

# HOW TO PLAY

## FEATURES

### WILD SYMBOLS

- The **WILD** symbol substitutes for all other symbols except the **SWORD** Scatter symbol, unless the **WILD** has been added by the **Merlin** character.

### MERLIN WILDS

- On any base game spin there is a chance that the **Merlin** character will appear and add **WILD** symbols to the reels. The **WILD** symbol replaces random symbols including the **SWORD** Scatter symbol. If 3 **SWORD** Scatter symbols are replaced in this way, they will still trigger **Arthur's Round Table** feature.

### SCATTER SYMBOLS

- The **SWORD** symbol is a Scatter symbol and only appears in the base game.
- Landing a **SWORD** Scatter in reels 1, 3 and 5 will trigger the **Arthur's Round Table** feature.
- The **BRONZE**, **SILVER** and **GOLD** symbols are Scatter symbols and only appear in **Free Spins**.

### ARTHUR'S ROUND TABLE FEATURE

- **Arthur's Round Table** feature can award the **Excalibur Sword** feature or **5, 8, 10, 12, 15 or 20 Free Spins**.

### FREE SPINS

- During **Free Spins** collect 3 pieces of armour - **BRONZE**, **SILVER** and **GOLD** Scatters.
- The **BRONZE** Scatters can be found on reels **1, 3 and 5**.
- The **SILVER** Scatters can be found on reels **3 and 5**.
- The **GOLD** Scatter is only on reel **5**.
- When **BRONZE**, **SILVER** or **GOLD** Scatters land on the reels, they drop down to their meter and a **WILD** symbol is left in its place. The **BONUS** Spins are added to the Free Spins meter.
- Collecting 3 Scatters of the same type across all spins awards the following:
  - **BRONZE** – 3 **BONUS** spins with 3x multiplier. Bronze modifier is active for 3 spins.
  - **SILVER** – 5 **BONUS** spins with 5x multiplier. Silver modifier is active for 5 spins.
  - **GOLD** – 10 **BONUS** spins with 10x multiplier. Gold modifier is active for 10 spins.
- When **BONUS** Spins are awarded, they start on the next spin and the multiplier will be applied to any winning combination while **BONUS** Spins are active.
- When 2 or more different modifiers are active their associated multipliers are multiplied together i.e.
- **BRONZE and SILVER: 15x**

- **BRONZE and GOLD: 30x**
- **SILVER and GOLD: 50x**
- **BRONZE, SILVER and GOLD: 150x**
- **NOTE:** Triggering additional BONUS spin modifiers of the same kind, does not cause the multiplier to change, only the amount of BONUS spins will be increased.
- **Free Spins/BONUS** 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 if the maximum win has been achieved.

## EXCALIBUR SWORD FEATURE

- Attempt to pull the sword from the stone to win one of the following:
  - **CASH PRIZES** with up to 5000x Total Bet.
  - **3 BONUS Spins** with **3x** multiplier active.
  - **5 BONUS Spins** with **5x** multiplier active.
  - **10 BONUS Spins** with **10x** multiplier active.
- After 3 attempts, the sword is pulled out of the stone, and a prize is awarded and follows the Auto Award rules.
- There is then a choice to GAMBLE or COLLECT.
- The GAMBLE option can be selected up to 7 times.
- The COLLECT option can only be selected 1 time.
- When GAMBLE is selected new prizes are awarded and follow the auto award rules.
- **AUTO AWARD RULES:**
  - If the top prize is highlighted, it is auto awarded, otherwise the top prize is removed.
  - When the top prize is removed, if the new top prize is then highlighted, it is also awarded automatically.
  - When selecting GAMBLE, for best results the player should follow the following strategy:
    - 1: Gamble if 50x Total Bet or lower.
    - 2: Gamble if **3x BONUS Spins** or lower.
    - 3: Gamble if **3x BONUS Spins** or lower.
    - 4: Gamble if **3x BONUS Spins** or lower.
    - 5: Gamble if 20x Total Bet or lower.
    - 6: Gamble if 10x Total Bet or lower.
    - 7: Gamble if 10x Total Bet or lower.

## LEGAL NOTICES

- Any combination of wins in a single game is limited and will not exceed \$ 250,000.00. It may not be possible to reach this limit in a single game from every bet configuration.
- The expected return for this game is 96.41%. This reflects the theoretical return across many plays.
- In accordance with fair gaming practices, the outcome of each and every game is completely independent.
- Malfunction voids all pays and plays.
- The chances of getting a particular outcome are always the same at the start of every game.

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