

RISE OF OLYMPUS

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Info Class
PROPRIETARY

Owned by
Dennis Gustafsson

GAME INFORMATION

Rise of Olympus is a cascading game played on a 5x5 grid.
Symbols drop down in the grid to form winning combinations.
Wins are achieved by getting 3 or more symbols in a row, horizontally or vertically.
All rows and columns are active, and symbols can be part of multiple winning combinations.

Winning combinations are removed after being collected, and remaining symbols drop down to possibly form new winning combinations. The wild symbol will appear in the middle symbol location when a winning combination of 3 symbols is removed from the grid. A win multiplier is increased at each new drop.

Rise of Olympus includes a wild symbol (the Coin), three accompanying feature symbols (Helmet, Trident, and Bolt), and the faces of Zeus, Poseidon, and Hades; where forming any combination of the three symbols pay. The wild symbol substitutes for any other symbol to help comprise winning combinations. When the wild symbols are the only symbol remaining on the grid, they are removed, helping you trigger free spins!

The Hand of God feature has a chance to be triggered on non-winning spins. Depending on which active God is showing on the right-hand side of the screen, a different unique ability is performed. The Hand of God assists in creating potential winning combinations. In total, there are three Hand of God abilities – one for each God. They are as follows:

Hades: One set of symbols is chosen and transformed into another symbol.

Poseidon: One or two wild symbols will be added to the grid.

Zeus: Two sets of symbols are destroyed and removed from the grid.

The Wrath of Olympus feature is triggered when the on-screen meter is filled completely. This meter is only filled up using winning combinations of the God symbols. The wild symbol can be used as part of these combinations. All other combinations do not contribute.

The meter has 3 sections. Following the above rules; a five-of-a-kind combination fills up the meter

with 3 sections, a four-of-a-kind combination fills up the meter with 2 sections, and a three-of-a-kind combination fills up the meter with 1 section.

Once the meter is full, and there are no further wins, one free round is awarded. The drop multiplier is reset. In the Wrath of Olympus feature, consecutive Hand of God features play after one another by their associated God. This order is the same each time the Wrath of Olympus feature is triggered. When there are no further wins after each drop, a God will perform its feature and the game will continue as normal until there are no further wins. This sequence is repeated until the end of the game and all Hand of God features have been performed. All wins are calculated and returned before the next game round starts.

The active God then changes back to the God on-screen prior to the Wrath of Olympus feature being triggered.

Clearing the whole grid from symbols will trigger the free spins feature. Choose one of the 3 free spins options available. Choosing Hades awards 4 initial free spins; choosing Poseidon awards 5 initial free spins; choosing Zeus awards 8 initial free spins. The associated Hand of God feature will then be active for the duration of the Free Spins, triggering on every non-winning free spin to further help create potential winning opportunities! The drop multiplier is not reset between game rounds for the duration of the free spin feature and can grow up to a maximum of x20!

The free spins feature can be extended by fully charging up the on-screen meter, with the same rules as described previously. Hades awards 4 additional free spins; Poseidon awards 3 additional free spins; Zeus awards 2 additional free spins. The maximum number of free spins is 20. The Wrath of Olympus is not active during free spins. If the grid is cleared during a free spin, you win an instant prize of 100x your total bet!

INFORMATION

Channels
Mobile/Desktop

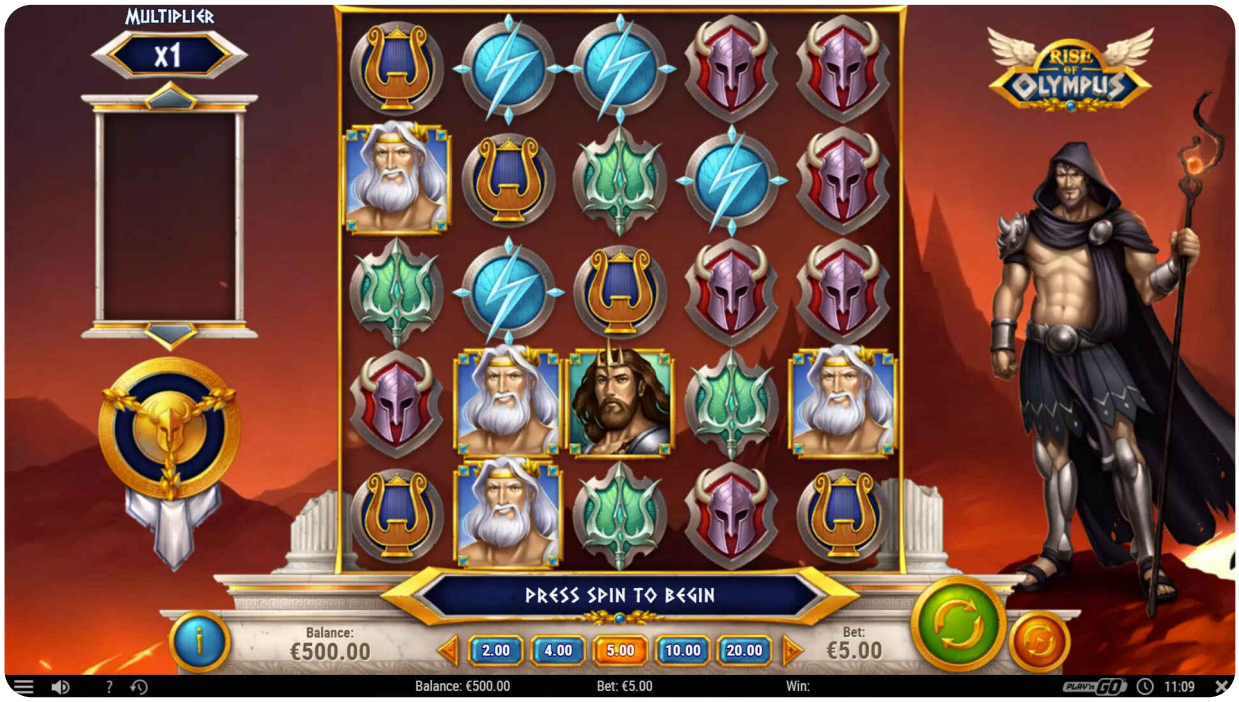
GID
riseofolympus

Version
1.0

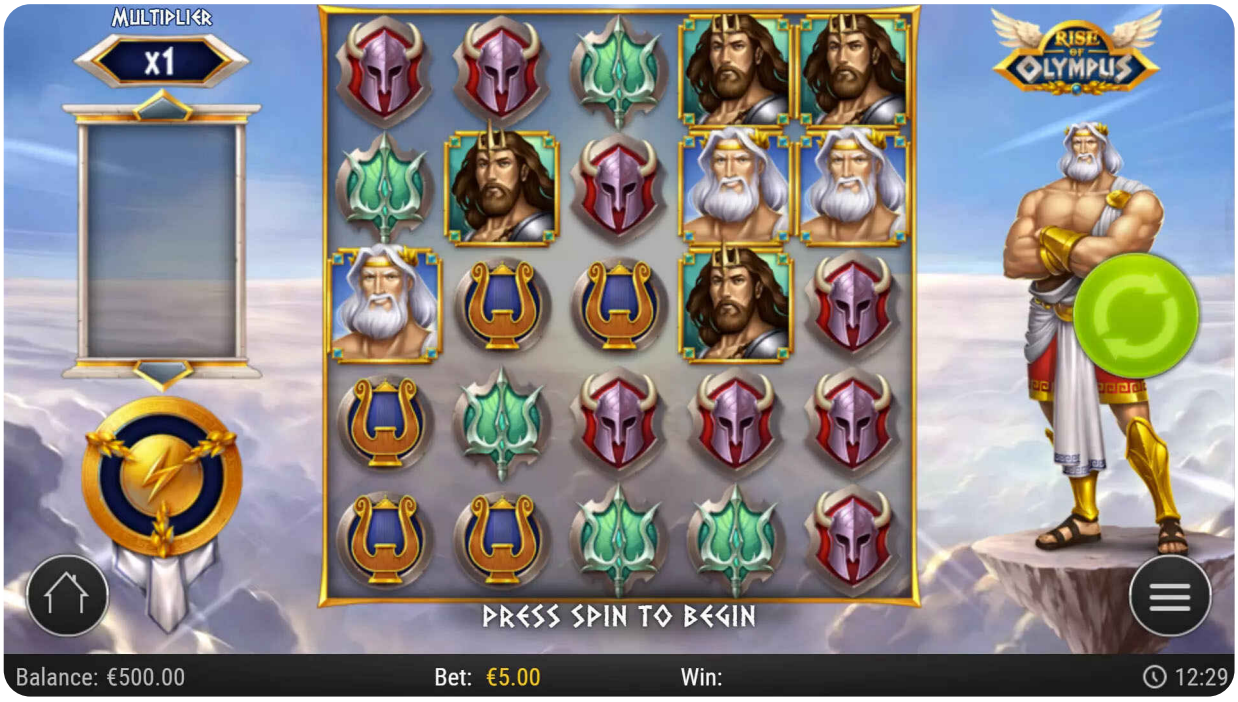
Game ID
352

SCREENSHOTS

Desktop



Mobile



MATH MODEL

Number of Reels
5

Coins
20

Configured Paylines
Fixed 1

Denominations
0.01,0.02,0.03,0.04,0.05,0.10,0.20,0.25,0.50,0.75,1.00,1.25,1.50,2.00,2.50,3.00,3.50,3.75,4.00,4.50,5.00

Denominations – Default
0.01,0.02,0.03,0.04,0.05,0.10,0.20,0.25,0.50,0.75,1.00,1.50,2.00,3.00,4.00,5.00

Min Bet*
0.2

Max Bet*
100

Max Exposure*
500000

Probability of Max. Exposure
less than 1 in 1 000 000 000

Volatility
6

Free Game
Yes

RTP CONFIGURATION

Default RTP% Configuration **96 %**

RTP – 96 **96.5 %**

RTP – 94 **94.51%**

RTP – 91 **91.49 %**

RTP – 87 **87.5 %**

RTP – 84 **84.5 %**

PAYTABLE

Symbol	3	4	5
LP1	0.1	0.2	2
LP2	0.1	0.2	2
LP3	0.15	0.3	3
LP4	0.15	0.3	3
HP1, HP2, HP3	0.2	0.5	5
HP1	0.3	1	10
HP2	0.3	1	10
HP3	0.3	1	10
Wild	1	3	50

SYMBOLS



symbol_WILD



symbol_HP-Zeus



symbol_LP-Zeus



symbol_HP-Poseidon



symbol_LP-Poseidon



symbol_HP-Hades



symbol_LP-Hades



symbol_LP-4th

CASINO STANDARD RULES AND SETTINGS

WIN CALCULATION AND BETS:
1) Maximum wins are inclusive of the origin bet and based on the default bets for games
2) Default settings can be changed by the operator
3) If the default settings/bets are altered, the maximum wins will be altered as well

CURRENCY:
1) All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP.
2) Other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = $10 = £10 = SEK100.
3) All currency is marked with an asterisk (*) next to the caption in all tables
4) Some low-value currencies will incur a multiplier of 1. Therefore, multicurrency jackpots will not be enabled at this time.