

# BATTLE DWARF 2

Venture deep underground and through the dwarven cities, again! The fearsome monsters are back and angrier than ever! Beat back the goblins, trolls and dragons and take their loot for yourself!

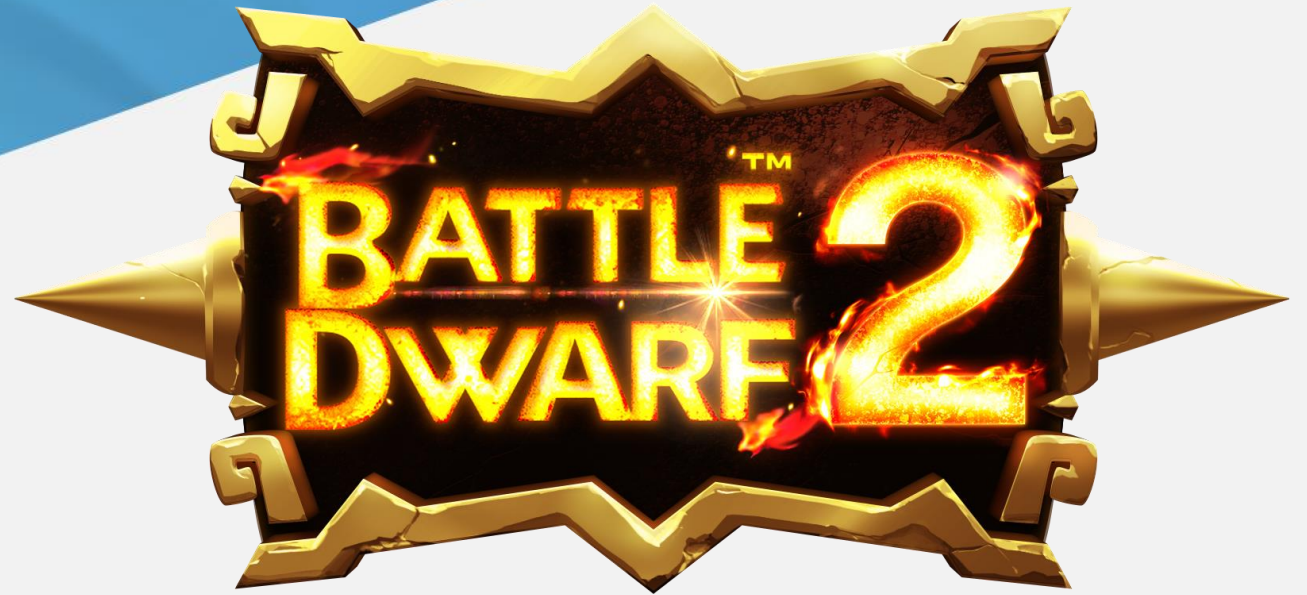
This is the follow up game to battle dwarf. A traditional 5x3 reel with the exciting and updated battle feature and a variety of other features keep players hooked.

A very high volatility slot.

Game type: Video Slot

Slot RTP (Return to Player):

19 December 2022  
96.43%, 88.39%, 90.37%, 92.40%, 94.08%, 95.49%



# BATTLE DWARF 2

## GENERAL INFORMATION

GAME TYPE	<b>Video Slot</b>
REELS / ROWS	<b>5x3</b>
PAYLINES	<b>27</b>
DEFAULT MIN BET (€)	<b>0.20</b>
DEFAULT MAX BET (€)	<b>200.00</b>

## GAME FEATURES

- **Battle feature**
- **Treasure rush**
- **Elf bonus**
- **Ragnarok mode**
- **Buy feature (where available)**
- **Ante bet (EX Bet) (where available)**

## PAYOUT

RETURN TO PLAYER (%) <sup>*</sup> With ante-bet	<b>96.43%, 88.39%, 90.37%, 92.40%, 94.08%, 95.49%</b> <b>96.68%, 88.43%, 90.44%, 92.45%, 94.13%, 95.55%</b>
MAX COINCIDING WIN IN € <sup>*</sup>	<b>5000 x Bet, for all RTP settings</b>
HIT FREQUENCY	<b>22.05%</b>

<sup>\*</sup>Coinciding win is expressed as total of all winning payline bet multipliers and scatter wins (if available)

<sup>\*</sup>Some RTP values are only available within certain jurisdictions

# TECHNICAL INFORMATION

**Note:**

Only base game codes are needed to run the game.

RTP Value	GAME CODE DESKTOP / MOBILE
RTP 96.43%	GMT_BATTLE_DWARF_2
RTP 88.39%	GMT_BATTLE_DWARF_2_ML
RTP 90.37%	GMT_BATTLE_DWARF_2_M0
RTP 92.40%	GMT_BATTLE_DWARF_2_M2
RTP 94.08%	GMT_BATTLE_DWARF_2_M4
RTP 95.49%	GMT_BATTLE_DWARF_2_M5

# GAME DESIGN

## Note:

Both landscape and portrait layouts are supported. For the best playing experience, we recommend portrait.



Mobile



PC

# BASE GAME DISPLAY INFORMATION



## BALANCE

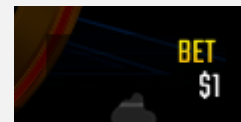
Displays the current balance.

## WIN

The win for the game round is displayed here.

## BET

The total bet amount for the current game round.





# BASE GAME USER CONTROL INFORMATION



Pressing the **SPIN** button will start the game round.



The **AUTOPLAY** button opens the **AUTOPLAY** menu. (where available)



When **TURBO** Mode is set, the icon blinks to indicate that **TURBO** is active. Up to 2 levels of **TURBO** can be set. (where available)



The **SETTINGS** button opens the **SETTINGS** menu.

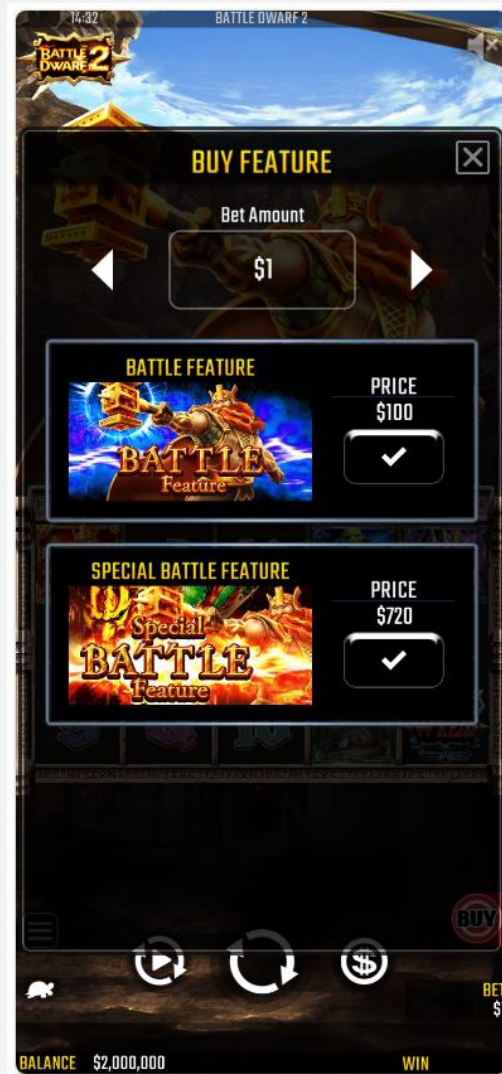


The **BET** button provides amount options for betting.



Mute/Unmute game audio

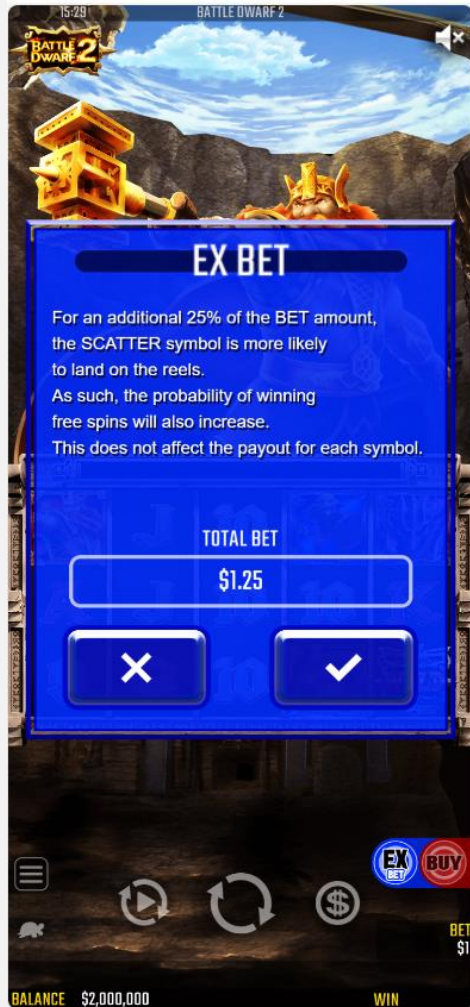
# GAME FEATURE : BUY FEATURE (where available)



At any time during the BASE GAME, FREE SPINS may be purchased. After the purchase, 3 or more SCATTERS will appear on the reels. 5 or more FREE SPINS are guaranteed.



# GAME FEATURE : EX BET FEATURE (where available)



For an additional 25% of the BET amount, the SCATTER symbol is more likely to land on the reels.

As such, the probability of winning free spins will also increase.

This does not affect the payout for each symbol.



# GAME FEATURE : LOCK AND RESPIN FEATURE



The LOCK & RESPIN FEATURE is triggered when one or more BONUS WILD symbols stop on the reels.

The BONUS WILD symbol is locked in place and the rest of the reels will re-spin.

If a new BONUS WILD symbol stops on the reels again during the re-spin, the LOCK & RESPIN FEATURE is triggered again.

# GAME FEATURE : FREE SPINS



FREE SPINS are triggered when 3 or more BONUS WILD symbols stop on the reels in the BASE GAME.

When 3 BONUS WILD symbols stop, a Goblin, Troll or Dragon monster will appear.

When 4 BONUS WILD symbols stop, a Dragon will appear.

When 5 BONUS WILD symbols stop, the 5th BONUS WILD symbol will always be the SP BONUS symbol, triggering a SPECIAL BATTLE FEATURE and a golden Dragon will appear.

# GAME FEATURE : BATTLE FEATURE (FREE SPINS)



5 FREE SPINS.

The BATTLE FEATURE (FREE SPINS) will be triggered when 3 or more SCATTER symbols land on the reels. One of three monsters will randomly appear on the screen if 3 SCATTER symbols triggered the feature. If the feature was triggered by 4 or 5 SCATTER symbols, then the Dragon will appear.

1 damage is inflicted to the monster for each symbol that appears on any winning lines in that spin. If all symbols that land on the reels are of the same type in one spin, then the monster is immediately defeated and 999 damage is inflicted.

If the monster's health reaches 0, the monster is defeated and the GOLDEN SPINS (FREE SPINS) feature will be triggered. The number of GOLDEN SPINS awarded depends on which monster is defeated. If the monster has more than 1 or more health left and there are no wins on the final spin, the feature will conclude and return to the base game. If there is any line win on the final spin, the feature will continue until there are no winning lines awarded on a spin.

The multiplier will increase by x1 for each WILD MULTIPLIER symbol that appears after each spin. The multiplier will multiply any win from each spin by the current value. The maximum multiplier achievable is x99.

# GAME FEATURE : SPECIAL BATTLE FEATURE



The SPECIAL BATTLE FEATURE is triggered when 5 SCATTER symbols stop on the reels in the base game.

The 5th SCATTER that appears on the reels will be the SP BONUS symbol.

10 free spins are awarded in the SPECIAL BATTLE FEATURE.

A golden Dragon will always appear.

On any payout during this feature, the monster is damaged by the number of symbols appearing on the Payline.

If the number of symbols on the payline is 15, the monster will take 999 damage and will immediately be defeated.

The golden Dragon has 60 hit points.

If the golden Dragon is defeated, GOLDEN SPINS are awarded.

The number of golden spins will be the number of remaining free spins plus 4.

If there is a winning payout on the last spin, the BATTLE FEATURE will not end, and the spins will continue until there is no longer a winning payout, or until the monster is defeated.



# GAME FEATURE : GOLDEN SPINS (FREE SPINS)



GOLDEN SPINS are awarded if the monster is defeated during the BATTLE FEATURE or SPECIAL BATTLE FEATURE.

All High symbols on the reels are converted to symbols that correspond to the defeated monster.

If a gold dragon is defeated in the SPECIAL BATTLE FEATURE, all High symbols will be converted to Dwarf symbols.



# GAME FEATURE : ELF BONUS



The ELF FEATURE may trigger randomly during the base game, the LOCK & RESPIN feature, during GOLDEN SPINS or during the BATTLE FEATURE.

The elf will appear whilst the reels are spinning, and all the symbols on up to 5 reels will be changed to WILD symbols.

# GAME FEATURE : MULTIPLIER



When a WILD symbol with a multiplier appears on the reels, the sum of all multipliers is added to the base multiplier of 1x, which is then applied to the payout for that spin.

If a win occurs, the multiplied WILD symbol is added to the total multiplier even if it does not appear on the winning payline.

During free spins, the multiplier is not reset.

The multiplier awarded for WILD symbols is randomly determined with variations of 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x and 10x.

# GAME FEATURE : MAX WIN



The maximum win in any given spin, or total win during the FREE SPINS is 5000x BET.

When the maximum payout is reached, the spin or FREE SPINS are immediately concluded and the payout of 5000x BET is awarded.



# GAME SYMBOLS



scatter



scatter



High 01



High 02



High 03



High 04



wild



wild



Low 01



Low 02



Low 03



Low 04





Low 05

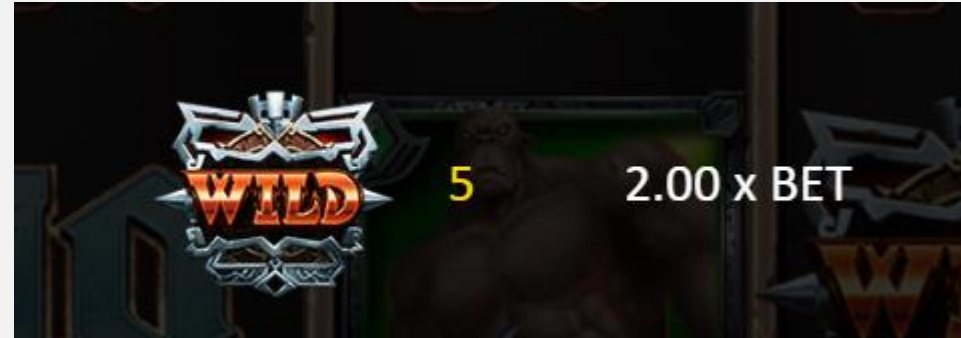




Low 06

# PAYTABLE

	5	2.00 x BET
	4	1.00 x BET
	3	0.40 x BET
	5	1.20 x BET
	4	0.55 x BET
	3	0.25 x BET

	5	1.50 x BET
	4	0.70 x BET
	3	0.30 x BET
	5	0.80 x BET
	4	0.35 x BET
	3	0.20 x BET



	5	0.70 x BET
	4	0.30 x BET
	3	0.15 x BET
	5	0.50 x BET
	4	0.25 x BET
	3	0.10 x BET
	5	0.35 x BET
	4	0.15 x BET
	3	0.05 x BET

	5	0.60 x BET
	4	0.25 x BET
	3	0.10 x BET
	5	0.40 x BET
	4	0.15 x BET
	3	0.05 x BET
	5	0.30 x BET
	4	0.10 x BET
	3	0.05 x BET

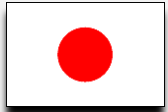




# PAYLINES



# Localization



Japanese:JPN



English:ENG



Chinese:CHI



Indonesian:IND



Korean:KOR



Malay:MSA



Russian:RUS



Spanish:SPA



Thai:THA



Vietnamese:VIE



German:GER



Finnish:FIN



Norwegian:NOR



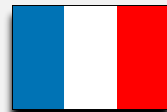
Portuguese:POR



Swedish:SWE



Italian:ITA



French:FRA



Croatian:HRV



Romanian:RUM

# ADDITIONAL INFORMATION

## RANDOM NUMBER GENERATOR (RNG)

Random Number Generator in use is standard Java SecureRandom, which produces cryptographically pseudo random number generator (CSPRNG).

The Random Number Generator in use has been tested and approved towards jurisdiction specific requirements by Gaming Laboratories International, which is accredited group of companies with globally present testing laboratories.

## MALFUNCTIONS

Malfunction in the game voids all pays.