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GRS2205-3-Rotiki Rules and Settings

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Rotiki

Rotiki is a video slot played on a 6x8 grid. 5+ matching symbols connected horizontally/vertically in a cluster award a win. Winning symbols are held. New symbols replace non-winning symbols, provided via reel rotation. Only the highest combination per cluster is paid.

Forming a win on the initial spin awards 3 re-spins. During re-spins, existing clusters can be extended with matching symbols touching horizontally/vertically. New clusters can also be created. Filling a horizontal row with winning symbols (any), awards 3 additional re-spins.

Wild symbols substitute for all regular symbols and contribute to cluster creation and filling rows/grid. When re-spins end, Wild symbols connected to a winning cluster are checked one-by-one for Tiki Magic. A qualifying Wild symbol is checked only once during the game round. The Tiki Magic powers are:

- **WHAKAREI:** can only be performed when part of one cluster. The respective cluster is upgraded to a random mask (high-paying) symbol. Mask symbols are upgraded to a more valuable mask symbol.
- **HANUMI:** can only be performed when part of more than one cluster. All connected clusters merge together as one, creating a larger cluster. When merging, the highest valued symbol is always chosen from those available. Clusters cannot merge into Wild symbols.

When Tiki Magic is revealed, it is performed immediately. Should the respective power fill any row, a new re-spin sequence starts immediately. Any unchecked Wild symbols wait until the next opportunity, or if the entire grid is filled. When all re-spins end, all qualifying Wild symbols have been checked, and no further Tiki Magic powers are possible, the game round is over and winning combinations are paid.

Filling the grid with winning symbols (any), triggers the Treasure Room bonus game. Pick tiles to reveal hidden contents, until no picks remain. The initial number of picks is equal to the number of remaining unused re-spins from the base game (carried over). The bonus game features fair math and that is reflected in the probabilities of selecting items.

There are 48 tiles in total. Each pick reduces the remaining numbers of picks by 1. There are 32 x neutral tiles, which have no functionality. There are 9 x multiplier tiles, which increase the multiplier by one when chosen. The multiplier starts at x1. There are 6 x extra pick tiles, which immediately provide 5 extra picks when chosen. There is 1 x special tile, which immediately awards the maximum multiplier of x10 when chosen. The final multiplier is applied to the winnings from the triggering spin and paid accordingly. The bonus game ends when no picks remain, or when the maximum multiplier of x10 is reached – whichever occurs first. There is no additional award for unused picks, should that scenario occur.



There is no best strategy in the Treasure Room (bonus game).

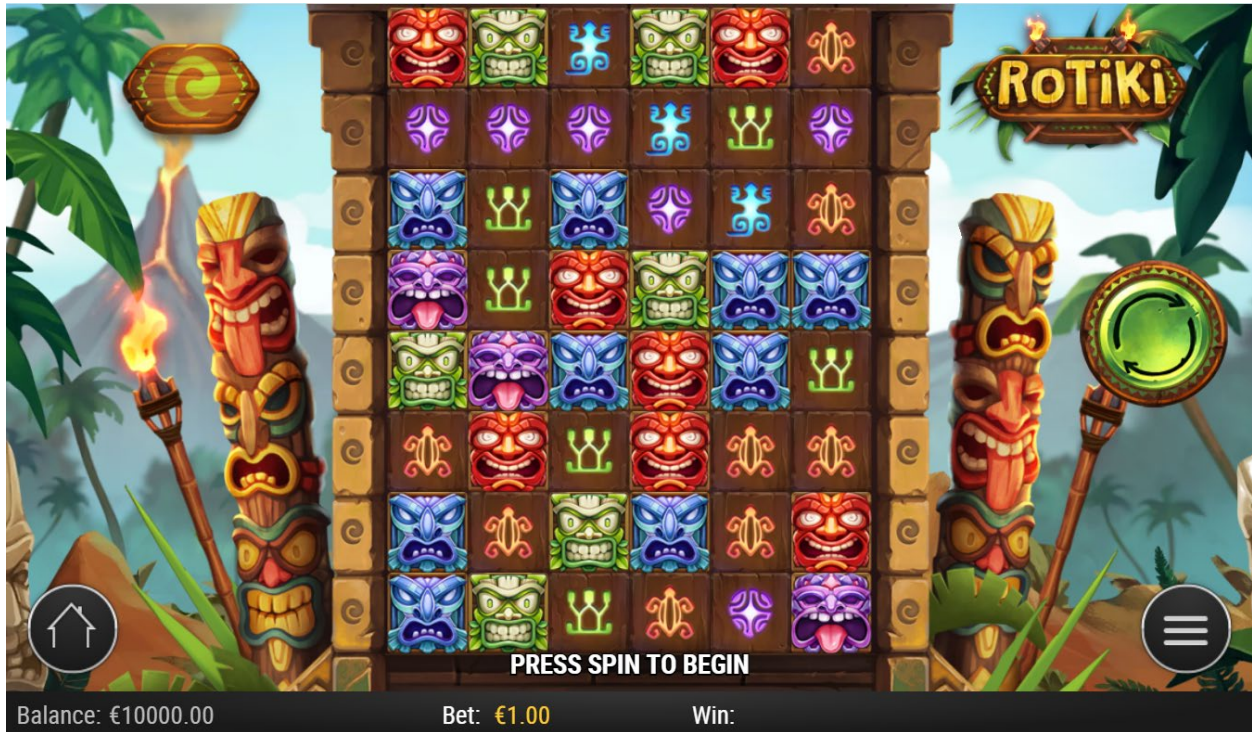
Desktop

GID	rotiki
Game Id	624
Version	1.0



Mobile

GID	rotikimobile
Game Id	100624
Version	1.0



Math Model

Number of Reels:	6x8 (Grid)
Number of Coins:	Fixed 5
Number of Paylines:	Fixed 1
Denominations¹:	0.01 0.02 0.03 0.04 0.05 0.06 0.08 0.10 0.12 0.16 0.20 0.30 0.40 0.50 0.60 0.70 0.80 0.90 1.00 2.00 3.00 4.00 5.00 6.00 7.00 8.00 9.00 10.00 15.00 20.00 Default values are bolded.
Minimum Bet (*):	0.05
Maximum Bet (*):	100.00
Maximum Exposure (*):	100 000
Probability of Maximum Exposure:	1 in 21541
Volatility:	8 HIGH
Free Game Support:	YES

RTP Configurations					
default ¹	96	94	91	87	84
96.20%	96.20%	94.20%	91.20%	87.20%	84.20%

¹Default values may vary depending on the market.

Paytable

Paytable represented as a "x total bet" value.

Symbol	HP4	HP3	HP2	HP1	LP4	LP3	LP2	LP1
48	100	80	60	40	20	20	20	20
40+	50	40	30	20	10	10	10	10
35+	25	20	15	10	5	5	5	5
30+	20	15	10	6	3	3	3	3
25+	15	10	6	4	2	2	2	2
20+	7	5	3	2	1	1	1	1
15+	5	3	2	1,2	0,6	0,6	0,6	0,6
10+	2	1,6	1,2	0,8	0,4	0,4	0,4	0,4
5+	1	0,8	0,6	0,4	0,2	0,2	0,2	0,2

Casino Standard Rules and Settings

WIN CALCULATION AND BETS:

- 1) Maximum wins are inclusive of the origin bet and based on the default bets for games
- 2) Underlined and bold values are default settings
- 3) Default settings can be changed by the operator
- 4) If the default settings/bets are altered, the maximum wins will be altered as well

CURRENCY:

- 1) All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP.
- 2) Other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- 3) All currency is marked with an asterisk (*) next to the caption in all tables.