## PRAGMATIC(PLAY)

GAME OVERVIEW


## Game Description (for Players)

Spin the fiery reels in this highly-awarding, $3 \times 3$ video slot with a Respins Feature and a shiny Diamond Money Symbol that can reward you with a flambéed prize of up to $500 x$ your total bet.

## Game Information (for Operators)

Ultra Hold and Spin is a classic,
high volatility $3 \times 3$ slot. The main audience
for the game is Central and Eastern Europe, along with the UK
The game is simple and easy to understand - a strong paytable that provides high wins with stacked symbols, classic expanding wilds and a ultra volatile money respin round, where whenever money symbols hit, all the values on the screen are collected. The game is focused on pure gambling, directed to an audience that is looking specifically at the win. It is not a time on machine focused game but rather a pure gaming experience

The game is great for traditional casino sites but also for other forms of gaming - like sports books, lotto, bingo sites - because of its focused features. It's a great game to cross sell or great as a side game, using the mini mode, for players to enjoy it along with the main game

The best way to promote the game is via Free Bonus Rounds, with a minimum of 30 rounds given per player recommended. Tournaments can be good due to it's volatile, thus competitive nature. It's best used in retention and cross-sell campaigns

## GAME OVERVIEW: ULTRA HOLD \& SPIN ${ }^{\text {TM }}$

Theme:
Ultra, Classic
Player Demographic:
All
Player Skill Level:
All
Reels:
3

Symbols:
15
Paylines:
5

Wild Symbol:
Yes
Paid Scatter:
No
Free Spins feature:
Yes
Game ID:
vs5ultra
Default RTP:
96.70\%

Available Languages:
BG, DA, DE, ES, FI, FR, ID, IT, JA,
KO, LT, LV, MS, NO, PL, PT, SR, SV, TH, TR, VI, ZH, ZT, RO, RU, EN

## GAME OVERVIEW: ULTRA HOLD \& SPIN ${ }^{\text {TM }}$

## Hold and Spin Coin Bonus

Triggered by a stack of 3 Bonus Coin symbols on the central reel

Spin which triggers bonus game cannot have any paying lines

Value of each of these 3 Bonus Coins is calculated randomly according to given weights

Value of each of these 3 Bonus Coins can be 1X-9X for Silver Coins or 10X-20X for Gold Coins

Sum amount of these 3 Bonus Coins is added to the Coin Bank displayed at the top of the reels

Bonus Coin Symbols are replaced with Bonus Coin Award Symbols according to their value

During bonus game only Bonus Coin Award Symbols and Empty symbols appear on the screen

Bonus Coin Symbols on the central reel are sticky during entire bonus game. Only reels 1 and 3 rotate

At the beginning of Bonus Game player gets 4 lives Total number of spins with extra coins (winning spins) is precalculated according to given weights on Bonus

Game initialization. It can be from 1 to 4
Before all winning spins were used up each bonus spin has a chance to win some extra coins according to provided probabilities

If current bonus spin is a winning spin number of lives is restored to 4, number of extra coins and their value is decided randomly according to given weights Number of extra coins for any bonus spin is from 0 to 6

Value of each extra coin can be 1X-9X for Silver Coins, 10X-20X for Gold Coins or 100X-500X for Diamond Coins

## GAME OVERVIEW: ULTRA HOLD \& SPIN ${ }^{\text {M }}$

Sum of extra Bonus Coin values is added to sum of sticky Bonus Coins values on reel 2 and added to the Coin Bank

If current bonus spin wins no extra Bonus Coins one life is lost and nothing is added to the bank

After all winning spins were used up remaining spins have no chance to win any extra coins

When no more lives are left bonus game ends Possible Silver Bonus Coins values are: 1X, 2X, 3X, 4X, 5X, 6X, 7X, 8X, 9X

Possible Gold Bonus Coins values are: 10X, 11X, 12X, 14X, 16X, 18X, 20X

Possible Diamond Bonus Coins values are: 100X, 200X, 300X, 400X, 500X

## Hold and Spin Coin Bonus Minimal Win Guarantee

If Coin Bank value is less than $\times 20$
at the end of Hold and Spin Coin Bonus, then the player receives 4 additional lives

3 sticky Bonus Coins on the central reel will remain the same

Players Coin Bank stay as is, new extra Bonus Coins will continue to be added to the Coin Bank

Additional number of spins which result in extra coins will be calculated again randomly according to the same rules as for Hold and Spin Bonus initialization

Hold and Spin Bonus game will proceed in the same way as described above

## CLASSIC 3 REELER WITH 5 LINES



## - THEARAS LOLDQEPL

RFEL KINGDOM

${ }^{\ominus}$ i
GREDIT \$100,000.00 BET \$1.25

## - HILTERAS HOMDQSPIN




## HOLD AND RESPIN

Whenever 3 x (3) or (3) hit in the middle reel it triggers the HOLD AND RESPIN BONUS.
When the feature starts the symbols on the middle reel remain in place and the symbols on the other reels fade away.
The value of all MONEY SYMBOLS on the middle reels are added to the total win of the round.
Start with 4 RESPINS. All MONEY SYMBOLS that hit after each respin reset the number of respins back to 4 and the value of each MONEY SYMBOL on the screen is added to the total win of the round.

This is the DIAMOND MONEY SYMBOL. It appears only on reels 1 and 3 on the RESPIN ROUND. Whenever it hits it takes a random value from 100x to 500 x total bet.

The round ends when there are no more respins left. When the feature is complete the total value collected so far is awarded. Special reels are in play during the respin round. BET \$250.00

## GAME RULES

## VOLATILITY 47,474

Medium volatility games pay out steadily and the range of pays varies from low to very high.
All symbols pay from left to right on selected paylines.
All wins are multiplied by bet per line.
Bonus wins are multiplied by total bet.
All values are expressed as actual wins in coins.
Only the highest win is paid per line.
When winning on multiple paylines, all wins are added to the total win.

## 1 \# 2 \# 3 \# 4 最

SPACE and ENTER buttons on the keyboard can be used to start and stop the spin.
The theoretical RTP of this game is $96.7 \%$
Malfunction voids all pays and plays.

## HOW TO PLAY

Click the + or - buttons to change the bet value and open the bet menu. Select the bet you want to use in the game.

## MAIN GAME INTERFACE

$\equiv$ opens the SETTINGS menu that contains settings which affect the way the game is being played.
$i$ opens the Information page
CREDIT and BET labels show the current balance and current total bet. Click on the labels to switch between coins view and cash view.

+ and - change up or down the current bet and open the bet menu, where you can change the bet denominations.
starts the game
AUTOPLAY
opens the automatic play menu


## SETTINGS MENU

QUICK SPIN - Selects the Quick Spin setting for game reels to start automatically and stop as soon as released INTRO SCREEN - toggles the introductory screen on and off AMBIENT - toggles the ambient sound and music in the game on and off SOUND FX - toggles the game's sound effects on and off

GAME HISTORY - opens the game history page

## INFORMATION SCREEN

$\square$ and scroll between information pages
$\times$ closes the information screen

## BET MENU

The bet menu shows the number of lines available in the game, and the current total bet in both coins and cash.
Use the + and - buttons in the COINS PER LINE and COIN VALUE fields to change the values.

## AUTOPLAY

Click on the buttons showing the number of possible auto-spins to start Autoplay
SKIP SCREENS option auto-skips the feature introduction and end screens after a short period of time



## PRAGMATIC(PLAY)

## THANK YOU!



