

WILDS

Many winters passed since the grand collapse, survivors gathered, the old clans revived and the knights of the old machines became the gods of the new era. The ancient roads are alive again and the new wars fought on their back. The winner takes it all!

A high volatility video slot with the signature Wild Reel feature, Cascades, All ways, All types of Wilds with multipliers, Wilds, Unbreakable Wilds, Expanding Wilds, a Bomb feature that triggers new cascades and unlocks the power of the Wild Reel and a Free Spins bonus game with retriggerers, an superpowered Wild Reel!

ID: 10268



Peter & Sons



Global release

JULY 4, 2022



RTP

96%



HIT Frequency

26.79%



Volatility

HIGH



Default Max win

€500,000



Paylines

1,024



Default bet size

€2



Default bet range

€0.2 - €50



Default coin range

0.02 - 5



Default max multiplier

X 10,000

Key selling points

Big win potential.

Wilds of all kinds.

Wild reel feature.

Beautiful Visuals.

Retentive gameplay.



Target demographic

Oriented towards a western audience.

Players looking for cascading games.

Younger player audience.



Game features

FREE SPINS

Free spins are triggered when 3 or more scatter symbols land on the reels. Free spins are played with the same features as in the Main game. 3 Scatter award 10 free spins. Each additional scatter awards 1 additional free spin. Only unlocked features are enabled during free spins.

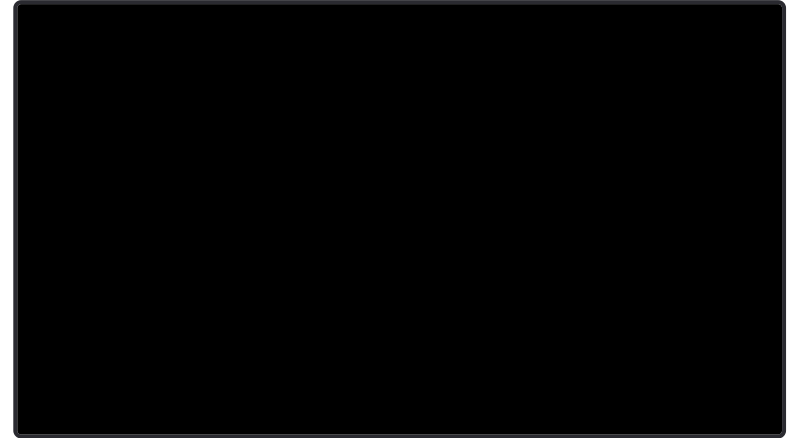
- 3 or more scatters retrigger 10 Free Spins
- 1 scatter awards an extra free spin.
- 2 scatter trigger the Bomb feature

The Wild Reel in free spins can have multipliers 1-10.



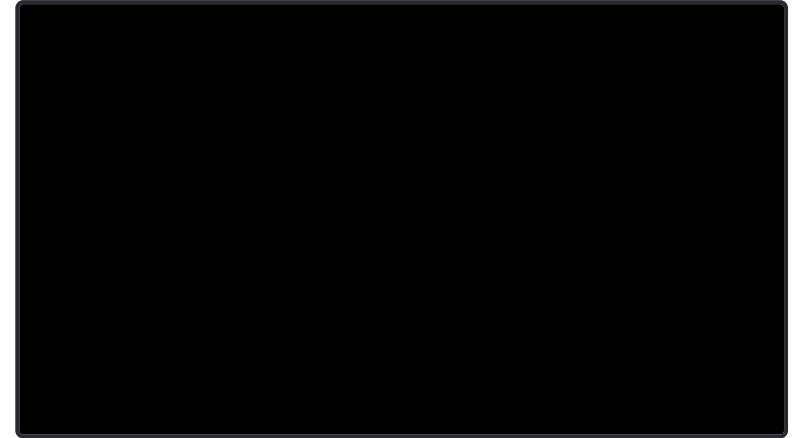
BOMB FEATURE

When 2 scatters are present in the panel at the end of all cascades they get collected and explode removing the symbols in a 3x3 square around the scatter and triggering an additional cascade. 2 Bomb features increases the tier level of the Wild Reel.



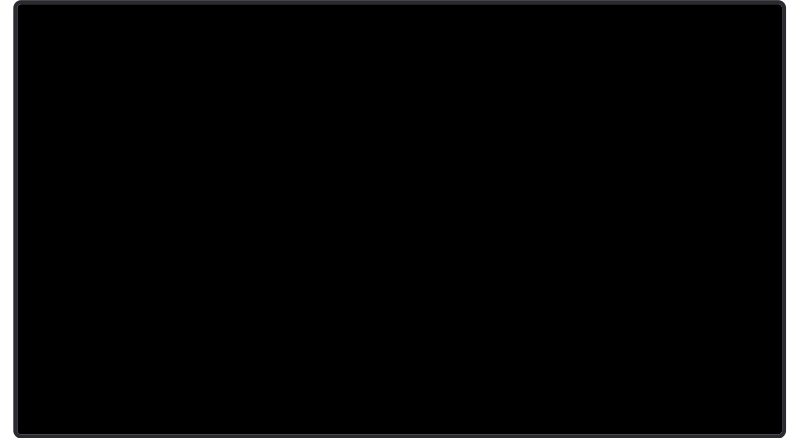
WILD REEL

The Wild Reel can contain Wilds, Unbreakable Wilds, Expanding Wilds and Blanks along with multipliers that depend on the tier the player is currently on. • Tier 0: the reel can have Wilds and blanks. • Tier 1: the reel can have Wilds with multipliers and blanks. • Tier 2: the reel can have Wilds, Unbreakable Wilds with multipliers and blanks. • Tier 3: the reel can have Wilds, Unbreakable Wilds, Expanding Wilds with multipliers and blanks. When there is a win in the current pay window, the symbols present in the Wild Reel will drop down first, followed by the symbols from cascading reels. To advance from one tier to the next, 2 Bomb features need to be activated.



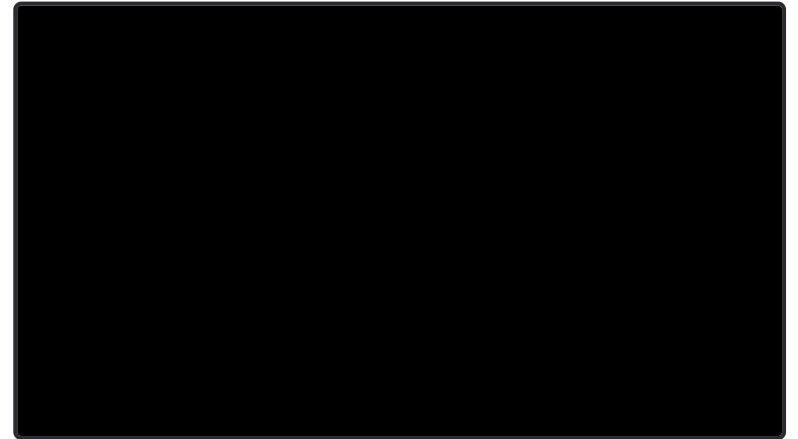
UNBREAKABLE WILD

Unbreakable Wilds are not removed even when they participate in a win, remaining in the panel until the cascade is over.



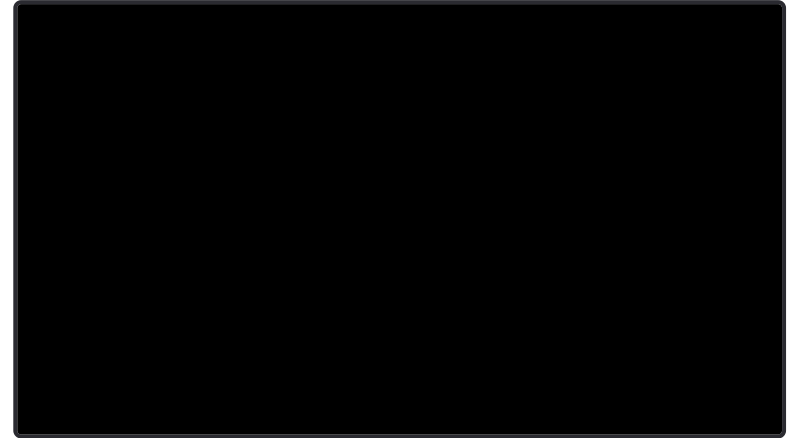
EXPANDING WILD

Expanding Wilds expand to cover the entire reel. Expanding wilds do not convert scatters or unbreakable wilds.



CASCADES

Wins trigger a cascade. Symbols producing a win are removed, the symbols present in the Wild Reel drop down first, filling the gaps, followed by the symbols from cascading reels filling the remaining gaps. Cascades will continue until there are no further wins.



Game rules

Welcome to the Wild One, a high volatility Video Slot with the signature Wild Reel feature, Cascades, All ways, All types of Wilds with multipliers, Wilds, Unbreakable Wilds, Expanding Wilds, Bomb feature that trigger new cascades and unlock the power of the Wild Reel and a Free Spins bonus game with retriggers, an superpowered Wild Reel!

ABOUT THE GAME

Many winters passed since the grand collapse, survivors gathered, the old clans revived and the knights of the old machines became the gods of the new era. The ancient roads are alive again and the new wars fought on their back. The winner takes it all!

MAIN GAME

The main game has a 5×4 panel with All Ways evaluated from left to right and up to 1024 Ways to win. Only the highest winning combination is paid per paying way. Wins on different paying ways are added. Malfunction voids all pays and plays. Wins trigger a cascade. Symbols producing a win are removed, the symbols present in the Wild Reel drop down first, filling the gaps, followed by the



symbols from cascading reels filling the remaining gaps. Cascades will continue until there are no further wins.

- When 2 scatters land on the reels it triggers the Bomb feature.
- When 3 scatters land on the reels it unlocks the Free spins bonus game.

WILD REEL

The Wild Reel can contain Wilds, Unbreakable Wilds, Expanding Wilds and Blanks along with multipliers that depend on the tier the player is currently on.

- Tier 0: the reel can have Wilds and blanks.
- Tier 1: the reel can have Wilds with multipliers and blanks.
- Tier 2: the reel can have Wilds, Unbreakable Wilds with multipliers and blanks.
- Tier 3: the reel can have Wilds, Unbreakable Wilds, Expanding Wilds with multipliers and blanks.

When there is a win in the current pay window, the symbols present in the Wild Reel will drop down first, followed by the symbols from cascading reels. To advance from one tier to the next, 2 Bomb features need to be activated.



BOMB FEATURE

When 2 scatters are present in the panel at the end of all cascades they get collected and explode removing the symbols in a 3×3 square around the scatter and triggering an additional cascade. 2 Bomb features increases the tier level of the Wild Reel.

WILDS

Wilds substitute all other symbols except the Scatter symbol.

UNBREAKABLE WILDS

Unbreakable Wilds are not removed even when they participate in a win, remaining in the panel until the cascade is over.

EXPANDING WILDS

Expanding Wilds expand to cover the entire reel. Expanding wilds do not convert scatters or unbreakable wilds.



FREE SPINS

Free spins are triggered when 3 or more scatter symbols land on the reels. Free spins are played with the same features as in the Main game. 3 Scatter award 10 free spins. Each additional scatter awards 1 additional free spin. Only unlocked features are enabled during free spins.

- 3 or more scatters retrigger 10 Free Spins
- 1 scatter awards an extra free spin.
- 2 scatter trigger the Bomb feature

The Wild Reel in free spins can have multipliers 1-10.



Payout

High symbols



6 - €5
5 - €1.50
4 - €1
3 - €0.40



6 - €3
5 - €1
4 - €0.80
3 - €0.30



6 - €1.50
5 - €0.85
4 - €0.70
3 - €0.23



6 - €1
5 - €0.80
4 - €0.50
3 - €0.20



6 - €0.80
5 - €0.50
4 - €0.40
3 - €0.20



6 - €0.80
5 - €0.50
4 - €0.40
3 - €0.20

Low symbols



6 - €0.50
5 - €0.30
4 - €0.20
3 - €0.15



6 - €0.50
5 - €0.30
4 - €0.20
3 - €0.15



6 - €0.30
5 - €0.20
4 - €0.15
3 - €0.10



6 - €0.30
5 - €0.20
4 - €0.15
3 - €0.10



6 - €0.30
5 - €0.20
4 - €0.15
3 - €0.10



Game menus

Game Panel



Expand this image

- A - Menu** - Opens the Menu and access Paytable, Game rules and History are available from the menu.
- B - Sound** - Enable/Disable sounds and music.
- C - Balance** - Displays the player's account balance.
- D - Win** - Displays the win for the current or last win payout step.

E - Bet - Displays the current bet.

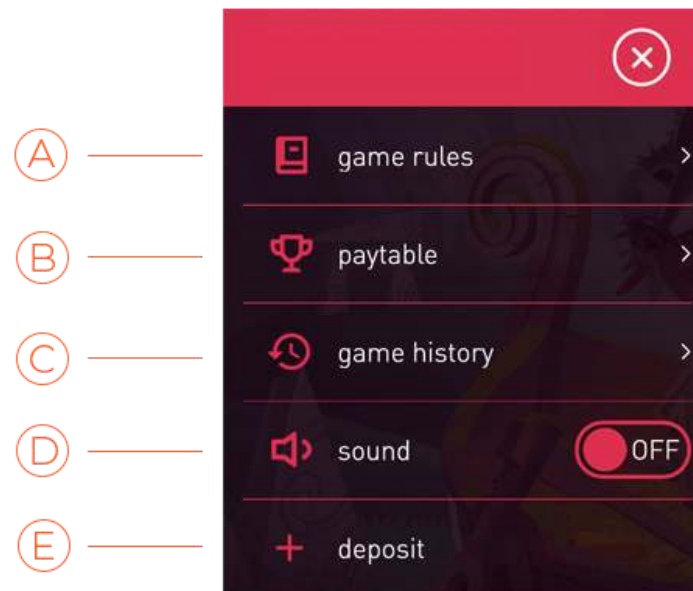
F - Fast play - Enable/Disable fast play mode.

G - Autospin - Opens up the autoplay options.

H - Spin - Places the bet and spins the reels. When the reels are spinning, the spin button transforms into the Stop Button.

Pressing the Stop Button stops the reels immediately.

Options Panel



Expand this image

A - Game rules - Displays the rules of the game.

B - Paytable - Opens the paytable.

C - Game History - Opens the game history.

D - Sound - Sound on/off.

E - Deposit - Opens deposit url.



Additional information

HOW TO CALCULATE PAYLINE WINS

- To calculate the total 1024 Ways to Win win, add all the symbol wins together.
- To calculate a single symbol win, count the number of consecutive reels that contain the symbol, starting from the left.
- If the number of consecutive reels containing the symbol is 3 or greater counting from the left, find the corresponding win amount in the dynamic pay table.
- If any of the reels contain more than 1 instance of the symbols, the win will be multiplied. Multiply the number of symbols on each of the reels to get the final multiplier. For example: if the first reel contain 2 symbols, the second reel has 3 symbols and the third reel has 2 symbols, the total multiplier is counted as follows: $2 \times 3 \times 2 = 12$ (total multiplier).
- The above doesn't include any Free Spin symbols which pay scattered.
- All Way Wins are summed together after the spin.



All dates and times are shown in Central European Time (CET).

