SPEARHEAD LTD

Knights of Fortune
Game Rules

Knights of Fortune – game rules

Version history

Version	Date	By	Changes
0.1	19-02-2021	KC	First draft
0.2	18/03/2021	TC	Second draft and game feature images added
0.3	20/04/2021	TC	Updates for certification
0.4	26/04/2021	TC	Updates for certification
0.5	03/05/2021	TC	Updates for certification

Knights of Fortune – game rules

Knights of Fortune is a 5x3 videoslot game with a 'ways pays' mechanic, and a classic medieval theme. It uses a collection mechanic to collect Wilds, winning HP symbols and special gold symbols, to trigger free spins feature with varying win multipliers and number of wilds to be returned to the reels.

Return To Player (RTP): 96.2**%**
Buy into Bonus RTP: 96.4%

GAME RULES
- 5x3 reel videoslot with a 'ways pays' mechanic.
- There are 243 possible ways.
- There are 12 symbols,4 high-paying, 6 low-paying, wild and a special gold symbol.
- The Wild symbol substitutes any symbol.
- The bet level is set using the BET LEVEL selector.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- Autoplay will be automatically terminated if the Medieval Free Spins feature is triggered.
- The player is paid from left to right for matches of 3 or more same symbols landing on adjacent reels (see Paytable).
- Only the highest matching combinations per winning way is paid.
- Simultaneous or coinciding wins on different winning ways are added and paid.
- 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
- Autoplay is not available in all jurisdictions

GAME FEATURES

Cascading spins

- In any paid spin or freespin if a win occurs, all winning symbols are removed from the reels and are replaced from above by new symbols.
- The modified panel is evaluated again and any wins paid.
- Cascades continue until no new wins are created.

Wild Knights

- A meter is displayed with 5 segments.
- Main section of the meter initially displays "0"
- Each wild that lands on a paid spin or is added to a panel as a result of a Cascade spin fills one segment.
- Each time all 5 segments are filled, the meter increments by +1
- The number in the meter reflects actual number of wilds that will be randomly returned to the reels during free spins.
- The meter does NOT continue to increase during free spins.

Knights of Fortune – game rules

- All wilds are returned to the panel during free spins, thus the meter is reset to zero after a free spins feature has completed.
- A limit of 80 Wilds can be collected.

Medieval Multipliers

- A meter is displayed with 5 segments.
- Main section of the meter initially displays "X1".
- Each Blue Knight or Green Knight   symbol that is part of a winning combination during a paid spin (or is added to a panel as a result of a Cascading spin and then also takes part in a win) fills one segment.
- When all 5 segments are filled, the meter increments by +1.
- The prevailing win multiplier value is applied to all spins once the free spins feature is triggered.
- The meter does NOT continue to increase during free spins.
- The meter is reset to X1 after a free spins feature has completed.
- There is no limit to the number of multipliers that can be collected

Medieval Free Spins

- A meter is displayed with 5 segments.
- Main section of the meter initially displays "0 of 8".
- Random low-paying symbols have a special golden frame attached to signify that they are a 'special' version of that symbol.
- Each instance of a 'special' version of a regular symbol that lands on the panel during a paid base game spin (or if introduced to the reels during a Cascade spin) fills one segment   .
- If all 5 segments are filled, the main meter increments by +1.
- If the meter reaches "8 of 8", then free spins are triggered (8 spins are awarded)
- Freespins will be triggered after the round in which at least 40 special symbols have been collected.
- Freespins do not re-trigger.
- The meter is reset to 0 of 8 after a free spins feature has completed.

Buy Into Bonus

- Players can opt to buy their way into the free spins
- The cost is displayed under the button and is determined according to the player's current bet level.
- The player will be awarded 8 free spins.
- Freespins will commence with either 13 or 14 wilds to be returned to the reels (randomly selected) and a win multiplier of X3.
- Not available in all jurisdictions.

The meter values for Wild Knights, Medieval Multipliers and Medieval Free Spins features are specific to each bet level. Changing the bet level will reset these meter values. They will

Knights of Fortune – game rules

change to their starting values, if the game had not previously been played at that bet level, or to previously-saved values if that bet level was played before and free spins were not yet achieved.

GAME FUNCTIONS

	SPIN BUTTON Click to start a game round at the current bet value.
	SPIN BUTTON (DURING SPIN) Click to rapidly stop the reel animations or any win animations. This does not stop autoplay.(not available in all jurisdictions).
	AUTOPLAY BUTTON Click to open the autoplay pop-up menu. (not available in all jurisdictions).
	AUTOPLAY BUTTON (WITH AUTOPLAY ACTIVE) The number displays how many autoplay spins remain. Click to stop autoplay (not available in all jurisdictions)
	BET LEVEL BUTTON Click to open the bet level pop-up menu

Knights of Fortune – game rules

	BUY INTO BONUS Press to advance directly to the Free Spin Mode. The cost of this feature is displayed inside the text area of the button. (Not available in all jurisdictions).
	MENU BUTTON Click to open the settings, paytable and game rules.
	AUDIO BUTTON Click to toggle all audio on/off.

POP-UP MENUS

Bet Amount
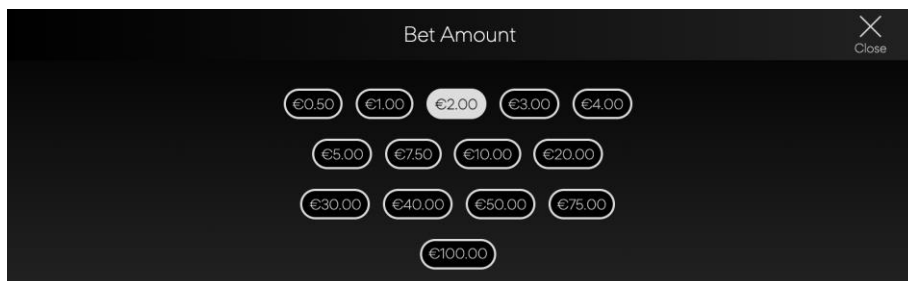
The bet amount pop-up menu displays all available betoptions. The currently selected amount is highlighted white. The player can also click on the 'Close' icon, to return to the main game screen without making any changes to the bet amount.

Autoplay (not available in all jurisdictions)

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.

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.

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.