

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 meter

Return to player for this game is between 93,12 % à 98,36 %.

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

Malfunction voids all plays and pays.