



# CELTIC CHARM™

 **FIRE BLAZE™**  
**QUATTRO**

**July 2022**

Available on

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## Table of Contents

Business Summary .....	3
Business Case .....	3
Win distribution.....	4
Casino Exposure Quick Setup Guide.....	4
Technical Details .....	5
Stake/Exposure Details .....	5
Game Details .....	5
Symbol Details .....	6
Game Features .....	7
Screenshots.....	8
Gameplay .....	9



## Business Summary

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Feel the fair charm of the Celts by spinning 4 groups of reels at once! Each reel group offers 3 reels, 3 rows and 27 ways to win and a wild slot experience! Land a Scatter on any reel group to trigger Free Games; land a Scatter on 3 groups to play with 6 reels and rows, and 46,656 ways to win! Win payouts of up to 50x your bet or the Mini, Minor or Major prize in the Fire Blaze Hold & Respin Feature. Filling the screen with prizes in respins grants 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.



This game supports Free Spins Bonus (FSB).

## Business Case

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- With four 3×3 reel groups spinning simultaneously, this is a truly innovative slot layout that is bound to catch the attention of huge numbers of slot players
- Filling the reels with prizes during respins grants the Grand prize of 2000 × the total bet, while star icons can each award the Mini, Minor or Major prize, providing a massive win potential
- Free Games can be played with up to 46,656 ways to win, capitalizing on the innovative reel layout
- The way each reel group interacts with one another when Scatters land on them creates a fun Free Games mechanic that feels fresh and exciting each time it is triggered



## Win distribution

Low	Medium	High

## Casino Exposure Quick Setup Guide

Exposure (Currency)	Win Limits	Total Bet Limits		Base Cost Multipliers	Max Total Bet (Currency)
	Maximum Win (Cents)	Minimum Bet (Cents)	Maximum Bet (Cents)	Maximum Base Cost Multiplier (Cents)	
<b>€100,000</b>	10,000,000	10	3,800	380	€ 38.00
<b>€250,000</b>	25,000,000	10	9,500	950	€ 95.00
<b>€500,000</b>	50,000,000	10	19,100	1,910	€ 191.00
<b>€750,000</b>	75,000,000	10	28,700	2,870	€ 287.00
<b>€1,000,000</b>	100,000,000	10	38,300	3,830	€ 383.00
<b>€1,500,000</b>	150,000,000	10	57,400	5,740	€ 574.00
<b>€2,000,000</b>	200,000,000	10	76,600	7,660	€ 766.00

Based on the maximum simulated pay-out (also called Maximum Overall Win), set the maximum bet at the values shown above to achieve the relevant exposure.



## Technical Details

<b>GPAS Launcher Game Code</b>	gpas_qccharm_pop	
<b>Casino Launcher / IMS Game Code</b>	gpas_qccharm_pop	
<b>Jackpot Code</b>	N/A	
<b>Devices:</b>	<b>Portrait</b>	<b>Landscape</b>
<b>Mobile</b>	Yes	Yes
<b>Tablet</b>	Yes	Yes
<b>Desktop</b>		Yes

## Stake/Exposure Details

<b>Base Cost</b>	10
<b>Minimum Base Cost Multiplier</b>	1
<b>Minimum Bet (Currency)</b>	0.10
<b>Maximum Overall Win (× Total Bet)</b>	2610
<b>Maximum Win Description</b>	Winning the Grand prize award in the Fire Blaze Respin Feature and some coinciding wins
<b>Exposure Frequency</b>	1 in 1B
<b>Frequency of Wins &gt;= 1,000× Total Bet</b>	1 in 164,609

## Game Details

<b>Grid Size / Number of Lines</b>	4 x (3x3), 27 - 46,656 ways
<b>Player Volatility</b>	5
<b>Theoretical Hold</b>	04.17%
<b>Game RTP Range</b>	95.83%
<b>Maximum Progressive Contribution</b>	N/A
<b>Total RTP</b>	95.83%
<b>Hit Frequency</b>	1 in 2.86
<b>Combined Feature Frequency</b>	34.91



## Symbol Details



### WILD

The **WILD** symbol substitutes for all symbols except **SCATTER** and **PRIZE**.

The **WILD** symbol appears on reels 2 and 3 in any **Reel Group** in the main game.

During **Free Games**, **WILD** symbols can appear on different reels depending on the **Free Games Feature** version played.



### SCATTER

The **SCATTER** symbol can trigger the **Free Games Feature** in several different ways.

Depending on the number of triggering symbols and their positioning, **Free Games** will be played with a different number of reel groups, reels, rows, and ways to win.

The **SCATTER** symbol does not appear in **Free Games**.



### PRIZE

The **PRIZE** symbol can trigger the **Fire Blaze Hold & Respin Feature** in several different ways.

Depending on the number of triggering symbols and their positioning, **Hold & Respin Feature** will be played with different number of reels groups and reels.

**PRIZE** symbols can either award a cash prize (1, 2, 3, 4, 5, 10, 15 or 50 multiplied by total bet), or a **STAR** icon which awards the MINI, MINOR or MAJOR prize.



## Game Features

### Free Games Feature:

The **Free Games Feature** can be triggered in several different ways:

- 3 or more **SCATTER** symbols in any position across all **Reel Groups** will trigger the **Free Games Feature** with 6 reels, 6 rows, and 46,656 ways to win.
- Exactly 2 **SCATTER** symbols in any position on **Reel Groups** that are horizontally adjacent (side-by-side) will trigger the **Free Games Feature** with 6 reels, 3 rows, and 729 ways to win.
- Exactly 2 **SCATTER** symbols in any position on **Reel Groups** that are vertically adjacent (stacked) will trigger the **Free Games Feature** with 3 reels, 6 rows, and 216 ways to win.
- Exactly 2 **SCATTER** symbols in any position on **Reel Groups** that are positioned diagonally will trigger the **Free Games Feature** with 2 active reel groups, each with 3 reels, 3 rows, and 27 ways to win.
- Exactly 1 **SCATTER** symbol in any position will trigger the Free Games Feature for that **Reel Group** only, with 3 reels, 3 rows, and 27 ways to win.

When the **Free Games Feature** has been triggered, 5 **Free Games** are awarded.

During the **Free Games Feature**, any darkened **Reel Groups** do not participate in gameplay.

The **PRIZE** symbol and the **SCATTER** symbol do not appear on the reels during **Free Games**.

**Free Games** are played with the same bet that was placed on the spin that triggered them.

### Fire Blaze Hold & Respin Feature:

The **Fire Blaze Hold & Respin Feature** can be triggered in several different ways:

- 12 or more **PRIZE** symbols in any position across all **Reel Groups** will trigger the main **Hold & Respin Feature** with 36 independent reels.
- If the main **Hold & Respin Feature** is not triggered, 4 **PRIZE** symbols in any position on one **Reel Group** will trigger the mini **Hold & Respin Feature** with 9 independent reels.
- 2 **Reel Groups** can participate in the mini **Hold & Respin Feature** with 18 independent reels, if both **Reel Groups** have at least 4 **PRIZE** symbols each.

During the **Hold & Respin Feature**, any darkened **Reel Groups** do not participate in gameplay.

Any **PRIZE** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the feature.

3 respins are awarded. Each unheld, active symbol position will spin independently.

After each respin, if one or more new **PRIZE** symbol landed in an active **Reel Group**, it will be held, and the number of respins remaining will be reset to 3.

The GRAND prize (GRAND prize value = total bet x 2000) is awarded during the feature when all symbol positions in all active **Reel Groups** are filled with **PRIZE** symbols.

All **PRIZE** symbol cash prizes shown on screen are paid when the GRAND prize is won or when all 3 respins have been used. The feature will then be complete.

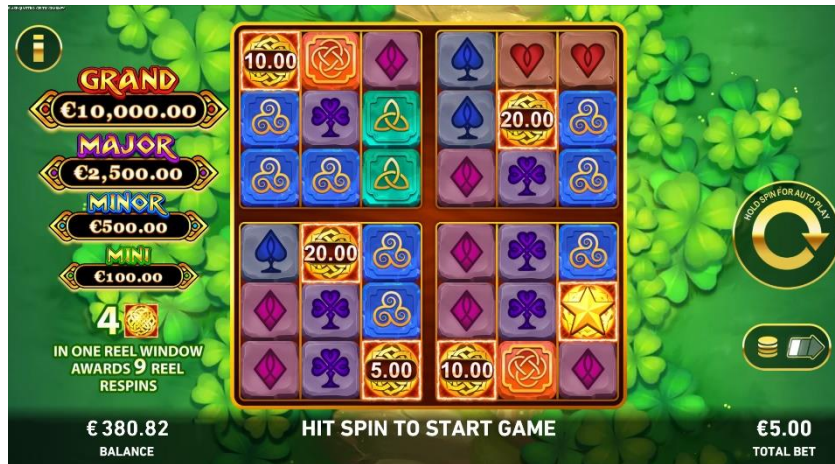
Any held **STAR** icon will transform to award the MAJOR (MAJOR prize value = total bet x 500), MINOR (MINOR prize value = total bet x 100) or MINI (MINI prize value = total bet x 20) prize.

These **STAR** prizes can be won multiple times in each **Fire Blaze Hold & Respin Feature** session.



## Screenshots

### Devices



#### 1. Desktop

Main game reels in the desktop user interface.



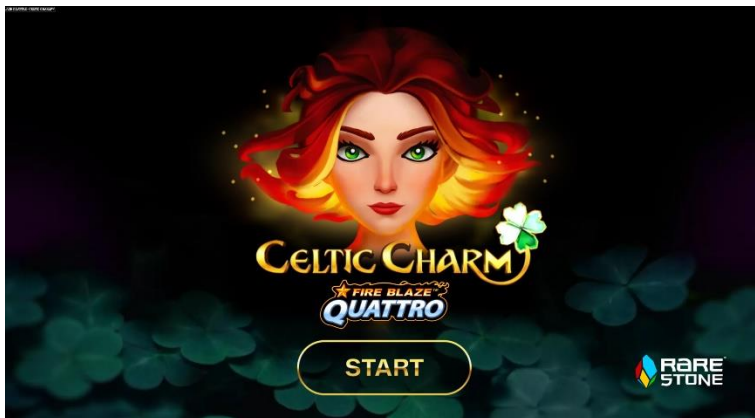
#### 2. Mobile

Main game reels in the mobile user interface.



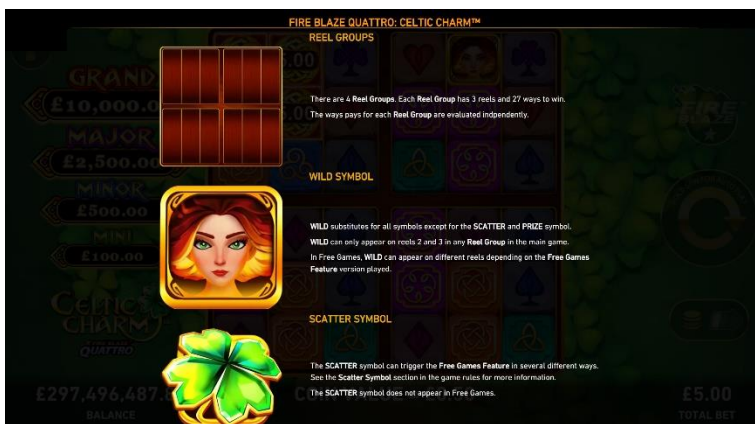


## Gameplay



### 1. Splash Screen

Splash screen of the game.



### 2. Paytable

The payable can be read to learn about symbol behaviours and payouts, game features, and the general rules of the game.

The payable is scrollable and can be closed by pressing **X**.



### 3. Win Splash – Big Win

Win splash that appears when a BIG WIN is triggered.



### 4. Win Splash – Mega Win

Win splash that appears when a MEGA WIN is triggered.



### 5. 4 Reel Groups

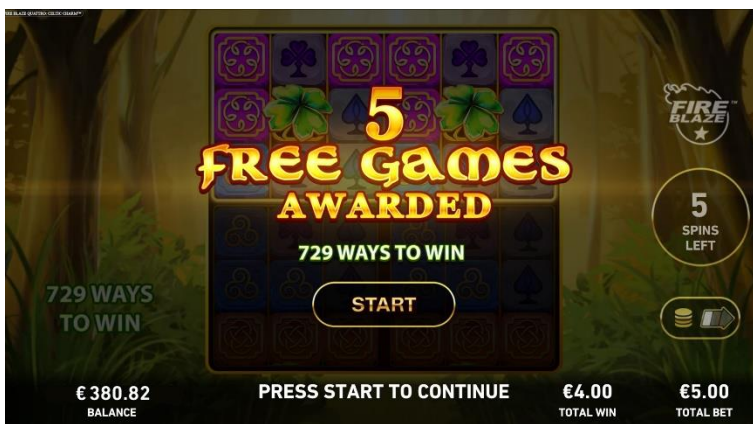
The game is played with 4 **Reel Groups**, each with 3 reels and 27 ways.

The ways pays for each **Reel Group** are evaluated independently.



### 6. Free Games Feature Trigger

When 1 or more **SCATTER** symbols land on the reels, 5 **Free Games** are awarded. **Free Games** will be played with different number of reels groups, reels, rows, and ways to win depending on the number of triggering symbols and their positioning across **Reels Groups**.



### 7. Free Games Feature Pop-up

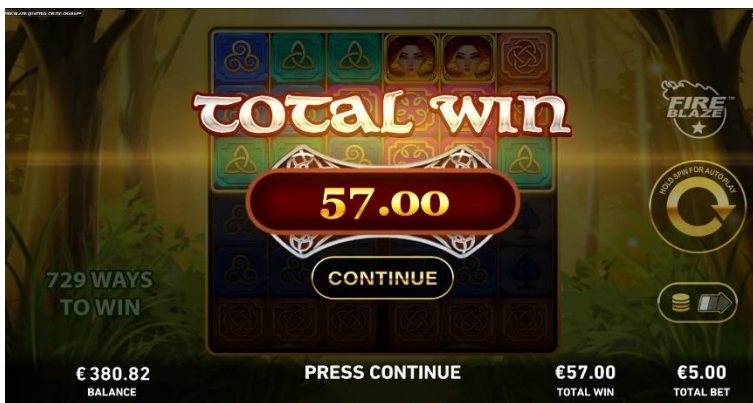
Pop-up window explaining that the **Free Games Feature** has been triggered and that the player has won 5 **Free Games** with 729 ways to win.



### 8. Free Games Feature

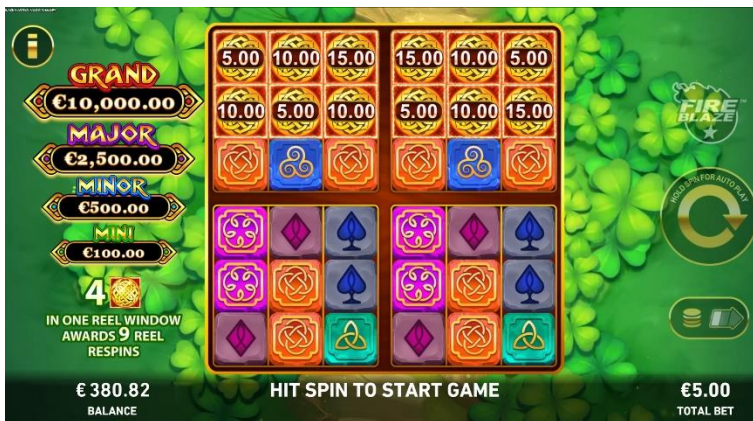
During **Free Games**, any darkened **Reel Groups** do not participate in gameplay.

The **PRIZE** and the **SCATTER** symbols do not appear on the reels during **Free Games**.



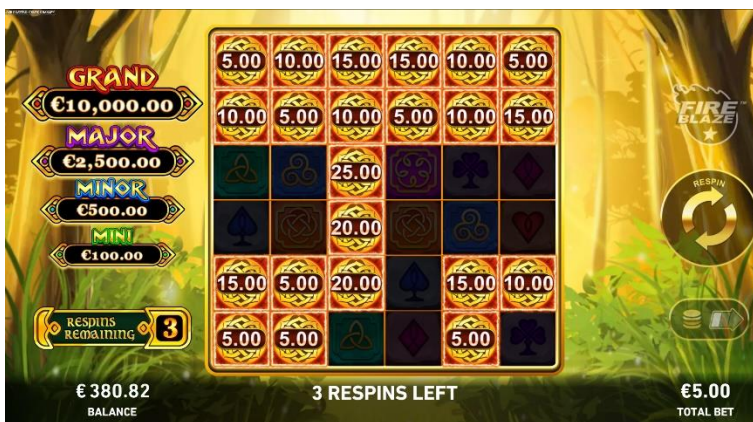
### 9. Win Splash – Free Game Feature

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



### 10. Main Fire Blaze Hold & Respin Feature Trigger

When 12 or more **PRIZE** symbols land on the reels during the main game, the main **Fire Blaze Hold & Respin Feature** is triggered.



### 11. Main Fire Blaze Hold & Respin Feature

The main **Fire Blaze Hold & Respin Feature** is played with 36 independent reels.



### 12. Mini Fire Blaze Hold & Respin Feature Trigger

If the main **Hold & Respin Feature** is not triggered, 4 **PRIZE** symbols in any position on one **Reel Group** will trigger the mini **Hold & Respin Feature** with 9 independent reels.



### 13. Mini Fire Blaze Hold & Respin Feature

2 **Reel Groups** can participate in the mini **Hold & Respin Feature** with 18 independent reels, if at least 4 **PRIZE** symbols have landed in each group.

Any darkened **Reel Groups** do not participate in gameplay.



### 14. Fire Blaze Hold & Respin Feature Pop-up

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

The player is given 3 respins.



### 15. Fire Blaze Hold & Respin Feature

Any **PRIZE** symbols that triggered the feature, and the prizes that appeared on them, are held in position during the bonus. Each open symbol position spins independently.



### 16. Fire Blaze Hold & Respin Feature

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



**17. Win Splash – Fire Blaze Hold & Respin Feature**

Win splash that appears when the **Fire Blaze Hold & Respin Feature** ends.

All prizes displayed on the symbols are paid to the player.



**18. Fire Blaze Hold & Respin Feature – Star Icon**

Any held **STAR** icon will transform to award the MAJOR, MINOR or MINI prize. These prizes can be won multiple times in each feature triggered.



**19. Fire Blaze Hold & Respin Feature – GRAND Prize**

When all symbol positions in all active **Reel Groups** are filled with **PRIZE** symbols, the player is awarded the GRAND prize.