

How to play

PAYOUTS

Only highest winner paid per winning combination. Line pays must occur on adjacent reels, beginning with the far left reel. All wins that occur on multiple paylines are added to the total win. The payable reflects the current bet configuration and symbol upgrades.

WILD

WILD symbol substitutes for all other symbols except the scatter symbols.

WILD symbol does not appear on reel 1.

SCATTER SYMBOL

SWORD is a scatter symbol and can appear on reels 1, 3 and 5 in both the base game and in Free Spins.

FREE SPINS

Land 3 SWORD symbols in a single spin to win 11 Free Spins. Only half the symbol needs to be visible to count.

Land 3 SWORD symbols during Free Spins will award 11 extra Free Spins.

During Free Spins an additional 20 paylines are active for a total of 50 paylines, with wins possible beginning with the far left or far right reel.

Free Spins are played with the same total bet, awards and winning combinations as the base game which triggered the feature.

Free Spins will end when there are no Free Spins remaining.

Free Spins will end when the maximum win has been achieved.

BATTLES

After each base game and Free Spin a battle will take place. Each symbol will contribute points, which varies by level, towards its sides score.

When one side wins the Clash Meter will move one segment up or down. If both scores are the same the Clash Meter does not change.

The points for each symbol are shown in the table on next page

If the Clash Meter reaches the top the player may upgrade a symbol of their choice. 5 of a kind wins for the upgraded symbol will now pay out the following:

1 stars - base payout x2

2 stars - base payout x3

3 stars - base payout x4

The combined payout can be viewed in the PAYOUTS pages.

Upgrades are represented by stars on symbols. Each symbol can have a maximum of 3 stars (active upgrades). After the player makes their decision the Clash Meter will reset to the centre.

If the Clash Meter reaches the bottom, a random symbol will be chosen to lose a star. This will only happen if an upgrade has already been awarded and is still active. Afterwards the Clash Meter resets to the centre.

FREE UPGRADE

If the player lands 2 scatters during the base game there is a chance that the player will be awarded a free upgrade. Free upgrades will not be awarded on spins where upgrades or downgrades happen via the normal method.

POINTS TABLE

Symbols	Base points	1 upgrade	2 upgrades	3 upgrades
Reel Clash	5	6	7	8
Chest	4	5	6	7
King	3	4	5	6
Knight	2	3	4	5
Archer	2	3	4	5
Spade	1	2	3	4
Heart	1	2	3	4
Diamond	1	2	3	4
Club	1	2	3	4
Wild	5	X	X	X
Scatter	5	X	X	X

Each upgrade on a symbol increases it's points value by 1.

This does not apply to the WILD and SCATTER symbols as they are not upgradable. The points are calculated at the end of each spin and added to the 2 score meters.

The prizes are paid in accordance with the payout table available on the game interface.

Any game in progress for more than 24 hours will be cancelled, and the corresponding bet will be refunded.

Malfunction voids all plays and pays.

MEGA DROP

Mega Drop consists of three Progressive Jackpots, these are the Minor, Major and Epic jackpots.

For each spin, a proportion of the player's total bet is contributed towards the Progressive jackpots.

The Mega Drop jackpots each have payout values before which they must drop. By the time the Progressive jackpot reaches its maximum payout amount it will have been awarded to a player.

Progressive jackpots can also be awarded on any wager.

When a Progressive jackpot is awarded, the jackpot amount is reset to a reseed value of approximately 25% of the value paid out.

It is not possible to be awarded more than one jackpot with a single wager. If more than one jackpot is won with the same stake, the jackpot with the higher maximum drop value will be awarded.

There exists theoretical scenarios where the jackpot drop amount may slightly exceed its expected drop value.

Progressive jackpot balances are displayed in the game, and are updated only when awaiting user input. The jackpot balances update at least once per 2 seconds during this state.

Although progressive jackpots can be won on any stake, the higher the stake, the greater chance.