Thunderkick Malta Ltd. Well of Wonders

## Game Information

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## Document History

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## 1 Introduction

### 1.1 Well of Wonders

Well of Wonders is a video slot with 7 symbol positions. The game uses the occurrence mechanism meaning that the number of symbols present onscreen counts when determining the win amount. The game features Wild symbols, Fairy Feature and Multipliers.

### 1.2 Summary

| Parameter | Value |
| :---: | :---: |
| Game | Well of Wonders |
| Game-ID | tk-s1-g9 |
| See integration manuals for details on how to use this parameter. (also referred to as gameName in the seamless wallet API) |  |
| Recommended aspect ratio | 16:9 |
| Recommended dimensions | $1280 \times 720$ or $1024 \times 576$ <br> Custom values can be used as long as the aspect ratio is kept at 16:9 |
| RTP (theoretical payout) | 96.1\% |
| Hit Frequency (any win) | 37.7\% |
| Reels | 7 |
| Pay lines | Not applicable |
| Bonus game | No |
| Max exposure | 2280 x bet |
| Big Win trigger | >= 15 x bet |
| Mega Win trigger | >= $\mathbf{3 0} \mathrm{x}$ bet |
| Ultra Win trigger | > $=60 \mathrm{x}$ bet |
| TP - Big Win <br> (TP - Theoretical Possibility) | 1: 144 |
| TP - Mega Win | 1:214 |
| TP - Ultra Win | 1:956 |

## 2 Main Game

### 2.1 Introduction

The main game is started when the pre-loader is finished.


## 3 Respin

If there are empty symbol positions they get filled with new random symbols and the game round continues.

## 4 Win combinations

Get 3 or more of the same symbol to win. When a winning combination is hit, it is paid out with the currently active multiplier applied.

## 5 Multiplier

All wins are multiplied by the Multiplier that is active when the win is presented.
The Multiplier increases each time a respin occurs. It will also increase one step at the end of the Fairy feature. The Multiplier will not increase above the maximum step (32).

## 6 Wild symbol

The Wild symbol acts as a wild symbol and substitutes for all other symbols when determining winning combinations.

## 7 Fairy feature

The Fairy can appear on any spin. When the fairy is present and there is no win, the Fairy is activated. This removes all symbols that appear in singular, and grants a respin and a multiplier increase .


## 8 Pay Table

### 8.1 Introduction

The pay table lists all features, symbols, pay values and win combinations in the game.

### 8.2 Page 1

Page 1 describes the Win combinations.

Get 3 or more of the same symbol to win. When a winning combination is hit, it is paid out with the currently active multiplier applied.


### 8.3 Page 2

Page 2 describes the Respin.

8.4 Page 3

Page 3 describes the Multiplier.


### 8.5 Page 4

Page 4 describes the Wild symbol.


### 8.6 Page 5

Page 5 describes the Fairy feature

## 5 PAT TABLE

## Fairy Feature

The Fairy can appear on any spin. When the Fairy is present and there is no win, the Fairy is activated. This removes all symbols that appear in singular, giving a respin and a multiplier increase.

## Symbols




## 9 Symbols

There are 10 symbols available in Well of Wonders. Each symbol has a unique identification number.

| Symbol ID | Graphic | Symbol ID | Graphic |
| :--- | :--- | :--- | :--- |
|  |  |  |  |

## 10 Well of Wonders Game Rules

## Note: The Well of Wonders video slot is referred to as Well of Wonders, The Game or Game.

1. 2. Well of Wonders is a video slot with occurrence win combinations. The game features Respin, Multipliers, Wild and a Fairy. The theoretical return to player is 96.1\%.
1. A game round is started with the action button and plays the game with the selected bet level, with the multiplier starting at 1.
2. No bets can be altered during a game round.
3. Auto play plays the game automatically for the number of game rounds selected in the auto play page.
4. All wins are presented and paid out in the selected currency.
5. In the event of game malfunction all affected bets and pays are rendered void.
6. When a symbol combination forms a winning combination, the win is paid out and the winning symbols are removed.
7. Winning combinations pay according to the paytable multiplied by the current multiplier. For each winning symbol, only the highest paying combination is paid out.
8. Respin: For each symbol removed, a new symbol is drawn.
9. Multipliers: For each respin, the payouts double - up to the maximum multiplier of 32.
10. Wild: The wild symbol substitutes for all symbols when determining winning combinations.
11. Fairy: The Fairy may appear on any spin when the Fairy is not already present. If the Fairy is present and there is no win, the Fairy feature is activated.
12. Fairy feature: All non-wild symbols that appear in singular are removed, triggering a respin.
