



Game rules and information for:

BOOK OF SOULS™

VERSION:	0.6
VERSION DATE:	15/10/2018
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Changelog

Version	Date	Who	Change summary
0.4	24/7/18	KC	Updated to reflect game features
0.5	20/9/2018	KC	Updated for certification testing submission
0.6	15/10/2018	KC	Amended pay table info for scatter (book)

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1.0 Document scope

The contents of this document serve to accurately describe the form, function and characteristics of the game known as *Book of Souls*™.

2.0 Game rules

Book of Souls™ ('BOS') is a 5-reel video slot game that pits the courageous adventurer, *Lara Jones*, against her arch nemesis in a quest to locate the ancient Mayan Book Of Souls and other valuable artefacts.

The game features wild substitutions and free spins.

The game is played with five reels, with three symbols displayed on each, and ten pay lines paying from left to right.

The player selects a bet level using the bet amount button on the main game screen.

One coin is staked per pay line. The coin value is automatically set at one-tenth of the bet level. Winning combinations and payouts are made according to the payable.

Payline wins are multiplied by bet per line value. Simultaneous or coinciding wins on different pay lines are added

Autoplay automatically plays the game with the selected number of rounds.

Game Features & Mechanics

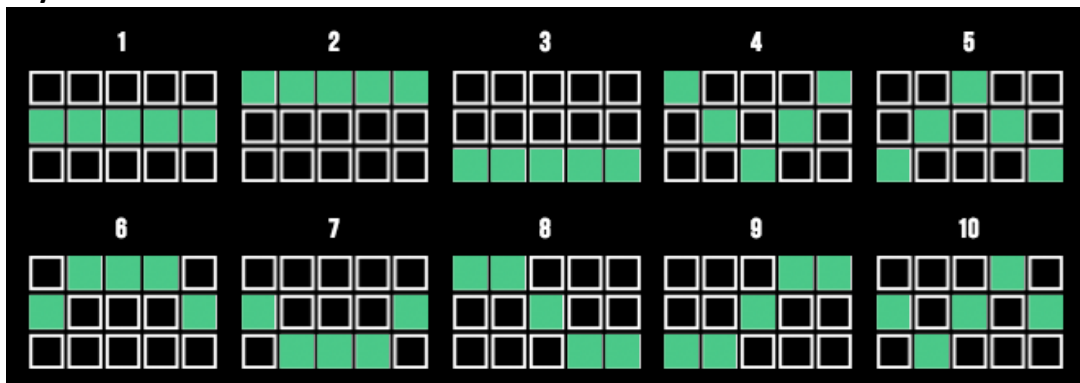
- There are nine regular symbols
 - 'Lara Jones'
 - 'Arch Nemesis'
 - Golden Idol
 - Mayan Calendar
 - Five royals (10, Jack, Queen, King and Ace)
- Scatters (the 'Book Of Souls'):
 - Three (or more) Book Of Souls symbols appearing anywhere on the reels trigger a cash win and 10 freespins.
- Wilds:
 - The Book Of Souls is also wild and as such substitutes for all regular symbols to produce the highest possible line win.
 - The 'Snake Wild' is also a wild symbol, but does not appear on the reels. It only appears as an overlay symbol during an occasional, random 'Snake Spin'.
- Snake Spins
 - This (base game only) feature depicts a series of animated snakes on the screen prior to the spin commencing. When the result is displayed, between

three and ten of the initial symbols will have been replaced by the Snake Wild. Wins are then evaluated.

- Freespins:
 - Before the free spins start, one of the nine regular symbols is selected to be the bonus symbol. The reels spin as normal and then, when the pay lines have been evaluated, if sufficient bonus symbols are visible, each one will expand vertically to cover their entire reel and then be evaluated as line scatters.
 - There are no Snake Spins during free spins.
 - Free spins can be re-triggered. On any free spin, three or more scattered Book Of Souls symbols will extend the free spin sequence by a further ten free spins (until the maximum prize is won). The cash win for sufficient Book Of Souls symbols is also paid during free spins.
 - The same bonus symbol is used throughout the free spin session - it is not re-selected if freespins are re-triggered.

3.0 Pay lines & payable

Pay lines



Pay lines payout from left to right

Paytable

Symbol	X2	X3	X4	X5
HP1 (Lara)	10	100	1,000	5,000
HP2 (nemesis)	5	40	400	2,000
HP3 (idol)	5	30	100	750
HP4 (calendar)	5	30	100	750
LP1 (ace)	-	5	40	150
LP2 (king)	-	5	40	150
LP3 (queen)	-	5	25	100
LP4 (jack)	-	5	25	100

LP5 (ten)	-	5	25	100
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Payline wins: coins won are multiplied by the number of coins staked per line.



Scatter wins: coins are multiplied by the total bet staked.

Symbol	X3	X4	X5
Scatter/Wild (Book)	2	20	200

Symbols

There are a total of eleven different symbols in *Book of Souls*™:






- The scatter
- The wild
- Five high-paying symbols
- Four low-paying symbols

Symbol	Scatter/Wild	Snake Spin Wild
Art		

High-paying symbols

Symbol	HP1	HP2	HP3	HP4
Art				

Low-paying symbol

Symbol	LP1	LP2	LP3	LP4	LP5
Art					

4.0 Game functions

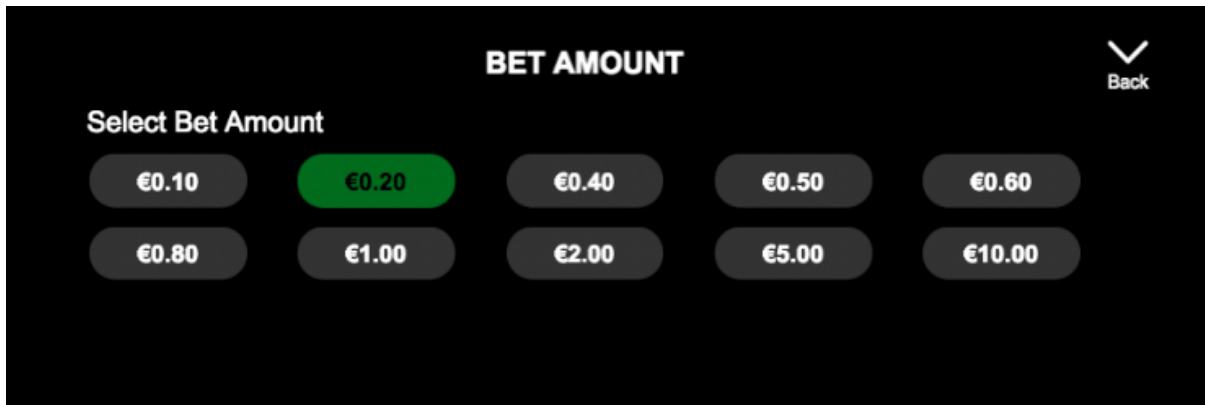
User interface

The table, below, describes the behaviour of the user interface buttons in the game.

	<p>Spin Button</p> <ul style="list-style-type: none"> - Click to start a game round at the current bet level and coin value
	<p>Spin Button (during spin)</p> <ul style="list-style-type: none"> - Disabled while the spin is in process
	<p>Autoplay button</p> <ul style="list-style-type: none"> - Click to open the autoplay pop-up menu
	<p>Autoplay button (with autoplay active)</p> <ul style="list-style-type: none"> - The number displays how many autoplay spins remain - Click to stop autoplay
	<p>Bet amount button</p> <ul style="list-style-type: none"> - Click to open the bet amount pop-up menu
	<p>Settings hamburger menu</p> <ul style="list-style-type: none"> - Click to open the settings, payable and game rules
	<p>Audio button</p> <ul style="list-style-type: none"> - Click to toggle all audio on/off

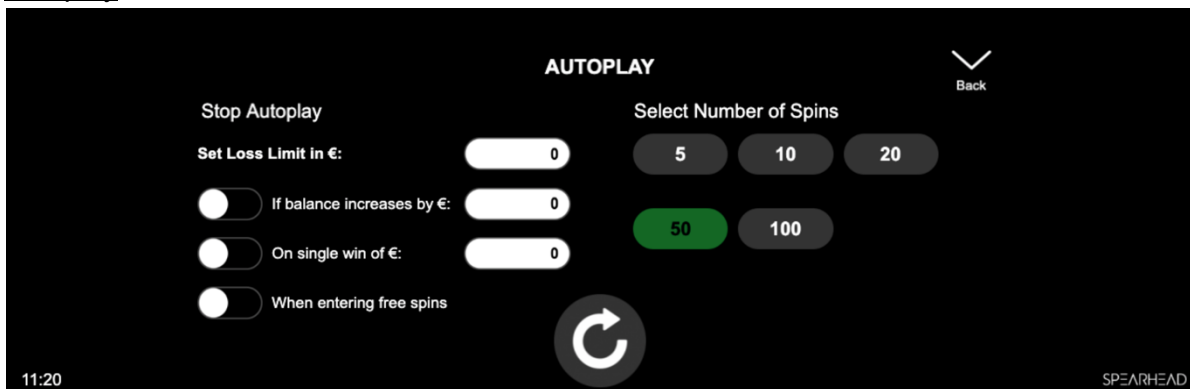
Pop-up menus

Bet amount



The bet amount pop-up menu displays all available bet amounts. The currently-selected amount is highlighted green. If the player clicks on a different amount, the menu is then hidden and the newly-selected bet amount is now displayed in the main game screen. 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 green. The player must then set a loss limit (must be greater than or equal to current bet amount) 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.

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.
- Stop autoplay upon entering free spins

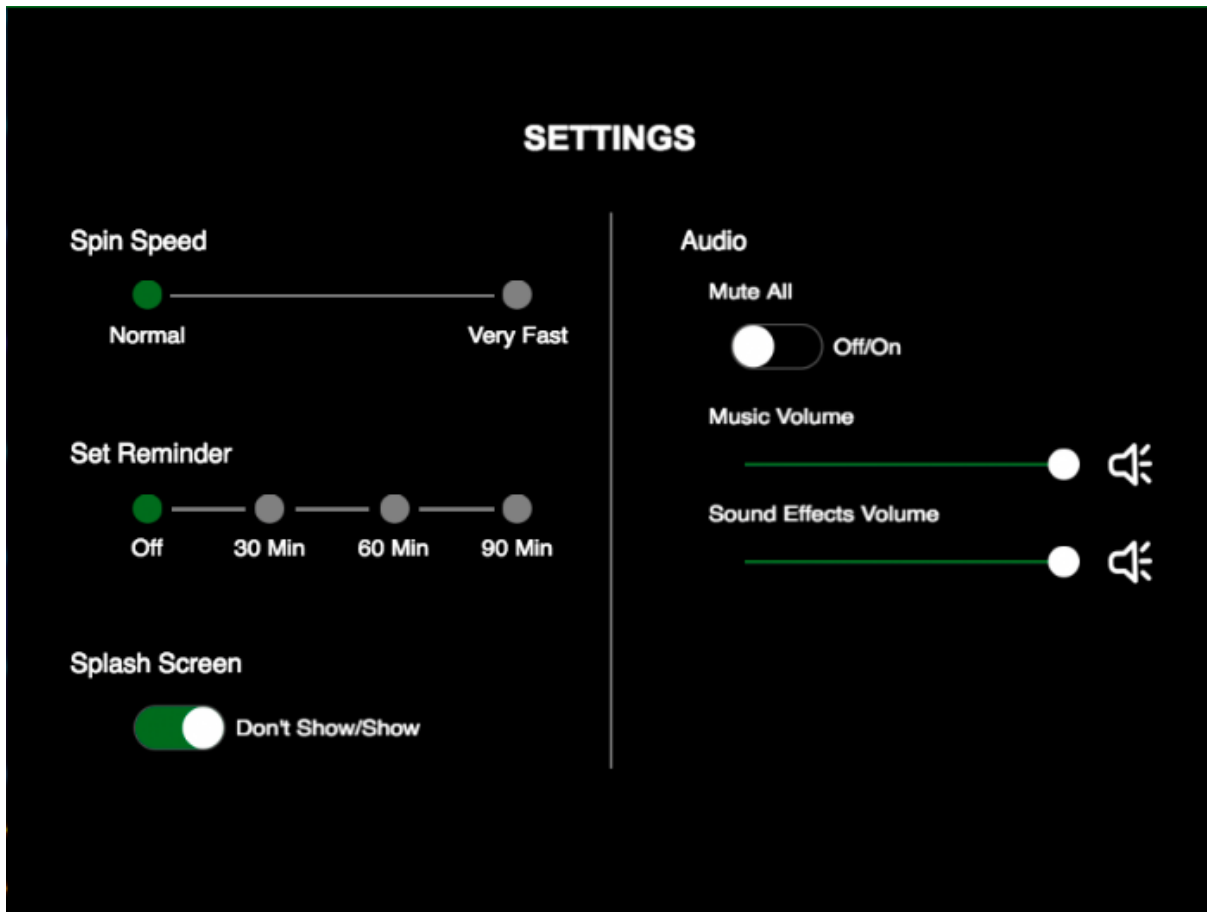
Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game. The default value for Loss Limit is 0. Simply closing the autoplay menu will also return values to the default.

Clicking on the settings hamburger icon on the main game screen allows the player to access:

- The settings menu
- The payable

- The game rules

Settings menu



The settings menu allows the player to:

- Switch between normal and fast spin speed.
- Set a timed reminder (the 'Reality Check').
- Set whether the splash screen should show on loading.
- Mute all audio
- Change music volume.
- Change sound effects volume.

When played in a mobile browser, the game settings also include an option to modify the orientation of some aspects of the UI for left, right or centre viewing. This includes the spin, bet level and autoplay buttons on the main game screen, and also some aspects of the settings pop-up menu.

5.0 Game settings & 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.

Reality check

In case that the operator does not provide this functionality, the player can choose to set a reminder for 30, 60 or 90 minutes from the settings menu.

To access this, the player:

1. Clicks/taps on the 'setting hamburger' icon.
2. The settings, payable, game rules and close icons appear on screen. On mobile, the home and mute buttons are also visible.
3. The settings pop-up menu is displayed.
4. Under 'Set Reminder', the player can select one of three possible options (30, 60 and 90 minutes).
5. The player clicks/taps on 'Close' to return to the game.
6. If the player is still playing after their chosen interval has been reached, then a pop up is displayed with a text reminder and the stated time interval. The popup screen contains:
 - a. Notice of selected reminder time interval having been reached
 - b. Link to return to the game
 - c. Link to exit the game

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.

6.0 Game versions

Desktop

Game ID:	BookOfSouls
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Book Of Souls™ – Game rules & information



Fig 1: Desktop game screen

Mobile (if different)

Game ID:	n/a
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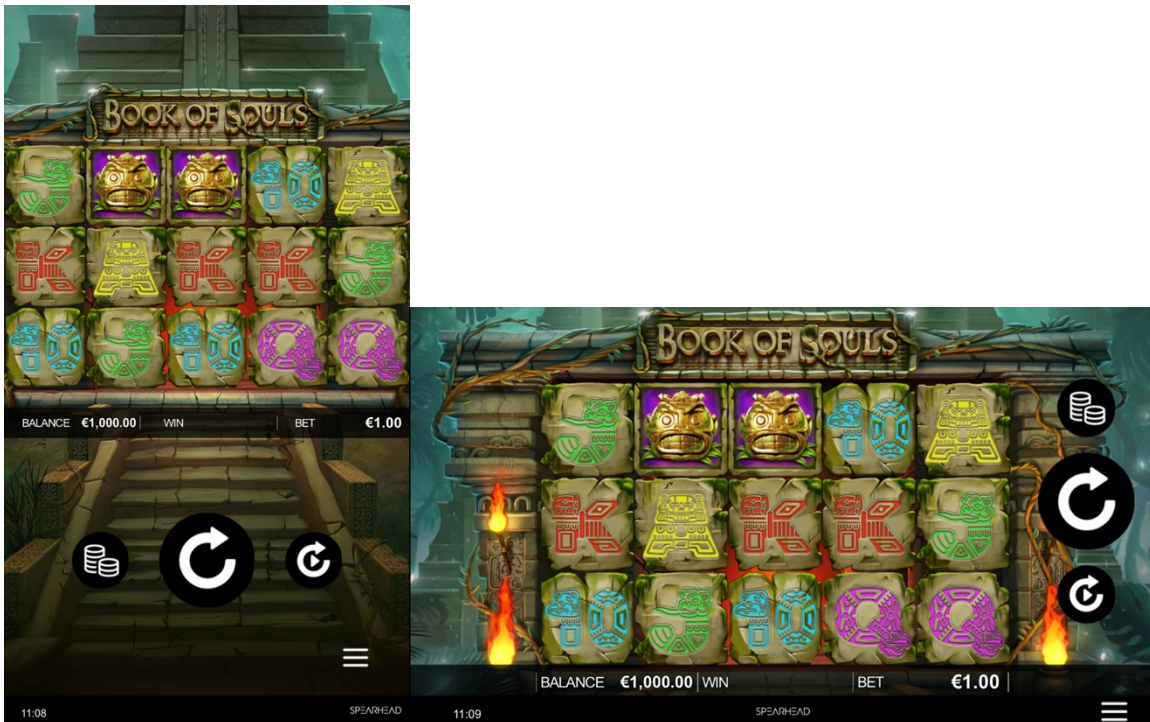


Fig 2 & 3: Mobile portrait & landscape game screens

7.0 Math Model

Number of reels:	5
Number of coins:	1
Number of paylines:	10
Coin denominations:	0.01, 0.02, 0.04, 0.05, 0.06, 0.08, 0.10 , 0.20, 0.50, 1.0

Minimum Bet (***)	0.10
Maximum Bet (***):	10.00
Maximum exposure (***):	500,000
Volatility:	High
Demo gameplay availability:	YES

- Maximum exposure is a hard limit enforced by the game platform
- A currency value is marked with asterisks (***) next to the caption in all tables.
- Values in **bold** can be changed for an operator.
- Underlined and **bold** values are default settings when there is a limited set of options for a setting.
- All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP. For other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- For denomination based games such as video pokers and slot machines, the maximum win is based on the maximum bet which is the coins x lines (hands) x max denomination. The max denomination is not always turned on by default, so the default maximum win may be lower than stated.

Return to player configurations

Default	96.90 %
Alternative #1	n/a
Alternative #2	n/a
Alternative #3	n/a

8.0 Technical information

Native Resolution	1280x720
Native aspect ratio	16:9, 4:3

Technology	JavaScript/HTML5
HTML5 canvas support	YES
WebGL support	YES
Desktop browser	YES
Tablet browser	YES
Mobile browser	YES

9.0 Additional information

Translations of Game Terminology

Note: The following table is only applicable if you are playing in a language other than English.

English Term	Translated Term
Wild	Wild
Freespin	Freespin