



# **Thesaurus of Atlantis**

## **Game Rules**

Version 1.0

---

## Description

---

- The game is a **5 REEL** video Slot game with **3 ROWS**, featuring Wild Symbol Substitutions and Free Spin Rounds.
  - Return to Player (RTP): **94.529**
  - Volatility: **Medium-Low**
- 

## Symbols

---

- Game has **11** symbols: **3** High-Paying, **5** Low-Paying, **WILD x2**, **WILD x4** and **SCATTER**.
  - **PAYTABLE** displays all possible winning **SYMBOL** sequences.
  - **PAYTABLE** defines win payout per **SYMBOL** occurrences.
  - **WILD** substitutes all symbols except **SCATTER**.
  - **WILD x2** symbols can appear on reels **2, 3, 4**.
  - **WILD x4** symbols can appear on reel **3**.
  - During **FREE SPINS**, **WILD x2** symbols can appear on reels **2, 3, 4**.
  - During **FREE SPINS**, **WILD x4** symbols can appear on reel **3**.
  - **SCATTER** pays when landing anywhere on the Reels according to **PAYTABLE**.
  - **5 SCATTER** in a single round award **15 FREE SPINS**.
  - **4 SCATTER** in a single round award **10 FREE SPINS**.
  - **3 SCATTER** in a single round award **5 FREE SPINS**.
  - **SCATTER** symbols can appear on reels **1, 2, 3, 4, 5**.
  - During **FREE SPINS**, **SCATTER** symbols can appear on reels **1, 2, 3, 4, 5**.
- 

## Payouts

---

- Game has **10 LINES**. Player always bets on all **LINES**.
- **LINE** pays from **LEFT** to **RIGHT**.
- Game has **9 BET LEVELS**: **1, 2, 3, 4, 5, 10, 25, 50, 100**.
- **TOTAL BET** is calculated by **LINES x BET LEVEL**.
- **LINE BET** is equal to **BET LEVEL**.
- **LINE** winnings are equal to payout of symbol occurrences in **PAYTABLE**, multiplied by **BET LEVEL**.
- **SCATTER** winnings are equal to payout of symbol occurrences in **PAYTABLE**, multiplied by **TOTAL BET**.
- When coinciding winnings occur on the same **LINE**, only the highest winning is paid.
- If among coinciding winnings on the same **LINE** that pay the same exists winning by **WILD** substitution, the latter is preferred.
- **WILD x2** symbols double any **LINE** winnings.

- **WILD** x4 symbols quadruple any **LINE** winnings.
- Simultaneous winnings on different **LINES** are accumulated into **TOTAL WIN**.
- Simultaneous winnings on different **LINES** are displayed in succession by highlighting each **LINE**.

---

## Free Spins

---

- During **FREE SPINS**, all winnings are doubled.
- During **FREE SPINS**, **5 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **4 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **3 SCATTER** in a single round award **5** extra **FREE SPINS**.
- During **FREE SPINS**, **WILD** symbol substitutes for all symbols except **SCATTER**.
- During **FREE SPINS**, **SCATTER** symbols can appear on reels **1, 2, 3, 4, 5**.
- At the end of **FREE SPINS**, total free spin winnings are displayed.
- **FREE SPINS** and **BIG WIN** can be activated in the same round.
- If this occurs, **BIG WIN** is played first, followed by **FREE SPINS**.

---

## Cash Bar (top)

---

- **BALANCE** field displays the credits available for betting in currency.
- **WIN** field shows the **TOTAL WIN** of the last round played in currency.
- **BET** field displays the current stake in currency.

---

## Info Bar (bottom)

---

- **CLOCK** field displays system clock.
- During **AUTOPLAY**, **REMAINING SPINS** field displays the number of remaining spins.
- **GAME TITLE** field displays the game's name.

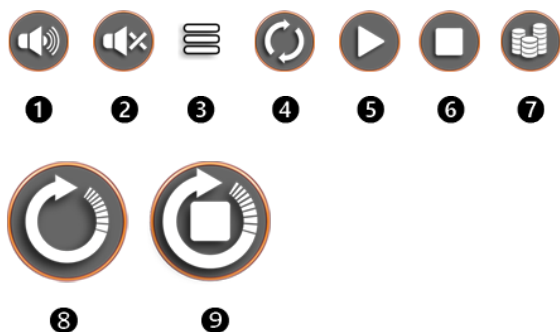
---

## Message Bar (bottom)

---

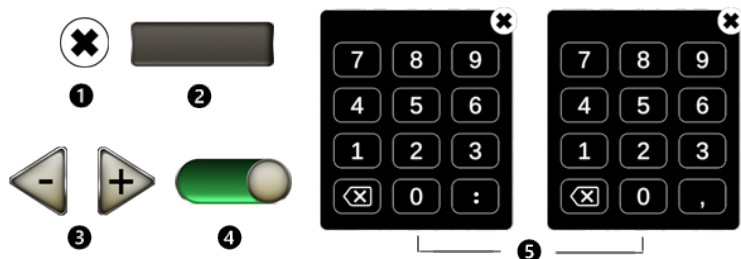
- When playing **FOR FUN**, displays a notification on regular time intervals.
- When playing **FOR MONEY**, displays a notification on regular time intervals.
- Before **FREE SPINS**, displays the number of rounds awarded.
- During **FREE SPINS**, displays the number of rounds left and accumulated round winnings.

## Buttons



- ① **AUDIO BUTTON ON** sounds effects and background music are **ON**.
  - ② **AUDIO BUTTON OFF** sounds effects and background music are **OFF**.
  - ③ **BURGER BUTTON** opens Help and Settings Pagelist.
  - ④ **AUTOPLAY BUTTON** opens Help and Settings Pagelist and selects **AUTOPLAY CONFIGURATION** Page.
  - ⑤ **START AUTOPLAY BUTTON** is visible when Player is allowed to start **AUTOPLAY**.
  - ⑥ **STOP AUTOPLAY BUTTON** is visible when Player is allowed to cancel **AUTOPLAY**.
  - ⑦ **BET BUTTON** opens Help and Settings Pagelist and selects **BET CONFIGURATION** Page.
  - ⑧ **SPIN BUTTON** starts a new spin.
  - ⑨ **SLAM STOP BUTTON** is activated during spinning when immediate stop is allowed.
- Buttons are enabled or disabled depending on game's current state.
  - Button visibility depends on Operator and jurisdiction requirements.

## Pagelist Elements



- ① **CLOSE BUTTON** closes the Pagelist or a Numpad.
- ② **EDIT CONTROL** captures numeric or time Player input.
- ③ **RANGE CONTROL** is tap-enabled input helper of **EDIT CONTROL** for stepping up/down numeric values.
- ④ **CHECK CONTROL** toggles ON or OFF a game feature.
- ⑤ **NUMPAD** is tap-enabled input helper of **EDIT CONTROL** for capturing numeric and time values.

## Bet Configuration Page

---

- Bet Configuration Page allows Player to customize **TOTAL BET**.
  - **CASH** field displays **TOTAL BET** amount in currency.
  - **BET LEVEL** range control steps through available **BET LEVELS** and recalculates **TOTAL BET**.
  - **MAX BET BUTTON** sets maximum **BET LEVEL** and recalculates **TOTAL BET**.
  - During Bet Configuration, **TOTAL BET** calculation ignores Player's current **BALANCE**.
- 

## Autoplay Configuration Page

---

- Autoplay Configuration Page allows Player to configure **AUTOPLAY** options.
  - **AUTOPLAY** feature enters an automatic spinning loop for a given stake and for Player-defined **TOTAL SPINS**.
  - **TOTAL SPINS** range control cycles through the available number of spins and sets the maximum **AUTOPLAY** spins.
  - **STOP ON ANY WIN** stops **AUTOPLAY** on any win.
  - **STOP ON LOSE CASH AMOUNT** stops **AUTOPLAY** after **BALANCE** in currency decreases by the specified value.
  - **STOP ON TIME** stops **AUTOPLAY** when the specified local time is reached.
  - **STOP ON WIN CASH AMOUNT** stops **AUTOPLAY** when **TOTAL WIN** in currency is greater than or equal to the specified value.
  - **START BUTTON** starts **AUTOPLAY** with configured options.
  - Autoplay Configuration Page visibility depends on Operator and jurisdiction requirements.
  - Options visibility depends on Operator and jurisdiction requirements.
  - Certain options may be required to be set in some jurisdictions.
  - Disconnection while playing, will reset the **AUTOPLAY** options to their default values when the game is reloaded.
- 

## Options Page

---

- Options Configuration Page allows Player to access game settings and Responsible Gaming Options.
- **TOGGLE FULL SCREEN** toggles full screen mode, not available on iOS devices.
- **ENABLE SOUND EFFECTS** toggles game's action sound effects.

- **ENABLE MUSIC** toggles game's background music.
- **REALITY CHECK TIMEOUT** in 24-hour format, alerts Player to exit the game when **CLOCK** reaches the specified time.
- **REALITY CHECK INTERVAL** in HOUR:MINUTES format, alerts Player to exit the game at regular intervals.
- **REALITY CHECK TIMEOUT** and **REALITY CHECK INTERVAL** are considered **REALITY CHECK ALERTS**.
- **REALITY CHECK ALERTS** must be acknowledged in order to be dismissed.
- **REALITY CHECK ALERTS** will reset **AUTOPLAY TOTAL SPINS**.
- **REALITY CHECK ALERTS** are displayed after win animations are presented to Player.
- **ENABLE FAST SPINS** toggles fast spins mode.
- Availability of options above, depends on Operator Terms and Conditions.

---

## Lobby Page

---

- **EXIT TO LOBBY BUTTON** closes the game and redirects to Lobby.
- **OPEN HISTORY BUTTON** opens the game history.
- **OPEN WALLET BUTTON** redirects to cashier.
- **RELOAD GAME BUTTON** reloads the game.
- Availability of options above, depends on Operator Terms and Conditions.

---

## Additional Information

---

- Some features may not be available when **PLAYING FOR FUN**.
- While **PLAYING FOR MONEY** any network connection error will terminate the game with an **UNFINISHED ROUND**.
- In case of **UNFINISHED ROUND**, the game will resume from this round on next reload.
- Resume and timeout of **UNFINISHED ROUNDS** are subject to Operator Terms and Conditions.
- Upon Player Session expiration, Player must re-login.
- Player Session expiration is subject to Operator Terms and Conditions.
- Operator Terms and Conditions are available on Operator web site.
- **ANY MALFUNCTION VOIDS ALL PAYS AND PLAYS.**
- Last Updated: 16/01/2023 12:50

