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Game Rules and Settings – Tome of Madness

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PROPRIETARY

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A

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Tome of Madness

Rich Wilde and the Tome of Madness is a cascading video slot game played on a 5x5 grid. Symbols drop down in the grid to form winning combinations. Wins are achieved by getting 4 or more symbols in a connected cluster where they touch each other horizontally and/or vertically. Winning symbols are removed, and new symbols drop in to fill up the grid. The game continues to cascade until no new winning combinations can be created.

Eye Marks can appear in random positions. Open an eye by forming a win in the Eye Mark's location. 2 SPECIAL WILDS will be added to the grid when no further wins are achieved.

Winning charges the Portal. After winning on 7 symbols, 2 SPECIAL WILDS are added to the grid. After winning on 14 symbols, 2 SPECIAL WILDS are added to the grid. If a win is achieved with a SPECIAL WILD, the ABYSS Portal Effect is triggered. After winning on 27 symbols, 2 SPECIAL WILDS are added to the grid. If a win is achieved with a SPECIAL WILD, the VOID Portal Effect is triggered. The game continues as normal after the effects.

ABYSS removes a row or column from the winning SPECIAL WILD symbol. The symbols removed will contribute further to charging the Portal. If ABYSS removes another SPECIAL WILD, the removal will also be initiated from that symbol.

VOID chooses 1 regular symbol at random and removes all matching symbols from the grid.

The OTHER WORLD FREE ROUND is triggered after winning on 42 symbols. You are awarded 1 free round with 3 random Portal Effects. If the Portal is over-charged, an additional Portal Effect is added for every 3 additional winning symbols collected – up to a maximum of 7 Portal Effects.

During the OTHER WORLD FREE ROUND, a Portal Effect will be triggered when there no further wins are achieved.

The Portal Effects are:

1. SPECIAL WILDS: 4 SPECIAL WILDS added to the grid.
2. ABYSS: 4 SPECIAL WILDS added to the grid. If a win is achieved with any SPECIAL WILD, the ABYSS Portal Effect is triggered.
3. VOID: 4 SPECIAL WILDS added to the grid. If a win is achieved with any SPECIAL WILD, the VOID Portal Effect is triggered.

11 or 12 Eye Marks are visible in the OTHER WORLD FREE ROUND. Open an eye by forming a win in the eye's location. If all eyes have been opened, the MEGA WILD Cthulhu symbol is added to the grid and moves down with each cascade before disappearing. Cascades continue until no more wins are achieved.

Desktop

GID	tomeofmadness
Game ID	365
Version	1.0



Mobile

GID	tomeofmadnessmobile
Game ID	100365
Version	1.0



Math Model

Number of Reels:	5
Number of Coins:	10 (fixed)
Number of Paylines:	1 (fixed)
Denominations¹:	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 Default values are bolded.
Minimum Bet (*):	€0.10
Maximum Bet (*):	€100.00
Maximum Exposure (*):	€200,000 (2000 x total bet)
Probability of Maximum Exposure:	< 1 in 100,000,000
Volatility:	10 <i>VERY HIGH</i>
Free Game Support:	Yes

Return to Player configurations					
Default RTP ¹	96	94	91 ²	87 ²	84 ²
96.59	96.59	94.52	91.59	87.52	84.5

¹Default values may vary depending on the market.

²Not applicable for operators licensed by the Malta Gaming Authority.

Paytable

Cluster wins; payable represented as a multiplier of total bet.

Symbol	cluster of 10+	cluster of 9	cluster of 8	cluster of 7	cluster of 6	cluster of 5	cluster of 4
HP4	100	50	32	16	8	4	2
HP3	60	30	24	12	6	3	1.5
HP2	40	20	16	8	4	2	1
HP1	30	15	12	6	3	1.5	0.7
LP4	6	4.5	4	2	1	0.6	0.4
LP3	5	4	3.2	1.6	0.8	0.5	0.3
LP2	4	3	2.4	1.2	0.6	0.4	0.2
LP1	2	1.5	1.2	0.6	0.3	0.2	0.1

Symbols

Symbol	Art	Symbol	Art
Wild		Mega Wild	
Multiplier Wild			
HP4		LP4	
HP3		LP3	
HP2		LP2	
HP1		LP1	

Casino Standard Settings and Rules

WIN CALCULATION AND BETS:

- 1) Maximum wins are inclusive of the origin bet and based on the default bets for games
- 2) Underlined and bold values are default settings
- 3) Default settings can be changed by the operator
- 4) 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) A currency value is marked with an asterisk (*) next to the caption in all tables.