

5 CLANS

THE FINAL BATTLE

5 clans is a 5 x 3 slot game, set in a fantasy world, against a backdrop of volcanic mountain ranges, with 5 clans at war, who battle for supremacy. The 5 clans are: Dragon, Fire, Ice, Lion and Wolf. The battle for control on central lands has raged for decades, a final battle is about to engulf these lands. A brave, charismatic leader commands each of the clans, represented as top symbols, they are: Dracomorgan (dragon), Kai McDuff (fire), Eira Frost (ice) Abbas (lion) and Lupa-left eye (wolf). Each clan has an emblem of their following, this is an icon on their shields. The shields represent 5 reel bonuses, which brings action to the game with high-end animations and sounds. Boasting an impressive 6 game features, can you lead your clan to victory in return for mega prizes?

ID: 10140



Global release

**NOVEMBER 15,
2021**



RTP

96,02%



HIT Frequency

21,01%



Volatility

LOW



Default Max win

2.747.100 €



Paylines

10



Default bet size

1 €



Default bet range

0,20 € - 100 €



Default max multiplier

X 27.471

Key selling points

High-end graphics.

Proven maths model.

High-end animation and visuals.

High-end sounds.



Target demographic

Young to middle-age fantasy followers.

Volatile gamers.



Game features

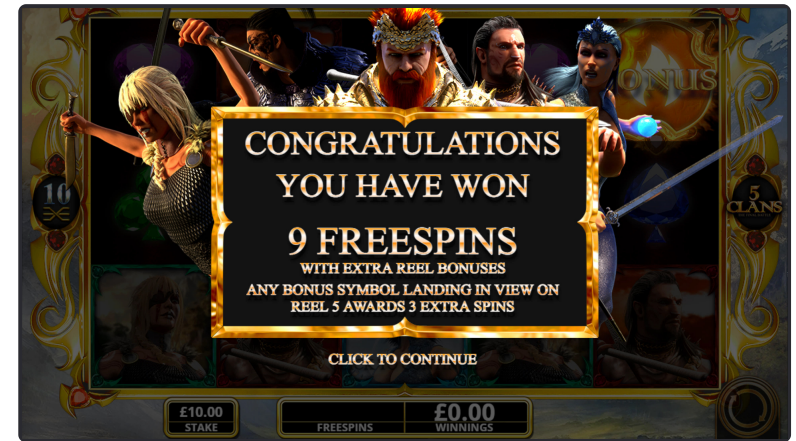
Gold Shield Free Spins Bonus

Bonus Symbol, a gold shield symbol will land in view on reel 5 and trigger a bonus below. The game will go into a long spin with gold shields going past on reel 5. If the Shield (Bonus Symbol) lands in view, free spins are awarded.



Free Spins Bonus

The Free Spins feature will also be precluded by an extend spin, with the reels and background going gold, is triggered by one gold symbol landing in view on reel 5 and awarding 9 Free Spins (see above feature). During the Free Spins, the reel bonus above are far more active. The modifiers will act as in the base game, except for the Gold shield modifier which will award 3 extra-spins for each shield landed.



Red Shield Super Wilds

Super Wilds, at least one Red shield symbol will land and then change that reel to Super Wild and award a free respin with the super wild stuck in place, if another one appears on the respin another spin is awarded. The wins will be paid on the last spin when no more Super Wilds have been added. Prior to the first shield appearing, the game will go into a long spin with red shields going past all reels. When the reels land, a red shield will be on one of the reels. The shield should animate into a Super Wild, covering the whole reel using an animation sequence. Once the wild animation is complete, the symbols should stay where they are, but darken and a RESPIN announced in an eye-catching font. At this point, lit shields can be seen going past the window of the remaining reels and if a Super



wild is required (dictated by the maths) this will land as a shield and animate as the previous superwild etc: The respins should keep occurring until all Super Wilds have been added in, once this happens a final respin should occur where no shields land. No wins are paid until all Super Wilds have been added. Once a Super Wild has landed in place, no shields should go past that reel aperture.



Blue Shield Win Multiplier

Win Multiplier, a Blue shield symbol will land on reel 3 and award a multiplier to the win on that spin. Multipliers will be X3 X5, X10, X20 or X50. The reels land as normal and highlight the win, but not pay the win straight away. Instead, the reels should darken and blue shields should be going past on reel 3, with the 5 different multipliers on. The correct shield should then land on reel 3 and multiply the reel win.



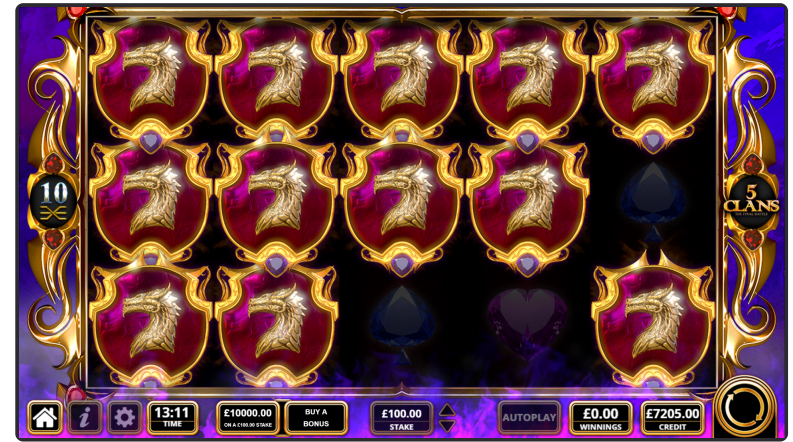
Green Shields Wilds

Wilds, at least one Green shield symbol will land and then change that symbol to a wild and award a free respin with the wild stuck in place, if another one appears on the respin, another free spin is awarded. The win will be paid on the last spin when no more wilds have been added. The game will go into a long spin with green shields going past on reel 3. When the reels land, one of the shields will land in view and then animate into a wild. Once the wild animation is complete, a free respin is announced and up to 3 wilds can land on the respin and change into wilds. The respins should keep occurring until no shields are added and then the wins are paid. No wins shall be paid until all the wilds have been added.



Purple Shields Mystery Symbols

Mystery Symbol, a purple shield symbol will land on reel 1, and trigger a free respin where further purple shields can land. When no more shields have landed, the shields will animate to one of the top character symbols. The game will go into a long spin to announce the reel bonus. When the reels land, a purple shield should land on reel 1. The respins should keep occurring, until shields are added and the shields animate into a top character symbol and then the wins are paid. Please note, no wins shall be paid until all the symbols have been added.



Game rules

Welcome to 5 Clans | The Final Battle, it's a video slot featuring 5 Reel Bonuses and a Free spins Bonus with retriggers.

About the Game

5 Clans is a 5×3 Video Slot with 10 fixed Paylines when 3 or more (2 for the top symbol) identical symbols land on a payline starting from the leftmost reel.

A single bonus symbol on reel 5 in view triggers a Free Spins Bonus.

Wilds and Super Wilds can appear on all reels and substitute for all symbols except the Bonus symbols.

Shields Bonus Feature

There are 5 reel bonuses in the base game that can also appear in the Free Spins Bonus.



RED SHIELDS activate a Super Wild and award a free respin.

GREEN SHIELDS activate Wilds and award a free respin.

PURPLE SHIELDS activate Mystery Symbols and award a free respin.

BLUE SHIELDS can be randomly activated by any reel win and award the win with up to 50x multiplier.

GOLD SHIELDS only appears on reel 5 and awards a Free Spins Bonus when in view in the base game, if appearing in the Free Spins Bonus it will award 3 extra free spins.

Free Spins Feature

At the start of the feature, the player is awarded 9 free spins.

The shield bonuses are more active in the Free Spins.

A further 3 free spins are awarded when the Gold Shield symbol lands in view on reel 5.

During play:

All 5 Reel Bonus shields can trigger in the feature.

Free spins are played at the lines and bet of the triggering spin

Buy a Bonus Feature



If Buy a Bonus is available (territory dependent), then the player can buy a free spins feature at X100 the chosen base stake:

The bonus is played out at the base stake.

Once confirmed, a bonus entry spin will take place to determine how many free spins are awarded.

How to Play

Press the Spin button to start the game.

How to Calculate Payline Wins

To calculate your total payline win, calculate all payline wins and add them together.

To calculate a single payline win, count the number of identical symbols lined up in sequence on the line.

If three or more identical symbols are lined up, find the win value in the fixed Pay Table. There you can find the value for all symbols for 2 in a row, 3 in a row, 4 in a row, 5 in a row and 6 in a row. Only the highest winning combination per line is paid out.



If the winning combination starts with three wilds, there can be many ways to interpret the win. In this scenario, only the highest win combination is paid out.

The above doesn't include the Bonus symbols which do not need to be on a payline to award a prize.

After the Bonus round is completed, all wins are added to any win from the game that activated the Bonus.

There can be a discrepancy between sum of the individual wins in collection Free Spins from what is displayed in the total win end screen. The total win end screen displays the final rounded win.

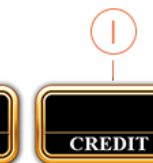
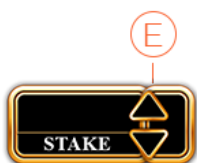
Boosts

Please note that Clan Character Symbols, suit wins and Reel modifier Bonuses in the Free Spins bonus game ARE NOT added to the total collected symbols in the top bar and must appear fully in view and not replaced by wilds.



Game menus

Game Panel

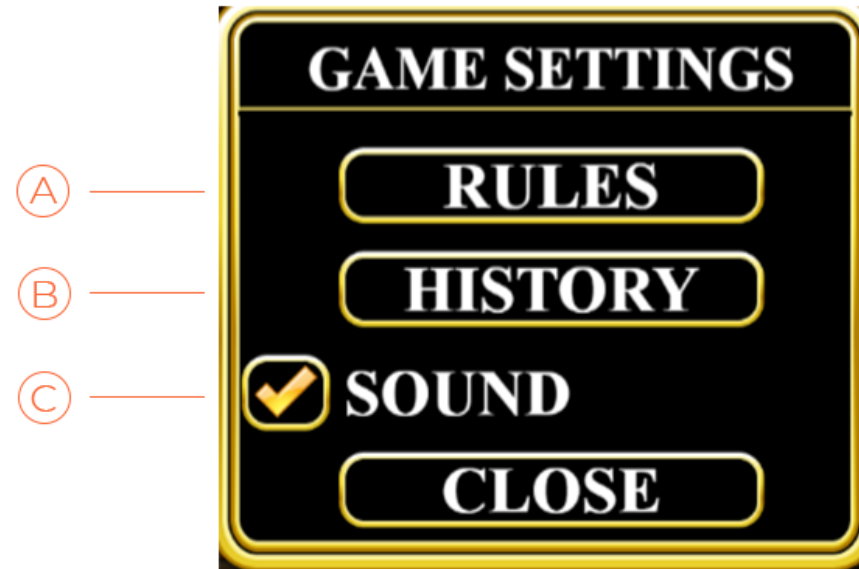


Expand this image

- A - Home/Exit** - Allows the player to see the game rules.
- B - Information** - Takes the player to the help pages.
- C - Settings** - Takes the player to the setting page, where they can set the game to turbo mode or mute the sound.
- D - Time** - Displays the current time.
- E - Bonus Buy** - Allows the player to Buy a Bonus (Where applicable).
- F - Stake +Arrows** - Displays the current stake and allows player to change stake.
- G - Autoplay** - Allow the player to set an amount of autoplays (where applicable).
- H - Winnings** - Displays the win for the current game.
- I - Credit** - Displays the current credit.
- J - Spin Button** - Starts the game. When the reels are spinning, the spin button transforms into the Stop Button.

Options Panel





Expand this image

A - Rules - Allows the player to see the game rules.

B - Sound - Allows the player to mute the sound.

C - History - Enters the game history.



Additional information

If your game is interrupted during play, you may replay the game round after restarting the game within 1 hour after interruption. After that time, any winnings from interrupted game will be added to your account. If you choose to skip the replay, your win will be added to your balance immediately.

In any situation, where the replay-functionality is not sufficient, please contact the support team of your gaming website.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets are refunded.

This is game rules version 1, dated 09/03/2021. To make available any previous version, please use the contact form at <http://www.yggdrasilgaming.com/en/contact-us>.

Randomization

The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

For more information, visit <http://www.yggdrasilgaming.com/en/about-us>



