

GDM Help File (NOVA)



The Demon Code

Delve deep into the Underworld where VAST RICHES AWAIT!

THE DEMON CODE takes you on an adventure where Demons harness their powers to unleash 4 UNIQUE GAME FEATURES but beware of the GATE KEEPER who guards entry to FREE GAMES.

Collect SCATTERS to unlock the code to unlimited multipliers and increasing rows for BIGGER WINS!!

The Theoretical Return to Player is: 96.263%

CASCADES

- At the beginning of each Game Round, symbols CASCADE in to populate the Grid area
- If one or more winning combinations subsequently occur, or one or more positions in the Grid area are otherwise rendered vacant in accordance with the Game Rules, all applicable symbols are removed and any remaining symbols CASCADE down to the bottom of the Grid
- New symbols CASCADE in from top of screen to fill empty positions in the Grid
- CASCADES can be retriggered indefinitely

CLUSTER PAYS

- A win occurs whenever 4 or more Paytable symbols form a connected CLUSTER
- A CLUSTER is a grouped combination of symbols where every symbol touches at least one other symbol of the same type along a HORIZONTAL or VERTICAL EDGE
- WILD CLUSTERS do not have an associated Paytable prize and substitute for adjacent symbols only
- All applicable Paytable prizes are paid in the event that a WILD CLUSTER substitutes in multiple winning combinations
- At least one instance of a Paytable symbol must appear HORIZONTALLY or VERTICALLY adjacent to a WILD CLUSTER in order for a winning combination to be awarded
- Highest single Paytable prize is awarded per CLUSTER only

ENTER THE VOID

- Triggered when no winning combinations are formed after a CASCADE and one or more WILD symbols remain in the Grid area
- Each WILD symbol on screen is removed as well as:
 - All symbols sharing a HORIZONTAL EDGE with one or more WILD symbols
 - All symbols sharing a VERTICAL EDGE with one or more WILD symbols
 - All symbols whose CORNER touches a CORNER of one or more WILD symbols
- An additional CASCADE sequence is triggered once all applicable symbols have been removed
- ENTER THE VOID can be retriggered indefinitely

WIN MULTIPLIER

- All wins are multiplied by the WIN MULTIPLIER
- WIN MULTIPLIER is x1 at the beginning of each Bought Game
- WIN MULTIPLIER value increases by 1 whenever one or more winning combinations occur or when at least one instance of ENTER THE VOID is triggered
- WIN MULTIPLIER value increases in coordination with the resulting CASCADE

- All wins are paid once per CASCADE only at the current WIN MULTIPLIER value
- WIN MULTIPLIER value can increase indefinitely
- WIN MULTIPLIER resets to x1 at the start of each new Bought Game

DEMON SUMMON

- 4 DEMONS appear outside the Grid area
- Each DEMON has a corresponding TALISMAN symbol that may randomly appear in the Grid area as a result of a CASCADE
- Whenever a TALISMAN symbol appears, the associated DEMON POWER is SUMMONED as follows:

ANCIENT ALCHEMY (GREEN DEMON):

- TALISMAN drops into PIT and an ENERGY BURST adds MYSTERY symbols to the Grid area
- All MYSTERY symbols reveal the same symbol
- MYSTERY symbols can reveal any symbol except WILD, SCATTER and TALISMANS
- Revealed MYSTERY symbols supersede all Grid symbols over which they originally appear
- All wins are paid once only at the current WIN MULTIPLIER value after all MYSTERY symbols have been revealed

CRYPTIC CHAOS (BLUE DEMON):

- TALISMAN drops into PIT and an ENERGY BURST highlights all instances of a random symbol in the Grid area
- Win is determined by counting the number of instances of the symbol appearing ANYWHERE in the Grid area and then awarding the highest associated Paytable prize
- CLUSTER combinations are not present in the Grid when CRYPTIC CHAOS is triggered
- All wins are paid once only at the current WIN MULTIPLIER value after all symbols have been highlighted

DARK DESIGN (PURPLE DEMON):

- TALISMAN drops into PIT and an ENERGY BURST adds WILD symbols to the Grid area
- WILD symbols supersede all Grid symbols over which they originally appear
- All wins are paid once only at the current WIN MULTIPLIER value after all WILD symbols have been added

FIERY FUSION (RED DEMON):

- TALISMAN drops into PIT and an ENERGY BURST randomly adds a 3x3, 4x4 or 5x5 SYMBOL BLOCK to the Grid area
- All Paytable symbols appearing in SYMBOL BLOCK are the same
- SYMBOL BLOCK can be comprised of any Paytable symbol except WILD, SCATTER and TALISMANS
- SYMBOL BLOCK supersedes all Grid symbols over which it appears
- For the purposes of determining CLUSTER wins, SYMBOL BLOCK contribution is equal to the number of individual Grid symbols it occupies
- SYMBOL BLOCK can combine with adjacent symbols of the same type to form larger CLUSTERS
- Highest associated Paytable prize is awarded when SYMBOL BLOCK contributes to a winning combination
- All wins are paid once only at the current WIN MULTIPLIER value after all ENERGY BURSTS have completed

Only 1 TALISMAN symbol can appear per CASCADE

TALISMAN cannot appear on the initial CASCADE of a Bought Game

When TALISMAN symbol is removed from the Grid area it is replaced by a random symbol in the corresponding Grid position

TALISMAN can reveal any symbol except WILD, SCATTER and TALISMANS

Symbol revealed by TALISMAN is independent of the DEMON SUMMON triggered

SCATTERS

- Whenever a SCATTER symbol appears, it is immediately counted on the METER above the Grid
- Once a SCATTER symbol has been counted, a WILD symbol is revealed in the corresponding Grid position
- SCATTER symbols are always counted and removed before ENTER THE VOID and DEMON SUMMON Features are triggered where applicable
- During Bought Games, METER progress is persistent between all CASCADES in the Game Round
- If more than 4 SCATTERS are counted on the METER in a single Bought Game Round, progress is registered numerically on the BIG EYE at the top of the METER
- The value accrued on BIG EYE is equal to the number of additional Free Games that will be awarded with FREE GAMES BONUS trigger
- Evaluations of FREE GAMES BONUS triggers are performed once only per Bought Game Round after all CASCADES have completed
- METER resets at the end of each Bought Game Round

FREE GAMES BONUS

- 10 Free Games are triggered whenever 4 SCATTER symbols are collected on METER in a single Bought Game Round
- Every SCATTER symbol collected after the 4th increases the number of Free Games awarded at trigger by 2
- WIN MULTIPLIER value at trigger carries over to the FREE GAMES BONUS
- DEMON SUMMON and ENTER THE VOID Features can be triggered during Free Games

Increasing Row Height:

- At the commencement of the FREE GAMES BONUS, METER resets and Grid area increases in size by 1 Row
- Every SCATTER symbol that appears during Free Games is counted on the METER
- Every 4 SCATTERS collected unlocks an Extra Row on the Grid and awards 2 Extra Free Games
- Maximum number of Rows that can be unlocked is 12
- After the 12th Row is unlocked, METER is removed and SCATTERS are not counted for the remainder of the FREE GAMES BONUS
- WIN MULTIPLIER receives a one-off increase of +10 when METER is removed
- Every SCATTER that appears after METER is removed awards 2 Extra Free Games

Enduring Win Multiplier:

- WIN MULTIPLIER continues to increase by 1 during FREE GAMES BONUS whenever a CASCADE occurs as a result of one or more winning combinations, or one or more instances of ENTER THE VOID
- WIN MULTIPLIER also increases by 1 whenever a CASCADE occurs as a result of unlocking an Extra Row on the Grid area
- WIN MULTIPLIER value does not reset after each Free Game Round
- WIN MULTIPLIER value can increase indefinitely during FREE GAMES BONUS

All Free Game wins are multiplied by the coin value of the trigger game

Free Game wins are added to trigger wins

FREE GAMES BONUS cannot be retriggered

METER is reset and restored (where applicable) and WIN MULTIPLIER resets to x1 at the completion of the Free Games Feature

Game Rules

- Each Bought Game costs 10 coins to play
- Payouts are made according to the Paytable
- All wins are multiplied by the coin value
- Coinciding wins are added
- Highest Paytable prize awarded per winning CLUSTER combination
- WILD symbols substitute for all symbols except SCATTER and TALISMANS
- WILD symbols cannot appear on the initial CASCADE of a Bought Game unless revealed by SCATTER
- 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 pays and plays

Maximum Win (if applicable)

- Any combination of wins in a single game is limited and will not exceed the selected CAPPING VALUE
- It may not be possible to reach this limit in a single game for every bet configuration

How to Play

1: Choose your BET per line

2: SPIN

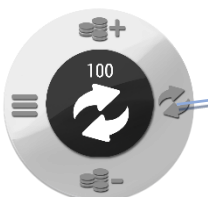
MAIN GAME SCREEN BUTTONS:



SPIN:
Spins the reels



STOP SPIN:
If AUTOPLAY is not active STOP SPIN will stop the reels from spinning as soon as possible



AUTOPLAY: Select the AUTOPLAY icon and set the number of spins. When more than zero AUTOPLAYs is selected the SPIN button will display the AUTOPLAY icon which can be clicked to start



STOP AUTOPLAY: Once auto play begins the SPIN button turns into a STOP AUTOPLAY.



CONTINUE: During free games, this button when appears allow players to skip to the next free game.



Bet Up: Adjusts the BET. The UP (+) buttons adjust the BET up



Bet Down: Adjusts the BET. The Down (-) buttons adjust the BET down



Menu: Accesses the SETTING page for EFFECTS QUALITY, SPIN BUTTON POSITION, BET and AUTOPLAY options
HOME (🏠) is accessible via this option which will access the casino menu

Menu PAGE BUTTONS:



Settings: Accesses the SETTING page for EFFECTS QUALITY, SPIN BUTTON POSITION



Bet: Accesses Bet settings which allows adjustment of the BET per LINE



Autoplay: Allows automatic consecutive normal game plays. Select the amount of Autoplay Spins. The available autoplays are 0,10,25,50,100



Info: Accesses pay awards for winning symbol combinations. Also contains the rules for the game.



Sounds: Activates MUTE if clicked during a SPIN.
Activates SOUNDS if sounds are not loaded at game launch or if MUTE is active
Accesses volume controls and sound options if clicked when sound is active and reels are not spinning

Keyboard Shortcuts:

Space Bar:

- When game is Idle, pressing Space Bar initiates a Reel Spin
- When one or more reels are spinning, pressing Space Bar forces these reels to stop spinning and land in their final position
- Holding down Space Bar will automatically force reel stop and initiate a new Spin once the current Spin completes
- When Welcome Banner or Feature Trigger Panel is displayed on screen, pressing Space Bar removes them and initiates the Feature (where relevant)

Enter: Same functionality as Space Bar

The game displays all your details in the following display fields:

Balance: Displays your total balance

Total Bet: The total wager staked.

Win (displayed in message bar): Displays the amount won in the spin