Glory of Heroes

Enter a medieval world and join our Hero as he fights a hoard of enemies to defend his Kingdom, in the ultimate battle for Glory! Glory of Heroes is 7x7 cluster pays slot offering unique game mechanics, where players progress through levels by clearing different targets during game play and journey across multiple game locations. Along the way encounter battles with Minions and The Boss Monster where multipliers and credit prizes are awarded if victorious. Fear not as you'll be armed with "Hero's Powers" game modifiers to help you win riches worthy of a King! Finally, you will also collect gems to trigger Free Games. Experience the excitement in this high paced multi-feature game and enjoy non-stop action on every single spin that will elevate you to HERO status!

ID: 10202

DREAMTECH GAMING®

Global release
NOVEMBER 4, 2021

RTP
96,02%

HIT Frequency
23,01%

Volatility
SUPER HIGH

Default Max win
376.300 €

Paylines	Default bet size	Default bet range	Default coin range	Default max multiplier
INFINITY	**1 €**	**0,20 € - 20 €**	**0,01 - 1**	**X 18.815**

Key selling points

Cluster Pays mechanic ensures excitement on every single spin.

Grid Pattern Targets and Game Levels keeps the player engagement high.

Hero's Power reel modifiers adds adrenalin pumping action to the gameplay.

Beautifully designed, vibrant graphics and deeply immersive feature rich gameplay.

Target demographic

Fans of Cluster Pays slot games.

Players who enjoy the excitment of multi-feature games.

Players who appreciate the benefits of regular wins with the potential for Big Payouts.

Fans of Medieval themed games.

Game features

Boss Bonus

- Every win increases the Boss Bonus. - Each time a Location is cleared, 1 spin of the Boss Bonus Wheel Feature is awarded - If the Boss Bonus wheel lands on win, then the amount displayed on the Boss Bonus meter is awarded. - If the Boss Bonus is won, the Boss Bonus meter resets to zero. - If the Boss Bonus is not won, then the amount is carried over to the next Location.

Free Games

- There is a meter with 50 positions. - Each symbol removed in winning cascade increases the meter by 1 position. - If the meter reaches 50 or greater, the Free Games are triggered. - 8, 10, 12, 15, 20, 25 or 50 Free Games are awarded - Lucky Block Symbols can appear during the free games, with only the current Lucky Block symbol able to appear - Free Games have a Win Multiplier that is initially set at x1 - For each cascade during the Free Games, the Win Multiplier is increased by 1 - There is no cap on the Win Multiplier - Free games can be retriggered if the meter reaches 50 during a free game, with 8, 10, 12, 15, 20, 25 or 50 extra Free Games awarded - Magic can be triggered during the Free Games. - Fury can be triggered during the Free Games. Bet value

is the same as the game that triggered the Free Games.

Hero Powers

MAGIC - A number of Wilds are added. - Magic can only be triggered immediately after initial symbols and not after replacement symbols. COUNTER ATTACK - A target is chosen at random to be decremented. - A random number of symbols will be removed. FURY - If a symbol removed by Fury is on a Target Position then the Target is decremented.

Game rules

Glory of Heroes is 7×7 cluster pays slot offering unique game mechanics, where players progress through levels by clearing different targets during game play and journey across multiple game locations. Along the way encounter battles with Minions and The Boss Monster where Hero symbol upgrades and the chance to win the Boss Bonus are awarded. Fear not as you'll be armed with "Hero's Powers" game modifiers to help you win riches worthy of a King! Finally, you will also fill the free games meter to trigger up to 50 Free Games

Return to Player

The overall theoretical return to player is TBA%
The maximum recorded win is xTBA and it happened TBA times in 1.000.000.000 simulated game rounds
Average Return per 1 Euro: TBAc

Game Rules

Choose your bet value

Winning combinations and payouts are made according to the paytable.

Cluster Pay

A winning cluster is made up of 5 or more vertically and/or horizontally adjacent positions containing the same symbol.

Wild substitutes for all symbols and can be part of multiple clusters.

There is no pay for Wilds, and Wilds cannot appear in clusters by themselves.

There must be at least 1 non-Wild symbol in a cluster.

Only the highest win is paid for each winning cluster

Cascading Symbols

Whenever there is a win, all winning symbols are removed.

Symbols above the blank positions drop down to fill these positions.

New symbols are added to all new blank positions and wins are evaluated again.

When there are no more wins, the game is complete.

Targets, Levels and Locations

There are 3 locations. Location 1 and 2 have 3 levels each, and Location 3 has 2 levels

Each level has a Target pattern overlayed on the reel window

Each win on a position containing a target will decrement the value of that target

Symbols removed by Fury containing a target will decrement the value of that target

Target positions are not displayed during Free Games

Target positions cannot be decremented during Free Games

Targets with a value of zero are removed.

The level is complete when all targets are removed.

The next level begins at the completion of the game and all Free Games that may have been triggered on that game.

At the completion of Location 3, Level 2, the game returns to Location 1, Level 1

Hero Symbols

If an Initial Symbol Fill results in no winning combinations, there is a chance that a Hero Symbol may appear

Hero Symbols can only be triggered immediately after initial symbols and not after replacement symbols

Hero Symbols can be 2×2, 3×3 or 4×4 in size

Only 1 symbol per level can be added as a Hero Symbol

On Level 1, only Purple Gem can be added as a Hero Symbol

Each time a level is cleared, the symbol is upgraded to the next highest symbol on the paytable:

Location 1 – Level 1 – Purple Gem

Location 1 – Level 2 – Dark Blue Gem

Location 1 – Level 3 – Green Gem

Location 2 – Level 1 – Light Blue Gem

Location 2 – Level 2 – Orange Gem

Location 2 – Level 3 – Pink Gem

Location 3 – Level 1 – Yellow Gem

Location 3 – Level 2 – Red Gem

How to Calculate Payline Wins

To calculate your total cluster win, calculate all cluster wins and add them together. To calculate a single cluster win, count the number of identical symbols vertically or horizontally adjacent to each other. If five or more identical symbols appear in a cluster, find the win value in the dynamic Pay Table. There you can find the value for all symbols for 5 to 15+ clusters. Only the highest winning combination per cluster is paid out. After the Free Spins round is completed, all wins are added to any win from the game that activated the Free Spins. There can be a discrepancy between sum of
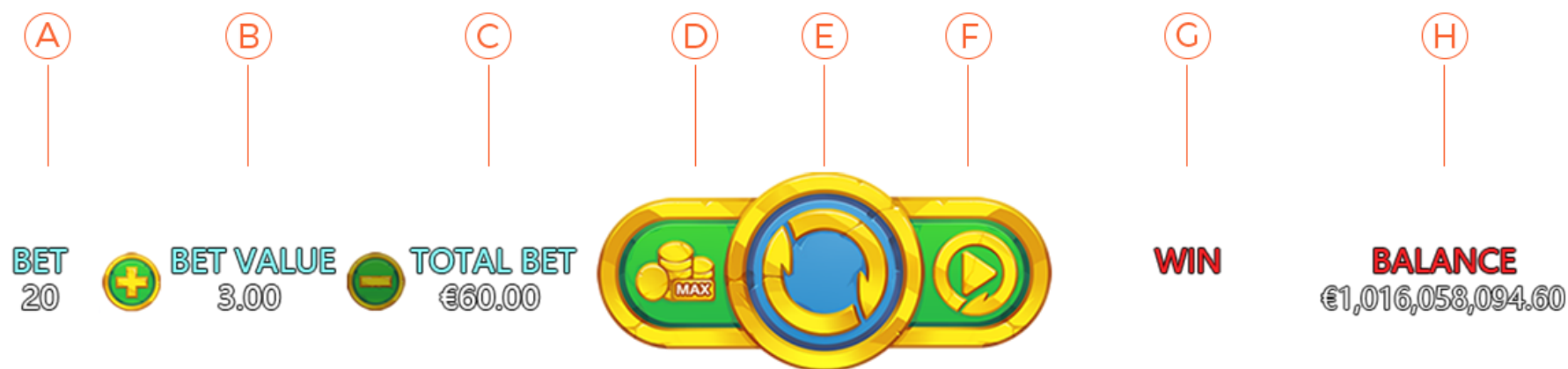
the individual wins in collection Free Spins from what is displayed in the total win end screen. The total win end screen displays the final rounded win.

Game menus

## Game Panel

Expand this image

A - **Bet** - The bet is always 20 per spin.

B - **Bet Value** - Changes the Total Bet size by changing the bet value.

C - **Total Bet** - Shows the total bet at the selected bet value multiplied by the bet.

D - **Max Bet** - Sets the bet value to the largest available. Pressing the button a second time returns it to its original state (Desktop only).

E - **Spin** - Starts the game.

F - **Autoplay (if available)** - Opens the Autoplay Options. If Autoplay is active, clicking the button stops Autoplay.

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

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

Options Panel
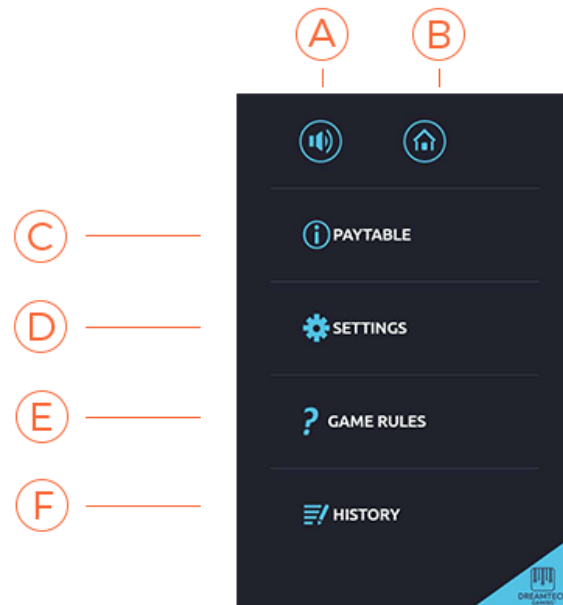
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A - **Volume** - Adjust volume.

B - **Home** - Back to the lobby.

C - **Paytbale** - Opens the paytable.

D - **Settings** - Opens the Settings panel.

E - **Game Rules** - Opens the Gamerules.

F - **History** - Opens the History.