



Pirots X

Game description document

Created on

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Key features

Function	Value
Name in English	Pirots X
ELK Game id	10223
Product category	Casino
Game type	Slot
Client	HTML5
Theoretical RTP	94.0%
Lines	Cluster wins (5 or more vertically or horizontally adjacent identical symbols)
Jackpot	No
Reels	5 columns
Rows	5 rows
Hit frequency	24.0%
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

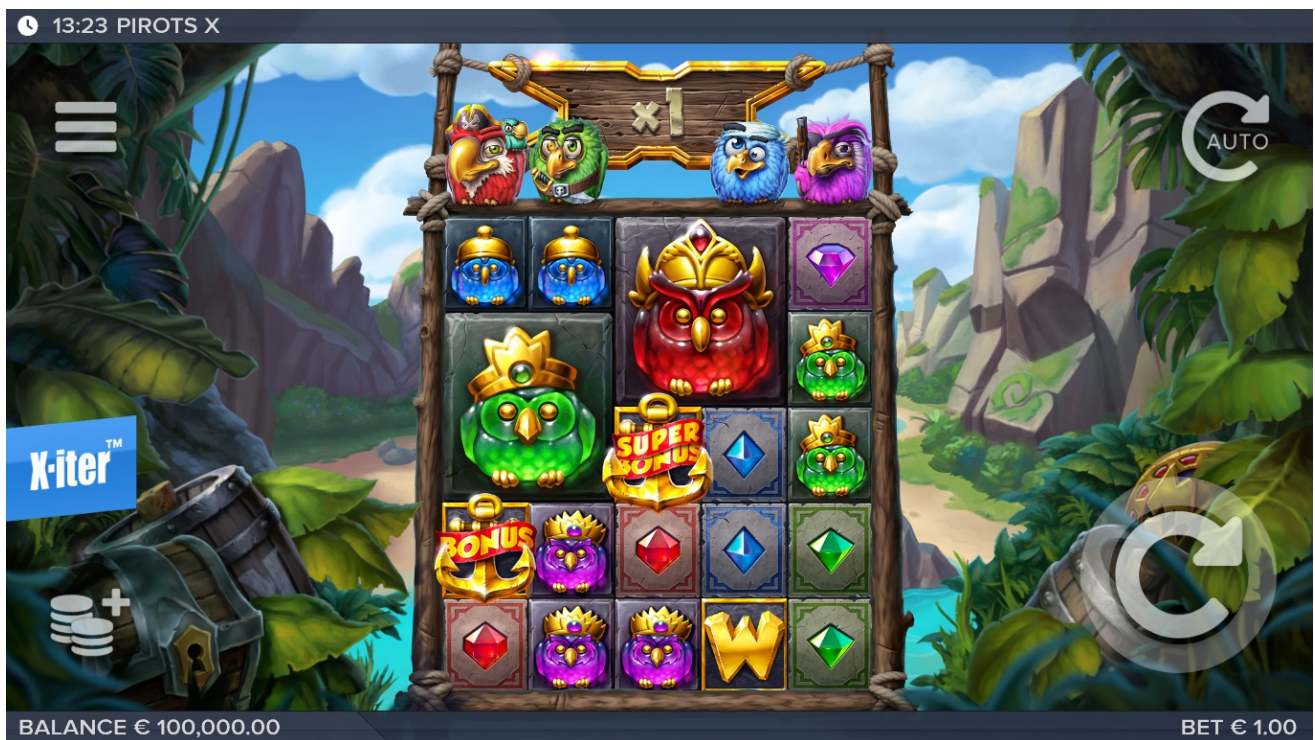
Game description

"Treasure is waiting ahoy, every bird at the ready! This time nothing can stop us!" captain Redfeather roars to his crew. "Under the Jolly Roger we sail!" Yells Charlie. Hank, Aaron and Skipper search the area from their nest at the edge of the jungle, eager to collect any fortune they can get their feathers on!

Pirot X is a 5 row by 5 column cluster based slot that can expand up to 7 rows by 7 columns. You win on clusters with five or more connecting symbols. Key game features are: The global multiplier that increase when Pirot collect symbols, the Pirot features that consist of the bomb, the feature chest, the big symbol drop and Charlie who can randomly release a bomb, the different wild symbols and the big symbols. The wild symbols come in two flavours; regular wild and the multiplier wild. The big symbols go up to four by four in size. Icing of the cake is a 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 orthogonally adjacent clusters of five or more identical symbols, resulting in a varying number of ways to win. The RTP of the game is defined in the game rules.

13:23 PILOTS X 10 EUR

SYMBOL PAYOUT

				
16+	5000	2500	2000	1500
13-15	1000	500	400	300
10-12	500	300	200	150
9	250	150	100	75
8	175	80	70	60
7	150	70	60	50
6	125	60	50	40
5	100	50	40	30

Paytable Settings Rules Promotions Replay

13:23 PILOTS X 10 EUR

SYMBOL PAYOUT

				
16+	1000	800	600	400
13-15	200	175	150	125
10-12	90	80	70	60
9	45	40	35	30
8	40	35	30	25
7	35	30	25	20
6	30	25	20	15
5	25	20	15	10

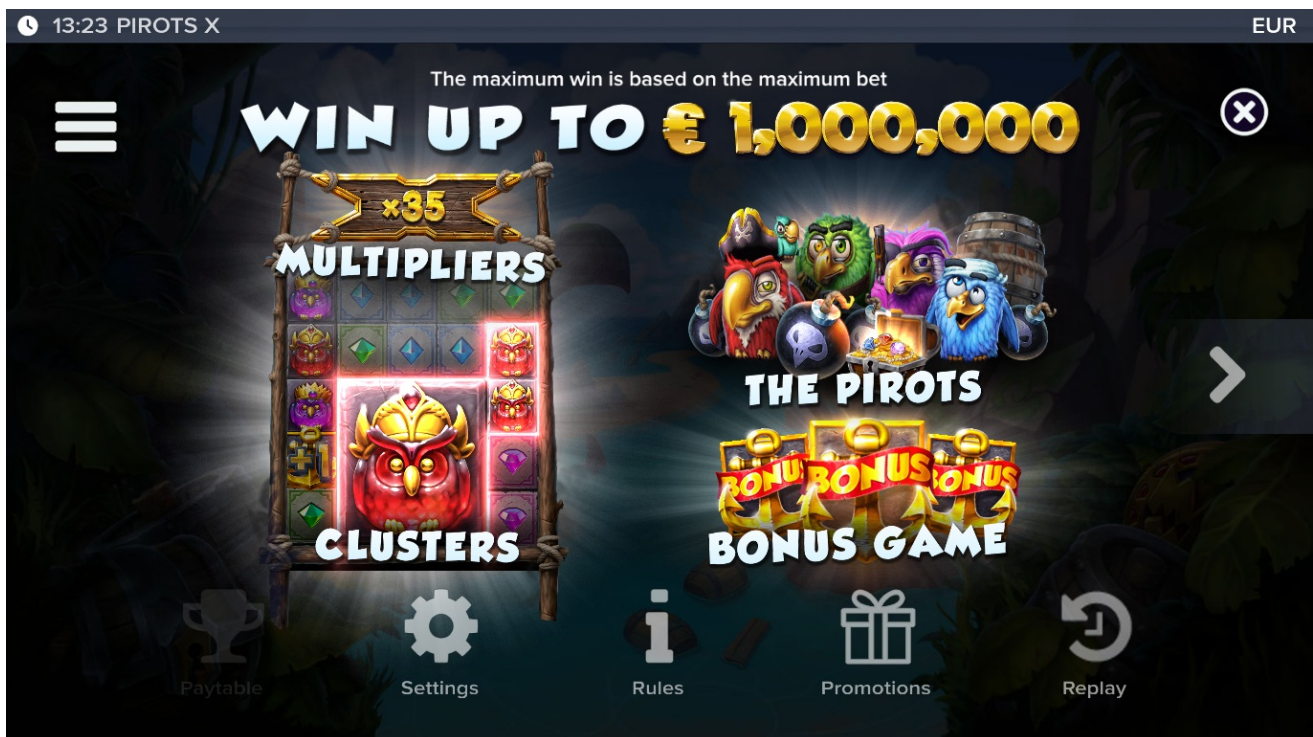
Paytable Settings Rules Promotions Replay

Special symbols

Symbol image	Function
	Three or more bonus symbols trigger the bonus game with free drops.
	The super bonus symbol in combination with two or more bonus symbols trigger the super bonus game with free drops. The super bonus game is played with the maximum grid size and with a guaranteed feature release in every free drop.
	The wild symbol substitutes for any symbol except other wild symbols, the bomb, the nest, bonus symbol, free drops symbol, and the super bonus symbol.
	The multiplier wild symbol substitutes for any symbol except other wild symbols, the bonus symbol, free drops symbol, and the super bonus symbol. It also has a multiplier that is multiplied by the winning amount for all winning clusters where the multiplier wild is included.
	The nest allows a bird to move down to the game grid. From the game grid, the birds can collect vertically and horizontally adjacent symbols of the same color as the bird. The birds do not collect feature symbols or wilds.
	The free drops symbol adds additional free drops in conjunction with a bonus game trigger or when it appears in an ongoing bonus game.
	The bomb symbol explodes at the end of the game round. It removes all symbols, except feature symbols, in close proximity of it, resulting in a redrop to fill empty symbol positions. The explosion also expands the game grid, up to a maximum of 7 rows by 7 columns.

Symbol image	Function
	The feature chest triggers a release of a number of symbols that can be either wild, multiplier wild, bomb, nest, free drop, bonus or super bonus symbols.
	When a bird press a red button, a crushing big symbol is released. The big symbol is either a high or low value symbol of the same color as the bird.

Game features



13:23 PILOTS X
EUR

CLUSTERS

Pirots X is a cluster game. Winning clusters consist of 5 or more vertically or horizontally adjacent identical symbols. Big symbols are counted as the number of symbol positions they cover.

MULTIPLIERS

Winning clusters are multiplied by all connecting multiplier wild symbols, and the global multiplier.

Paytable

Settings

Rules

Promotions

Replay

13:23 PILOTS X
EUR

THE PILOTS

The Pirots are found at the top of the game grid. If a nest symbol lands on the game grid, a random Piro bird will fly down and settle on it. From the nest, the Piro bird can collect symbols of the same color as the bird. Collected symbols increase the global multiplier.

FEATURES

The Pirots may randomly trigger features from their positions at the top of the game grid. Bombs, feature chests and big symbol drops can be triggered. Charlie may also randomly trigger a bomb on his own.

Paytable

Settings

Rules

Promotions

Replay

13:23 PILOTS X
EUR

WILD SYMBOLS

The different wild symbols substitute for any symbols except the nest, bomb, bonus, super bonus and free drop symbols.

WILD SPLIT
Wild symbols that connect to multiple winning clusters are split and award one wild symbol for each cluster.

WILD MERGE
Several wild symbols in a winning cluster merge into a multiplier wild.

MULTIPLIER WILD
Winning clusters are multiplied by all connecting multiplier wild symbols, and the global multiplier.

Paytable
 Settings
 Rules
 Promotions
 Replay

13:23 PILOTS X
EUR

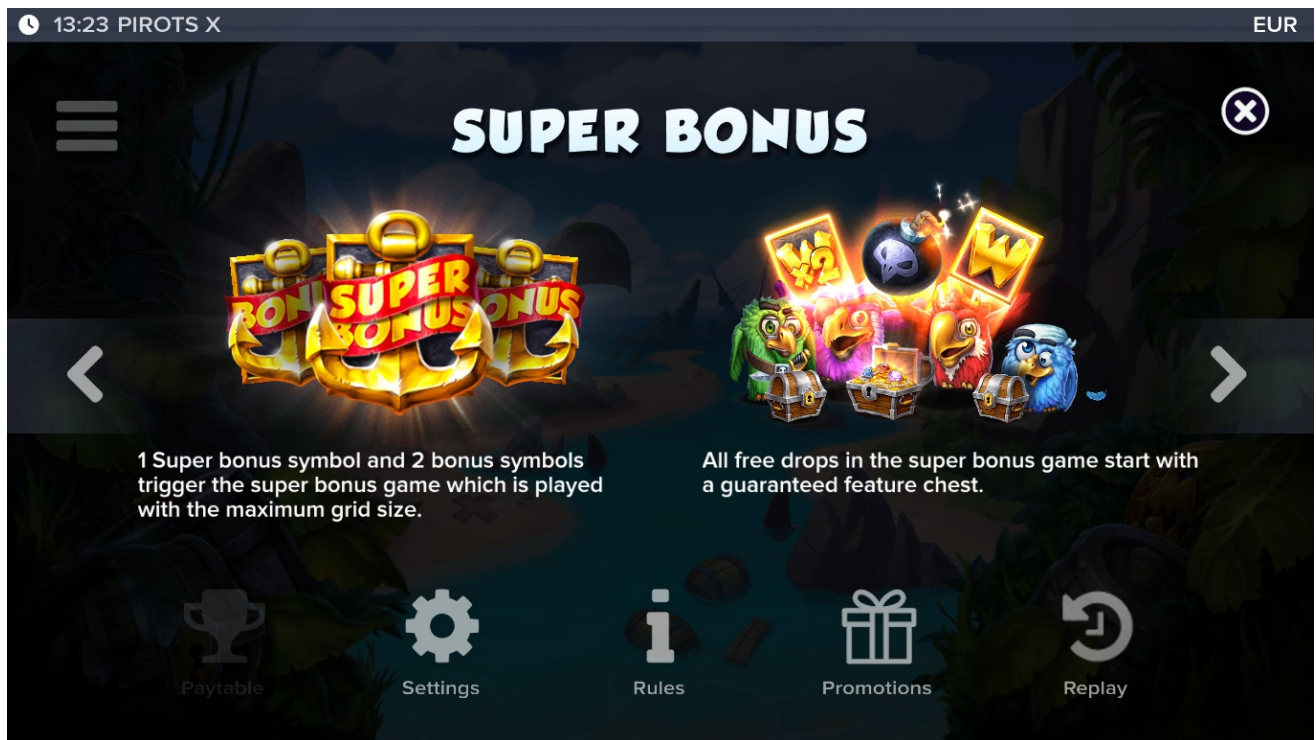
BONUS GAME

3 bonus symbols trigger the free drops bonus game.

The global multiplier is persistent between free drops in bonus mode.

Additional free drops are awarded by the free drops symbol.

Paytable
 Settings
 Rules
 Promotions
 Replay



Bonus game

Three bonus symbols trigger the bonus game with free drops. If one of the bonus symbols is a super bonus symbol, the super bonus game is triggered.

Button clarifications

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

Game rules

- Pirots X is a 5 reel, 5 row slot with dropping symbols and cluster wins. The game can expand the game grid up to a maximum of 7 rows by 7 columns.
- The minimum bet is € 0.20, and the maximum bet is € 100.00.
- Each bet is 100 coins.
- A winning cluster consists of 5 or more identical symbols which are either vertically or horizontally connected. Only the largest cluster of the connected identical symbols is paid out.
- 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 X is played in two modes; normal mode and bonus mode with free drops.
- The paying symbols in Pirots X consist of low value (gem) and high value (owl) symbols of the same colors as the birds.
- The feature symbols in Pirots X consist of big symbols, wilds, nest, bomb, bonus, super bonus and free drop symbols.

- The wild symbol substitutes for any symbol except other wild symbols, the nest, bomb, bonus, super bonus and free drop symbols.
- The multiplier wild symbol substitutes for any symbol except other wild symbols, the nest, bomb, bonus, super bonus and free drop symbols.
- Multiplier wild symbols that contribute to winning clusters multiply the winning amount before the global multiplier is applied.
- The global multiplier applies to all winning clusters, and it remains active throughout the game round. It starts with a multiplier value of 1, and it increases by birds collecting symbols.
- Each winning cluster generates a wild symbol that appears in one of the empty spaces created after the explosion of the winning symbols.
- Several wild symbols in a winning cluster merge into a multiplier wild. The generated multiplier is given a multiplier value equal to the sum of the merged wild symbols' multiplier values. Regular wild symbols count as having a multiplier value of 1.
- All cluster wins in the current symbol drop are collected, then all symbols in the winning clusters explode. The remaining symbols fall vertically until they reach a resting position, and new symbols drop in to fill the empty spaces. The drop continues as long as new winning combinations appear.
- The low value, high value and regular wild symbols exist in four sizes; standard 1x1, Super 2x2, Mega 3x3 and Epic 4x4. The big symbols count as the number of 1x1 symbol positions they cover, e.g. 1 Super 2x2 is counted as 4 standard 1x1 symbols.
- Empty spaces below big symbols are filled with 1x1 sized symbols of the same type as the big symbol to reach a stable horizontal resting state.
- Every new drop starts with the 4 Pirots birds placed at the top of the game grid. From there, they can randomly trigger different features: bomb, feature release and big drop.
- The bomb feature releases a bomb onto the game grid which explodes

and removes all symbols, except feature symbols, in close proximity of it, resulting in a redrop to fill empty symbol positions. The explosion also expands the game grid, up to a maximum of 7 rows by 7 columns.

- The small parakeet Charlie may randomly activate the bomb feature himself at the end of the game round.
- The feature release is randomly triggered at the start of an initial drop or free drop by one of the Pirot birds opening a chest. It replaces a number of 1x1 symbols on the game grid with random feature symbols. Feature symbols and birds are not affected.
- A feature release can place wilds, bombs, nests, bonus and super bonus symbols on the game grid. In the bonus mode, free drop symbols can also be placed.
- The big drop is triggered by one of the birds randomly pressing a red button. A big symbol of random size of the same color as the bird, or wild, is dropped. The big symbol crushes 1x1 symbols on its way down. Symbols of the same type as the crushing big symbol and feature symbols are not affected.
- The nest symbol can land on the game grid in any drop or through a feature release.
- The birds fly down and settle on a random nest symbol after a drop or symbol refill, but they are activated and start collecting symbol only after the win evaluation. All nests are filled. From the grid, the birds can collect symbols of the same color as the bird which increases the global multiplier. Low value symbols increase the global multiplier by 1 while high value symbols increase it by 2. The birds cannot collect any feature symbols or wilds.
- A bird leaves the game grid when it has collected at least one symbol or if it is scared off by an exploding bomb.
- A bird can be crushed by a crushing Big symbol or burned to ashes if it is too close to an exploding bomb. It will then drop in at the top of the game grid at the beginning of the next drop.

- A bird that doesn't collect any symbols will drop out with the other symbols at the end of the drop. It will then drop in to the top of the game grid at the beginning of the next drop.
- The birds fly down, settle on the nests and perform their collection before the bonus game starts if there is a bonus game trigger in the same drop.
- 3 bonus symbols anywhere in view during normal mode trigger the bonus mode with 5 free drops.
- The global multiplier is persistent between free drops in bonus mode.
- Landing free drop symbols award additional free drops.
- 1 Super bonus symbol and 2 bonus symbols trigger the super bonus game. The super bonus game is played with the maximum grid size and with a guaranteed feature release in each 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 when all triggered features have ended.
- 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 X is 94.0%.
- The game will be capped at 10 000x the placed bet.
- In the event of a malfunction, all bets and wins are void.

X-iter



X-iter button clarification

Button	Name
	Bonus Hunt!
	Big Symbol!
	Feature Release!
	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 guarantees a feature release in every free drop 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.

FEATURE RELEASE:

Guarantees a game round played with the maximum grid size with a guaranteed feature release of 3 to 5 symbols and guaranteed super bonus if the bonus game is triggered at the cost of 25x the selected bet.

BIG SYMBOL:

One drop with a guaranteed big symbol played at 6x6 grid size at the cost of 5x the selected bet.

BONUS HUNT:

One drop with more than TRIPLE 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's X is 94.0%.

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