



September 2021

Available on 

The information presented in this document is privileged and confidential information of Playtech Group and is also protected subject matter of copyrights owned by Playtech Group and of agreements between Playtech Group and its licensees and other parties. Copying, transmission and disclosure of such information can only be done within the strict scope of a governing Playtech Group agreement. While all efforts have been made to ensure that the content of this document is accurate at the time of publication, the data upon which this document is based is subject to future change. The information contained in this document is exclusively intended for the individual or entity to which it is deliver. If you are not the intended recipient of this document, you are hereby notified that any review, disclosure, dissemination, distribution or reproduction of this document in any way or act is prohibited. Updated versions of this document will be released when necessary, resources permitting.



Table of Contents

Business Summary	3
Business Case	3
Game Details	4
Base Cost	5
Symbol Details	6
Game Feature	7
Free Games Feature:	7
Mega Fire Blaze Respin Feature:	7
Screenshots	8
Devices	8
Gameplay	9
Document Version History	15



BIG CIRCUS!

MEGA FIRE BLAZE



Business Summary

Step right up and juggle huge wins in this 30-line slot. In Free Games, wilds multiply wins by 2× for crazy payouts. Reach wins of dazzling amounts in the Mega Fire Blaze™ respin feature – land targets to win cash prizes or 1 of 3 special rewards; call on the strongman, trapeze artist and clown to improve prizes and land even more targets. Land a symbol in the top-most position in respins to win the grand prize!

This game can be played on the following devices and orientations:

- Desktop
- Tablet in both landscape and portrait modes
- Mobile in both landscape and portrait modes



For information on supported mobile devices and information on how to configure game limits to control house exposure, see the [GPAS Integration Options](#) document.



This game supports Free Spins Bonus (FSB).

Business Case

- Unlocking and filling the topmost symbol position in the Mega Fire Blaze respin feature awards the grand prize, providing the player with a fun feature and prize to chase.
- During the Mega Fire Blaze respin feature, the strongman, trapeze woman and clown symbols improve wins and award additional prizes, adding extra excitement to each spin.
- During the Mega Fire Blaze respin feature, each star icon will award the mini, minor or major prize, creating the potential for big wins.
- During free games, all Wild symbols appear with a multiplier of 2×.



BIG CIRCUS!

★ MEGA FIRE BLAZE



Game Details

Game Code	gpas_bcircus_pop		
Casino Launcher / IMS Game Code	gpas_bcircus_pop		
Base Cost	10		
Grid Size / Nº of Lines	3x5 / 30 lines		
Combined Feature Frequency	1 in 70.92 spins		
Player Volatility	3/5		
RTP	96.37%		
Hit Frequency per Max Lines	1 in 3.55 spins		
Maximum Paytable Prize	180 x bet per line		
Win Distribution	Low	Medium	High
Maximum Win (x Total Bet)	2328 × Total Bet		
Maximum Win Probability (1 in X Games)	1 in 1,000,000,000		
Maximum Win Description	Winning the Grand prize award with coinciding wins		
1000x Total Bet Win Probability (1 in X Games)	1 in 267,738		



Base Cost

When configuring a game, you can set a **Base Cost Multiplier**, which multiplies the Base Cost (minimum size bet) set by Playtech. This means that while the number of lines in this game is 30, the Base Cost to play is set to 10 by Playtech - you can then set a Base Cost Multiplier to set the stake levels for the game.

This is an innovative feature that allows Playtech to offer games that are more amenable to cheap Free Spins Bonus promotions, while still allowing Playtech games to deliver the full range of features and winlines.

For example, on this game the Free Spins Bonus can be promoted at a cost of 10p (Base Cost Multiplier 1), while still being able have the game available at a default cost of 20p (Base Cost multiplier 2) or even 40p (Base Cost multiplier 4).

There are no fractional betting and rounding concerns.

Examples are in the table below:

Base Cost Multiplier	Stake (GBP Example)
1	10p
2	20p
3	30p
4	40p
5	50p

In addition to the base cost, licensees should also set a maximum total bet. It is recommended this is set in relation to what the max win cap will be.

Examples are in the table below:

Win Cap	Recommended Max Total Bet
£ 100,000	£40.00
£ 200,000	£80.00
£ 250,000	£100.00
£ 500,000	£200.00
£ 750,000	£300.00
£ 1,000,000	£400.00
£ 1,500,000	£600.00
£ 2,000,000	£800.00
£ 2,500,000	£1000.00

Symbol Details



WILD

The **WILD** symbol substitutes for all symbols except **SCATTER**, **CANNON** and **TARGET**.

The **WILD** symbol appears on reels 2, 3, 4 and 5.

During **Free Games**, **WILD** symbols appear with a multiplier of 2x.



SCATTER

When 3 or more **SCATTER** symbols simultaneously land anywhere on the reels, the **Free Games Feature** is triggered.

The **SCATTER** symbol pays 1, 10 or 50 × the total bet depending on how many symbols have triggered **Free Games**.



TARGET and CANNON

Any combination of 6 or more **TARGET** and **CANNON** symbols in any position triggers the **Mega Fire Blaze Respin Feature**.

The prize values which appear on the **TARGET** symbol are 1, 2, 3, 4, 5, 10, 15, 20, 50 and 100 multiplied by total bet.

The **CANNON** symbols remove one padlock during the feature. Then they transform into the **TARGET** symbols with a prize value of 1 multiplied by the total bet.



BIG CIRCUS!

MEGA FIRE BLAZE



Game Feature

Free Games Feature:

3 or more **SCATTER** symbols in any position trigger 5 **Free Games**.

During each **Free Games** spin, all **WILD** symbols participating in a line win will double the value of that win.

During **Free Games**, 3 or more **SCATTER** symbols in any position will award 5 extra **Free Games**.

The **Mega Fire Blaze Respin Feature** can be triggered during **Free Games** by any combination of 6 or more **TARGET** and **CANNON** symbols.

The coin value and lines played during **Free Games** are the same as those on the spin that triggered the **Free Games Feature**.

Mega Fire Blaze Respin Feature:

Any combination of 6 or more **TARGET** and **CANNON** symbols in any position triggers the **Mega Fire Blaze Respin Feature**. At the beginning of the feature, all triggering **TARGET** and **CANNON** symbols are held in place, and 5 additional symbol rows are displayed, each with 2 padlocks.

Any symbols landing on padlocked rows do not contribute to any prizes awarded.

At the beginning of the feature, 3 respins are awarded. Each unheld symbol position will spin independently. After each respin, if there is one or more new active symbol on an unlocked row, it will be held, and the number of respins remaining will be reset to 3.

Active symbols include **TARGET**, **CANNON**, **STRONGMAN**, **TRAPEZE WOMAN** and **CLOWN**.

Any **CANNON** symbol that contributes to the feature trigger or that lands on an unlocked row will remove one padlock from the lowest locked row. The **CANNON** symbol will then transform into a held **TARGET** symbol with a prize.

When both padlocks are removed from a locked row, the row will unlock.

Any **STRONGMAN** symbol that lands on an unlocked row will increase the value of up to 10 other held symbols. The **STRONGMAN** symbol will then transform into a held **TARGET** symbol with a prize.

Any **TRAPEZE WOMAN** symbol that lands on an unlocked row will accumulate the sum of prize values from up to 10 other held symbols. The **TRAPEZE WOMAN** symbol will then transform into a held **TARGET** symbol with a prize equal to the accumulated sum.

Any **CLOWN** symbol that lands on an unlocked row will award up to 5 additional held **TARGET** symbols. The **CLOWN** symbol will then transform into a held **TARGET** symbol with a prize.

If all available symbol positions are locked or if 4 locked rows become unlocked in the course of the feature, the curtains covering the symbol position at the top of the reels will be opened.

Every respin with the curtains opened will give the player a chance to win the GRAND prize (GRAND prize value = total bet x 2000).

The GRAND prize can only be won once per feature.

When all 3 respins have been used or when all available symbol positions, including the top symbol position, have been filled, the respins will be completed.

All prizes displayed on unlocked symbol positions will be awarded, and the feature will end.

Any held Star icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize.

Screenshots

Devices



1. Desktop

Main game reels in the desktop user interface.



2. Mobile

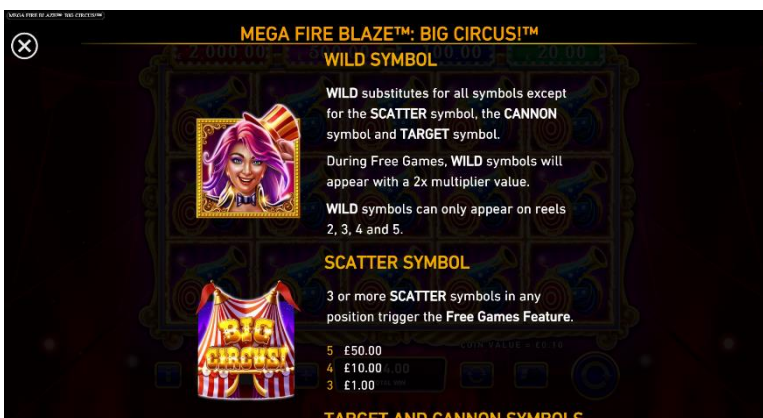
Main game reels in the mobile user interface.

Gameplay



1. Splash Screen

Splash screen of the game.



2. Paytable – WILD and SCATTER Symbols

Paytable page describing the **WILD** and **SCATTER** symbols.

The paytable is scrollable.



3. Paytable TARGET and CANNON Symbols

Section of the paytable describing the **TARGET** and **CANNON** symbols.



4. Paytable – High-paying and Low-paying Symbols

Section of the paytable listing the high-paying and low-paying symbols and their payouts.

MEGA FIRE BLAZE™: BIG CIRCUS!™
MEGA FIRE BLAZE RESPIN FEATURE

At the beginning of the feature, all triggering **TARGET** and **CANNON** symbols are held in place, and 5 additional symbol rows are displayed, each with 2 padlocks. Any symbols landing on padlocked rows do not contribute to any prizes awarded.

At the beginning of the feature, 3 respins are awarded. Each unheld symbol position will spin independently.

After each respin, if there is one or more new active symbols on an unlocked row, it will be held, and the number of respins remaining will be reset to 3.

Active symbols include **TARGET**, **CANNON**, **STRONGMAN**, **TRAPEZE WOMAN** and **CLOWN**.

Any **CANNON** symbol that contributes to the feature trigger or that lands on an unlocked row, will remove one padlock from the lowest locked row. The **CANNON** symbol will then transform into a held **TARGET** symbol with a prize.

When both padlocks are removed from a locked row, it will unlock.

Any **STRONGMAN** symbol that lands on an unlocked row will increase the value of up to 10 other held symbols. The **STRONGMAN** symbol will then transform into a held **TARGET** symbol with a prize.

5. Paytable – Mega Fire Blaze Respin Feature

Section of the paytable explaining the **Mega Fire Blaze Respin Feature**.

MEGA FIRE BLAZE™: BIG CIRCUS!™

GRAND prize (GRAND prize value = total bet x 2000).

The GRAND prize can only be won once per feature.

When all 3 respins have been used or when all available symbol positions, including the top symbol position, have been filled, the respins will be complete. All prizes displayed on unlocked symbol positions will be awarded and the feature will end.

Any held Star icon will transform to award the **MAJOR** (MAJOR prize value = total bet x 500), **MINOR** (MINOR prize value = total bet x 100) or **MINI** (MINI prize value = total bet x 20) prize.

FREE GAMES FEATURE

3 or more **SCATTER** symbols in any position trigger 5 Free Games.

During each Free Games spin, all **WILD** symbols participating in a line win will double the value of that win.

Free Games can be triggered again during the Free Games.

Coin value and lines played during Free Games are the same as on the spin that triggered the Free Games.

6. Paytable – Free Games Feature

Section of the paytable explaining the **Free Games Feature**.

MEGA FIRE BLAZE™: BIG CIRCUS!™

WINNING BET LINES

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

GENERAL RULES

All games are played at maximum lines (30 lines).

All line wins pay on adjacent reels from left to right, starting from the leftmost.

7. Paytable – Winning Bet Lines

Section of the paytable illustrating the winning bet lines.

MEGA FIRE BLAZE™: BIG CIRCUS!™

21	22	23	24	25
26	27	28	29	30

GENERAL RULES

All games are played at maximum lines (30 lines).

All line wins pay on adjacent reels from left to right, starting from the leftmost reel.

Scatter winning combinations are made up of matching symbols in any position on any reel.

Scatter wins are multiplied by the total bet.

Values in currency are equal to the coins multiplied by the selected coin value.

If more than one winning combination appears on a win line, only the highest winning combination is paid.

Wins on different lines are added.

For more information, see the Game Rules.

8. Paytable – General Rules

Section of the paytable explaining the general rules of the game.



9. Win Splash – Big Win

Win splash that appears when a **BIG WIN** is triggered.



10. Free Games Feature Trigger

When 3 or more **SCATTER** symbols simultaneously land on the reels, the **Free Games Feature** is triggered.



11. Free Games Feature Pop-up

Pop-up window explaining that the **Free Games Feature** has been triggered and that the player has won 5 **Free Games**.



12. Free Games Feature

During **Free Games**, all **WILD** symbols will have a 2x multiplier added to them.



13. Free Game Feature Retrigger Pop-up

Pop-up window explaining that the **Free Games Feature** has been retriggered, awarding 5 more **Free Games**.



14. Win Splash – Free Game Feature

Win splash that appears when the **Free Games Feature** ends.



15. Mega Fire Blaze Respin Feature Trigger

Any combination of 6 or more **TARGET** and **CANNON** symbols during either the main game or during **Free Games** triggers the **Mega Fire Blaze Respin Feature**.



16. Mega Fire Blaze Respin Feature Pop-up

Pop-up that appears when the **Mega Fire Blaze Respin Feature** is triggered.

The player is given 3 respins. All triggering symbols will lock to the reels.



17. Mega Fire Blaze Respin Feature – CANNON

The player will see the bonus screen with 5 locked rows. Any **CANNON** will remove one padlock from the lowest locked row and transform into a **TARGET** with a prize.



18. Mega Fire Blaze Respin Feature

After each respin, if there is one or more new **active** symbol, it will be held, and the number of respins remaining will be reset to 3.

Active symbols include **TARGET, CANNON, STRONGMAN, TRAPEZE WOMAN** and **CLOWN**.



19. Mega Fire Blaze Respin Feature – TRAPEZE WOMAN

Any **TRAPEZE WOMAN** symbol that lands on an unlocked row will accumulate the sum of prize values from up to 10 other held symbols.

The **TRAPEZE WOMAN** will then transform into a **TARGET** with the accumulated prize on it.



20. Mega Fire Blaze Respin Feature – CLOWN

Any **CLOWN** symbol that lands on an unlocked row will award up to 5 additional held **TARGET** symbols.

The **CLOWN** will then transform into a **TARGET** with a prize.



21. Mega Fire Blaze Respin Feature – STRONGMAN

Any **STRONGMAN** symbol that lands on an unlocked row will increase the value of up to 10 other held symbols.

The **STRONGMAN** will then transform into a **TARGET** with a prize.



22. Mega Fire Blaze Respin Feature – GRAND Prize

If all available symbol positions are locked or if 4 locked rows become unlocked, the curtains covering the top symbol position will open.

The top symbol position will spin for the **GRAND** prize.



23. Mega Fire Blaze Respin Feature – GRAND Prize Win Splash

Win splash that appears when the **GRAND** prize is awarded.



24. Mega Fire Blaze Respin Feature – STAR Icon

At the end of the feature, any held **STAR** icon will transform to award the **MAJOR, MINOR** or **MINI** prize. These prizes can be won multiple times in each **Mega Fire Blaze Respin Feature** session.



Document Version History

Version	Date	Author	Change Description
1.0	31.08.2021	Kateryna Venger	Initial version.
1.1	02.09.2021	Daniel Wilby	Updated math
1.2	08.09.2021	James Keenan	Business summary + case Proofread