



Pirots 3

Game description document

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Key features

Function	Value
Name in English	Pirots 3
ELK Game id	10214
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	7 rows
Hit frequency	25.2%
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

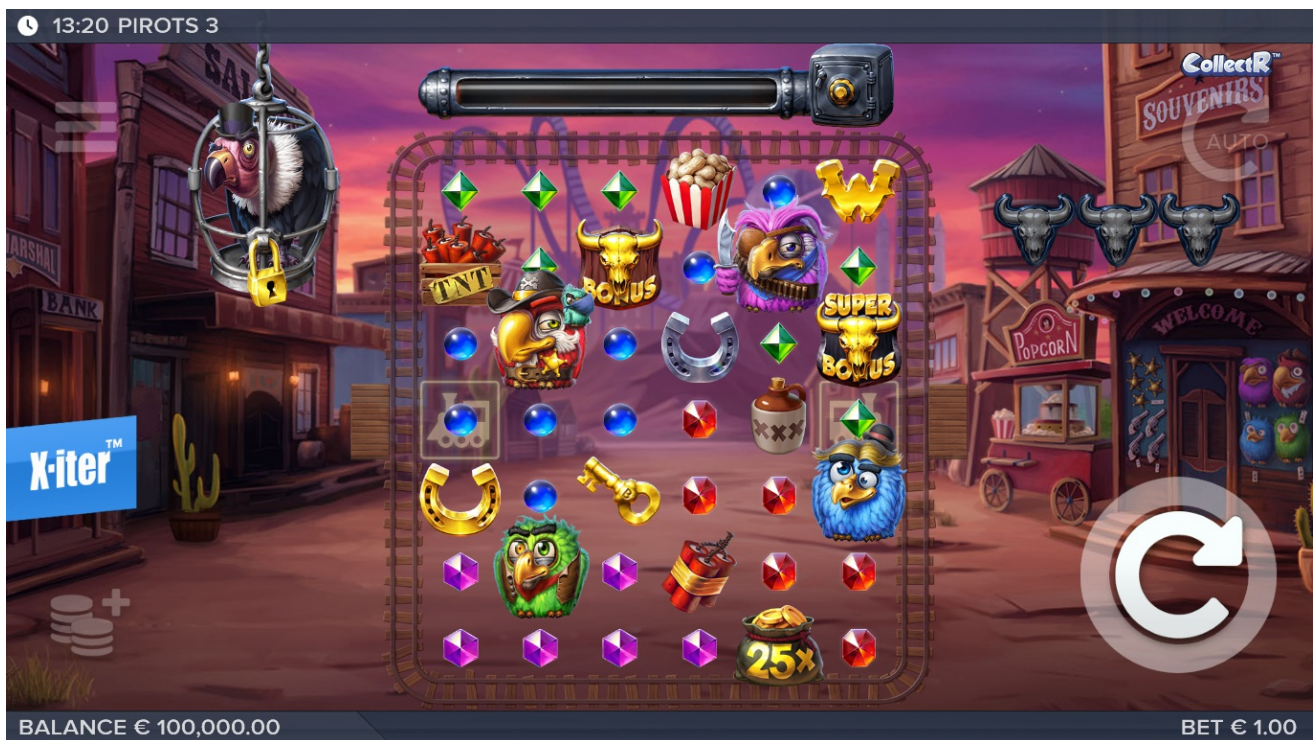
Game description

A muffled thump could be heard and the trees around the small glade shook slightly. "Did you hear that? Did you see it?" Skipper nervously asked his comrades while staring into the dense jungle from where he had heard the sound. "Is this yet another one of your stupid jokes, Skipper?" Asked Aaron. Another thump, louder this time. The trees shook again. Now everyone heard it. "I have a bad feeling about this" said captain Redfeather. Suddenly all the birds in the jungle seemed to pipe in terror and flew up into the skies. The jungle parted and out rushed a huge two legged monster. Claws, fangs, teeth all over it. And two tiny forearms. "Aaaah!" the pirots screamed. There was no time for anything but to panic! Away they fled, abandoning their current settlement and all their collected treasure. Thankfully, they didn't have to run that far before they found a big fence they managed to slip through. And on the other side the jungle ended, replaced by what seemed to be a small town located in a desert of sorts. They caught a glimpse of a strange dark figure roaming around, close by what seemed to be a bank. And beside it... "Look there! It's a saloon!" yelled Hank. "They must serve rum!" shouted Skipper. "And there is money to be retrieved from the bank!" said the captain. With tears in his eyes, Charlie stuttered: "Ha... ha... have we found paradise at last?". And so the four pirots walked forward. Into the small western town, to find new adventures and treasure.

Pirots 3 is a 7 row by 6 column slot that can expand up to 8 rows by 7 columns. Central game features are: The four birds that move around the grid collecting gems 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 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 gems, 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.



Symbol	Payout
Bird with Hat (Red)	3000
Red Gem	750
Red Gem	250
Red Gem	75
Red Gem	50
Red Gem	25
Red Gem	10
Bird with Hat (Purple)	1500
Purple Gem	500
Purple Gem	160
Purple Gem	60
Purple Gem	40
Purple Gem	20
Purple Gem	10
Bird with Hat (Green)	1000
Green Gem	375
Green Gem	120
Green Gem	45
Green Gem	30
Green Gem	15
Green Gem	5
Bird with Hat (Blue)	750
Blue Gem	250
Blue Gem	80
Blue Gem	30
Blue Gem	20
Blue Gem	10
Blue Gem	5

Special symbols

Symbol image	Function
	There are four types of gems, one for each bird. The birds can only collect the gems that have the same color as the bird. The gems 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 one or more feature symbol releases are pending when the bonus game is triggered, they will be released as a part of the first free drop.
	The wild symbol substitutes for any gem at their current respective payout level. The black bandit wild represents the currently highest paying gem.
	A collected transform symbol transforms a cluster of gems next to the bird into the same color as the bird that collected the transform symbol. It may also convert a random number of gems into feature symbols.
	The upgrade symbol upgrades the payout level of all gems of the same color as the bird that collected the upgrade symbol. The payout level of the gems can increase 1, 2 or 3 steps, up to a maximum payout level of 7.
	The upgrade all symbol upgrades all four different colored gems at the same time. The payout level of the gems can increase 1, 2 or 3 steps, up to a maximum payout level of 7.
	The peanut symbol places a peanut 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 collected key symbol releases the bandit when the birds are unable to collect more symbols. This triggers the bandit's escape feature.

Symbol image	Function
	A bird that collects the small dynamite symbol ignites the dynamite. This triggers an explosion when the birds are unable to collect more symbols. It removes the birds from the grid, and also removes all gems 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 7 columns. If any feature symbol releases are pending, they will be released just before the dynamite explosion.
	A bird collecting the large dynamite symbol ignites the dynamite. This triggers an explosion when the birds are unable to collect more symbols. It removes all gems and birds from the game grid, resulting in a redrop to fill empty symbol places. The explosion also expands the game grid, to the maximum 8 rows by 7 columns. If any feature symbol releases are pending, they will be released just before the dynamite explosion.
	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



13:20 PILOTS 3
EUR

FEATURE SYMBOLS

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.

The wild symbol substitutes for any gems at their current respective payout level. The black bandit wild represents the currently highest paying gem.

A collected dynamite symbol triggers an explosion that explodes symbols and expands the game grid, up to a maximum 8 rows by 7 columns.

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FEATURE SYMBOLS

The peanut symbol fills empty grid spaces with peanuts when it is collected by a bird. This allows the birds to cross the empty spaces one time each to reach additional clusters of symbols.

A collected transform symbol transforms a cluster of gems next to the bird into the same color as the bird that collected the transform symbol. Each of these gem symbols can instead transform into a feature symbol.

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GUNSLINGERS and BANDITS

Two adjacent birds have a random chance to perform a duel. The birds move apart and then shoot randomly in a number of straight or diagonal directions.

If three or more birds end up adjacent to each other, they will always trigger the duel feature.

A collected key symbol triggers the bandit's escape feature. The bandit escapes from his cage and lands on the game grid when the birds are unable to collect more symbols.

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TRAIN

2 or 4 symbol positions on the left and right sides of the game grid are marked with a train backdrop.

The train heist feature is triggered when a bird collects one of the symbols on top of a train backdrop, and the same bird can collect any of the symbols on top of a train backdrop on the opposite side of the game grid.

1, 2 or 3 feature symbols are awarded before the train stops at the opposite station and the bird disembarks.

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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 gems are all persistent during the bonus game. Bonus symbols collected during bonus mode award additional free drops.

Button clarifications

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

Game rules

- Pirots 3 is a 7 row by 6 column slot with dropping symbols. The game can expand the grid up to a maximum of 8 rows by 7 columns.
- All drops in normal mode start with gems on payout level 1 and with a grid size of 7 rows by 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 3 is played in two modes; normal mode and bonus mode with free drops.
- Pirots 3 has four collecting bird symbols that can move around the game grid. Each bird is paired with a gem of the same color as the bird.
- The birds can collect gems of the same color as the bird and all feature symbols.
- Pirots 3 also has a locked-up bandit. A released bandit moves around the

game grid collecting gems of any color and all feature symbols.

- The birds collect symbols by moving to horizontally or vertically adjacent collectable symbols.
- Paying symbols consist of gems, coins and wild symbols.
- Wins are generated by a bird moving and collecting paying symbols.
- Gems 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. A bird can move several times prior to a symbol refill.
- A bird that collects a feature symbol triggers that symbol's feature.
- Above the game grid there is a symbol collection meter. The meter keeps track of the collected symbols. Only gems and wild symbols collected by any bird except the bandit count. The symbol collection meter continues to count collected symbols until the birds can't collect more symbols.
- The bandit doesn't contribute to the collection meter and the collection meter is disabled during the bandit's escape feature.
- 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 the dynamite explodes, as a part of the first free drop in the bonus game, or when the birds can't collect any more symbols.
- Each feature symbol release converts 3 gem symbols into random feature symbols.
- There are eight different types of feature symbols in Pirot 3; bonus, wild,

coins, upgrade, transform, peanut, key, and dynamite symbols.

- A collected upgrade symbol upgrades the payout level of gems of the same color as the bird that collected the upgrade symbol. The payout level of the gems increases by 1, 2 or 3 steps, up to a maximum payout level of 7.
- A collected upgrade all symbol upgrades the payout level of all four gems simultaneously. The payout level of the gems increases 1, 2 or 3 steps, up to a maximum payout level of 7.
- A key symbol collected by a bird triggers the bandit's escape feature when the birds are unable to collect more symbols.
- The bandit's escape feature begins with the bandit unlocking his cage, flying away and landing on the game grid.
- The bandit collects symbols like the other birds. The bandit can collect any gem and any feature symbol.
- The bandit is not guaranteed to collect an entire cluster of gems. When dueling another bird, the symbol collection is interrupted.
- The bandit collects one cluster of symbols at a time.
- The total value collected by the bandit is accumulated and presented on the bandit wanted poster.
- When the bandit ends up next to a bird, he will challenge the bird to a duel. If the bandit defeats the bird, the bird is removed from the game grid and the bandit continues to collect more symbols.
- If the challenged bird defeats the bandit, the bandit's escape feature ends and the accumulated value collected by the bandit is paid out.
- If the bandit defeats all four birds, the bandit collects all remaining symbols on the game grid and the total amount collected by the bandit is paid out. Then the bandit coin game feature is triggered.
- When the bandit coin game feature ends, the collected value from the coin game is paid out and the bandit's escape feature ends.

- A collected transform symbol transforms a cluster of gems next to the bird into the same color as the bird that collected the transform symbol. Each of these gem symbols can instead transform into a feature symbol.
- The peanut symbol places a peanut 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.
- The coin game feature is triggered when the entire game grid is cleared by either the birds or by the bandit.
- At the start of the coin game feature, coin bags and scorpions drop into random positions on the game grid and the train arrives. Either the bandit or the birds embark the train. The symbol collection meter is disabled and replaced by a coin game win counter.
- The birds or the bandit on the train throw lassos trying to collect coin bags. The value of the captured coin bags is added to the win counter. A bird or bandit that catches a scorpion is out of the game. The coin games ends when no bird remain in the game. The accumulated value in the win counter times the current active bet level is paid out.
- When the coin game ends in normal mode, new symbols and the four birds drop in again.
- The dynamite symbol collected by a bird triggers an explosion when the birds are unable to collect more symbols. It removes the birds from the grid, and also removes all symbols, except feature symbols, resulting in a redrop to fill empty symbol places. The dynamite also expands the game grid with 1 row or 1 column up to maximum 8 rows and 7 columns. A large dynamite expands to the maximum size at once. If there is a pending feature symbol release, it will be released just before the dynamite explosion.
- The dynamite symbol comes in two sizes; one that explodes an area in close proximity of it, and one that explodes the entire game grid.
- The wild symbol substitutes for any gem at their current respective payout level. The black bandit wild represents the currently highest

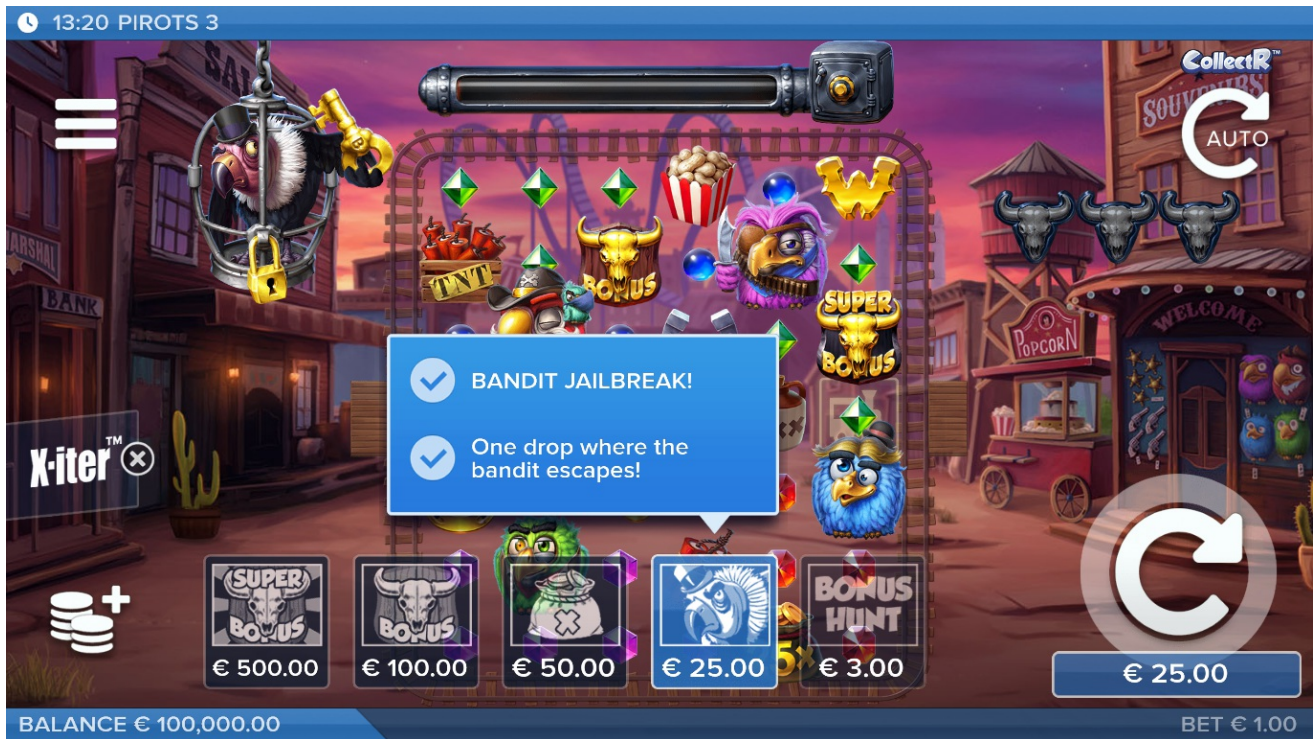
paying gem.

- 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.
- The coin symbol can have any value of 2, 5, 10, 25, 50, 100, 500, 1000 or MAX WIN.
- Two adjacent birds have a random chance to perform a "Switcheroo" when they can't collect more symbols. If triggered, the birds switch places horizontally or vertically.
- Two adjacent birds have a random chance to trigger the Showdown feature when they can't collect more symbols.
- Three or more birds ending up horizontally or vertically next to each other trigger the Showdown feature.
- During the Showdown feature, the birds move away from each other, removing symbols along their way. The birds then shoot randomly in a number of horizontal, vertical and diagonal directions. Symbols along the shooting directions will be affected in different ways. Gems will be removed. Bonus, super bonus, key and coin symbols will be collected. Dynamite symbols will be ignited. Other feature symbols will remain unaffected. The birds are redropped once the duel is over, and a symbol refill occurs to fill empty symbol places.
- 2 or 4 symbol positions on the left and right sides of the game grid are marked with a train backdrop. The train heist feature is triggered when a bird collects one of the symbols on top of a train backdrop, and the same bird can collect any of the symbols on top of a train backdrop on the opposite side of the game grid. The train heist feature is not triggered in case the bird can reach the symbols on the opposite side from its current position.
- When the train heist feature is triggered, the active bird finishes collecting the current cluster of symbols. A train then arrives, and the bird embarks the train. The train travels around the game grid and awards 1, 2

or 3 feature symbols. Then the train stops on the opposite side and the bird disembarks and continues to collect symbols from there.

- The train comes with red carts or golden coin carts. The red carts can hold different types of feature symbols. The golden coin carts always hold coin bags.
- The bonus game with free drops is triggered if the birds collect three bonus symbols during an active game round. 5 free drops are awarded.
- A collected bonus symbol in bonus mode awards one additional free drop to the bonus game.
- The regular bonus game starts on the current active number of rows and columns.
- The super bonus game starts on 8 rows and 7 columns.
- The progress on the symbol collection meter, and the payout level of the gems are all persistent during 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.
- 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 Pirot 3 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!
	BANDIT JAILBREAK!
	COIN GAME!
	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 gems 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.

COIN GAME:

Guarantees a game round with entry to the coin game at the cost of 50x the selected bet.

BANDIT JAILBREAK:

One drop where the bandit's escape feature is triggered at the cost of 25x 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 3 is 94.0%.

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