

TOWERING PAYS EXCALIBUR

Wield the magical power of the legendary sword, Excalibur, in this Towering Pays™ Excalibur slot game. The next instalment of Games Lab's innovative Towering Pays™ system brings players a powerful new Quest Bet option, allowing them to trigger a Hold & Spin and collect shields baring big prizes. A feature wheel is used to award one of 6 different features, including the Hold & Spin if the Quest Bet is enabled.

ID: 10097

REELPLAY



Global release

**FEBRUARY 3,
2022**



RTP

95,58%



HIT Frequency

64%



Volatility

MEDIUM-HIGH



Default Max win

162.500 €



Paylines

15



Default bet size

25 €



Default bet range

25 € - 2 500 €



Default coin range

0,25 - 25



Default max multiplier

X 6 500

Key selling points

Towering Pays play with triggering Towers on reels 1,2 and 3

Feature Wheels with chance for 4 different features

Quest Bet. An ante bet enabling a Hold and Spin feature

Win Spins. Guaranteed wins when Excalibur holds on reels 1,2 and 3

Target demographic

Players who enjoy increasing reel configurations

Players who enjoy collecting prizes in Hold and Spin features

Players who enjoy Feature Wheels and compounding feature wins

Game features

Feature Wheel

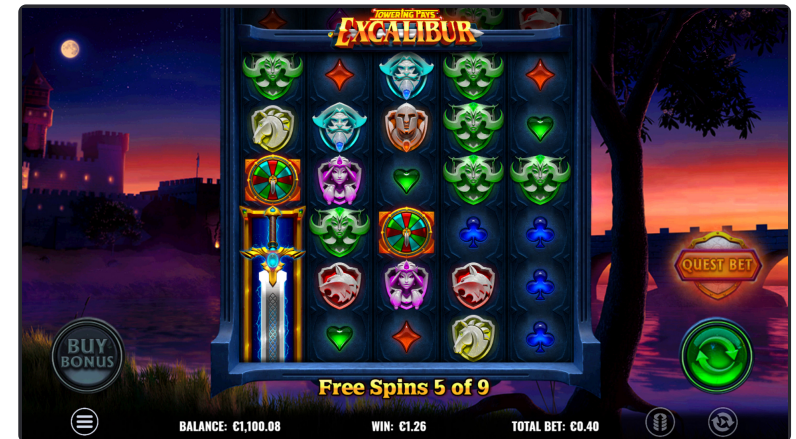
A Feature Wheel feature is activated when the Feature Wheel symbol appears in the active grid on reels 1, 3 and 5. Normal game Feature Wheel The first Feature Wheel will award a better feature wheel, the Lancelot free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet). The second Feature Wheel, if activated, will award a better feature wheel, the Merlin free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet). The third Feature Wheel, if activated, will award the best (fourth) feature wheel, the Arthur free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet). The fourth Feature Wheel, if activated, will award Camelot free spins, or a



number of Win Spins (or a Hold & Spin, if playing the Quest Bet). Free spin Feature Wheel All Feature Wheels will only award a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

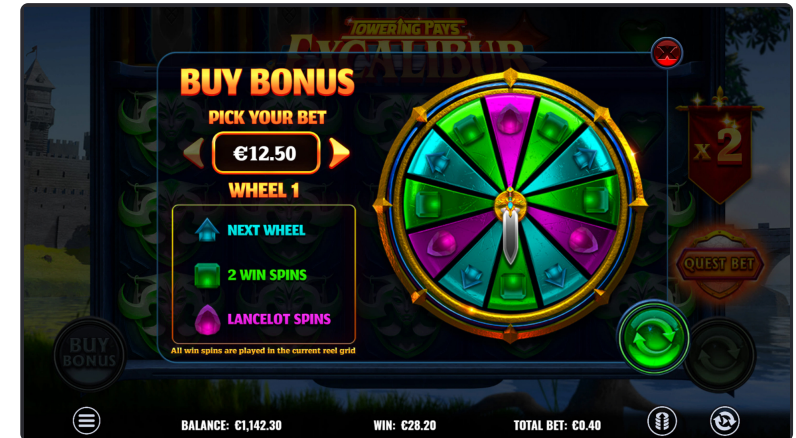
Win Spins

On each Win Spin, Excalibur will cover the reels 1, 2 and 3 in the current grid, while reels 4 and 5 then spin. Excalibur Magic then activates to award a guaranteed win per spin. Win Spins grids do not increase.



Buy Bonus

The player may opt to purchase an instant Buy Bonus Free Spin Feature ("Buy Bonus"). The cost to buy is 1250 or 2000 units, multiplied by any incremental bet increase over minimum. The Buy Bonus uses the current unit stake for all Buy Bonus Free Spins. The Buy Bonus awards either 2, 3, 5 or 7 Win Spins, or one of the Free Spin Features, from a Feature Wheel. All Buy Bonus Win Spin features are played in the 5x8 game grid. Higher Buy Bonus unit cost adjusts the feature wheel used to determine the feature awarded. Rules for the Buy Bonus feature awarded are identical to the corresponding Feature.



Excalibur Magic

Excalibur appears on reels 1, 2 and 3 in normal play, Lancelot and Merlin features. Excalibur appears on reels 1, 2, 3 and 4 in Arthur and Camelot features, other than in the Camelot 5x8 game grid. Excalibur may appear on all reels in the Camelot feature 5x8 game grid. All Excalibur reel positions change to the same random symbol, if any appear after a spin.



Avalon Feature

The Avalon Feature is triggered when Excalibur appears in at least one position on each of reels 1, 2 and 3 in the 5x8 grid, in normal play. The first Avalon Feature Wheel will award the second feature wheel, or the Lancelot or Merlin free spins (or a Hold & Spin, if playing the Quest Bet). The second Avalon Feature Wheel, if activated, will award the third feature wheel, or the Merlin or Arthur free spins (or a Hold & Spin, if playing the Quest Bet). The third Avalon Feature Wheel, if activated, will award the best (fourth) feature wheel, or the Arthur or Camelot free spins (or a Hold & Spin, if playing the Quest Bet). The fourth Avalon Feature Wheel, if activated, will award Camelot free spins or a Hold & Spin feature, if playing the Quest Bet. The fourth Avalon Feature Wheel, if activated, will award Camelot free spins or Camelot free spins and a



200x Bet bonus, if not playing the Quest Bet.
Stage Play is reset at the end of the Avalon
Feature.

Game rules

Wild Symbol

King Arthur is Wild and substitutes for all other symbols except Excalibur, Shield and Feature Wheel.

Pay Direction

All symbols pay Left to Right only, except Feature Wheel and Shield, which pay Any.

Excalibur Magic

Excalibur appears on reels 1, 2 and 3 in normal play, Lancelot and Merlin features.

Excalibur appears on reels 1, 2, 3 and 4 in Arthur and Camelot features, other than in the Camelot 5×8 game grid.

Excalibur may appear on all reels in the Camelot feature 5×8 game grid.

All Excalibur reel positions change to the same random symbol, if any appear after a spin.

Quest Bet Option

A Quest Bet of 15 units may be played to enable a Hold & Spin feature.

Excalibur may change to Shield symbols, if the Quest bet is played.

The Hold & Spin may be triggered by any Feature Wheel, or from Excalibur Magic, where 6 or more Shield symbols occur.

The Quest Bet is incrementally multiplied by any incremental increase in the base wager.

Stage Play

The game begins in a 5 reel, 3 row grid ("5×3"), with 15 paylines.

Whenever Excalibur appears in at least one position of each reel that has Excalibur symbols (other than in Win Spins), play progresses to the next stage.

Each stage adds 1 additional row and 10 extra paylines.

Stage progression continues in this manner until there are 5 reels and 8 rows in play ("5×8 grid").

Stage Play is reset at the end of the Avalon Feature.

Symbols on additional rows only become enabled on the next spin of the game reels.

Each bet level has independent progression through stages.

Prize Multiplier

A prize multiplier may occur on any winning spin.

The maximum prize multiplier is x2, x3, x4, x5, x7 or x10, in the 5×3, 5×4, 5×5, 5×6, 5×7 or 5×8 game grids, respectively.

Prize Multiplier only applies to line wins from the current spin, and is not applied to features triggered from that spin.

Feature Wheel

A Feature Wheel feature is activated when the Feature Wheel symbol appears in the active grid on reels 1, 3 and 5.

Normal game Feature Wheel

The first Feature Wheel will award a better feature wheel, the Lancelot free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

The second Feature Wheel, if activated, will award a better feature wheel, the Merlin free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

The third Feature Wheel, if activated, will award the best (fourth) feature wheel, the Arthur free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

The fourth Feature Wheel, if activated, will award Camelot free spins, or a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

Free spin Feature Wheel

All Feature Wheels will only award a number of Win Spins (or a Hold & Spin, if playing the Quest Bet).

Win Spins

On each Win Spin, Excalibur will cover the reels 1, 2 and 3 in the current grid, while reels 4 and 5 then spin.

Excalibur Magic then activates to award a guaranteed win per spin.

Win Spins grids do not increase.

Avalon Feature

The Avalon Feature is triggered when Excalibur appears in at least one position on each of reels 1, 2 and 3 in the 5×8 grid, in normal play.

The first Avalon Feature Wheel will award the second feature wheel, or the Lancelot or Merlin free spins (or a Hold & Spin, if playing the Quest Bet).

The second Avalon Feature Wheel, if activated, will award the third feature wheel, or the Merlin or Arthur free spins (or a Hold & Spin, if playing the Quest Bet).

The third Avalon Feature Wheel, if activated, will award the best (fourth) feature wheel, or the

Arthur or Camelot free spins (or a Hold & Spin, if playing the Quest Bet).

The fourth Avalon Feature Wheel, if activated, will award Camelot free spins or a Hold & Spin feature, if playing the Quest Bet.

The fourth Avalon Feature Wheel, if activated, will award Camelot free spins or Camelot free spins and a 200x Bet bonus, if not playing the Quest Bet.

Stage Play is reset at the end of the Avalon Feature.

Free Spin Feature Play

The feature awarded commences after any Excalibur Magic.

All features award 6 free spins and start play in the 5×3 grid.

All features are played at the bet of the triggering game.

1 extra free spin is awarded whenever Excalibur appears in at least one position of the active grid on each reel that has Excalibur symbols.

Lancelot Free Spins

6 Free Spins, during which a prize multiplier may occur on any win.

1 extra free spin is awarded whenever Excalibur appears in at least one position of the active grid on each of reels 1, 2 and 3.

Merlin Free Spins

6 Free Spins, during which a prize multiplier is guaranteed to occur on any win.

1 extra free spin is awarded whenever Excalibur appears in at least one position of the active grid on each of reels 1, 2 and 3.

Arthur Free Spins

6 Free Spins, during which a prize multiplier may occur on any win.

Excalibur may appear on reels 1, 2, 3 and 4.

1 extra free spin is awarded whenever Excalibur appears in at least one position of the active grid on each of reels 1, 2, 3 and 4.

Camelot Free Spins

6 Free Spins, during which a prize multiplier may occur on any win.

Excalibur may appear on reels 1, 2, 3 and 4, except in the 5×8 grid.

1 extra free spin is awarded whenever Excalibur appears in at least one position of the active grid on each of reels 1, 2, 3 and 4, except in the 5×8 grid.

Excalibur may appear on all reels, in the 5×8 grid.

1 extra free spin is awarded whenever Excalibur appears in at least one position on each reel in the 5×8 grid.

Hold & Spin

The Hold & Spin is triggered when 6 or more Shields appear anywhere from Excalibur Magic.

The Hold & Spin may be triggered from Feature Wheel features, when playing the Quest Bet.

3 re-spins are awarded, with any triggering Shields held in position.

Only Shield symbols are active symbols on the game grid during re-spins.

Re-spins are played in the current grid, if triggered from a Feature Wheel or from 6 Shields in Excalibur Magic.

Triggering more than 6 Shields from Excalibur Magic increases the re-spin grid by 1 row for every Shield over 6, to a maximum of the 5×8 grid.

All additional rows start with no Shield symbols in place.

The grid returns to the current stage progression at the end of the Hold & Spin Feature.

Shields appear on 6 random positions in the current grid before re-spins commence, if triggered from a Feature Wheel.

Feature Wheel, awarded from a Hold & Spin feature plays any Hold & Spin then awarded in the 5×8 grid.

If a new Shield appears in a spinning position, it is held for the remainder of the feature and the

number of remaining re-spins resets to 3.

At the end of the re-spins, all prize values displayed on the Shields are awarded.

Shield symbols may show a Feature Wheel, which will spin and award a feature after the end of the Hold & Spin Feature.

A Bonus of 1000x Bet is awarded if all active grid positions have been filled by Shields during re-spins.

Buy Bonus

The player may opt to purchase an instant Buy Bonus Free Spin Feature ("Buy Bonus").

The cost to buy is 1250 or 2000 units, multiplied by any incremental bet increase over minimum.

The Buy Bonus uses the current unit stake for all Buy Bonus Free Spins.

The Buy Bonus awards either 2, 3, 5 or 7 Win Spins, or one of the Free Spin Features, from a Feature Wheel.

All Buy Bonus Win Spin features are played in the 5×8 game grid.

Higher Buy Bonus unit cost adjusts the feature wheel used to determine the feature awarded.

Rules for the Buy Bonus feature awarded are identical to the corresponding Feature.

Other Rules

A Bet of 25 units buys the paylines in each given stage, with prizes x1.
Incremental increases in bet proportionately increase the prizes.
Prizes are multiplied by Bet increment only (Quest Bet is not applied to any prize).
If multiple features trigger simultaneously, Hold & Spin features are played first, followed by Feature Wheel features, then any grid expansion.
Feature Wheel features triggering after a Hold & Spin use the original stage grid.
All features occur after normal wins are paid.
Wins on different lines are added.
Highest win only on each line.
Malfunction voids all pays and plays.
See Casino T&C's for more information.
The Theoretical Return to Player across all stages is: 95.58% when not playing the Ante Bet.
The Theoretical Return to Player across all stages is: 95.64% when playing the Ante Bet.
The Theoretical Return to Player for all Buy Bonus features is: 95.46% or 95.74%, depending on Buy Bonus selected.

How to Calculate Payline Wins

Pay Direction

All symbols pay Left to Right only, except Feature Wheel and Shield, which pay Any.

Stage Play

The game begins in a 5 reel, 3 row grid ("5×3"), with 15 paylines.

Whenever Excalibur appears in at least one position of each reel that has Excalibur symbols (other than in Win Spins), play progresses to the next stage.

Each stage adds 1 additional row and 10 extra paylines.

Stage progression continues in this manner until there are 5 reels and 8 rows in play ("5×8 grid").

Stage Play is reset at the end of the Avalon Feature.

Symbols on additional rows only become enabled on the next spin of the game reels.

Each bet level has independent progression through stages.

Prize Multiplier

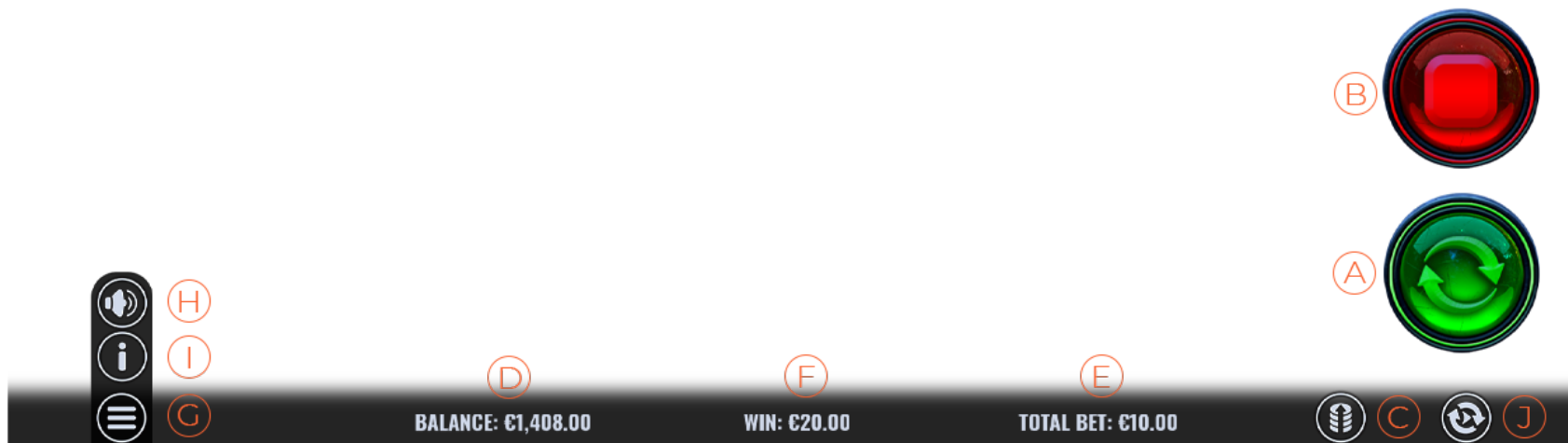
A prize multiplier may occur on any winning spin.

The maximum prize multiplier is x2, x3, x4, x5, x7 or x10, in the 5×3, 5×4, 5×5, 5×6, 5×7 or 5×8 game grids, respectively.

Prize Multiplier only applies to line wins from the current spin, and is not applied to features triggered from that spin.

Game menus

Game Panel



Expand this image

A - Spin - Spin reels

- B - Stop Spin** - Stops the reel spin.
- C - Bet Settings** - Brings up the bet settings menu
- D - Balance Meter** - Display the player's current balance.
- E - Total Bet** - Display the total wager staked
- F - Win Meter** - Display the current win amount.
- G - Game Settings** - Brings up the Game settings sub-menu with Sound, Paytable and Speed control.
- H - Sound** - Turn sounds On or Off respectively.
- I - Info** - Display Rules and Paytable information pages.
- J - Autoplay** - Brings up the autoplay menu 2,25,50,100,250, 500