

RISE OF OLYMPUS ORIGINS

Author
Arpad Mihalik (Shared)

Approved by
Kevin Callaghan

Date
31/10/2025 02:28:40 PM

Info Class
PROPRIETARY

Owned by
Dennis Gustafsson

GAME INFORMATION

Rise of Olympus Origins 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 of the same 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 when a winning combination of any relic symbols is removed from the grid.

The Wild symbol substitutes for all symbols. Wild symbols can only be created; appearing in the middle when a winning combination of three, four or five relic symbols are removed. The Wild symbol appears randomly in one of the two middle positions when a winning combination of four relic symbols are removed. There is a chance for two different Wild symbols, from two different wins, appear on the same position. Wild symbols are removed when no other symbols are remaining, to completely clear the grid of symbols.

The Hand of God feature is triggered on God symbol wins. The probability of triggering the Hand of God feature is: 50% chance with a combination of three, 75% chance with a combination of four and 100% chance with a combination of five of the same God symbols. The probability will be increased to 100% chance by winning with the same God symbol for the second time. This increased probability will remain until the matching God is triggered, Wrath of God feature is triggered, the Free Spins are triggered, instant prize is won or the round ends. Depending on the type of the god symbol win, a unique ability is performed to help create a win. Hades converts one set of symbols into another symbol; Poseidon adds one or two Wild symbols to the grid; Zeus removes two sets of symbols from the grid. If multiple Gods are triggered, the order is fixed to: Hades – Poseidon – Zeus.

The strength of the Hand of God feature is empowered by filling the empowerment indicator from relic symbol wins. Winning with more than five of the same relic symbols empower the matching God (Helmet – Hades, Trident – Poseidon, Lightening – Zeus). This empowerment remains until the matching God is triggered, Wrath of God feature is triggered, the Free Spins are triggered, instant prize is won or the round ends. With empowerment Hades converts two or three sets of symbols into another symbol; Poseidon adds two, three or four Wild symbols to the grid; Zeus removes two

or three sets of symbols from the grid. If multiple Gods are triggered, the order is fixed to: Hades – Poseidon – Zeus.

The Wrath of Olympus feature is triggered by completing the on-screen charger meter. The charger meter is only filled with wins which includes all three God symbols. The Wild symbol can substitute for one God. The meter has 6 sections. Following the above rules: combinations of X5 fill the meter with 5 sections, combinations of X4 fill the meter with 4 sections, and combinations of X3 fill the meter with 3 sections.

When the charge meter is fully charged and no further wins are achieved, one re-spin is awarded. A Hand of God feature is performed on each symbol drop that does not provide a winning combination, until all three Gods have performed their respective ability (3 in total). The order of powers is always the same: Hades first; Poseidon second; Zeus third. On top of the guaranteed three Hand of God features, God symbol wins can trigger further Hand of God feature during this free re-spin. Completely clearing the grid of symbols (Wild symbols are an exception) during this re-spin triggers Free Spins only; no instant prize awarded.

Completely clearing the grid of symbols (Wild symbols are an exception) awards 10 Free Spins. Clearing the grid during the Free Spins awards instant prize chests. Three different chests are available: the first chest from Hades with prizes are: 5X, 10X, 15X, 20X, 30X, 50X, 75X, 100X, 125X, 150X times total bet; the second chest from Poseidon with prizes are: 75X, 100X, 150X, 200X, 250X, 300X, 400X, 500X, 750X, 1000X times total bet; and the third chest from Zeus with prizes are: 1000X, 1500X, 2000X, 2500X, 3000X, 3500X, 4000X, 5000X, 7500X, 10000X times total bet. Opening the chest awards one prize from each chest. Additional spins are awarded by filling the meter.

INFORMATION

Channels
Mobile/Desktop

GID
riseofolympusorigins

Version
1.0

Game ID
707

SCREENSHOTS

Desktop



Mobile



MATH MODEL

Number of Reels
5

Coins
10

Configured Paylines
Fixed 1

Denominations
0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.10,0.15,0.20,0.25,0.30,0.35,0.40,0.45,0.50,0.75,1.00,1.25,1.50,2.00,2.50,3.00,3.50,4.00,4.50,5.00,6.00,7.00,7.50,8.00,9.00,10.00

Denominations – Default
0.01,0.02,0.05,0.10,0.15,0.20,0.25,0.35,0.50,0.75,1.00,2.00,4.00,5.00,10.00

Min Bet*
0.1

Max Bet*
100

Max Exposure*
2000000

Probability of Max. Exposure
less than 1 in 1 billion

Volatility
8

Free Game
Yes

RTP CONFIGURATION

Default RTP% Configuration **96 %**

RTP – 96 **96.29 %**

RTP – 94 **94.29 %**

RTP – 91 **91.25 %**

RTP – 87 **87.29 %**

RTP – 84 **84.29 %**

PAYTABLE

Symbol	*X5*	*X4*	*X3*
Wild	20.0	3.0	1.0
HP3	10.0	1.4	0.3
HP2	10.0	1.4	0.3
HP1	10.0	1.4	0.3
HP1/2/3	5.0	0.7	0.2
LP3	2.5	0.4	0.1
LP2	2.5	0.4	0.1
LP1	2.5	0.4	0.1

SYMBOLS



WILD



LP2



HP3



LP1



HP2



HP1



LP3

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.