



# CONTENT

- 1 | Game Description
- 2 | General Information
- 3 | Game Features
- 4 | Game Rules
- 5 | Payout
- 6 | Paytable
- 7 | Game Panel
- 8 | Options Panel
- 9 | Additional Information
- 10 | Technical Information



# GAME DESCRIPTION

## Wild Town is assailed by outlaws and gunslingers!

The Wild Marshals are meeting them up across town in savage and wild duels, the good guys, get to harvest the rewards. Welcome to Wild Duel!

A high volatility 5x3 Video Slot with 10 paylines, Respins, Duel Feature, Sticky Wilds, Expanding Wilds, Wild with multipliers, and a Free Spins bonus game with Re-triggers!



# GENERAL INFORMATION

Game Type .....	Video Slot
Default Bet Size .....	2.00 €
Default Coin Value Range .....	0.01 - 5 €
Default Bet Range .....	0.1 - 50€
Number of Paylines .....	10

## SUPPORTED CURRENCIES

AMD - ARS - AUD - BGN - BRL - CAD - CHF - CLP - CNY - CZK - DKK - EUR - GBP - GEL - HKD - HRK - HUF  
- IDR - ILS - INR - ISK - JPY - KRW - KZT - MXN - MYR - NOK - NZD - PEN - PLN - RON - RUB - SEK - SGD -  
THB - TRY - TWD - UAH - USD - VND - ZAR

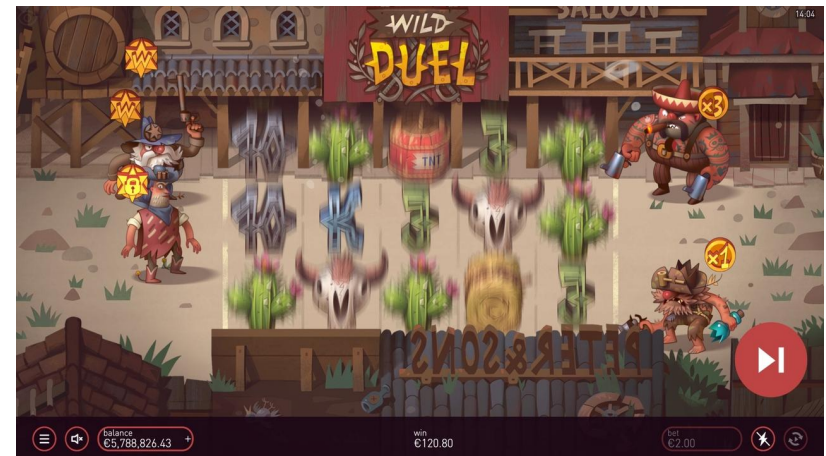


# GAME FEATURES

## WILD DUEL

Two scatter symbols anywhere on the reels trigger the Wild Duel feature and a respin is awarded. Two vertical reels appear on each side of the panel, with three symbol positions each, an Outlaw reel on the right and a Marshal reel on the left. During the respin these reels get activated.

- Outlaw Reel - Outlaws with random multipliers and empty spaces appear here. Multiplier values can be: 1x, 2x, 3x, 5x, 10x.
- Marshall Reel - Marshals and empty spaces appear here, each character is associated with a feature.



# GAME FEATURES

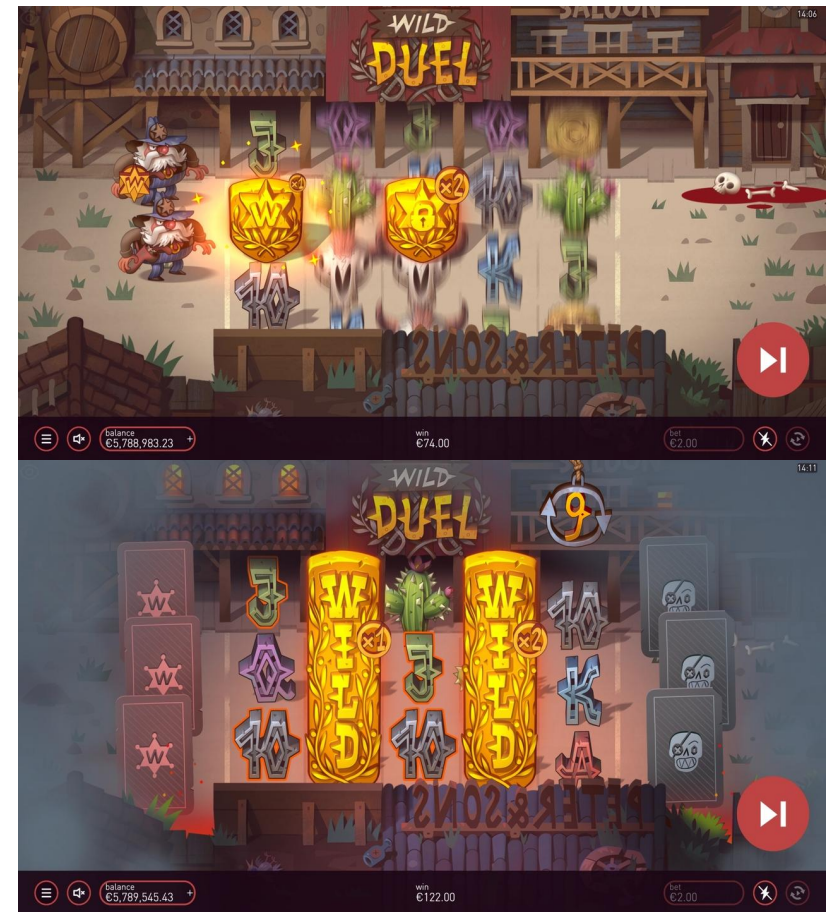
## WILD PLACEMENT

In the base game when there are no wins and no duels triggered, there is a chance to trigger the wild placement feature. 3 wilds are randomly placed anywhere on the panel.

## FREE SPINS

Land 3 Scatters in the main game to trigger Free Spins. 10 Free Spins are awarded. Free Spins are played with the same bet as the activating spin. The Duel feature remains unlocked during the whole session. Winning duels will award a re-spin:

- 1 duel in a spin awards 1 additional free spin.
- 2 or 3 duels in a spin awards 2 additional free spins.



# GAME FEATURES

## RANDOM WILD

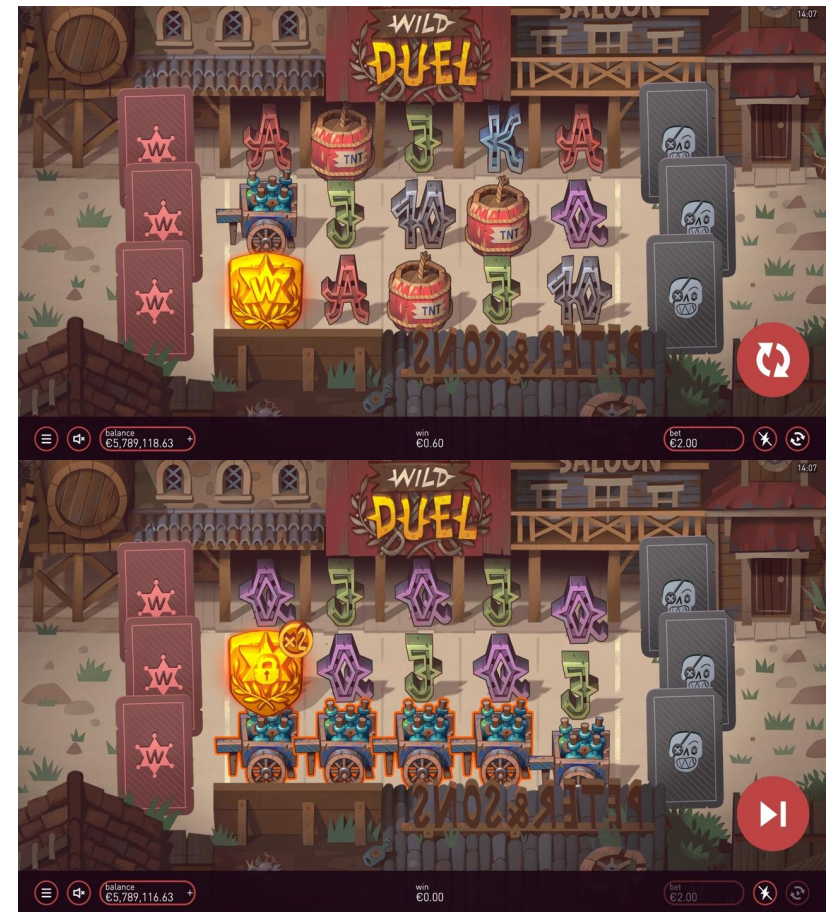
During the duel feature, when Marshal Old Bob wins a duel, a wild with an outlaw multiplier is placed in the panel and a re-spin awarded.

## EXPANDING WILD

During the duel feature, when Marshal Goldie Locks wins a duel, an expanding wild with an outlaw multiplier is randomly placed and a respin awarded.

## STICKY WILD

During the duel feature, when Marshal Long John wins a duel a Sticky wild with an outlaw multiplier is randomly placed in the panel and a re-spin awarded. All sticky wilds remain on screen (with their multiplier) during respins.



# GAME RULES

Welcome to Wild Duel, a high volatility 5x3 Video Slot with 10 paylines, Respins, Wild Duel Feature, Sticky Wilds, Expanding Wilds, Wild with multipliers, and a Free Spins bonus game with Re-triggers!

## ABOUT THE GAME

Wild Town is assailed by outlaws and gunslingers. The Wild Marshals are meeting them up across town in savage and wild duels, the good guys, get to harvest the rewards.

## MAIN GAME

The main game has a 5x3 panel with 10 Paylines evaluated from left to right.

Wilds can randomly appear on any reel. Wilds substitute for any other symbol except the Scatter.

The wild placement feature can randomly trigger on no-win spins.

2 Scatters trigger the Wild Duel feature which triggers a respin.

The Scatter pays on any position on the reels.

When 3 scatters land on the reels it unlocks the Free Spins bonus game, awarding 10 Free Spins.

The Duel feature is unlocked during the whole session. Winning duels awards additional Free Spins.





# GAME RULES

## WILD DUEL

Two scatter symbols anywhere on the reels trigger the Wild Duel feature and a respin is awarded. Two vertical reels appear on each side of the panel, with three symbol positions each, an Outlaw reel on the right and a Marshal reel on the left. During the respin these reels get activated.

- Outlaw Reel - Outlaws with random multipliers and empty spaces appear here. Multiplier values can be: 1x, 2x, 3x, 5x, 10x.
- Marshall Reel - Marshals and empty spaces appear here, each character is associated with a feature.

The associated Marshal features:

- Marshal Old Bob - Random Wild
- Marshal Goldie Locks - Expanding Wild
- Marshal Long John - Sticky Wild

If the Outlaws position on the right matches with the Marshals on the left a duel takes place. When Marshals win a duel the corresponding Wild Feature is awarded with the defeated Outlaw multiplier:

- The corresponding Marshall feature will trigger with the Multiplier attached to the defeated outlaw.
- Winning of at least one duel will trigger another respin.
- More than one duel can take place in the same spin.
- Respins go on as long as Marshals win duels.

The feature ends when Marshals lose a duel or there is no duel.



# GAME RULES

## **WILD PLACEMENT FEATURE**

In the base game when there are no wins and no duels triggered, there is a chance to trigger the wild placement feature. 3 wilds are randomly placed anywhere on the panel.

## **RANDOM WILD**

During the duel feature, when Marshal Old Bob wins a duel, a wild with an outlaw multiplier is placed in the panel and a re-spin awarded.

## **EXPANDING WILD**

During the duel feature, when Marshal Goldie Locks wins a duel, an expanding wild with an outlaw multiplier is randomly placed and a respin awarded.

## **STICKY WILD**

During the duel feature, when Marshal Long John wins a duel a Sticky wild with an outlaw multiplier is randomly placed in the panel and a re-spin awarded.

All sticky wilds remain on screen (with their respective multiplier) during respins.



# GAME RULES

## **WILD OVERLAPS**

Wilds that overlap an existing sticky Wild add their multiplier for the current spin. In the next spin sticky the Wild multiplier reverts to its previous stage. If two sticky wilds overlap, the multiplier increase persists.

## **FREE SPINS**

Land 3 Scatters in the main game to trigger Free Spins.

10 Free Spins are awarded. Free Spins are played with the same bet as the activating spin.

The Duel feature remains unlocked during the whole session.

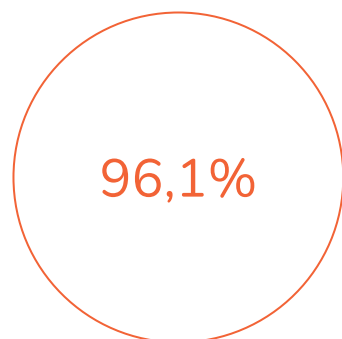
Winning duels will award a re-spin:

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# PAYOUT

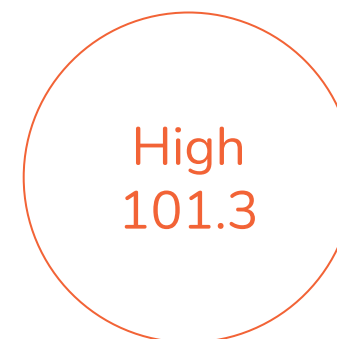
Return to Player



Hit Frequency



Volatility



Default Maximum Win ..... 10 000x Bet







Hit Frequency Into Free Spins ..... 1 in 197



# PAYTABLE







## SYMBOLS

Paytable

	5x €22.00 4x €12.00 3x €4.00		5x €20.00 4x €10.00 3x €4.00
	5x €18.00 4x €8.00 3x €4.00		5x €16.00 4x €6.00 3x €2.00
	5x €14.00 4x €6.00 3x €2.00		5x €24.00 4x €14.00 3x €5.00

1/5

Paytable

	5x €8.00 4x €4.00 3x €1.00		5x €8.00 4x €4.00 3x €1.00
	5x €4.00 4x €2.00 3x €0.60		5x €4.00 4x €2.00 3x €0.60
	5x €4.00 4x €2.00 3x €0.60		5x €200.00 4x €40.00 3x €10.00

2/5



# PAYTABLE

## PAYLINES

1		2		3		4		5	
6		7		8		9		10	

The game is played on 10 paylines that evaluate from left to right.  
Malfunction voids all pays.



# GAME PANEL

A - **Menu**. Opens the Menu and access Paytable, Gamerules and History are available from the menu.

B - **Sound**. Enable/Disable sounds and music.

C - **Balance**. Displays the player's account balance.

D - **Win**. Displays the win for the current or last win payout step.

E - **Bet**. Displays the current bet.








F - **Fast play**. Enable/Disable fast play mode.

G - **Autospin**. Opens up the autoplay options.

H - **Spin button**. Places the bet and spins the reels. When the reels are spinning, the spin button transforms into the Stop Button. Pressing the Stop Button stops the reels immediately.



# OPTIONS PANEL

	Menu	Opens the menu
	Close	Close menu/window
	Exit	Exit the game (Only on mobile)
	Game Rules	Displays the rules of the game
	History	Opens the game history
	Paytable	Opens the paytable
	Sound	Sound on/off





# 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 28/05 2020. To make available any previous version, please use the contact form at <http://www.yggdrasilgaming.com/en/contact-us>



# TECHNICAL INFORMATION

## DESKTOP BROWSERS AND MINIMUM VERSION REQUIRED

Safari .....	537 (6.1)
Opera .....	26
Internet Explorer .....	11
Firefox .....	33
Google Chrome .....	32



