# NINJA HERO GOEMON

In this original 5 x 3 slot game inspired by Japanese traditional culture, become GOEMON, the legendary ninja hero.

With various styles of weapons and ninjutsu, defeat mythical enemies in battle, multiply your winnings, and take your rewards.

**PREPARE YOURSELF, THE GLORY AND THE FORTUNE AWAITS YOU, NINJA !**

## General Information

| Game Type | Video Slot |
|---|---|
| Reels / Rows | 5 / 3 |
| Paylines | 30 |
| Default Bet Stops (€) | 0.30, 0.60, 0.90, 1.20, 1.50, 3.00, 4.50, 6.00, 9.00, 12.00, 15.00, 30.00, 45.00, 60.00, 90.00 |
| Default Min Bet (€) | 0.30 |
| Default Max Bet (€) | 90.00 |

## Game Features

| Battle Feature |
|---|

## Payout Details

| RTP | 96.47% |
|---|---|
| Maximum Win | 7300 x bet |
| Hit Frequency for Cash or Feature Wins | 33.72% |

## Technical Information

| Game Code Mobile | GHG_GOEMON |
|---|---|
| Game Code Desktop | GHG_GOEMON |
| Game Version | V0102 |
| Default Resolution (Mobile) | 477x815 (Portrait) 815x477 (Landscape) |

GAME DESIGN



MOBILE LAYOUT

DESKTOP LAYOUT

# BASE GAME DISPLAY INFORMATION

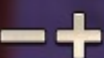

**BALANCE**
Displays the current balance.

**WIN**
The win for the game round is displayed here.

**BET**
The total bet amount for the current game round.

Golden Hero

## 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.



**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: **BATTLE FEATURE**

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

# GAME FEATURE: **BATTLE FEATURE (WEAPONS)**

GOEMON randomly picks a weapon before BATTLE. Each weapon has their own WEAPON SYMBOLS and their own bonus. BATTLE FEATURE ends when GOEMON was not able to defeat the enemy or was defeated after the final FREE SPIN.

# GAME FEATURE: **BATTLE FEATURE (WEAPONS)**



MULTIPLIER AND PRIZE BONUSES AWARDED AFTER EACH ENEMY DEFEATED.



PRIZE BONUS AWARDED AFTER EACH ENEMY DEFEATED.



BONUS AWARDS ONLY ON LEVEL 3 AND LEVEL 4 ENEMY'S DEFEATS.

BONUS AWARDS MULTIPLIER OR PRIZE RANDOMLY.

## GAME FEATURE: **BATTLE FEATURE (WEAPONS STRENGTH)**



| WEAPON SYMBOLS FOUND ON THE REELS DEFINE THE STRENGTH OF THE ATTACK | |
|---|---|
| 1 TO 2 SYMBOLS | **WEAK** |
| 3 TO 4 SYMBOLS | **MIDDLE STRENGTH** |
| 5 SYMBOLS | **ULTIMATE** |
| 0 SYMBOLS | **ENEMY'S ATTACK***  *Enemy's attack strength is defined randomly. |
| On the last spin, if Goemon cannot defeat the enemy with his attack, Goemon will be countered and defeated. | **ENEMY'S COUNTER** |

GAME FEATURE: **BATTLE FEATURE (ENEMY LEVELS)**

BATTLE FEATURE is a ranking battle system. Defeating the enemy within 5 free spins progresses GOEMON to a stronger enemy.
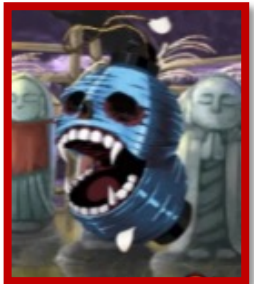
**LEVEL 4**
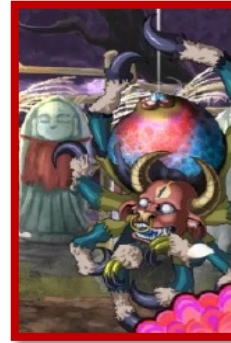
**LEVEL 3**

**LEVEL 2**

**LEVEL 1**

After every 4 defeated enemies GOEMON will loop back to face first enemy and Multiplier Bonus will revert to 0.

**EVERY ENEMY DEFEATED AWARD 5 MORE FREE SPINS.**

GAME FEATURE: **BATTLE FEATURE (WINNING BATTLES)**

With 3 weapon symbols on the reels, GOEMON makes an attack on the enemy.

GOEMON managed to defeat the enemy

Chest bonuses appear according to GOEMON's weapon's bonus

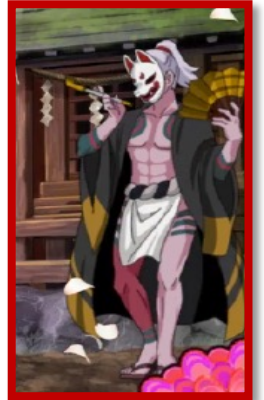GAME FEATURE: **BATTLE FEATURE (WINNING BATTLES)**



✴ MULTIPLIER BONUS multiplies the round's PRIZE BONUS amount each time 2 chests are awarded.
✴ Every MULTIPLIER BONUS granted by defeating an enemy accumulates each round.
✴ MULTIPLIER BONUS accumulation resets if GOEMON is defeated, or if the Level 4 enemy defeated.

# GAME SYMBOLS



HIGH 1

HIGH 2

SCATTER

WILD

WEAPON 1

WEAPON 2

WEAPON 3

LOW 1

LOW 2

LOW 3

LOW 4

LOW 5

LOW 6

# PAYTABLE

Symbol payouts are calculated using the PAYLINE BET.

| | |
|---|---|
|  | 5 = 3000x<br>4 = 300x<br>3 = 50x<br>2 = 5x |
|  | 5 = 150x<br>4 = 50x<br>3 = 15x |
|  | 5 = 500x<br>4 = 75x<br>3 = 25x<br>2 = 3x |
|  | 5 = 100x<br>4 = 25x<br>3 = 10x |

# PAYTABLE

Scatters win anywhere on the reels.

Weapon symbol payouts are calculated using the PAYLINE BET. Each weapon has a different associated with it. This bonus is awarded by defeating enemies.

PAYLINES

## ADDITIONAL GAME INFORMATION

**Random Number Generator (RNG)**

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

The Random Number Generator in use has been tested and approved towards jurisdiction specific requirements by Gaming Laboratories International, which is accredited group of companies with globally present testing laboratories.

**Malfunctions**

Malfunction in the game voids all pays.