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Document Designation

GRS2199-3-Def Leppard Hysteria

Date

2021-12-09 11:03 AM

Info Class

PROPRIETARY

Edition Number

A

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# Def Leppard: Hysteria

Def Leppard: Hysteria is a 5x7 cascading grid slot.

Symbols drop into the grid to create wins. 5 or more adjacently connected symbols in a cluster award a win. Only the highest win in the cluster is paid. Winning symbols are removed. New symbols cascade down to fill the gaps. Multiple clusters of the same symbol that are not connected are paid as separate clusters.

**BREAK IT UP:** On random non-winning spins, symbols shuffle into new positions and 3 to 6 WILDS are added.

**FIRE ME UP:** Every spin, the charge meter selects a random symbol (except WILD), win with that symbol to fill the charge meter. Once the meter is filled and there are no more wins on a cascade, feature is activated, adding 3 to 6 WILDS to the grid. Charge meter resets after the feature has been activated and can be charged again with the same criteria. Charge meter is filled by collecting 4 selected symbol wins. Only the selected symbol wins are collected to charge the meter, WILDS excluded.

**POUR SOME SUGAR ON ME FREE SPINS:** Winning on an indicated position activates a letter (SUGAR), activate all letters in a single spin to win 5 FREE SPINS. Charge meter works the same way as in the base game but instead it awards DROPPING MULTIPLIER WILDS. WILD drops 1 step down on every cascade, (destroying the symbol below it) increasing its MULTIPLIER by 1 with up to a maximum of x7. If more than 1 MULTIPLIER WILD is in a cluster, only the highest MULTIPLIER will apply.

**SUGAR ME SWEET:** On a non-winning spin during FREE SPINS, 6 to 9 random symbols are selected and transformed into symbols selected in the charge meter. All symbols can be selected to transform except for the symbol in the charge meter.

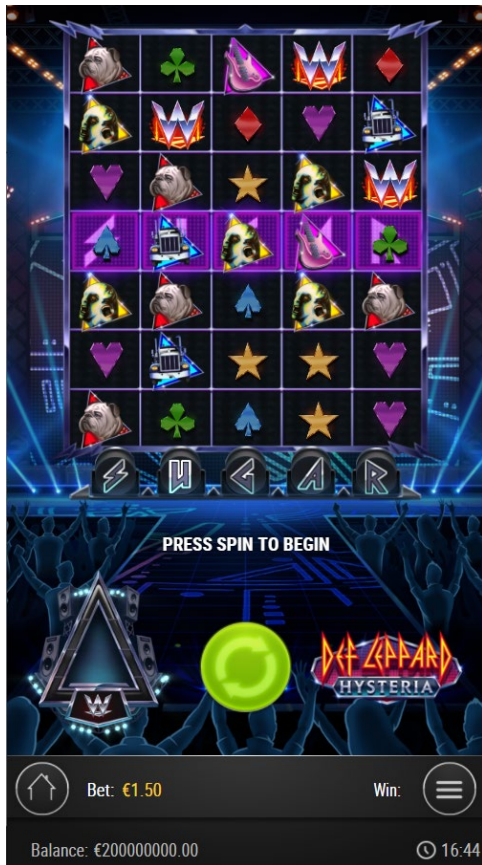
# Desktop

GID	defleppard
Game Id	612
Version	1.0



# Mobile

GID	defleppardmobile
Game Id	100612
Version	1.0



# Math Model

<b>Number of Reels:</b>	5
<b>Number of Coins:</b>	Fixed 10
<b>Number of Paylines:</b>	Fixed 1
<b>Denominations<sup>1</sup>:</b>	<b>0.01 0.02 0.03 0.04 0.05</b> 0.06 0.07 <b>0.08</b> 0.09 <b>0.10</b> <b>0.15 0.20</b> 0.30 0.40 <b>0.50</b> 0.60 0,70 <b>0.75</b> 0.80 0.90 <b>1.00</b> 1.50 <b>2.00 3.00</b> 4.00 <b>5.00</b> 6.00 7.00 <b>7.50</b> 8.00 9.00 <b>10.00</b> Default values are bolded.
<b>Minimum Bet (*):</b>	0,10
<b>Maximum Bet (*):</b>	100,00
<b>Maximum Exposure (*):</b>	1 000 000
<b>Probability of Maximum Exposure:</b>	< 1 / 1 000 000 000
<b>Volatility:</b>	6 MEDIUM
<b>Free Game Support:</b>	YES

RTP Configurations					
default <sup>1</sup>	96	94	91 <sup>2</sup>	87 <sup>2</sup>	84 <sup>2</sup>
<b>96.27%</b>	96.27%	94.27%	91.27%	87.28%	84.28%

<sup>1</sup>Default values may vary depending on the market.

# Paytable

Paytable represented as a "x total bet" value.

Symbol	5	6	7	8	9	10+	12+	15+
HP4	2	4	6	10	15	20	100	1000
HP3	1.5	3	5	7.5	10.5	15	30	500
HP2	1	2	3	5	7	10	20	200
HP1	0.6	1	1.5	2	3	4	8	80
LP5	0.3	0.5	0.7	1	1.5	2	4	40
LP4	0.2	0.3	0.5	0.7	1	1.5	3	30
LP3	0.2	0.3	0.5	0.7	1	1.5	3	30
LP2	0.1	0.2	0.3	0.5	0.7	1	2	20
LP1	0.1	0.2	0.3	0.5	0.7	1	2	20

# 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.