



SPEARHEAD LTD

Lara Jones is Cleopatra II Game Rules

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Version history

Version	Date	By	Changes
0.1	22-01-2021	KC	First draft
0.2	15/02/2021	TC	Updates for certification
0.3	23/02/2021	TC	Updates for certification
0.4	05/08/2022	PS	Updates for certification

Lara Jones is Cleopatra II – game rules

Lara Jones is Cleopatra II is a 5x3 videoslot featuring the intrepid and alluring Lara Jones on her latest mission to uncover the treasures of ancient Egypt. The game features cascading re-spins, free spins with sticky wilds and two different volatility options, and two types of gamble option.

The theoretical return to player through 1 billion simulated game plays is: 96.1%

GAME RULES

- The reelset panel is 5x3.
- There are 10 fixed pay lines, paying left-to-right.
- There are 11 symbols, 4 high-paying, 5 low-paying, a Wild and Scatter.
- The Wild symbol substitutes any symbol except the scatter symbol.
- The bet level is set using the BET LEVEL selector.
- The line bet is the bet level divided by the number of lines.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Autoplay will be automatically terminated if the Free Spins Feature is triggered.
- The player is paid from left to right for matches of the same symbols, according to the Paytable.
- Only the longest matching combination per symbol is paid.
- Simultaneous or coinciding wins on different paylines are added.
- Whenever 3 scatters land, on reels 1, 3 and 5, the game awards 10 free spins and the player is taken to the Free Spins Mode.
- In the event that a cascading sequence presents more than one panel each containing 3 scatters, then only the first instance awards free spins. The free spins feature can only be triggered a single time.
- There are no Scatter wins.
- Freespins are paid according to the bet amount prior to entering Freespins Mode.
- In the case of a malfunction in gaming hardware/software, all affected bets are refunded

GAME FEATURES

Cleopatra Cascades

- A randomly occurring feature where the winning symbols from a paid spin remain on screen and all other symbols are replaced with a cascading re-spin.
- Any symbols on new or extended winning pay lines remain on screen and a new cascading re-spin occurs
- If no new or extended winning pay lines are created the final modified panel is evaluated and all winnings paid.
- The Cleopatra Cascades Spin occurs only in the base game.
- In the case of a five symbol win (wild-wild-wild-9-9) all five symbols will stick.

Commented [KC1]: FYI @Jesus Perez @Tristan Carree - I had to add it here, not in lower autoplay section, since that is not shown in game and players need to see it.

Commented [JP2R1]: Once we have the translations I can add them to the common translations texts, so it can be reused in all games.

Commented [JP3R1]: Kevin, should we hide this texts about autoplay is autoplay is not allowed by platform config?

Commented [KC4R1]: Easier to just add a generic text line like "Some features may not be available in some jurisdictions" - saves any dev effort.

Commented [JP5R1]: Agree, that would be ideal

Commented [KC6]: @Tristan Carree reckon this cover their comments?

Commented [TC7R6]: Should be it

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Cleopatra Free Spins

- During free spins, all wilds are 'sticky' meaning they will remain in position for the remaining free spin session, overriding the symbols landing underneath on all subsequent spins.
- There are no scatters present on the reels during free spins
- If each of the reels contain at least one wild, an extra 5 free spins are awarded
- Only one re-trigger can happen
- Before commencing Free Spins the player will choose between the following two options:
 - o Majestic Free Spins, Low Volatility option (wins occur more often, but maximum possible wins are smaller)
 - The pay table is doubled
 - o Mighty Free Spins, High Volatility option (wins occur less often, but maximum possible wins are bigger)
 - If a second wild lands on a reel already containing a wild then both these wilds become x2 wild multipliers
 - If a third wild lands on a reel already containing 2 wilds then both these wilds become x3 wild multipliers

Gamble Ladder

- The ladder gamble can be entered by clicking the gamble button after a win.
- The player's stake (win from normal game) dictates their starting position on the ladder
- The player can gamble their win by clicking the gamble button with the ladder symbol. In case of a win, you will land on the highlighted step above your current one, in the case of a loss, on the highlighted lower one.
- Players can opt to use the Gamble Ladder to potentially increase any single base game win or the total winnings from free spins.
- Players can choose to collect an amount equal to the current highlighted step minus the lower step; the rest remains available as the new Gamble Amount and can still be gambled.
- Where the player enters the gamble feature with a stake that is not a value on the ladder, then the probability of winning or losing is proportional to the gamble amount, and the gamble win.
- The maximum cap value for gamble is 150.00 if the starting win amount is <150 and 30,000.00 if the starting win amount is >=150.
- The gamble ladder is capped at 25 gambles. Upon reaching this limit the player must collect all winnings and the gamble ladder game will end.

Card Gamble

- The card gamble can be entered by clicking the card gamble button after a win.




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- The player can gamble their win by clicking on a suit colour (red or black) or a suit symbol (hearts, spades, clubs or diamonds).
- The game will then reveal a random card.
- In the case of a suit colour gamble, if the player's choice matches the colour of the revealed card then they win double their bet.
- Picking either a Red or Black card, there is a 50/50 chance of winning.
- In the case of a suit symbol gamble, if the player's choice matches the suit symbol of the revealed card then they win quadruple their bet.
- The history shows the last 5 cards to be drawn of the current gamble game.
- Players can choose to collect their winnings or to gamble it again.
- If the player's choice is incorrect, the gamble amount will be lost and the game is finished, returning the player to the main slot game.
- The card gamble option is available when the 4x the current game round win amount is less than or equal to a maximum of €30,000
- The maximum win for Card Gamble is the amount \leq €30,000. If any further win in the card game could possibly exceed this value then the card gamble game will end.



It is not possible to move between the card and ladder gamble features. When the player has selected either of the gamble options they must either gamble their base game winnings in that chosen gamble feature or collect their winnings.

Some features may not be available in some jurisdictions

GAME FUNCTIONS

	<p>SPIN BUTTON</p> <p>Click to start a game round at the current bet value.</p>
	<p>SPIN BUTTON (DURING SPIN)</p> <p>Click to rapidly stop the reel animations or any win animations. This does not stop autoplay.</p>
	<p>AUTOPLAY BUTTON</p> <p>Click to open the autoplay pop-up menu.</p>

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		<p>AUTOPLAY BUTTON (WITH AUTOPLAY ACTIVE)</p> <p>The number displays how many autoplay spins remain. Click to stop autoplay.</p>
		<p>BET LEVEL BUTTON</p> <p>Click to open the bet level pop-up menu</p>
		<p>COLLECT</p> <p>Click to collect winnings without gambling</p>
		<p>GAMBLE BUTTON (ladder)</p> <p>Click to open Gamble Ladder feature</p>
		<p>GAMBLE BUTTON (card)</p>
		<p>LADDER GAMBLE BUTTON</p> <p>Click to gamble on the gamble ladder.</p>
		<p>SPLIT BUTTON</p> <p>Click to collect an amount equal to the current highlighted step minus the lower step (Split is only available for Gamble</p>

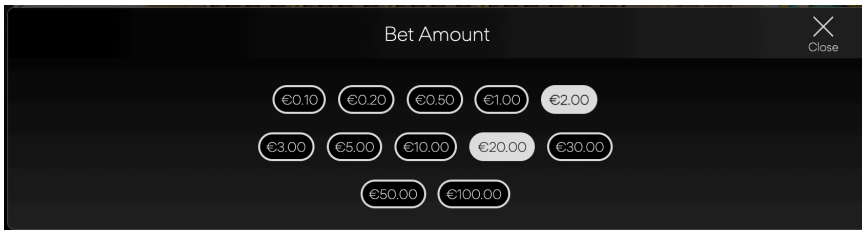
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		<p>Amounts that correspond to the exact value presented on the gamble ladder).</p>
		<p>TAKE WIN BUTTON Click to take winnings and have them added to the balance.</p>
		<p>CARD COLOUR GAMBLE BUTTONS Click on either to gamble on next card being red or black</p>
		<p>CARD SUIT GAMBLE BUTTONS Click on one to gamble on next card being a particular suit</p>
		<p>MENU BUTTON Click to open the settings, payable and game rules.</p>
		<p>AUDIO BUTTON Click to toggle all audio on/off.</p>

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POP-UP MENUS

Bet Amount



The bet amount pop-up menu displays all available bet/line and payline options. The currently selected amount is highlighted white. The player can also click on the 'Back' icon, to return to the main game screen without making any changes to the bet amount.

Autoplay



The autoplay pop-up menu allows the player to select a number of spins to autoplay. To do so, the player clicks on one of the available spin number options. This button will then highlight white. The player must then set a loss limit (must be greater than 0) and then click on the spin button to confirm their intention. The menu is then hidden and the player is returned to the main game screen, with autoplay active.

Gamble is not available during autoplay, however, the player may opt to gamble any winnings awarded on the final spin.

The player may also choose to set optional conditions to automatically stop autoplay. These include:

- Stop autoplay on a single win of a player-stipulated value.
- Stop autoplay if the balance increases by the amount the player specifies.

Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.

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GAME SETTINGS AND REGULATORY

Current time

The game client shows the current time at all times (in the bottom left of the screen). The time is acquired from the player's computer or device system clock.

ADDITIONAL INFORMATION

The following processes may be subject to the terms and conditions of the gaming site.

- The process of managing unfinished game rounds.
- The time after which inactive game sessions are automatically ended.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.