

VIKING RUNECRAFT



WIN UP TO 5000X YOUR BET!
Not including the growing bonus!

Receive the Gift of the Gods for amazing new chances to win!

GODJ LEVEL VALHALLA CHARGE

CONTINUE Don't show again

POWERED BY **PLAY'n GO**

VIKING RUNECRAFT



2 40 4000


Clear patterns to reach the level of the Gods!

GODJ LEVEL VALHALLA CHARGE

CONTINUE Don't show again

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Collect the Rune Stones to have a chance to win the growing bonus!
Collected Runes Stones will activate winning spaces on the bonus wheel!

GODJ LEVEL VALHALLA CHARGE

CONTINUE Don't show again

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Winning on symbols triggers a feature of DESTRUCTION on a single full charge.
Trigger the destructive Ragnarok FREE ROUND on a double charge!

GODJ LEVEL VALHALLA CHARGE

CONTINUE Don't show again

POWERED BY **PLAY'n GO**

GIFT OF THE GODS

The Gift of the Gods feature has a chance to trigger on non-winning game rounds. Game round continues normally after effect.



THOR
Lightning strikes the grid, creating 1 to 3 wild symbols!



ODIN
4 wilds are created in groups of two!



FREYA
The light creates wild symbols in four directions until at least one win is achieved!



HEIMDALL
One wild symbol is created on each row!

WIN UP TO 5000X YOUR BET!
Not including the growing bonus!

GODS
LEVEL
VALHALLA
CHARGE
RAGNAROK
SYMBOLS

PRESS SPIN TO BEGIN

BALANCE: CAD 9970.10 BET: CAD 0.10

LEVEL

Reach a new level every time you clear a pattern. Can you reach the level of the Gods?





Clear patterns by winning on all the indicated positions.



On each level you are blessed with the presence of one of the four Gods.

GODS
LEVEL
VALHALLA
CHARGE
RAGNAROK
SYMBOLS

PRESS SPIN TO BEGIN

BALANCE: CAD 9970.10 BET: CAD 0.10

RUNES OF VALHALLA

RUNE STONES
Win on the 5 different Rune Stone symbols to collect them.



Collect at least one Rune Stone and clear the current pattern to trigger the Runes of Valhalla bonus game.



BONUS
Collected Rune Stones will activate winning spaces on the bonus wheel. Win the bonus by hitting any of these activated winning spaces on the bonus wheel!
The bonus amount won is indicated in the Runes of Valhalla bonus display.
The bonus grows by 12% of symbol win amounts.

GODS
LEVEL
VALHALLA
CHARGE
RAGNAROK
SYMBOLS

PRESS SPIN TO BEGIN

BALANCE: CAD 9970.10 BET: CAD 0.10

CHARGE OF DESTRUCTION

Charges up when winning. Activates after winning on 20 symbols.



FURY OF FENRIR
Four diagonal lines of symbols are selected. Two are removed and the other two are transformed to the same symbol.

JUDGMENT OF JORMUNGANDR
A chain of symbols on the grid are selected. Most are destroyed but some are transformed to the same symbol.

SCORCHING OF SURTR
Three different symbols are selected. Surrounding symbols are destroyed and the selected symbols are duplicated.

LURE OF LOKI
All of two different symbols are selected. One group is destroyed and the other transformed to the same symbol.

GODS
LEVEL
VALHALLA
CHARGE
RAGNAROK
SYMBOLS

PRESS SPIN TO BEGIN

BALANCE: CAD 9970.10 BET: CAD 0.10



Viking Runecraft

Unfinished Games

If your game round is disrupted, all game information and placed bets are stored until you reopen the game. You may continue your unfinished round from the point of interruption. Malfunction voids all bets and plays.

Information

Cluster wins are awarded for adjacent symbol combinations, according to the information in the paytable and game rules, when winning on multiple clusters in a single game round, all winnings are added together. All winnings from Features (such as Free Spins, Bonus Game and/or Scatters (if applicable)) are also added to cluster wins. All winning combinations are paid out at the end of a game round. Free Spin features are played with the game bet at the game round that triggered the feature – unless otherwise stated. The bet cannot be changed during a currently running game round. Please refer to the game rules for more information. Winning combinations only pay when symbols are connected horizontally or vertically and without any gaps. Winning combinations can start from any point on the grid. Only the highest win is paid per winning symbol combination.

Game Rules

Viking Runecraft is a cascading game played on a 5x10 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 5 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

All wins during a game round contribute to increasing a charge meter of destruction. When the charge meter is fully charged and there are no more cascades, the charge effect is activated, triggering one of the following effects:

Fury of Fenrir: Four diagonal lines of symbols are slashed on the grid. Two lines of symbols are removed, the other two lines of symbols are transformed to another symbol.

Judgment of Jörmungandr: A large number of symbols are destroyed in an unbroken path from one edge point of the grid to another edge point of the grid. Along the path, a number of different symbols are transformed into another single symbol.

Scorching of Surtr: Three symbols are set ablaze. The fire can spread to a random number of nearby symbols. All burning symbols are destroyed. In each cluster of burnt symbols, a core of new symbols is created. All symbols in each core consist of the same symbol.

Lure of Loki: Two different symbols are selected. One symbol, and all its matching symbols are removed from the grid. The other symbol and all its matching symbols are transformed to another symbol.

The game continues normally after the effect, allowing the charge meter to charge up for a second time. A single full charge following any of the above charge effects will trigger the Ragnarök feature which awards 1 free game round.

Alternatively, when the charge meter of destruction is initially fully charged, it is possible to double charge it by winning on additional symbols. If you manage to fully double charge the charge meter before any effect is triggered, you trigger the Ragnarök feature directly. The Ragnarök feature can only be triggered once per game round.

Whenever no more wins are achieved during the Ragnarök feature, one of the Charge of Destruction effects will play. When all Charge of Destruction effects have played once each and no more wins are awarded, the feature ends.

During the Ragnarök feature, the Charge of Destruction is replaced with an End of the World bonus meter. Win on enough symbols during the entire Ragnarök feature and you will be richly rewarded with a total win multiplier: 20 symbols award an x2 multiplier; 40 symbols award an x3 multiplier; 60 symbols award an x5 multiplier; 80 symbols award an amazing x15 multiplier!

The game includes four different Gods. To be blessed with the presence of the Gods you need to clear different patterns indicated on the screen. To clear a pattern, you have to achieve wins on the indicated grid positions. Clear a pattern to reach the next level and meet another God.

Each God has their unique Gift. The Gift of the Gods feature can randomly trigger an non-winning game rounds. The Gift of the Gods feature creates wild symbols to help compose additional winning combinations. All wilds created substitute for any other symbol.

God of Thunder: Five to nine randomly selected symbols are turned to wild symbols!

God of Wisdom: Four wild symbols are created in two pairs where the wilds in each pair are vertically adjacent.

Godless of Heavly: Wild symbols are created in four different clusters starting at a random position on the grid within the inner 5x5 area. The wild symbols are created four at a time until at least one win is awarded.

God of Guardians: Seven wild symbols are created, one wild is created per row.

All winning symbols contribute to gaining the Runes of Valhalla bonus. During each spin you can collect up to five different Runes (stone symbol) winning combinations. Collect at least one Rune (stone symbol) win combination and clear the current active pattern to activate the Runes of Valhalla bonus game. During the bonus game, 1 wheel will spin where your goal is to hit any field with an active and 11 runs to the accumulated bonus amount. Depending on the number of collected symbols, the number of active and 11 runs on the wheel change. The more symbols you collect, the higher your chances are to win the bonus amount. Collected symbols are used to enter the Runes of Valhalla bonus game is activated.

The average RTP is 96.71%. RTP is achieved through participation.

Bets are selected using the bet buttons in the bottom part of the game. Click the plus and minus buttons to change the bet one step at a time. To start the round, click START. When the symbols land, the symbols displayed determine your prize according to the paytable.

UI Buttons

Spin / Stop / Spacbar	
	Starts a game round / Stops the reels.
Paytable	
	Opens the paytable.
Auto Play	
	Enables / Disables the Auto Play feature.
Select Bet	
	Selects the displayed bet directly.
Bet (-)	
	Decreases the bet.
Bet (+)	
	Increases the bet.
Settings	
	Opens the settings menu.
Close	
	Closes the game.
Game History	
	Opens the game history.
Game Help	
	Opens the game help.
Sound	
	Toggles sound OFF.
Sound	
	Toggles sound OFF.

Any disabled or inactive button indicates that the option is not available in the jurisdiction and/or to the operator.

The prizes are paid in accordance with the payout table available on the game interface.
 Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.