

Welcome to the Epic Gladiators rules!

GAME DESCRIPTION

Epic Gladiators is a Match 3 video slot that contains 7 reels and 7 rows.

The game has 8 regular symbols, Wild symbol, Wild substitution and 3 types of Free Spins.

There are no paylines in the game. The objective is to spin the reels so that the identical symbols form the winning groups. The more symbols in each group, the bigger win can be gained. The required number of symbols to create a winning group and win coefficient are displayed in the Pay table.

FEATURES

Drop mechanic

After clicking the Spin button, the symbols drop into the reels positions and a game round is started.

Winning combination starts additional drops - the winning symbols explode and disappear and new symbols drop into the vacant places, potentially creating more wins.

Additional drops continue until there are no more wins. The game round continues until there are no more drops.

Gladiator's attack

During the main game, the gladiator carries an attack against the enemy's HP in case one or more groups of matching symbols disappear and new symbols drop.

The enemy's health restores to the max after symbols stop dropping.

Wild symbol

Wild symbol substitutes for all symbols. Wild symbol can be a part of one or more simultaneous winning combinations.

Free Spins

If Kilevilus, a main hero, kills the enemies, then Free Spins are activated. One defeated enemy brings 10 Free Spins, two defeated enemies bring 15 Free Spins, and three defeated enemies activate 20 Free Spins.

There are three types of Free Spin in the game.

One gladiator is randomly selected at the start of the Free Spins.

Free Spins are played with the same Bet as the spin that activates Free Spins.

Maximus

Maximus gladiator activates Free Spins with x2 multiplier. A multiplier is increased by 1 after each following defeated enemy.

Wild Crixus

Wild Crixus gladiator turns up to 3 random symbols into Wild ones after each spin. 1 more symbol is replaced for each following defeated enemy.

Spintacus

Spintacus gladiator makes 2 random symbols swap their positions with other symbols to make or increase a winning combination. 1 more symbol changes position with each following defeated enemy.

GAMEPLAY

Balance - Displays your account balance. Click Balance to Make a deposit.

Bet - Displays the bet value for a spin. Click Plus and Minus buttons or the bet value to set your bet.

Spin - When you are ready to submit your bet click Spin to start the game. The bet amount is deducted from your balance and game round is started.

Autoplay - Hold the Spin button to choose the number of autospins. The selected number of spins starts automatically with the same bet value as the spin whereby the autospins mode is activated. Anytime you may click the Spin button again to stop autospins. You can choose additional conditions to stop autoplay in the Game Settings.

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

Paytable - Displays all coefficients for each symbol combination, description of the game features and all information about the paylines. Click Info button to open Paytable.

By clicking the Settings (gear) button you can open the game settings interface, and change the sound, input, visual and autospins settings.

Swipe mode - Swipe down to spin the reels. Long press anywhere on the reels to open autospins panel.

Anytime you may turn on/off the sound, turn on/off the turbo mode and enter/exit fullscreen in the bottom right corner.

HOW TO CALCULATE THE WINNING COMBINATION

- 5 or more matching symbols connected either vertically or horizontally is a winning combination.
- Count the number of identical symbols that form a winning combination.
- Check the coefficient for the corresponding number of symbols shown in the Paytable.
- Winning combination is equal to the coefficient multiplied by the bet.
- Only the highest win in the winning group is paid.

RETURN TO PLAYER

The overall theoretical return to player is $[\text{RTP_VALUE}]\%$.

RANDOMIZATION

The reels are spun with a fair and equal chance for each stop position by a random number generator. For more information, visit <http://evoplay.games/RNG>.

ADDITIONAL INFORMATION

Malfunction voids all pays and plays.
Game rules dated 06.08.2018.