


# RISE OF OLYMPUS 100

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Info Class
**PROPRIETARY**

Owned by
**Dennis Gustafsson**

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## GAME INFORMATION

Rise of Olympus 100 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.

The Wild symbol substitutes for all symbols. Wild symbols can only be created; appearing in the middle when a winning combination of three symbols is removed. Wild symbols are removed when no other symbols are remaining, to completely clear the grid of symbols.

The Hand of God feature is triggered at random on non-winning spins. Depending on the active God shown on-screen, a unique ability is performed to help create a win. Hades coverts one set of symbols into another symbol; Poseidon adds 1 or 2 Wild symbols to the grid; Zeus removes two sets of symbols from the grid. The game opens with a random God, with the order fixed to: Hades – Poseidon – Zeus. The active God changes after each Hand of God activation.

The Wrath of Olympus feature is triggered by completely filling the on-screen meter. The meter is only filled with winning combinations containing God symbols. The Wild symbol can contribute to these combinations. The meter has 3 sections. Following the above rules: combinations of X5 fill the meter with 3 sections, combinations of X4 fill the meter with 2 sections, and combinations of X3 fill the meter with 1 section.

When the meter is fully charged and no further wins are achieved, one free round is awarded. The win multiplier is reset. A Hand of God power 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. Completely clearing the grid of symbols during this free round triggers Free Spins only; no instant prize

awarded.

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

Before the Free Spins feature begins, choose one of the three Gods. Hades awards 4 initial spins; Poseidon awards 5 initial spins; Zeus awards 8 initial spins. The win multiplier is carried over from the Wrath of Olympus feature, only resetting once the feature is over, and can grow to a maximum of x100. During Free Spins, the chosen Hand of God power is triggered on every non-winning spin. The Wrath of Olympus feature cannot be triggered. Additional spins are awarded via fully charging the meter (same rules). Hades awards 4 additional spins; Poseidon awards 3 additional spins; Zeus awards 2 additional spins. The maximum number of spins is 100.

Completely clearing the grid of symbols (except during the Wrath of Olympus feature) awards an instant prize. The prize awarded is 50x the total bet multiplied by the active win multiplier at the time of clearing the grid.

# INFORMATION

Channels
**Mobile/Desktop**

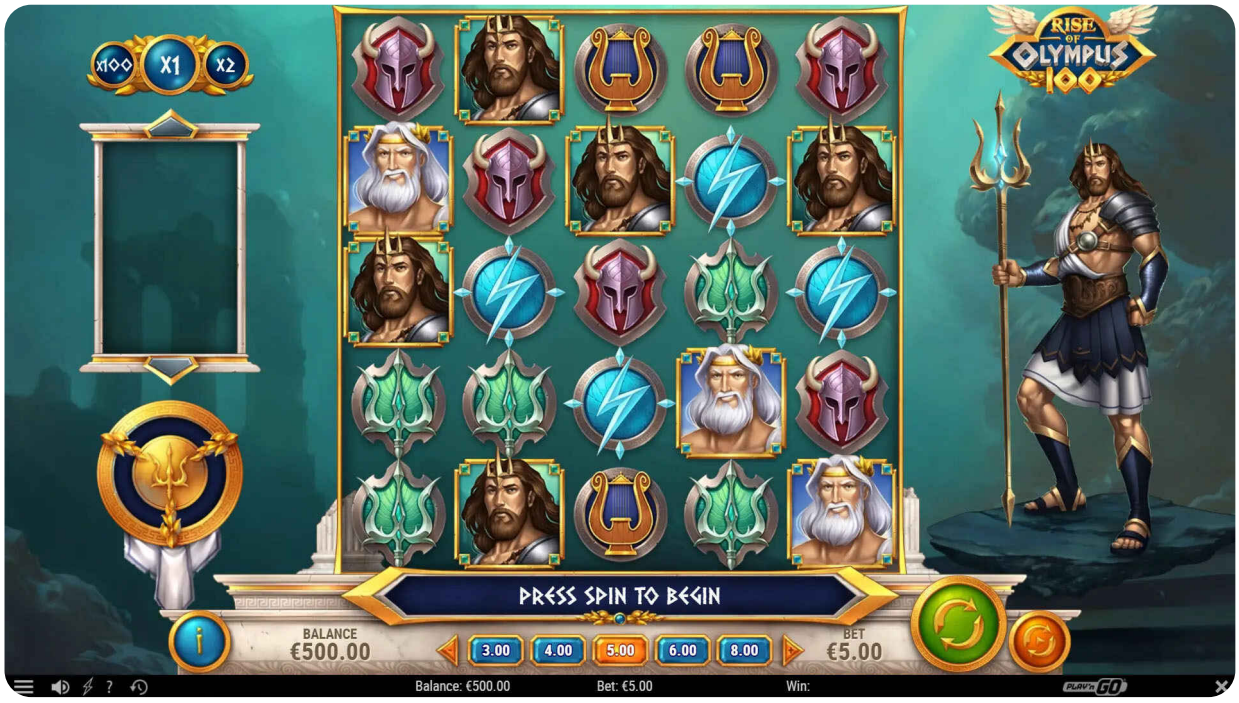
GID
**riseofolympus100**

Version
**1.0**

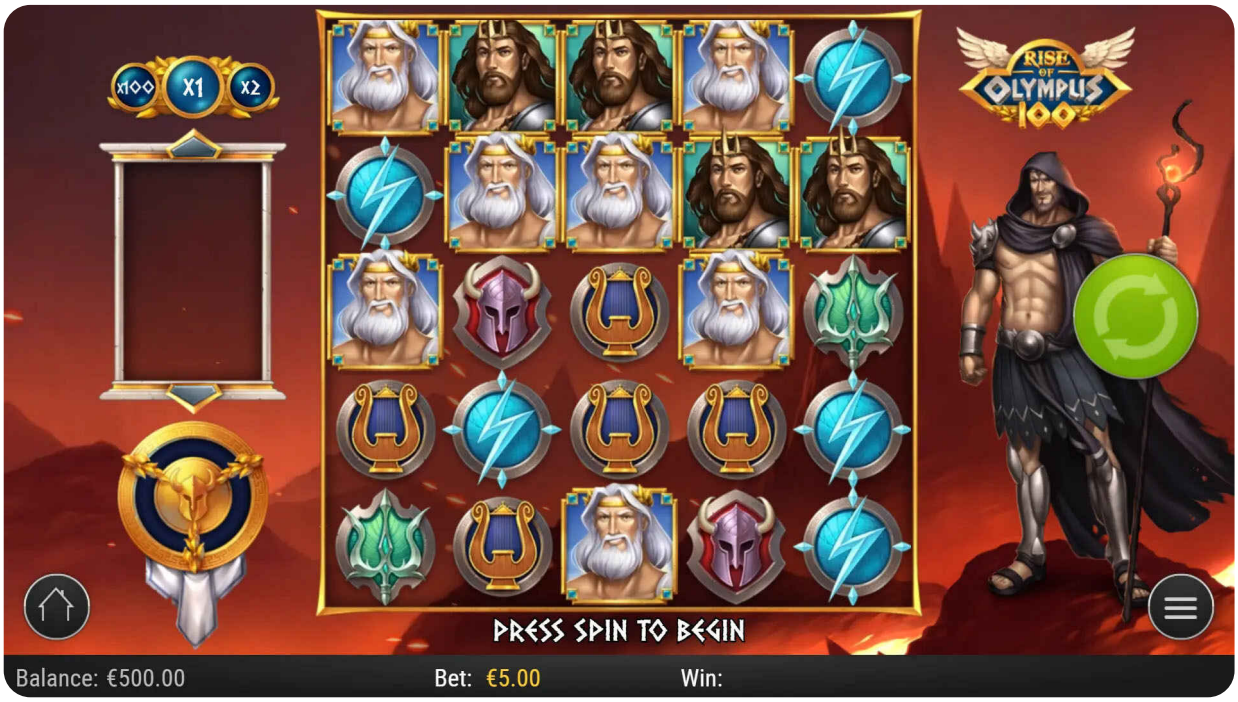
Game ID
**670**

# SCREENSHOTS

Desktop




Mobile



# MATH MODEL

Number of Reels
**5**

Coins
**20**

Configured Paylines
**Fixed 1**

Denominations
**0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.10,0.15,0.20,0.25,0.30,0.40,0.45,0.50,0.75,1.00,1.25,1.50,2.00,2.50,3.00,3.50,3.75,4.00,4.50,5.00**

Denominations – Default
**0.01,0.02,0.03,0.04,0.05,0.08,0.10,0.15,0.20,0.25,0.30,0.40,0.50,0.75,1.00,1.50,2.00,2.50,3.75,5.00**

Min Bet*
**0.2**

Max Bet*
**100**

Max Exposure*
**1500000**

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

Volatility
**8**

Free Game
**Yes**

# RTP CONFIGURATION

Default RTP% Configuration **96 %**

RTP – 96 **96.2 %**

RTP – 94 **94.2 %**

RTP – 91 **91.2 %**

RTP – 87 **87.2 %**

RTP – 84 **84.2 %**

# PAYTABLE

| Symbol | X5 | X4 | X3 |
|---|---|---|---|
| Wild | 50 | 2 | 1 |
| HP3 | 10 | 1 | 0.3 |
| HP2 | 10 | 1 | 0.3 |
| HP1 | 10 | 1 | 0.3 |
| HPX (Any) | 5 | 0.5 | 0.2 |
| LP4 | 3 | 0.3 | 0.15 |
| LP3 | 3 | 0.3 | 0.15 |
| LP2 | 2 | 0.2 | 0.1 |
| LP1 | 2 | 0.2 | 0.1 |

# SYMBOLS



WILD



LP3



HP3



LP2



HP2



LP1



HP1



LP4

# 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.