

GAME INFO - DARK SUMMONING

ABOUT THE GAME

Get ready to embrace the darkness and summon your inner courage as you dive into the mysterious world of Dark Summoning. This game has a 5x6 playing grid and 24 winning lines offering a maximum win of 10,666 times your bet!

The maximum win can be reached in the base game, Trial by Hellfire and Rise to Salvation bonus features.

FEATURES

SUPER CASCADE

When a winning combination occurs all symbols of the winning type are marked and removed from the grid after all current wins have been awarded.

New symbols cascade in to replace the removed symbols, potentially creating new wins and additional cascades.

WILD MULTIPLIERS

The Wild symbols substitute for all other symbols in the payable. There are two Wild symbol variants, a blue Wild and a red Wild. The blue Wild appears in the base game and in the Rise to Salvation bonus feature. The red Wild appears in the Trial by Hellfire bonus feature. There is no functional difference between the two variants.



When a Wild symbol appears it may have one of the following multiplier values: 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x, 100x. Wild symbols cannot appear with a multiplier in the Rise to Salvation bonus feature.

If more than one multiplier is part of the same winning combination, their values are added together before being applied to the win.

WILL OF THE ORDER

When an Order scatter symbol lands it will replace itself and 1 - 9 other symbols with Wild symbols, which may appear with or without multipliers.



If more than one Order symbol lands at the same time, Will of the Order will be triggered once for each Order symbol.

UNHOLY SUMMONING

Any Unholy scatter symbols that land together with at least one winning combination are collected at the top-right corner of the grid and saved for the duration of the round. If 3 Unholy symbols land at the same time, they are immediately collected regardless of any winning combinations.



TRIAL BY HELLFIRE BONUS FEATURE

Collect 3 Unholy symbols during the same round in the base game to activate this bonus feature with 10 free spins.



During the bonus, all winning positions are marked with Hellfire.

When an Unholy symbol lands it will activate the Fires of Hell sequence. At the start of this sequence, the Unholy symbol and all symbols on positions marked by Hellfire are replaced with Wild symbols, which may appear with or without multipliers. All Hellfire is then removed.

The Fires of Hell sequence last until the next cascade. While the Fires of Hell sequence is active, new wins do not create Hellfire.

RISE TO SALVATION BONUS FEATURE

If you collect 3 Unholy symbols during the same round in the base game and an Order symbol is present when the third Unholy symbol is collected, this bonus feature is activated with 10 free spins.



During the bonus, the symbol drop and cascade direction is reversed so that symbols move upwards instead of downwards.

This bonus has special Lost Soul symbols. Whenever a Lost Soul lands, it becomes persistent and stays on the reels until the end of the bonus, or until it Ascends.

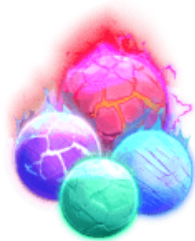
Lost Souls move upward together with other cascading symbols to fill the empty spaces left behind by removed wins. When a Lost Soul reaches the top row of the grid, it Ascends and is removed.

There are two Lost Soul symbol variants, a Global Multiplier Lost Soul and a Cash Prize Lost Soul.

When the Global Multiplier Lost soul reaches the top row and Ascends, it adds one of the following multiplier values to a global multiplier above the reels: 2x, 3x, 4x, 5x, 10x, 15x, 25x, 50x, 100x. The global multiplier is applied to all winning combinations.



When the Cash Prize Lost Soul reaches the top row and Ascends, it awards one of the following cash prizes: 10, 15, 20, 25, 50, 100 or 666 times the bet. Cash prizes are also multiplied by the value of the global multiplier.



If three non-winning spins occur in a row, 3 - 5 random Low- or High-paying symbols are removed from the grid on the third spin.

SYMBOL PAYOUTS

	5 €2.00 4 €1.00 3 €0.40		5 €2.00 4 €1.00 3 €0.40		5 €2.00 4 €1.00 3 €0.40		5 €2.00 4 €1.00 3 €0.40		5 €2.00 4 €1.00 3 €0.40
	5 €5.00 4 €2.00 3 €1.00		5 €5.00 4 €2.00 3 €1.00		5 €10.00 4 €3.00 3 €1.60		5 €10.00 4 €3.00 3 €1.60		5 €20.00 4 €4.00 3 €2.00
									
					5 €60.00				

The symbol payouts displayed above reflect the currently selected bet level. The theoretical payout for this game is 96.36%. The RTP was calculated by simulating 10,000,000,000 rounds.

SPECIAL SYMBOLS

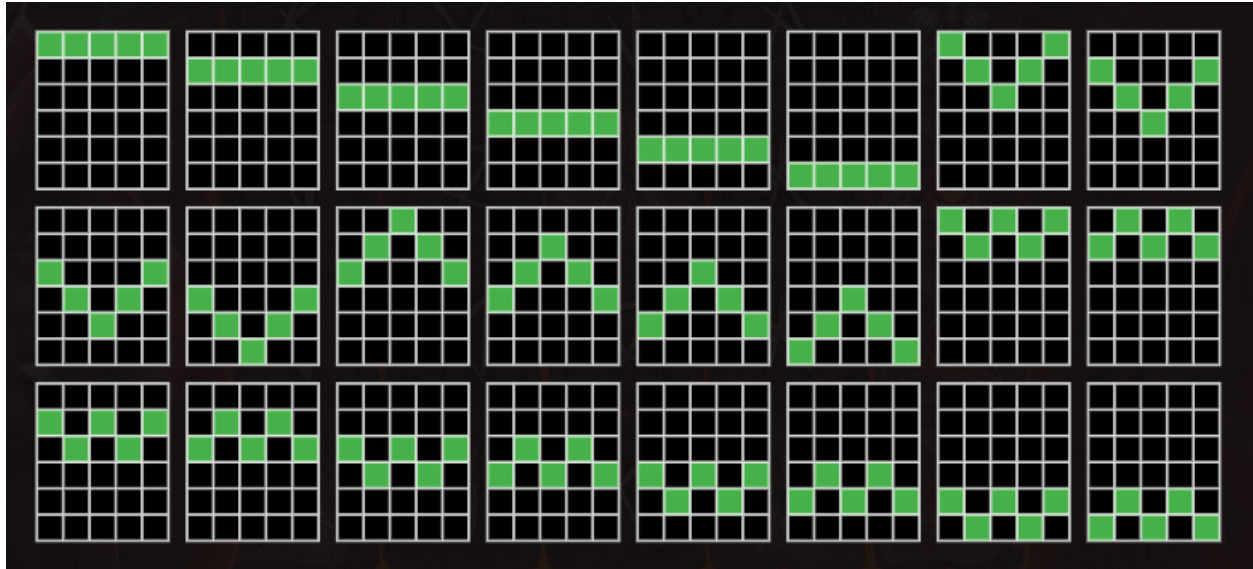
The Order symbol does not appear in the Trial by Hellfire bonus feature.

The Unholy symbol does not appear in the Rise to Salvation bonus feature. The Unholy symbol does not appear on reel 1 or 2.

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 along one of the following predefined lines on adjacent reels from left to right, starting with the leftmost reel. The number of possible lines in this game is 24. Please consult the payable for the number of each symbol required to win.



After every win the winning symbols are removed and new ones drop in. This continues until there are no more new wins on the reels.

BONUS BUY

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

This game offers the FeatureSpins™ buy option. When FeatureSpins™ are activated, each spin guarantees certain features and costs a set amount, based on your current bet level.

FeatureSpins™ remain active until you disable them by clicking the DISABLE button.

The RTP when buying BONUSHUNT FEATURESPINS™ is 96.33%. For full information about this feature, see the section above.

The RTP when buying TRIAL BY HELLFIRE is 96.36%. For full information about this feature, see the section above.

The RTP when buying RISE TO SALVATION is 96.42%. 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 10,666 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.