



SPEARHEAD LTD

# Wild Empire - Rome

## Game Rules

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# Wild Empire - Rome – game rules

## Version history

Version	Date	By	Changes
0.1	10-02-2021	KC	First draft
0.2	09-03-2021	TC	Updates for certification
0.3	15-03-2021	KC	RTP updated

## Wild Empire - Rome – game rules

**Wild Empire – Rome** is a 6-reel, 'ways pays' videoslot with a lavish theme based on Ancient Rome. The game features expanding reels, wilds, expanding wilds, and a free spins bonus feature where high-paying symbols convert to wilds.

Return To Player (RTP): **95.8%**

### GAME RULES

- 6 reel videoslot with a 'ways pays' mechanic, commencing in a 1x2x3x4x5x2 'Spearhead' configuration (240 ways), potentially expanding to 3,4,5,6,7,8 (20,160 ways).
- There are 11 symbols, 2 high-paying, 2 medium-paying, 5 low-paying, a Wild, an expanding wild, and a Scatter.
- The Wild symbol substitutes any symbol except the scatter symbol, and lands on reels 2 to 6 only.
- 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 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.
- Whenever 3, 4 or 5 scatters land, the game awards 8, 12 or 16 free spins and the player is taken to the Free Spins Mode.
- 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
- Some features may not be available in some jurisdictions

### GAME FEATURES

#### Expanding Reels

- The reels commence in a 1x2x3x4x5x2 'Spearhead' configuration (240 ways).
- Reels 1 to 5 start with Centurion Shields blocking the very top and very bottom symbol positions.
- Reel 6 starts with six symbol positions blocked (3 at the top, 3 at the bottom)
- In any paid spin, one or more of the shields may be randomly removed from any of the reels, to increase the number of potential winning ways to a maximum of 3x4x5x6x7x8 (20,160 ways).
- The reel expansion happens before the reels land, with the number of ways displayed in the game screen.

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### Expanding Wilds

- A randomly appearing Wild that will expand to the full height of the reel in which it lands.
- Substitutes any symbol except for the scatter symbol.
- Can land on reels 2 to 6 only.







### Roman Conquest Free Spins

- A message will display to inform the player that they have been awarded free spins. The player must click a button to start free spins. At the end of free spins, a message will display the total winnings to the player. The player must click a button to return to the main game.
- The free spins feature is played with an initial 8, 12 or 16 spins.
- Free spins can re-trigger if 3, 4 or 5 scatters land on reels 2 to 6 (awarding a further 8, 12 or 16 free spins).
- During free spins, the two high paying symbols progressively become wilds, one spin at a time, as follows:
  - o Spin 1: The Blue General symbol becomes Wild if it lands on reel 2.
  - o Spin 2: The Blue General symbol becomes Wild if it lands on reel 2 and 3
  - o Spin 3: The Blue General symbol becomes Wild if it lands on reels 2 to 4.
  - o Spin 4: The Blue General symbol becomes Wild if it lands on reels 2 to 5
  - o Spin 5: The Blue General symbol becomes Wild if it lands on reels 2 to 6
  - o Spin 6: The Green General symbol becomes Wild if it lands on reel 2.
  - o Spin 7: The Green General symbol becomes Wild if it lands on reel 2 and 3
  - o Spin 8: The Green General symbol becomes Wild if it lands on reels 2 to 4.
  - o Spin 9: The Green General symbol becomes Wild if it lands on reels 2 to 5
  - o Spin 10: The Green General symbol becomes Wild if it lands on reels 2 to 6
- To indicate that the above, 2 icons (corresponding to the Blue General symbol and the Green General symbol) appear above reels 2 to 6.
- The Blue General symbol also becomes a wild if it lands on reels 2 to 6 from Spin 6 to Spin 10.
- Both the Blue General symbol and the Green General symbol become wild if it lands on reels 2 to 6 after Spin 10.

### GAME FUNCTIONS

	<p>SPIN BUTTON</p> <p>Click to start a game round at the current bet value.</p>
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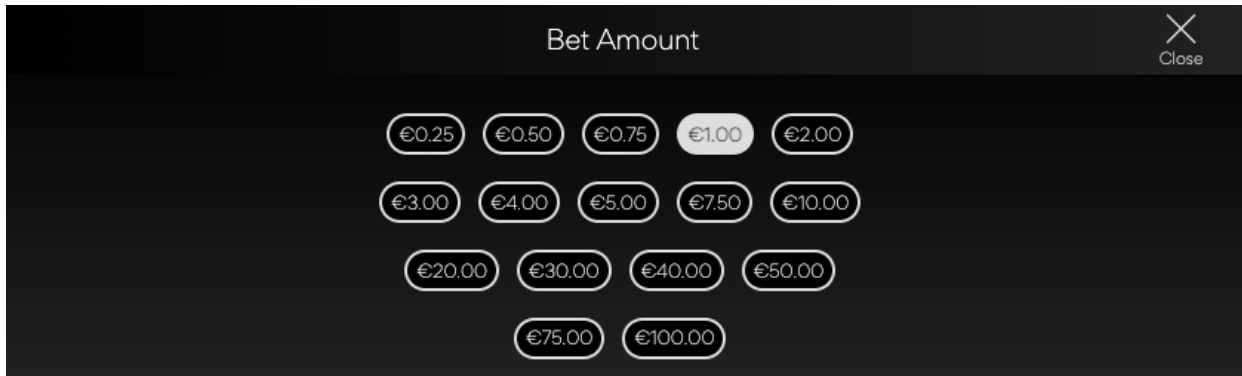
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	<p><b>SPIN BUTTON (DURING SPIN)</b></p> <p>Click to rapidly stop the reel animations or any win animations. This does not stop autoplay.</p>
	<p><b>AUTOPLAY BUTTON</b></p> <p>Click to open the autoplay pop-up menu.</p>
	<p><b>AUTOPLAY BUTTON (WITH AUTOPLAY ACTIVE)</b></p> <p>The number displays how many autoplay spins remain. Click to stop autoplay.</p>
	<p><b>BET LEVEL BUTTON</b></p> <p>Click to open the bet level pop-up menu</p>
	<p><b>MENU BUTTON</b></p> <p>Click to open the settings, payable and game rules.</p>
	<p><b>AUDIO BUTTON</b></p> <p>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.

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.