

GAME INFO - WARRIOR WAYS

ABOUT THE GAME

Warrior Ways is a 5x4 spinning game with ways wins set in an alternate Japan-inspired futuristic city. This game tells the story of four different Clans, continually waging war against each other and competing for control of their city. Immerse yourself in the neon lights as you dive into the battle for control over the city's streets and underworld. This game has different mechanics tied to its unique Duel feature to provide diverse and exciting gameplay, with wins up to 10,000 times your bet!

FEATURES

CLANS

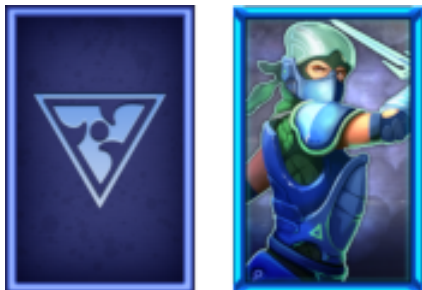
The four Clans in the game are the Red Clan, Blue Clan, Green Clan, and Orange Clan. Each Clan has two associated symbols, a High paying and a Low paying. High symbols are represented as Clan Warriors, Low symbols as Clan Weapons.

Each Clan has an associated Clan Banner, as indicated by the color on the Banners, which only appear in the bonus games.

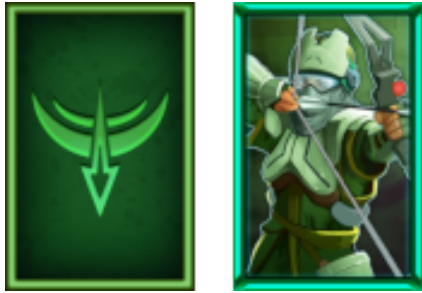
The symbols for the Red Clan are:



The symbols for the Blue Clan are:



The symbols for the Green Clan are:

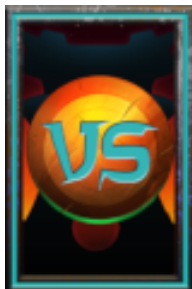


The symbols for the Orange Clan are:



DUEL

The Duel feature is the core mechanic of the game! A Duel is triggered when a VS symbol lands directly between two Clan Warriors of opposing Clans. The VS symbol can appear only on reels 2, 3, and 4.



Each Duel will have two Duel Multipliers, one for each Clan Warrior. In the base game, these multipliers can be one of these possible values: 1x, 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x or 100x.

When a Duel ends, the winning Clan's High symbol will replace the losing Clan's symbols. The replacement can happen in one of three ways:

- The winning Clan's High symbol replaces the losing Clan's Low symbols.
- The winning Clan's High symbol replaces the losing Clan's High symbols.

- The winning Clan's High symbol replaces the losing Clan's Low and High symbols.

The VS symbol is always replaced by the winning Clan's High symbol.

The winning Clan Warrior's Duel Multiplier will then be applied to any win on symbols belonging to that Clan.

Only one Duel can occur on each spin.

BONUS GAMES

This game features two different bonus games, Clash and Conquest.



The Clash bonus game is awarded when 3 CLASH symbols land at the same time anywhere on the reels.

The Conquest bonus game is awarded when 3 CONQUEST symbols land at the same time anywhere on the reels.

Clash

This bonus game is divided into two phases, the Collect phase and the Clash phase.

The Collect phase has no paying symbols, only dead symbols, VS symbols, and special Clan Multiplier symbols. The goal of the Collect phase is to collect as many VS symbols and Clan Multipliers as possible during a limited number of spins. The feature begins with 3 spins and any time a VS symbol or Clan Multiplier lands, the number of remaining spins reset to 3.

In this phase VS symbols can only land on reel 3 and the total number of collected VS symbols is shown above the reel.

Clan Multipliers can only land on reels 1, 2, 4 and 5. Each reel corresponds to a Clan, in the order Red, Blue, Green, Orange. Each Clan's total multiplier value is shown above the corresponding reel. The multiplier value above each reel starts at 1x and increases with the value of each new Clan Multiplier that lands on the reel. Clan Multipliers can land with one of the

following values: 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x or 100x.

Epic Clan Multipliers are special multipliers that can only land on reel 3. When an Epic Clan Multiplier lands, it will multiply all the collected Clan Multiplier values above reels 1, 2, 4 and 5 by x2.

When there are no remaining spins in the Collect phase, the feature transitions to the Clash phase. The number of spins in the Clash phase is determined by the amount of collected VS symbols in the Collect phase, and each spin guarantees a Duel. The collected Clan Multiplier values from the Collect phase replace the corresponding Duel Multipliers for each Clan Warrior on all Duels in the Clash phase. These multiplier values are always displayed on the Clan Banners next to the reels.

Conquest

The Conquest bonus starts with 10 free spins. For each CONQUEST symbol that lands while in the feature, 1 additional free spin is awarded.

When a Clan loses a Duel in this feature, the corresponding Clan Banner is damaged. After a Clan Banner has been damaged twice, the Clan which it belongs to is eliminated from the feature and all of that Clan's symbols (both High and Low) are removed from the reels for the duration of the feature. The more Clans that are eliminated, the fewer symbols will be competing on the reels, increasing the chance for big wins!

When a Clan Banner is destroyed, 1 extra free spin is awarded.

SYMBOL PAYOUTS

				
5	€2.00	€2.00	€2.00	€2.00
4	€0.80	€0.80	€0.80	€0.80
3	€0.40	€0.40	€0.40	€0.40

				
5	€4.00	€4.00	€4.00	€4.00
4	€1.60	€1.60	€1.60	€1.60
3	€0.80	€0.80	€0.80	€0.80

	
5	€200.00

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.33%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

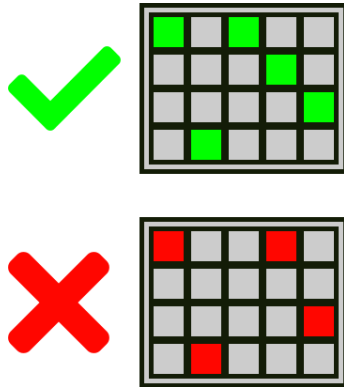
The Wild symbol substitutes for all High or Low paying symbols when calculating wins. The Wild symbol does not substitute for High symbols when determining whether a Duel is triggered. The Wild symbol can only appear in the Clash and Conquest bonus games.



WAYS TO WIN

The specified requirements for a winning combination in the base game are also used during bonus features or free spins play unless otherwise stated. Each wager is eligible for all winning combinations unless otherwise stated.

You win if matching symbols appear on adjacent reels from left to right, starting with the leftmost reel. Each winning combination of matching symbols creates a winning way. The number of possible ways in this game is 1024. Please consult the payable for the number of each symbol required to win.



BONUS BUY

This game offers the possibility to purchase the special feature(s) directly from the main game by pressing the BUY BONUS button.

The RTP when buying CLASH is 96.44%. For full information about this feature, see the section above.

The RTP when buying CONQUEST is 96.51%. For full information about this feature, see the section above.

GENERAL

BALANCE

Your current balance is shown in the BALANCE display. Balance, bets and winnings are presented in the player's chosen currency.

BET

The current bet level is shown in the BET display. Change the bet by clicking on the arrows and choosing the bet level of your choice.

The allowed bet levels for this game are between €0.10 and €100.00. Feature buys can exceed this limit.

SPIN

The game is started by pressing the SPIN symbol button. The spacebar on the keyboard can also be used to initiate a spin.

WIN

Winnings and winning combinations are paid according to the paytable. Multiple wins in one round are added together and the total round win will be displayed in the WIN field (to the right of BALANCE). Separate wins in a winning combination will be displayed during the win presentation. Symbol payouts are displayed in the paytable and reflect the current bet configuration. Only the highest win per winning way is paid.

MAX WIN

The maximum achievable win in this game is 10,000 times your bet. The maximum win may be achieved by triggering specific combinations and/or features. When this amount is reached the game will display a message indicating the maximum win has been reached. The current round will then immediately end and your winnings will be awarded. If this occurs during free spins and/or other bonus feature(s), the game will return to the main screen and any remaining free spins and/or other bonus feature(s) will be discarded.

FREE SPINS

In Free spins the total win for each spin is shown in the WIN field while the accumulating win for all free spins is shown in the TOTAL WIN field next to the number of remaining spins.

AUTOPLAY

Using Autoplay will let you play a number of game rounds automatically. Press the AUTOPLAY button and choose a number of game rounds to initiate this feature. The remaining number of spins is displayed. Autoplay is stopped by pressing the STOP button.

ADVANCED AUTOPLAY SETTINGS

The Advanced Autoplay settings allow the player to set number of plays, total session lost limit and single win limit. The autoplay feature will stop when any of the selected limits are exceeded.

TURBO PLAY

The Turbo Play functionality is used to get the fastest game round possible (not available on all operators and jurisdictions). Turbo Play is activated from the menu.

ADDITIONAL INFORMATION

In addition to the features described here, the bar on the bottom of the game screen displays the current balance in the chosen currency, the amount paid if a win occurs, and the amount bet on the last/current proposition.

INTERRUPTED GAME

In the event of disconnection, a previously started round that has been interrupted may be resumed immediately by starting the game again. The results of a completed round (where display of the visual result was interrupted) will only be re-displayed within the game for winning rounds, but all game rounds may be reviewed in Game History. Any amount wagered on an unfinished game will remain paused until you either complete the game or the game is void as a result of account inactivity or system maintenance. When an unfinished game is void, your bet

will be refunded to your account. Any awards earned on an unfinished round will not be credited unless you resume and complete the game. Winnings on unfinished game rounds where the player cannot further influence the outcome of the game will be automatically credited to the player's account after 1 day. Game rounds will never be affected by unforeseen external errors due to hardware, bandwidth, network errors or similar. Game rounds will be either stored and completed by the player at a later time or they will be closed and the wager will be refunded to the player. If an incomplete game round has not been resumed within 23 hours, the round will be rolled back and the wager will be refunded.

GAME HISTORY

The result of a completed game may be viewed in Game History immediately after closing the game window. Results of unfinished games are not displayed in Game History.

GENERAL TERMS AND CONDITIONS

- Misuse or malfunction voids all pays and plays.
- Any visual representation of a physical device (a reel, a wheel of fortune or similar) does not represent a "real" physical device and the probabilities of it stopping on any particular position is determined by the game's random number generator, and not the number of positions on each device.