



ID: deadmanstrail

Columns x Rows: 5 x 4

RTP: 96.29% (98.00% for feature buy)

Volatility: 🎲 out of 🎲

Payout Mechanic: 40 Fixed Lines

Max Win Per Line: 60 x bet

Max Coinciding Win: 5000 x bet

Max Win (Simulated): 50000 x bet

Default Free-Spin Cost: €0.10

Hit Frequency: 19.15%

Average Win Free-Spins: 98.00% (Bonus Game)

Min Bet: €0.10

Max Bet: €20

AVAILABLE ON ALL DEVICES

Fortune Favours the Brave

Players walk in the footsteps of fallen pirates in pursuit of lurking riches in Dead Man's Trail.

The rough seas lead them through the dark night with 3 Bonus symbols until they reach the Trail Bonus. A pirate map unfolds to guide them through the mystery laid in every tile, on the hunt for a 50,000x max win. Then, it's time to make their move, they can take 1 - 9 steps per turn, each tile triggers a reaction, which can be anything from multipliers, to collection symbols, random coin wins or even doom!

Back on the reels, landing coin symbols on 3 or more reels triggers the Coin Feature, a welcome loot awarding the total amount of visible coins.

Pirates stare death in the face in Dead Man's Trail, where fortune favours the brave.



SYMBOLS

HIGH



WILD



BONUS



LOW



WIN PROBABILITIES



BIG WIN

(bet multiplier 15+)
1 in 74



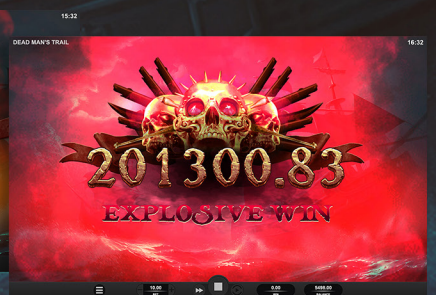
MEGA WIN

(bet multiplier 30+)
1 in 199



EPIC WIN

(bet multiplier 60+)
1 in 607



EXPLOSIVE WIN

(bet multiplier 1000x +)
1 in 32,489

FEATURES



BONUS BUY

The min bet for the feature buy is €10 and the max bet is €2000.



COIN FEATURE

The Coin feature is triggered when landing coin symbols on three or more reels. The player will then be awarded the amount on all visible coins.



FEATURES (CONTINUED)

TRAIL BONUS

The Trail Bonus is triggered if 3 or more Bonus symbols land on the reels. In the Trail Bonus, the player pawn moves 1 - 9 steps per turn. Landing on a tile will trigger an action that depends on the type of tile.



Normal Tile

Awards the visible prize.



End Tile

Ends the Bonus and awards the total win to the player.



Start Tile

Triggers the Reset special action



Mystery Chest

Triggers 1 of 11 special actions.



Scout

Adds +100x - 1000x to a random Normal Tile.



One-Eye

Multiplies the value of a Normal Tile with x2 - x5, repeats 2 - 4 times.



Commander

Adds +3x - 5x to all Normal Tiles.



Collector

Collects the total summed up value of all normal tiles to the total win.



Collect & Command

Adds the total summed up value of all Normal Tiles to each Normal Tile, as well as adding it to the total win.



Reset

Replaces all end tiles with Normal Tiles.



Super Reset

Replaces all End Tiles with temporary Mystery Chests.



Coin Win

Random coin win (25x - 50x) will be added to the total win.



Persistent Scout

Works like Scout, but acts at the end of every turn.



Persistent One-Eye

Works like One-Eye, but acts at the end of every turn.



Persistent Commander

Works like a Commander, adding +2x - 5x to all Normal Tiles at the end of every turn.

After a Normal Tile or a temporary Mystery Chest has been visited, the tile turns into an End Tile. Each Normal Tile is capped at 10,000x and the maximum amount that can be won is 50,000x.

A Scout, One-Eye or Commander can upgrade their corresponding "Persistent" action by adding their revealed value to the value of an active persistent action.



PAYLINES



LANGUAGES

Bahasa Indonesia	Dutch	Hungarian	Norwegian	Swedish
Bahasa Melayu	English	Italian	Polish	Thai
Chinese (Simplified)	Estonian	Japanese	Portuguese	Turkish
Chinese (Traditional)	Finnish	Korean	Romanian	Vietnamese
Croatian	French	Khmer	Russian	
Czech	German	Lithuanian	Slovak	
Danish	Greek	Norwegian (Bokmål)	Spanish	

APPROVED JURISDICTIONS

Denmark	Latvia
Estonia	Malta
Great Britain	Romania
Isle of Man	Sweden

