

# Help File

## Kingdom's Edge

Kingdom's Edge is a 5-reel slot game with RALLY THE TROOPS Feature and DEFEND THE GATES Free Games Feature to boost your winnings. During regular play, the goal is to achieve a winning combination of symbols on any of the 20 lines. Payouts depend on the number of coins played and the winning combination of symbols achieved. The theoretical average return to player (RTP) is 95.480%.

## FEATURE RULES

### **RALLY THE TROOPS Feature**

GOLD WILD symbols appear STACKED on reel 1 ("GOLD WILD STACK")

Feature is triggered when GOLD WILD STACK appears in all positions on reel 1

If one or more SILVER WILDS appear on reels 2, 3, 4 or 5:

- Each SILVER WILD STACK EXPANDS to occupy all positions on its respective reel
- Any HERO symbol (KNIGHT, ARCHER, DWARF, SORCERESS) appearing on the same reel as a SILVER WILD increases the WIN MULTIPLIER for the SPIN by 1
- Any SHIELD symbol appearing on the same reel as a SILVER WILD awards 1 EXTRA RALLY THE TROOPS SPIN ("RALLY SPIN")

GOLD WILD STACK is held on reel 1 throughout RALLY SPINS

All wins are paid once per RALLY SPIN only, after all SILVER WILDS have EXPANDED

All wins for the RALLY SPIN are calculated at the final WIN MULTIPLIER value only

Default WIN MULTIPLIER value is x1

Maximum possible WIN MULTIPLIER value per RALLY SPIN is x5

EXPANDED SILVER WILDS are removed and WIN MULTIPLIER resets to x1 at the commencement of each RALLY SPIN

Feature completes once all RALLY SPINS have been played

### **DEFEND THE GATES Free Games Feature**

3, 4 or 5 of a kind SCATTERED SHIELD win awards 15, 20 or 25 Free Games respectively

RALLY THE TROOPS Feature can be triggered during Free Games Feature

During Free Games:

- Whenever GOLD WILD STACK appears partially on reel 1, it is NUDGED to occupy all reel 1 positions
- 5 or 10 EXTRA Free Games are randomly awarded whenever GOLD WILD STACK lands in all reel 1 positions WITHOUT NUDGING

Free Games Feature can be retriggered during the Free Games Feature

Free Games are played at the paylines and coin value of the trigger game

Free Game wins are added to payline and SCATTER wins

## GAME RULES

10 coins play 20 lines

Payouts are made according to the Paytable

Payline and scatter wins are multiplied by the coin value

SCATTER wins are added to payline wins

Highest win only on each payline

Wins on different paylines are added

All wins on specified paylines only except SCATTERS

All wins begin with leftmost reel and pay left to right on consecutive reels

GOLD WILD appears STACKED on reel 1 only and substitutes for all symbols except SCATTER and SILVER WILD

SILVER WILD appears on reels 2, 3, 4 and 5 only and substitutes for all symbols except SCATTER and GOLD WILD

Malfunction voids all pays and plays

### How to Play

1: Choose your BET per line

2: SPIN

### MAIN GAME SCREEN BUTTONS:



SPIN: Spins the reels



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



**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:** Pressing the Space bar or Enter Key will initiate Spin.

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