

GAME OVERVIEW





Game description

Not only is Santa Claus coming to town, but this Christmas he's coming to a slot game!

With an 8x8 screen full of Christmas presents and coloured baubles, players need to hit 5 symbols connected horizontally or vertically for a payout.

Festive features include WILD symbols that substitute for all symbols. The same WILD symbol can connect to form multiple winning combinations with different symbols.

A tumble feature pays out on winning combinations and replaces winning symbols with new ones, meaning you can add a little extra to a win if the tumble is kind.

An exciting and innovative prospect is also the Spin Features. In base play, behind symbols are different coloured markings. Whenever a win occurs on top of the marking, it triggers various special features to provide even more festive cheer!

Santa's Wonderland has everything you need so that you don't need to look under the tree for a special present!





Theme:

Christmas, Santa

Player Demographic:

AII

Player Skill Level:

All

Reels:

2

Symbols:

16

Paylines:

20



Wild Symbol:

Yes

Paid Scatter:

No

Free Spins feature:

Yes

Game ID:

vs20santawonder

Default RTP:

96.23%



Tumbling

Mystery symbols can appear after tumbling

Are replaced by regular symbols

Overlays

Does not pay. It's rather a "virtual" symbol or attribute for a screen cell

There 5 type of overlays in game: C1, C2, C3, C4, C5

In base and purchase game all 5 overlays will be added into random different position (without covering each over)

If in base game player get a winning combination on overlay then player get a feature according to C1, C2, C3, C4, C5 overlay

Overlay feature will be awarded after stopping cascading reels of no winning combination only If player have multiple overlays then award them

in sequence of C1, C2, C3, C4, C5



Overlays will not cascade with symbols once we trigger overlay then that overlay will disappear from reel window



Overlay C1. Nuclear

Blast whole Screen (Wilds will stay sticked at their positions) and tumble new symbols

Doesn't affect overlays

New symbols are taken from weighted tables

Overlay C2. Wild Gem

Pick random symbols from the screen and replace each of those symbol with wild

Overlay C3. Squares

Choose random symbol on the screen and then each of those symbol on reel window can convert into 2x2 (with a certain probability)

2x2 symbol can expand in any direction randomly if it is in 8x8 reel window.

2x2 symbols can overlap each other



Symbol can't expand outside the screen

Overlay C4. Colossal Symbol

A big 3x3, 4x4 or 5x5 colossal symbol will appear randomly anywhere on screen

Overlay C5. Lucky Wilds

Add 5-15 wilds randomly on screen according to weight table.

Positions are random



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Gold Fever Meter

Each paying "x" symbol size cluster awards "x" points to the Gold Fever Meter.

If Wild is a part of N clusters it is counted N times

In base game 140 points in Gold fever meter fully fill up the Gold Fever Meter.

If gold fever meter is full filled then it trigger Gold Fever Feature and resets the progress

If there are pending overlays Gold Fever Feature will be triggered when all Cx are completed

Different points are used for regular game and for Buy To purchase feature player need 100 x TotalBet Feature

Gold Fever Feature

In gold fever feature we activate all the 5 overlay features and start awarding them in a sequence of C1, C2, C3, C4, C5

Gold fever feature start with 3x multiplier and add +3x multiplier in each retrigger up to 15x. When we reach 15x multiplier then will be no more retrigger after that

Gold Fever Meter starts from 0 to fill up again and retriggers at points mention in table

Buy Feature

It will start from base game and work similar to it but in base game we will always fully filled up the Gold Meter to trigger Gold Fever

It's possible to have screen with overlays and win some features. Gold Fever will be activated after finishing them all

















THANK YOU!

