



Pirots 2

Game description document

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Key features

Function	Value
Name in English	Pirots 2
ELK Game id	10202
Product category	Casino
Game type	Slot
Client	HTML5
Theoretical RTP	94.0%
Lines	The number of possible paylines vary based on the position of the birds.
Jackpot	No
Reels	6 columns
Rows	6 rows
Hit frequency	25.4%
Min bet	€ 0.20
Max bet	€ 100.00
Max exposure	10 000x max bet
Max win single spin	10 000x max bet
Maximum win	€ 1,000,000.00

Game description

"What is that huge thing moving in the horizon?" Captain Redfeather asked his comrades while staring to the south. "I can see it too. It's huge!" Said Aaron. "Whatever it is, I bet there is treasure to be found over there! Every bird at the ready, we are leaving"! Captain Redfeather roared. "Under a black flag we fly! Keep your powder dry!" Yelled Charlie, smiling gleefully at Hank and Skipper. And so the four birds flew away from their island. The four birds plus Charlie of course. To new adventures, and to discover a quite unexpected place: Dino World!

Pirots 2 is a 6 row by 6 column slot that can expand up to 8 rows by 8 columns. Central game features are: The four birds that move around the grid collecting amber symbols and feature symbols, the symbol collection meter that counts the number of symbols collected and adds a pending feature symbol release when the meter is full, and finally the bonus game with free drops.

Game view

Bet amount and balance are always displayed in the info bar at the bottom of the game view in the currency that the player has chosen. This information is always available throughout the gaming session. Winnings are displayed in the selected currency in the middle of the info bar at the bottom of the game view when playing.



Paylines

Wins are generated by the four birds collecting horizontally or vertically adjacent amber symbols, resulting in a varying number of ways to win. The RTP for all wins is the same and the RTP of the game is defined in the game rules.



Special symbols

Symbol image	Function
	There are four types of amber symbols, one for each bird. The birds can only collect the amber symbols that have the same color as the bird. The amber symbols can be upgraded to higher payout levels.

Symbol image	Function
	The bonus game with free drops is triggered if the birds collect three bonus symbols during a game round. If any feature symbol releases are pending when the bonus game starts, they will be released as a part of the first free drop.
	The wild symbol substitutes for any amber symbol at their current respective payout level.
	A collected transform symbol transforms a cluster of amber symbols next to the bird into the same color as the bird that collected the symbol. It may also convert a random number of amber symbols into feature symbols.
	The upgrade symbol upgrades the payout level of amber symbols of the same color as the bird that collected the upgrade symbol. The payout level of the amber symbols increases 1, 2 or 3 steps, up to a maximum payout level of 7.
	The upgrade all symbol upgrades all four different colored amber symbols at the same time. The payout level of the amber symbols increases 1, 2 or 3 steps, up to a maximum payout level of 7.
	The popcorn symbol places a popcorn in empty grid spaces when it is collected by a bird. The birds are then able to cross empty spaces one time each to reach additional symbols.

Symbol image	Function
	An egg symbol collected by a bird hatches a dinosaur at the end of the game round, when the birds are unable to collect more symbols. The birds are then scared away from the game grid, forcing them to redrop and land in new places. If any feature symbol releases are pending, they will be released just before the egg hatches.
	A "red button" symbol collected by a bird triggers a meteor strike at the end of the game round when the birds are unable to collect more symbols. It removes the birds from the grid, and also removes all amber symbols in close proximity of it, resulting in a redrop to fill empty symbol places. The explosion also expands the game grid, up to a maximum 8 rows by 8 columns. If any feature symbol releases are pending, they will be released just before the meteor strike.
	A coin symbol collected by a bird pays its value times the current active bet level. The MAX WIN coin immediately pays the remaining amount required to reach the maximum win.

Game features



Bonus game

Three bonus symbols collected by the birds during a game round trigger the free drops bonus game. The grid size, the progress on the symbol collection meter, the collection of additional bonus symbols and the payout level of the amber symbols are all persistent during the bonus game.

Button clarifications

Button	Name
	Menu
	Bet levels
	Spin
	Auto spin
	Lobby
	Paytable
	Rules
	Settings
	Replay
	Promotions

Game rules

- Pirots 2 is a 6 row by 6 column slot with dropping symbols. The game can expand the grid up to a maximum of 8 rows by 8 columns.
- All drops in normal mode start with amber symbols on payout level 1 and with a grid size of 6 rows and 6 columns.
- The minimum bet is € 0.20, and the maximum bet is € 100.00.
- Each bet is 100 coins.
- A game round starts on the selected bet level when the player hits the Spin button.
- The game can be played automatically by activating Auto Spin. Hold down the Spin button or use the Auto Spin button to set the number of game rounds to be played automatically.
- The game can be played automatically by activating Auto Spin. Hold down the spin button or use the Auto Spin button to set the bet level, loss limit and the number of game rounds to be played automatically.
- Winnings and winning combinations are paid out according to the Paytable.
- Winnings are presented in the player's currency or in coins. The player can change preference in Settings.
- Winnings are presented in the player's currency.
- Pirots 2 is played in two modes; normal mode and bonus mode with free drops.
- Pirots 2 has four collecting bird symbols that can move around the game grid. Each bird is paired with an amber symbol of the same color as the bird.
- The birds can collect the amber symbols of the same color as the bird and all feature symbols.

- Paying symbols consist of amber symbols of the same color as the moving bird, coins and wild symbols.
- Wins are generated by a bird moving and collecting orthogonally adjacent paying symbols.
- The birds collect symbols by moving to horizontally or vertically adjacent collectable symbols.
- Amber symbols can be individually upgraded to higher payout levels, up to a maximum payout level of 7.
- If there are more collectable symbols, the birds will keep collecting until they can't collect more symbols. This means that a bird can move several times prior to a symbol refill.
- A bird that collects a feature symbol triggers that symbol's feature.
- The order of movement of the birds depends on the current payout of the amber symbols. The birds move in descending order of symbol payout.
- Above the game grid there is a symbol collection meter. The meter keeps track of the collected symbols. Only amber symbols and wild symbols count. The symbol collection meter continues to count collected symbols until the birds can't collect more symbols.
- When the symbol collection meter is full, one pending feature symbol release is added.
- Up to three feature symbol releases can be stacked simultaneously. All stacked feature symbol releases are awarded simultaneously.
- A feature symbol release is awarded just before an egg symbol hatches, before the meteor strikes, as a part of the first free drop in the bonus game, or when the birds can't collect any more symbols.
- A feature symbol release converts a number of random amber symbols into random feature symbols.
- There are eight different types of feature symbols in Pirots 2; bonus

symbols, wild symbols, coins, upgrade symbols, egg symbols, transform symbols, popcorn symbol, and the "red button".

- The bonus game with free drops is triggered if the birds collect three bonus symbols during an active game round.
- The free drops bonus game starts on the current active number of rows and columns. The current progress on the symbol collection meter is brought into the bonus game. If there are pending feature symbol releases at the start of the bonus game, they will be released as a part of the first free drop.
- A collected upgrade symbol upgrades the payout level of amber symbols of the same color as the bird that collected the upgrade symbol. The payout level of the amber symbols increases by 1-3 steps, up to a maximum payout level of 7.
- A collected upgrade all symbol upgrades all four amber symbols simultaneously. The payout level of the amber symbols increases 1-3 steps, up to a maximum payout level of 7.
- An egg symbol collected by a bird hatches a dinosaur at the end of the game round, when the birds are unable to collect more symbols. The birds are then scared away from the game grid, forcing them to redrop and land in new places. If a feature symbol release is pending, it will be released just before the egg hatches.
- A collected transform symbol transforms a cluster of amber symbols next to the bird into the same color as the bird that collected the transform symbol. It may also convert a random number of amber symbols into feature symbols.
- The popcorn symbol places a popcorn in empty grid spaces when it is collected by a bird. The birds are then able to cross empty spaces one time each to reach additional symbols.
- A "red button" or meteor symbol collected by a bird triggers a meteor strike at the end of the game round when the birds are unable to collect more symbols. It removes the birds from the grid, and also removes all

symbols, except feature symbols, in close proximity of it, resulting in a redrop to fill empty symbol places. The meteor strike also expands the game grid, up to a maximum 8 rows by 8 columns. If there is a pending feature symbol release, it will be released just before the meteor strike.

- A collected egg performs its action first in case there are both a collected egg and a collected "red button" in view.
- The wild symbol substitutes for any amber symbol at their current respective payout level.
- A collected coin symbol pays its value times the current active bet level. The MAX WIN coin immediately pays the remaining amount required to reach the maximum win.
- Adjacent birds may perform a "Switcheroo" where they switch places horizontally or vertically when they can't collect more symbols. It may only happen if new clusters of symbols can be unlocked.
- If three or more birds end up horizontally or vertically next to each other, they will start a fight. The fight will take place over a random area on the game grid. Bonus symbols, coins, eggs and "red button" symbols along the fight cloud's path will be automatically collected, while amber symbols are removed. The birds are redropped once the fight is over, and a symbol refill occurs to fill empty symbol places.
- Bonus mode with free drops is triggered if the birds collect three bonus symbols during normal mode. 5 free drops are awarded.
- The free drops bonus game starts on the current active number of rows and columns.
- The grid size, the progress on the symbol collection meter, the payout level of the amber symbols, and the collection of additional bonus symbols are all persistent during the bonus game.
- Three bonus symbols collected by the birds during bonus mode award additional free drops.
- The free drops bonus game ends when no free drops remain or when

the win cap has been reached.

- Winnings are paid out at the end of the bonus mode.
- No bets can be changed during an ongoing game round.
- A game round is immediately ended when the win cap is reached, and the wins collected so far will be paid out.
- The theoretical payout (RTP) in Pirotts 2 is 94.0%.
- The game will be capped at 10 000x the placed bet.
- In the event of malfunction all bets and wins are void.

X-iter



X-iter button clarification

Button	Name
	BONUS HUNT!
	POPCORN FIESTA!
	MAXIMUM GRID SIZE!
	BONUS!
	SUPER BONUS!

X-iter rules

The X-iter feature offers several different game modes.

SUPER BONUS:

Guarantees a game round with entry to the super bonus game. All free drops are played with the maximum grid size, and all upgrade symbols upgrade all amber symbols at the cost of 500x the selected bet.

BONUS:

Guarantees a game round with entry to the bonus game at the cost of 100x the selected bet.

MAXIMUM GRID SIZE:

One drop that is played with the maximum grid size at the cost of 25x the selected bet.

POPCORN FIESTA:

One drop with the popcorn feature activated from start at the cost of 10x the selected bet.

BONUS HUNT:

One drop with QUADRUPLE the chance to trigger the bonus game at the cost of 3x the selected bet.

The X-iter features can only be activated in the base game.

The minimum X-iter cost is € 0.60, and the maximum cost is € 50,000.00.

The theoretical payout (RTP) for all X-iter game modes in Pirot 2 is 94.0%.

All game rules apply for the X-iter features as well.