



SPEARHEAD LTD

John Daly Spin It And Win It Game Rules

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John Daly Spin It And Win It– game rules

Version history

Version	Date	By	Changes
0.1	19/11/2021	KC	First draft for certification testing
0.2	3/12.2021	KC	Modified on iTech request

John Daly Spin It And Win It– game rules

John Daly Spin It And Win It brings the loud, colourful and unpredictably exciting character of John Daly to life in the form of a 5-reel 3-row video slot.

The game features three compelling base game features and a further three bonus features with a win potential of over 20,000x.

Return To Player (RTP): **94.78%**

GAME RULES

- The reelset has 5 reels and 3 rows.
- The game is played with 243 paying ways.
- The reels have 11 symbols including 4 high-paying, 5 low-paying, a wild and a bonus symbol.
- The bet level is set using the BET LEVEL selectors.
- AUTOPLAY automatically plays the game for the selected number of rounds.
- The player is paid according to the Paytable.
- The panel is evaluated from left-to-right on adjacent reels starting on leftmost reel
- Only the highest matching combinations per winning way is paid.
- Simultaneous or coinciding wins on different winning ways are added and paid.
- Bonus symbols can only appear on reels 1, 3 and 5.
- Whenever 3 bonus symbols land anywhere on the reel set, the player is taken to the Bonus Feature.
- Freespins are paid according to the bet amount set prior to entering Freespins Mode.
- Malfunction voids all pays and plays.

GAME FEATURES

Wild symbol

- The wild symbol can land on any of the reels in the base game
- Substitutes for any symbol except the bonus symbol

The game has three base game modifiers.

- These only trigger on paid spins which result in a winning outcome.
- The base game modifiers are not guaranteed to improve the outcome of the triggering spin.
- Bonus symbols do not appear on the reels when these features are active.

[1] Random Wilds

- This feature depicts John Daly hitting balls onto the panel.
- Between 1 and 5 wilds are randomly added to the existing panel.
- The final panel is then evaluated and paid.

[2] Expanding Win

- All winning symbol lock and a respin occurs.
- If the respin results in an improved win the new winning symbols also lock and another respin will occur.

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- The sequence terminates when the outcome of panel preceding it is not improved.
- The final panel is then evaluated and paid.

[3] Walking Wild

- A wild symbol lands on one of the 5 reels.
- The wild will be either 1, 2 or 3 symbols in height for the duration of the sequence.
- The panel is evaluated and then paid, whereupon a respin occurs.
- The wild moves one reel either to the left or to the right.
- After seven spins the walking wild can only move in one direction.
- The panel is evaluated again, and then paid.
- The sequence of respins terminates after the respin in which the wild exits from the panel.

Bonus features

When the bonus feature is triggered, one of the 3 available features is randomly selected.

The player can either:

- Accept the selected feature, or;
- Choose to gamble in order to play a different feature.

If the player rejects the selected feature, it can no longer be randomly selected and a mystery prize is added in its place. If the game selects a Mystery Prize, then the player can no longer gamble, and that prize is paid.

[1] John Daly's Big Swing

- The John Daly character will hit a ball into the air.
- A Win Multiplier will be displayed incrementing upwards while the ball flies through the air.
- The ball will either collide with an object and explode or continue flying until the max multiplier value has been reached (20,000x).
- The player's total win is determined by multiplying the bet level by the final Win Multiplier, and then paid.

[2] Free for All (free spins)

- Is played with 8 initial free spins
- 3 bonus symbols retrigger the bonus and add 5 more spins. Retrigger can occur only once.
- The game features normal and sticky wilds. Sticky wild symbols remain in the position in which they initially land for the remainder of the spin sequence.
- Both types of wild symbols can randomly contain a win multiplier. The individual win multipliers have a value of 2X or 3X.

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- The wild multiplier gets applied to the total win of a symbol if at least one of the ways of that symbol contains the wild multiplier.
- 3OAK and 4OAK of Wild does not pay.
- At the end of the sequence, the value of all win multipliers is added then applied to the accumulated win and then paid.

[3] Sticky Balls

- The reels change to a 5-reel 4-row layout.
- Each symbol position is drawn independently.
- A win multiplier meter is displayed.
- 10 initial free spins are awarded.
- Symbols can only be blanks, golf balls with cash prizes, golden balls, or multicolored balls which are sticky for the remaining spins. If one of these symbol types does not land on a position, the position remains empty.
- Golden Balls increment the overall win multiplier by +1.
- Multi-colored balls award between 2 and 5 additional free spins.
- Golden balls and colored balls only can be drawn if the win multiplier value is less than 20.
- If all 20 symbol positions contain cash prizes the sequence will end.
- The value of all cash prizes accumulate and are multiplied by the final win multiplier value at the end of the sequence and then paid.

Mystery Prize

- A single, random multiplier of between 20x and 200x is selected and paid after which the bonus feature ends.

Buying features

Players can buy the following features and enhanced bets via the Special Bets button. This opens a pop-up menu listing the available bets and the associated cost.

These optional features are not available in all jurisdictions or with all operators.

Base game modifier features

- Players can opt to buy any of the base game modifier features individually. The costs are as follows:
 - o Random Wilds: 12x the bet level
 - o Expanding Win: 27x the bet level
 - o Walking Wild: 23x the bet level






Bonus features

- Players can opt to buy their way into the bonus feature at a cost of 90x the bet level
- Players can opt to buy any of the bonus features individually. The costs are as follows:

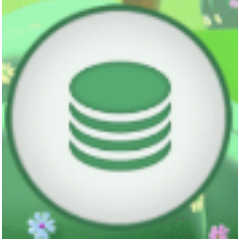


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- John Daly’s Big Swing: 86x the bet level
- Free for All: 86x the bet level
- Sticky Balls: 90x the bet level

GAME FUNCTIONS

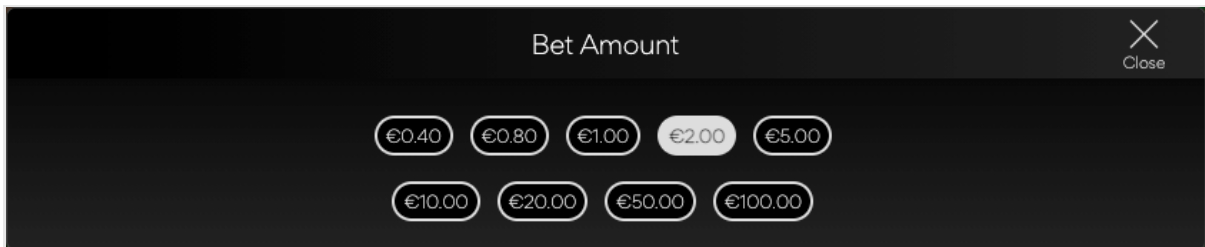
	<p>SPIN BUTTON</p> <p>Click to start a game round at the current bet value.</p>
	<p>SPIN BUTTON (DURING SPIN)</p> <p>Click to rapidly stop the reel animations or any win animations. This does not stop autoplay.</p>
	<p>AUTOPLAY BUTTON</p> <p>Click to open the autoplay pop-up menu.</p>
	<p>AUTOPLAY BUTTON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

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	<p>MENU BUTTON</p> <p>Click to open the settings, payable and game rules.</p>
	<p>AUDIO BUTTON</p> <p>Click to toggle all audio on/off.</p>

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

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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.

Autoplay is not available in all jurisdictions.

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.