

MONSTER DOMINATION

ENTER A WORLD RAVAGED BY CRAVING MONSTERS AND RAVENOUS CREATURES AT WAR IN MONSTER DOMINATION!

Monster Domination is a 5 by 3 classic feel slot game with monsters and zombies in a traditional Japanese art style.

Three characters vie to rule it: the powerful Frankenstein, the quick Siren, and the ruthless Carmilla. Which one will conquer the enemies and give you your rightful wealth?

Game type: Video Slot

Slot RTP (Return to Player): 96,56 %



MONSTER DOMINATION DETAILS

GENERAL INFORMATION

GAME TYPE	Video Slot
REELS / ROWS	5 / 3
PAYLINES	30
DEFAULT INITIAL BET (€)	0.90
DEFAULT MIN BET (€)	0.30
DEFAULT MAX BET (€)	90.00

GAME FEATURES

- **Battle Feature**
- **Buy Battle Feature**
- **Collectibles (Progressive)**
- **Scatters**
- **Free Spins**

PAYOUT

RETURN TO PLAYER (%)	Total: 96,56%
MAX COINCIDING WIN IN € *	5100 x Bet
HIT FREQUENCY	41.00%

*Coinciding win is expressed as highest paying combination of all paylines and features from a single bet recorded during simulation.

RESPONSIBLE GAMING

PLAYERS LIMITS	<ul style="list-style-type: none"> • Player and casino operator can set the following play limits: Bet & loss per day, week or month. Block all play for a specified period of time. Restrict session play length in minutes. • Playing for real is restricted by player account funds (i.e. can not play for credit).
OTHER	<ul style="list-style-type: none"> • Play for fun mode

TECHNICAL INFORMATION

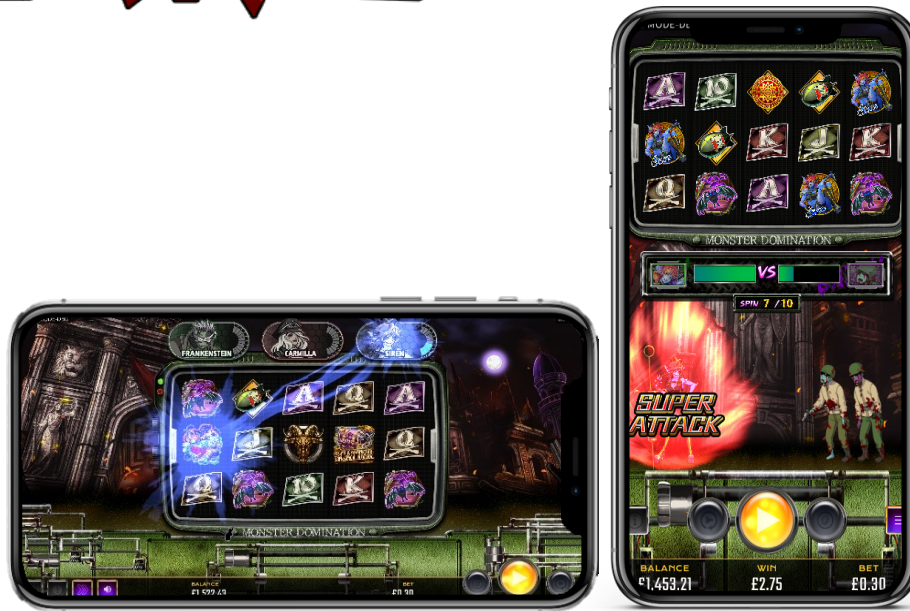
Note:

Only base game codes are needed to run the game.

GAME CODE DESKTOP	RTP 96,56%
Base game	GHG_MONSTER_DOMINATION
Game version	

GAME CODE MOBILE	RTP 96,56 %
Base game	GHG_MONSTER_DOMINATION
Game version	

GAME DESIGN

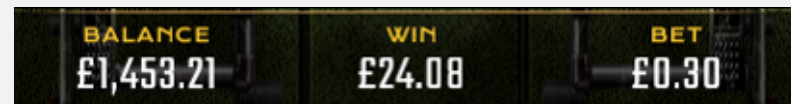


MOBILE LAYOUT



DESKTOP LAYOUT

BASE GAME DISPLAY INFORMATION - Desktop



BALANCE

Displays the current balance.

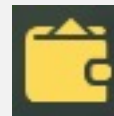
WIN

The win for the game round is displayed here.

BET

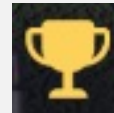
The total bet amount for the current game round.

BASE GAME DISPLAY INFORMATION - Mobile



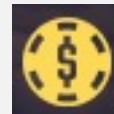
BALANCE

Displays the current balance.



WIN

The win for the game round is displayed here.



BET

The total bet amount for the current game round.

BASE GAME USER CONTROL INFORMATION

HOW TO PLAY



To play a game, press SPIN ▶.



To skip forward during a game, press SLAM STOP ▶▶.



To choose a bet, press BET MENU Ⓞ and select from the available options.



To modify a bet, press NUDGE DOWN — or NUDGE UP +.

AUTO PLAY



To play a number of games in succession, press AUTO PLAY MENU Ⓞ and select the number of games. Press SPIN ▶ to begin Auto Play.



To stop Auto Play, press CANCEL AUTO PLAY ■ during a game.

Auto Play may be set to automatically stop on other criteria.

BUY FEATURE



The Buy Feature triggers the Bottle Feature and awards 5 Free Spins on the next spin.

Quick Menu



To open the Quick Menu and pause the game, press QUICK MENU ≡.



Toggles the audio on 🔊 or off 🔇.



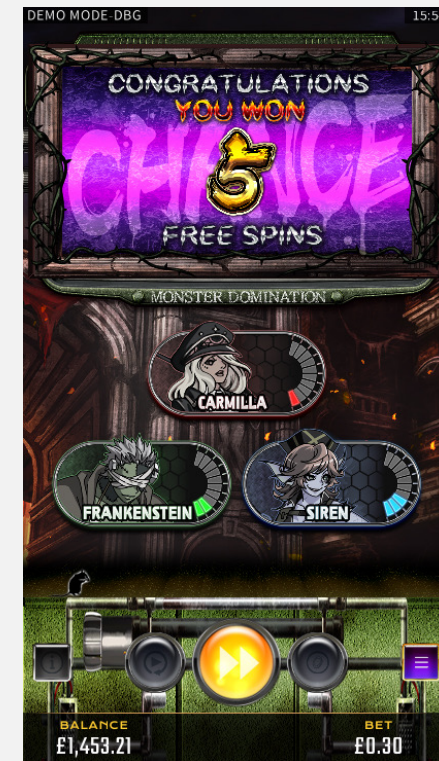
Toggles turbo speed on ⏩ or off ⏪.



Toggles left 🖱 or right 🖱 handed layout.

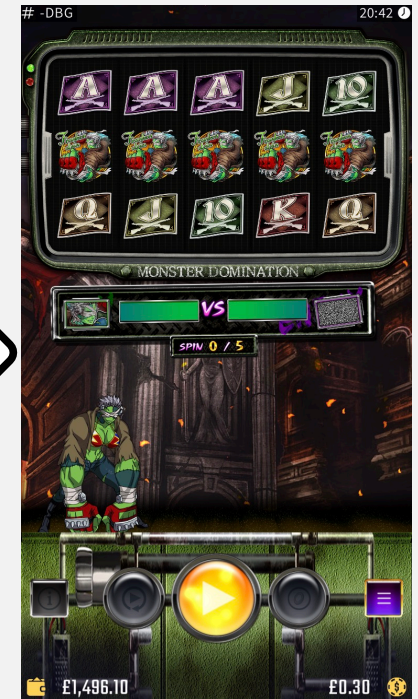
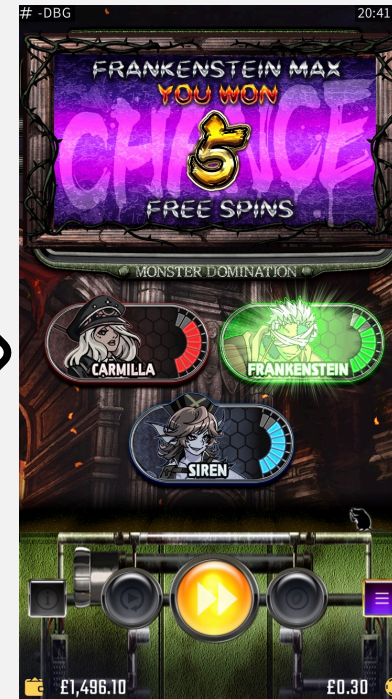
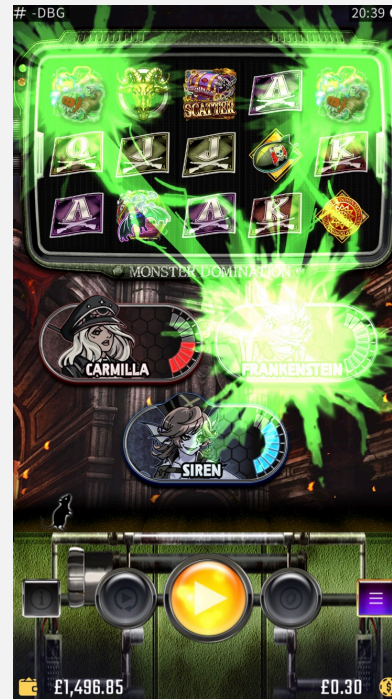
GAME FEATURE: SCATTER SYMBOLS

Landing 3 or more Scatters triggers the BATTLE FEATURE and awards 5 Free Spins.



GAME FEATURE: MONSTER POWER GAUGES

Landing Monster Power symbols on a spin in the base game will charge one of the Monster Gauges at random. Once a gauge hits 10 it empties and the BATTLE mode is triggered, awarding 5 free spins.



GAME FEATURE: BUY OPTION

Pressing the BUY Battle button opens the Battle Feature purchase dialog.



BUY FEATURE RTP: 97.61%

BUY FEATURE COST: 96x Base Bet

BUY Battle Feature is configurable
The total bet amount for the current game round.

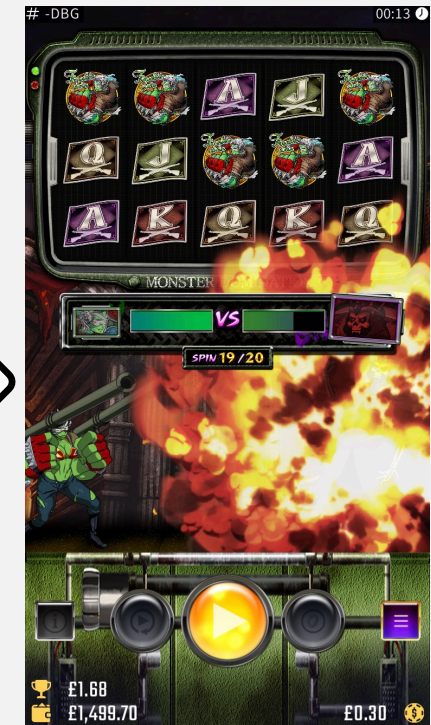
GAME FEATURE: BATTLE FEATURE

The Battle Feature is a ranking round battle system. Each defeated monster, within 5 free spins, awards another 5 free spins and a bonus prize. The size of the bonus prize is influenced by both the player monster and the defeated enemy type.



GAME FEATURE: BATTLE FEATURE

Landing Monster Symbols on the reels during the Battle Feature determine the strength of the attack on the enemy.



GAME FEATURE: BATTLE FEATURE

The size of the bonus prize is influenced by both the player monster and the defeated enemy type. Each enemy defeated increases the odds of receiving a larger bonus prize.



GAME SYMBOLS: HIGH AND LOW SYMBOLS



PIC A



PIC B



PIC C



PIC D



A



K



Q



J



10

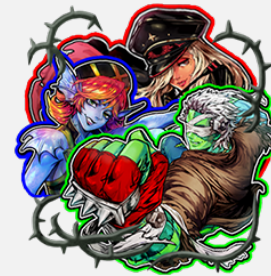
GAME SYMBOLS: SPECIAL AND BONUS



SCATTER



WILD



MONSTER POWER



CARMILLA



FRANKENSTEIN



SIREN

GAME PAYTABLE

SYMBOLS



5 = 500x
4 = 100x
3 = 40x
2 = 5x



5 = 100x
4 = 30x
3 = 15x
2 = 3x



5 = 60x
4 = 20x
3 = 15x
2 = 3x



5 = 40x
4 = 15x
3 = 10x



5 = 30x
4 = 15x
3 = 10x



5 = 25x
4 = 15x
3 = 10x



5 = 25x
4 = 15x
3 = 5x

SPECIAL SYMBOLS



Gives a chance to enter the battle feature.



Wilds substitute for all other symbols except Scatters and Monster power symbols.



Each MONSTER POWER symbol helps fill up the monster gauges.

MONSTER SYMBOLS

MONSTER SYMBOLS only appear in the BATTLE FEATURE. MONSTER SYMBOLS payouts are calculated using the **PAYLINE BET**.



5 = 500x
4 = 100x
3 = 40x
2 = 5x

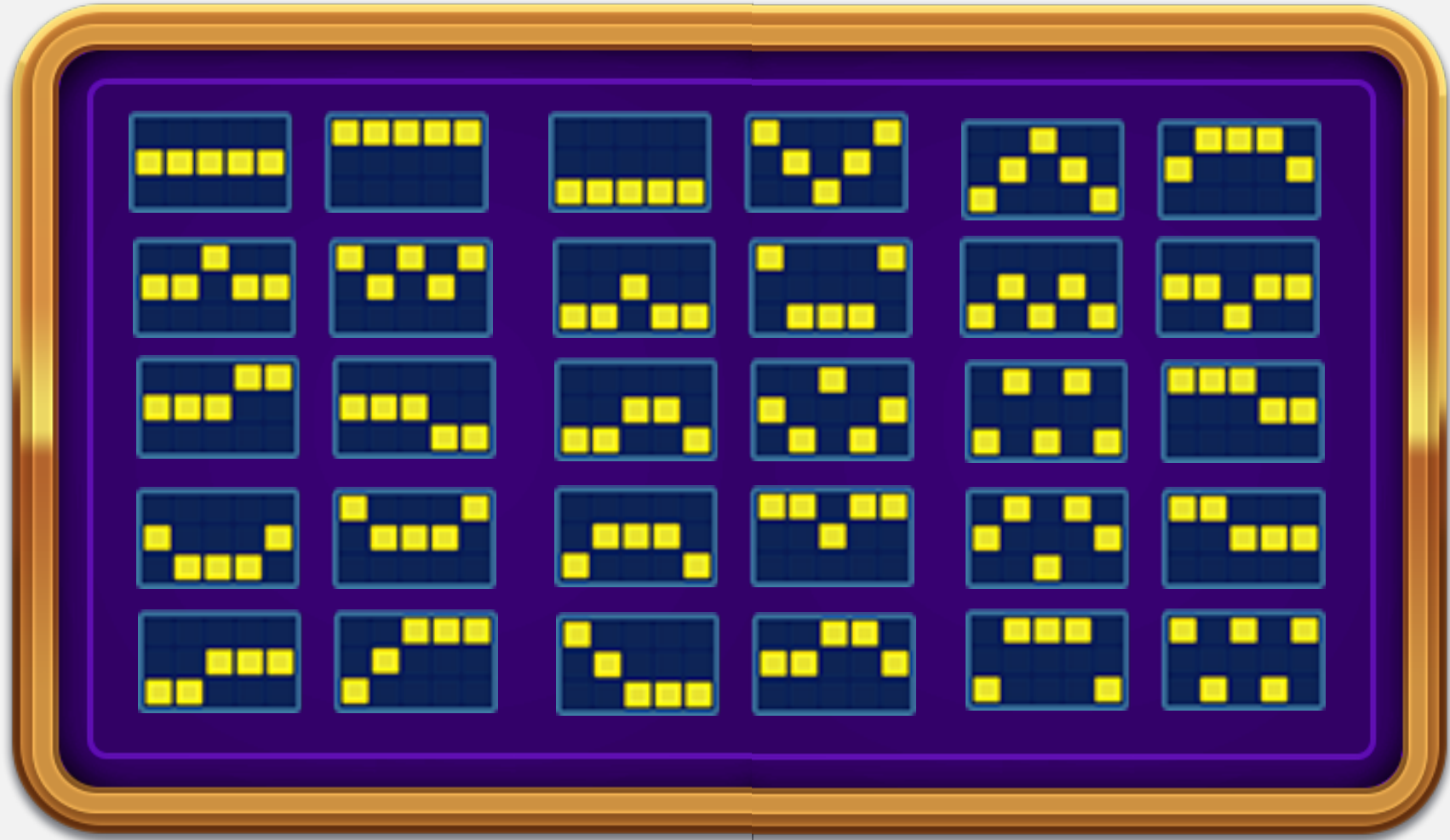
MONSTER SYMBOLS PAYS ANYWHERE ON REELS



5 = 5xBET
4 = 0.4xBET
3 = 0.3xBET
2 = 0.2xBET
1 = 0.1xBET

SYMBOL PAYOUTS ARE CALCULATED USING THE PAYLINE BET

PAYLINES



ADDITIONAL INFORMATION

RANDOM NUMBER GENERATOR (RNG)

Random Number Generator in use is standard Java SecureRandom, which produces cryptographically pseudo random number generator (CSPRNG).

MALFUNCTIONS

Malfunction in the game voids all pays.