GAME RULES

Gates of Babylon

About the game Gates of Babylon is a 5-reel, 40 lines video slot feature accumulated wilds, free spins, and missions. Theoretical payout is 96.18% to 97.29%

Game Features Wild Symbols GOLD COIN symbols are wild and substitute for all other symbols except BONUS symbols and SILVER COIN symbols. WILD symbols and FULL COLUMN WILD symbols are wild and substitute for all other symbols except BONUS symbols, GOLD COIN symbols, and SILVER COIN symbols. Wild Column Feature GOLD COIN symbols appear on columns 1, 3, and 5. Each GOLD COIN awards a RUBY for the column on which it appears. Each column keeps a counter of RUBIES that persists between spins. During the base game, when 3 RUBIES have been accumulated for a column, the WILD COLUMN feature begins. During the WILD COLUMN feature, all positions on the column become wild and pays are evaluated as if each column were wild. The WILD COLUMN feature lasts for additional spins and ends when there are no RUBIES left on the counter for a column. On each spin after the initiating spin during the WILD COLUMN feature, a RUBY is removed from the counter for the column. If GOLD COIN symbol appears during the WILD COLUMN feature, it the RUBY counter is incremented again by 1. During the base game, the game may also award a Free Spins bonus. RUBY accumulation and WILD COLUMN feature state are distinct for each line bet. If a user changes the bet, the interface will be automatically changed to reflect the accumulation for the selected bet. Free Spins Bonus When 3 BONUS symbols appear, the game initiates the FREE SPINS BONUS with 10 initial free spins. During the FREE SPINS BONUS, each SILVER COIN symbols may appear on columns 2 and 4. For each SILVER COIN symbol that appears, 1 extra free spin is awarded. GOLD COIN symbols appear on columns 1, 3, and 5 during the free spins. Each of these columns has a counter of RUBIES that increments for each GOLD COIN that appears during a free spins bonus. For each FREE SPINS BONUS awarded, the counters are separate from the counters in the base game and begin from 0 GOLD COIN symbols collected. When the counter for a column reaches 3, then a FULL WILD COLUMN symbol is applied over the column and it remains applied for all remaining free spins. If a FREE SPINS BONUS is awarded while a WILD COLUMN feature is active in the base game, the WILD COLUMN feature is not applied to the free spins.

Missions Missions are features in which one or several symbols are collected during a number of spins and an award is paid for the final number of matching symbols collected on all spins until there are no more spins in the mission. Missions are available in 3 categories, each of which is indicated by its respective MISSION CATEGORY ICON, -for the total number of wild symbols collected, including WILD symbols, GOLD COIN symbols, and each position in a column of FULL COLUMN WILD symbols in the free spins, as indicated by the WILD MISSION ICON. WILD COLUMN feature positions in the base game do not count toward the total of wild symbols. -for the number of CHARACTER symbols collected, as indicated by the CHARACTER SYMBOLS MISSION ICON. CHARACTER symbols includes KING,QUEEN,PRINCESS, and SOLDIER symbols -for the total number of BONUS SYMBOLS and SILVER COIN symbols collected, as indicated by the BONUS

SYMBOL MISSION ICON There are 4 mission levels, each of which has a different duration and prize table and is indicated by its respective MISSION LEVEL ICON, -BRONZE, indicated by the BRONZE MISSION ICON, over which symbols are collected for 30 paid spins, -SILVER, indicated by the SILVER MISSION ICON, over which symbols are collected for 50 paid spins, -GOLD, indicated by the GOLD MISSION ICON, over which symbols are collected for 75 paid spins, -PLATINUM, indicated by the PLATINUM MISSION ICON, over which symbols are collected for 100 paid spins. Spins in the FREE SPINS BONUS are not deducted from the mission spins.

Each mission has a category and a level. Only one mission is active at a time. The MISSION DISPLAY panel shows -the current active mission, as indicated by the MISSION LEVEL ICON and MISSION CATEGORY ICON displayed, -the number of spins remaining in the mission displayed within the SPIN SYMBOL icon, -the number of symbols currently collected in the active mission, -the progress of the number of symbols collected compared to the number of spins required to reach the next highest prize available from the MISSION PAYTABLE. When there are no spins remaining in the current active mission, if the number of symbols collected corresponds to a prize according to the MISSION PAYTABLE then that prize is awarded after the last spin in the mission. A new mission is selected and displayed to the player. If a player changes bet, the player begins a new mission in the same category and level as was previously active, but with progress set at 0, if no progress has been accumulated to the mission at the new bet, or to the saved mission progress for the active mission, if the player has previously collected symbols toward the new active mission without finishing it. Players can enter the MISSION CONTROLS by pressing the "i" icon on the MISSION DISPLAY panel. In the MISSION CONTROLS panel, a player can view the MISSION PAYTABLE for the current mission, select to change the current active mission, or view saved missions. To select a new active mission, press the horizontal tab with the MISSION CATEGORY ICON for the category desired and select the vertical tab with the MISSION LEVEL ICON for the level desired. By selecting a new mission, the current active mission will the saved and is available to resume under the SAVED MISSION tab. If a mission with the same level, category, and bet has already been started and not finished, then that mission is resumed by selected the appropriate mission with the bet in the game set to the game corresponding to the saved mission. To view saved missions, press the vertical tab labeled SAVED MISSIONS. All missions with progress saved and with level corresponding to the current selected mission level will be displayed. Each saved mission is displayed with the MISSION LEVEL ICON, the MISSION CATEGORY ICON, the number of symbols required for the next prize, the bet for the mission, the number of spins left in the mission, the number of symbols already collected in the mission, and the prize for reaching the next paytable threshold. Select a saved mission by pressing the display for the desired mission. By selecting a saved mission the bet will automatically be set to the bet for the selected mission. When you have selected a new or saved mission as the new active mission, press the ARROW symbol button or the CLOSE SYMBOL button to close the MISSION CONTROLS display and resume the game.

Payline wins pay in succession from leftmost to right. Only the highest win per bet line is paid. The separate payline wins will be displayed on the payline wins during the win presentation.

How to play Video slots are very easy to play. Just follow the 3 steps: 1. Choose your total bet 2. Press the SPIN symbol button 3. Check for any win in the WIN field Description of game functionality Bet The Total bet is shown in the BET display. On desktop, change the bet by clicking on the display and choosing the total bet of your choice, or using the BET UP or BET DOWN indicators to increase or descrease your bet, respectively. On mobile, change the bet by touching the BET icon on the display and choosing the total bet of your choice. Spin The game is started by pressing the SPIN symbol button. You can Quick Stop the game by clicking (for desktop displays) or touching (for touch-enabled displays) anywhere on the play screen. Pressing the SPACE key on a keyboard has the same function as pressing the SPIN button. Win Any total win in a game round will be displayed in the WIN field. Symbol pays are displayed in the paytable, and reflects the current bet configuration. Paytable All winning combinations in the game can be viewed in the PAYTABLE which can be reached through the "i" button in the keypad. Autoplay Using Autoplay will let you play a number of game rounds automatically. Press AUTOPLAY and choose a number of game rounds to initiate Autoplay. The remaining number of spins is displayed in the keypad. Autoplay is stopped by pressing the STOP button. The autoplay settings allow the player to set number of plays, total session lost limit, and single win limit. Autoplay will stop when any of the selected limits are exceeded. Access the CLIENT SETTINGS by clicking (on desktop) or touching (on touch-enabled displays) the SETTINGS ICON. If the HOME symbol button is displayed, then pressing it redirects back to the game lobby. On the game display access CLIENT SETTINGS by tapping the SETTINGS ICON. In SETTINGS, SOUND selection allows you to choose if the game should play sounds and music. In SETTINGS, MUSIC selection allows you to choose if the game will play background music. In SETTINGS, REPLAY will take you to game play history. In SETTINGS, "i" icon accesses game PAYTABLE. The "?" Symbol opens GAME RULES. Malfunction in the game voids all pays.

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