

GAME RULES

ABOUT THE GAME

Mythological Mayhem is a 6-reel by 4-row ways game paying from the leftmost reel to adjacent reels rightward. The game has dynamic reels, allowing the 6-reel by 4-row 4096 initial ways to extend to a maximum of 6-reel by 7-row max reel height (4096 - 117,649 Ways).

Marking Wild Frames

- During the base game, each [Apollo Sun] that lands leaves a frame mark on the same position it lands on.
- If another [Apollo Sun] lands on an already marked position, the marked position's counter is increased.
- [Apollo Sun] appears only on reels 2, 4, and 6.
- Landing an [Apollo Sun] on an unmarked frame creates a marked frame to be held until the feature is triggered and sets its initial counter to 1.
- Landing an [Apollo Sun] on an already created marked frame increments the marked frame's counter by 1.

Prizepot Accumulators

- Landing 5, 6, 7, 8, or 9 prizepot symbols on a single feature will award the corresponding prizepot amount as displayed in the game.
- As symbols cascade on a single spin, the running number of prizepot symbols collected accumulates.
- Prizepot accumulation progress during the feature is not reset until there are no more wins to create more cascades.
- If 5 or more prizepot symbols have been accumulated after all cascades have finished at the end of the feature, then the prizepot award corresponding to the number of prizepot symbols accumulated is awarded in addition to all the wins during the feature.
- Prizepot symbols only appear during the feature.
- Prizepots cascade after incrementing the prizepot counter following each win evaluation. If there are no wins after a win evaluation, then the cascade from destroying any prizepots will count toward the progress through the worlds.

Activated Wild Frames

- After every 10 spins, the accumulated frames will begin to create wilds during the main feature:
 1. Exactly one marked frame position per reel will turn wild per cascade unless there are no frames on a reel.
 2. Marked frames decrement their counter by 1 after creating a wild.
 3. If the counter of a frame reaches 0 after creating a wild, then the marked frame disappears.
- After 10 bets at the same bet level, the main feature triggers.
- During the feature, all winning symbols and prizepots break to create cascades.
- The feature has three levels:
 1. Flames of Tartarus
 2. Seas of Poseidon
 3. Olympus

Main Feature at Level 1: Flames of Tartarus

- After the 10th spin is played at the same bet level, a 5th row is added for 15,625 ways.
- Marked frames are activated on each cascade.
- [Hades] and [Minotaur] are added to the reels during the feature.
- If 3 cascades in a row are hit, the feature is upgraded from Flames of Tartarus to Seas of Poseidon.
- If less than 3 cascades in a row are hit, the feature ends, restarting the count to 0/10 and removing all added symbols, rows, and cascading symbols until the next feature.

Main Feature at Level 2: Seas of Poseidon

- When reaching Seas of Poseidon after the 3rd consecutive cascade, an additional 6th row is added for 46,656 ways.
- [Poseidon] and [Medusa] are added to the reels starting at Level 2 until the end of the feature.
- If 3 additional consecutive cascades are hit, the feature is upgraded again from Seas of Poseidon to Olympus.
- If fewer than 3 consecutive cascades in a row are hit, the feature ends, restarting the count to 0/10, removing all added symbols, rows, and cascading symbols until the next feature.

Main Feature at Level 3: Olympus

- When reaching Olympus after the 6th consecutive cascade, an additional 7th row is added for 117,649 ways.
- [Zeus] and [Athena] are added to the reels starting at Level 3 until the end of the feature.
- Lightning bolts may hit random symbol positions on reels 2, 3, 4, 5, and/or 6 to create more frames or increment existing frame counters.
- Each win evaluation before cascades can add more frames or increase multipliers.
- The game's multiplier increases by 1 after each cascade in Olympus.
- Cascades, lightning bolts, and increasing multipliers continue until there are no more wins or prizepot symbols.
- Marked Frames and Wilds appear on Reels 2, 3, 4, 5, and 6 during Level 3 of the main feature.

Fortune Bet Marking Boost

- If you choose to play with Fortune Bet, an increase of X% is applied in exchange for:
 - Upgraded [Apollo Sun] symbols.
 - Stronger lightning bolts that create more marked frames.
 - Landing a wild on an unmarked frame creates a marked frame and sets its initial counter randomly at 1, 2, or 3.
 - Landing a wild on an already created marked frame increments the frame counter randomly by 1, 2, or 3.
 - Lightning bolts during Olympus increment the frame's counter by 1, 2, or 3 randomly.

BUTTON FUNCTIONS

- AUTOPLAY: Click and choose a number of spins to initiate Autoplay mode (where available).
- SPIN: Tap to start a spin.
- TURBO MODE: Start to play the game in turbo mode.
- MENU: Open game settings and rules.
- BET: Change your bet per spin.
- HOME: Redirect to the home page.
- CASHIER: Fund your account and withdraw winnings.
- GAME RULES: See the game description.
- PAYTABLE: View possible payouts.
- HISTORY: Check your latest game bets and payouts.
- GAME SETTINGS: Manage game settings.

Game RTP

- The game has a theoretical RTP of 94.14%.
- When using the Fortune Bet, the game has an RTP of 94.78%.
- The base game average RTP was determined by Monte Carlo simulation of 500 million regular bet spins, by taking the total amount won and dividing it by the total amount bet.









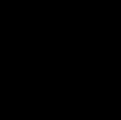

ADDITIONAL INFORMATION

- Malfunction in the game voids all pays.

PAYTABLE

ABOUT THE GAME

Mythological Mayhem is a 6 reel by 4 row ways game paying from the leftmost reel to adjacent reels rightward. The game has dynamic reels, allowing the 6 reel by 4 row 4096 initial ways to extend to a maximum of 6 reel by 7 row max reel height (4096 – 117,649 Ways).

	6 € 0.62 5 € 0.32 4 € 0.28 3 € 0.12		6 € 0.62 5 € 0.32 4 € 0.24 3 € 0.12		6 € 0.40 5 € 0.20 4 € 0.16 3 € 0.12		6 € 0.36 5 € 0.20 4 € 0.16 3 € 0.12		6 € 0.24 5 € 0.20 4 € 0.12 3 € 0.08
	6 € 12.00 5 € 10.00 4 € 8.00 3 € 4.00		6 € 10.00 5 € 8.00 4 € 6.00 3 € 3.00		6 € 6.00 5 € 2.40 4 € 2.00 3 € 1.20		6 € 2.00 5 € 1.60 4 € 1.20 3 € 1.00		6 € 4.00 5 € 1.80 4 € 1.40 3 € 1.00
	6 € 8.00 5 € 3.40 4 € 3.00 3 € 1.20		6 € 6.00 5 € 2.40 4 € 2.00 3 € 1.20		6 € 0.20 5 € 0.16 4 € 0.12 3 € 0.08		6 € 0.20 5 € 0.12 4 € 0.08 3 € 0.04		6 € 0.16 5 € 0.12 4 € 0.08 3 € 0.04
	6 € 0.20 5 € 0.16 4 € 0.12 3 € 0.08		6 € 0.20 5 € 0.16 4 € 0.12 3 € 0.08		6 € 0.16 5 € 0.12 4 € 0.08 3 € 0.04		6 € 0.16 5 € 0.12 4 € 0.08 3 € 0.04		6 € 0.16 5 € 0.12 4 € 0.08 3 € 0.04

Marking Wild Frames



During the base game, each [Apollo Sun] that lands leaves a frame mark on the same position it lands on. If another [Apollo Sun] lands on an already marked position, the marked position's counter is increased. [Apollo Sun] appears on reels 2, 4, and 6 only.

- Landing an [Apollo Sun] on an unmarked frame creates a marked frame to be held until the feature is triggered and sets its initial counter to 1.
- Landing an [Apollo Sun] on an already created marked frame increments the marked frame's counter by 1.

Prizepot Accumulators



- Landing 5, 6, 7, 8, or 9 prizepot symbols on a single feature will award the corresponding prizepot amount as displayed in the game.
- As symbols cascade on a single spin, the running number of prizepot symbols collected accumulates.
- Prizepot accumulation progress during the feature is not reset until there are not any more wins to create more cascades.
- If 5 or more prizepot symbols have been accumulated after all cascades have finished at the end of the feature, then the prizepot award corresponding to the number of prizepot symbols accumulated is awarded in addition to all the wins during the feature.
- The prizepot symbols only appear during the feature.
- Prizepots cascade after incrementing the prizepot counter following each win evaluation. If there are not any way wins after a win evaluation, then the cascade from destroying any prizepots will count toward the progress through the worlds (i.e., a cascade to upgrade world or to increase the game's multiplier in Olympus) in addition to accumulating progress for the prizepot awards.

Activated Wild Frames

After every 10 spins, the accumulated frames will begin to create wilds during the main feature as follows:

- Exactly one marked frame position per reel will turn wild per cascade unless there are not any frames on a reel in which case no wilds are created. Marked frames decrement their counter by 1 after each time it creates a wild.
- If the counter of a frame reaches 0 after creating a wild, then the marked frame will disappear.

After 10 bets are played at the same bet level, the main feature triggers. During the feature, all winning symbols and prizepots break to create cascades. The feature has three levels, the Flames of Tartarus, the Seas of Poseidon, and Olympus.



Wilds substitute for all symbols except for [prizepot] symbols



Main Feature at Level 1: Flames of Tartarus



After the 10th spin is played at the same bet level, a 5th row is added for 15,625 ways and marked frames are activated on each cascade. [Hades] and [Minotaur] are added to the reels during the entire feature.

- After the world change and an extra row is added, a wild is created on each reel with at least one marked frame and those frames' counters are each decremented by 1.
- If 3 cascades in a row are hit, the feature is upgraded from the Flames of Tartarus to the Seas of Poseidon.
- If less than 3 cascades in a row are hit, the feature ends, restarting the count to 0/10, removing all added symbols and rows and cascading symbols until the next feature.

Main Feature at Level 2: Seas of Poseidon



When making it to the Seas of Poseidon after the 3rd consecutive cascade, an additional 6th row is added for 46,656 ways. [Poseidon] and [Medusa] are added to the reels starting at level 2 until the end of the feature.

- If 3 additional consecutive cascades are hit during the Seas of Poseidon (for a total of 6 consecutive cascades from the beginning of the main feature), the feature is upgraded again from Seas of Poseidon to Olympus.

- If less than 3 additional consecutive cascades in a row are hit (less than 6 total from the beginning of the main feature), the feature ends, restarting the count to 0/10, removing all added symbols and rows and cascading symbols until the next feature.

Main Feature at Level 3: Olympus



When making it to the Olympus after the 6th consecutive cascade, an additional 7th row is added for 117,649 ways. [Zeus] and [Athena] are added to the reels starting at level 3 until the end of the feature.

- Before each win evaluation, lightning bolts may hit random symbol positions on reels 2, 3, 4, 5, and/or 6 to create more frames and/or increment the counter of existing frames.
- If a bolt hits a position without a frame it creates a new frame and sets its initial counter to 1 when playing without the fortune bet.
- If a bolt hits a frame's position it increments its counter by 1 when playing without the fortune bet.
- If a bolt hits a frame's position it increments its counter by 1, 2, or 3 randomly when playing with the fortune bet.
- After each cascade while in Olympus, the game's multiplier is increased by 1.
- Cascades, lightning bolts, and increasing multipliers continue until there are not any more wins or prizepot symbols.
- Marked Frames and Wilds appear on Reels 2, 3, 4, 5, and 6 during level 3 of the main feature.

Fortune Bet Marking Boost



- If you opt to play with fortune bet, there will be an increase of {0}% in ante in exchange for upgraded [Apollo Sun] symbols and stronger lightning bolts that can create more marked frames.
- Landing a wild on an unmarked frame creates a marked frame to be held until the feature is triggered and sets its initial counter randomly at 1, 2, or 3.
- Landing a wild on an already created marked frame increments the marked frame's counter randomly by 1, 2, or 3.
- Lightning bolts during Olympus increments the frame's counter by 1, 2, or 3 randomly as well as described in the Olympus section.

Win Ways



- Identical symbols from left to right create a way win regardless of if the symbols align on the rows.
- The ways are evaluated left to right on adjacent reels starting on the leftmost reel according to the payable.
- If a column is missing a symbol from left to right, further identical symbols are not counted as part of possible wins for that symbol.
- Simultaneous or coinciding wins on different ways are added.
- The actual payout equals the sum of the dynamic payable values corresponding to each way won.
- Only the longest Matching combinations per winning way is paid.

Game RTP

- The game has a theoretical RTP of 94.14%.
- When using the Fortune bet the game has an RTP of 94.78%.
- The base game average RTP was determined by Monte Carlo simulation of 500 million regular bet spins by taking the total amount won and dividing it by the total amount bet.

ADDITIONAL INFORMATION

Malfunction in the game voids all pays. Game version 1.0.0

