0.20



6 = 1.00  
 5 = 0.60  
 4 = 0.40  
 3 = 0.20



6 = 0.90  
 5 = 0.50  
 4 = 0.30  
 3 = 0.10



6 = 0.90  
 5 = 0.50  
 4 = 0.30  
 3 = 0.10



6 = 0.80  
 5 = 0.40  
 4 = 0.20







6 = 0.80  
 5 = 0.40  
 4 = 0.20



6 = 5.00

## 6 SYMBOLS

There are 12 symbols available in Gods of Rock!. Each symbol has a unique identification number.

SYMBOL NUMBER	GRAPHIC	DESCRIPTION
1		High – Lucifer
2		Mid – Thor
3		Mid – Athena
4		Mid – Anubis

5



Mid – Medusa

6



Low – A

7



Low – K

8



Low – Q

9



Low – J

10



Low – 10



11



Low – 9

12



Wild – The Horns

# 7 PAYOUT

## 7.1 Return to Player (RTP)

The theoretical player return percentage for Gods of Rock! is 96,05%. There are no features or settings that the player can change that will affect the payout (i.e.: configurable number of pay ways or size of bet that will affect hit frequencies).

**There is no progressive jackpot available for this game.**

## 8 Gods of Rock! GAME RULES

Note: The Gods of Rock! video slot is referred to as Gods of Rock!, The Game or Game.

1. Gods of Rock! is a video slot with 6 reels and 466 connecting pay ways. The game features Wild symbols, Reel Multipliers, Wild Encore and a Bonus Game with free spins. The theoretical return to player is 96,05%.
2. A game round is started with the action button and plays the game with the selected bet level.
3. Auto play plays the game automatically for the number of game rounds selected in the auto play page. This feature may not be available.
4. All game payout and win combinations are paid out according to the pay table.
5. All wins are presented and paid out in the selected currency.
6. Only the longest win per connecting pay way is paid out in combinations according to the pay table.
7. Symbols included in connecting pay way wins are replaced with dropping symbols and / or existing symbols. This continues as long as there is a new connecting pay way win.
8. The game has two different states of Wild symbols: A Charged Wild and a Regular Wild. The Wild symbols substitute for all other symbols.
9. Reel multiplier: After wins have been evaluated, for each Charged Wild symbol landing on a reel, the corresponding reel multiplier increases one level (up to the maximum multiplier level of 11). Any pay way win containing a symbol included in a reel with a multiplier, will be multiplied by the current multiplier. When several reels with multipliers are included in the same win, all multipliers are multiplied by each other. E.g.  $2 \times 2 \times 2 = 8$ . The pay way win is then multiplied by the product of all multipliers.

In the Base game, the reel multiplier is reset between each game round. In the Bonus game, it never resets. The multiplier from the Base game is carried over into the Bonus game.

10. After increasing the reel multiplier, the Charged Wild symbol will explode all surrounding symbols in its vicinity (minimum 3 and maximum 8 depending on the position of the Charged Wild symbol) and drop down until it lands on another symbol or reaches the bottom of the reel. Other charged Wild symbols present on the reels will also explode. The Charged Wild(s) then becomes a Regular Wild(s).

11. Bonus meter: For each exploded Charged Wild symbol, a level is filled in the Bonus meter. When the maximum level is reached, the Bonus game is triggered awarding 8 free spins. The Bonus game will start when there are no more actions.

In the Base game, the Bonus meter is reset between each game round. In the Bonus game, it won't reset until the meter is full.

Each time the meter is filled in the Bonus game, the player is awarded with 3 extra free spins.

12. Wild Encore: The Wild Encore feature is activated when the Wild Encore level is reached in the Bonus meter. When there are no more winning combinations the feature is triggered, randomly placing 1-3 Charged Wild symbols on the reels.

If the Bonus game is triggered while the Wild Encore is active, the Wild Encore feature will be completed before the Bonus game starts.

13. The Bonus Game is played with the same bet as the spin that triggered the Bonus Game.

14. No bets can be altered during a game round.

15. In the event of game malfunction all affected bets and pays are rendered void.

16. All pay way wins during a game round are added and presented at the end of the game round.

17. The maximum total bet multiplier for one game round is 20000. If this limit is reached the game round will be terminated and no additional wins will be paid out.