



40 Shining Crown Bell Link

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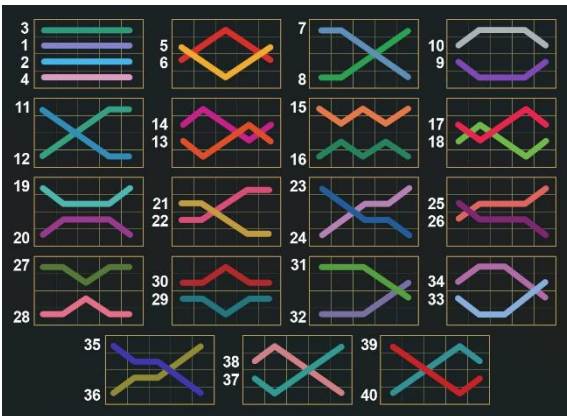
40 Shining Crown Bell Link - Game Description



Summary

Game Type	Video slot
Lines / Reels / Rows	40 fixed lines / 5 reels / 4 rows
Jackpot	Bell Link

Paylines and Rules



All pays are for combinations of a kind. All pays are left to right on adjacent reels, on selected lines, beginning with the leftmost reel, except for scatters. Scatter wins are added to the payline wins. Highest payline and/or scatter wins only paid. Line wins are multiplied by the number of the bet multiplier. Scatter wins are multiplied by the total bet. Winnings are paid after the expanding of the WILD symbol. Simultaneous wins on different paylines are added. This game is random and the player's skill or dexterity does not affect its outcome.



Game RTP

94.11% / 96.27% / 96.50%



Each game undergoes a thorough RTP testing and result synchronization before being considered "ready for market". Thus, each RTP value has been validated separately through a standard 200-million-round-simulation with each possible bet option for the game in question.

Paytable

Symbol	x2	x3	x4	x5
	0	5	25	150
	0	5	25	150
	0	5	25	150
	0	5	25	150
	0	10	50	200
	0	20	100	750
	0	20	100	750
	10	50	250	1500
	0	1000	0	0
	0	150	1000	5000

Symbols and Bonus Features

Wild Symbol




On 2nd, 3rd and 4th reels only. Substitutes for all symbols on the same reel, except

for  ,  and Bell symbols.

Scatter Symbol (Star)



Anywhere on 1st, 3rd and 5th reels only. Only combinations of 3  are winning.

Scatter Symbol (Dollar)



Appears on all reels. Only combinations of 3, 4 or 5  are winning.

Bell Link Jackpot

The Bell Link jackpot is a multi-denomination jackpot with four levels as follows (from highest to lowest):



Shared progressive jackpot level.



Shared progressive jackpot level.



"Stand Alone" non-progressive level with a fixed value different for each denomination / bet option.



"Stand Alone" non-progressive level with a fixed value different for each denomination / bet option.

The GRAND and MAJOR progressive jackpot values are accumulated based on the bets placed by all players playing Bell Link games. The values of the MINI and MINOR levels do not accumulate.

GRAND level win



Symbol can appear on the screen up to three times during a main game or BELL LINK JACKPOT



FEATURE. 3 symbols at any position on the screen during the main game or BELL LINK JACKPOT FEATURE immediately win the GRAND level.

MAJOR level win



Symbol can only appear on the screen once during a main game or a BELL LINK JACKPOT FEATURE.



Symbol at any position on the screen during the main game or BELL LINK JACKPOT FEATURE immediately wins the MAJOR level.

MINOR level win



Symbol may appear on the screen repeatedly during a main game and a BELL LINK JACKPOT



FEATURE. One or more symbols on the screen during the BELL LINK JACKPOT FEATURE wins the MINOR level as many times as the number of symbols, only after the end of the BELL LINK JACKPOT FEATURE.

MINI level win









Symbol may appear on the screen repeatedly during a main game and a BELL LINK JACKPOT















FEATURE. One or more symbols on the screen during the BELL LINK JACKPOT FEATURE wins the MINI level as many times as the number of symbols, only after the end of the BELL LINK JACKPOT FEATURE.


BELL LINK Jackpot Feature

BELL LINK Jackpot feature starts if the total number of      and  on the screen is 5 or more and the player wins 3 BELL LINK FREE SPINS.


The BELL LINK FREE SPINS are played with special reels, where only the symbols


and  are active. During BELL LINK FREE SPINS, each new symbol  and  on the screen restores the number of remaining BELL LINK FREE GAMES to 3.         and  may appear on the screen repeatedly during the main game and BELL LINK JACKPOT FEATURE. The winnings on the Bell are paid out only after the end of the BELL LINK JACKPOT FEATURE. Credit winnings can be from 1 to 100 times the Total Bet of the game.


Rules for expanding the game matrix in Bell Link Jackpot bonus

If a symbol  appears on the screen in the game that starts the BELL LINK JACKPOT FEATURE, then







BELL LINK FREE SPINS are activated. A symbol  can only appear on the screen once during a main



game.  BELL LINK FREE SPINS are played on a 4x5 matrix. A full screen with 20 Bell symbols multiplies x4 by all visible winnings, except for the MAJOR and GRAND jackpot levels.



From 15 to 19 bell symbols on the screen after the last  BELL LINK FREE SPIN multiply all visible winnings x2, except for jackpot levels MAJOR and GRAND.

If the  BELL LINK FREE SPINS are not active, then the BELL LINK FREE SPINS are played on the same matrix size as in the main game. On a 3x5 matrix and a full screen with 15 symbols, the multiplier is x2, doubling all winnings, except for the jackpot levels MAJOR and GRAND. On a 4x5 matrix and a full screen with 20 symbols, the multiplier is x3, tripling all visible winnings, except for the jackpot levels MAJOR and GRAND.

The BELL LINK FREE SPINS end if:

- The remaining number of BELL LINK FREE SPINS is 0.
- The screen is completely filled with symbols      and .

If at the end of the BELL LINK FREE SPINS the symbols  on the screen are less than 3, they transform into symbols  with random credit winnings, which can be 50 or 100 times the Total Bet of the game.

At the end of the BELL LINK FREE SPINS, the symbol  transforms into a symbol  with a credit win, which is 10 times x the Total Bet of the game. Then all winnings of the bell symbols are paid out. The BELL LINK FREE SPINS are played on the same bet on which they started.

User Interface Functions

Main screen fields and buttons

Balance – displays the player's current balance.

Win – displays the accumulated winnings for the current game.

Last Win – displays the winning amount from the last game played.

Tapping/clicking on the **Balance** or the **Win/Last Win** field switches between credits or currency mode. In currency mode all values are displayed in currency. In credits mode values are displayed in credits unless currency code is specified. When the credits mode is active, the values in the **Balance** and in the **Win** fields are shown both in currency and in credits.

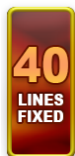
Note: The above settings are subject to the requirements of the jurisdiction, where the game is played and may be absent in certain jurisdictions. In this case, the game and the game values are displayed in credits or in currency only.

Note: When played in demo mode and no real money are staked, the bet value is indicated in EGT currency.

Win Line – displays game messages. When there is a win, it displays the line number, the winning combination, and the winning amount.



Jackpot counter – displays the amount for the respective jackpot level in the currency played.



Displays the number of the betting lines.



Starts new game at the selected bet value. Holding the button activates Fast play mode for continuous play at turbo speed.



Changes game play speed. The player can choose between normal speed, fast speed, or turbo speed. Bonus games are played at their default speed. Normal speed is pre-selected when the game is loaded for the first time (default setting).



Activates the fast stop. Tapping/clicking on the screen also activates the fast stop.











Skips the current animation and moves to the next stage of the game. Appears in bonus games.



Sets the bet value and starts a new game. The bet values change based on the selected denomination/bet option and the active betting lines. The lowest bet value is pre-selected when the game is loaded for the first time (default setting). Tapping/clicking the button during reels spinning activates the fast stop.













Activates the Autoplay mode – automatically plays the game for a selected number of rounds.

- 
Selects denomination or bet option.
- 
Collects the winning amount in case of win.
- 
Turns the game sounds on or off.
- 
Turns the background sounds on or off.
- 
Opens the Paytable (contains the game payouts, winning combinations, and game rules). Payouts change based on the selected bet.
- 
Exits the game and then transitions to the game selection screen.
- 
Opens detailed game settings: Bet settings, General settings, Autoplay settings, Paytable and Help information on mobile devices; General settings on desktop.
- 
Exits the game settings and returns to the gameplay.


The game name, the game ID and the current time are also displayed in the game. Their position depends on the player's chosen mode – desktop, mobile landscape, or mobile portrait mode.


Keyboard alternatives for desktop version

Button	Keyboard alternative	Button	Keyboard alternative
Main screen		In Gamble mode:	
	Press the <Space> or <Enter>		Press ↑ (Up Arrow)
	Press the <C>, <V>, , <N>, <M>, where: <C> is the lowest bet <M> is the highest bet		Press ← (Left Arrow)
	Press the <I>		Press → (Right Arrow)
	Press the <S>		Press ↓ (Down Arrow)
	Press the <H>		
	Press ↓ (Down Arrow)		

Additional menus, modes, and features

Game selection screen


The game selection screen is displayed when the button  is clicked. Clicking on a game button loads the selected game.

The following information is displayed on the game button: the unique game name; a meter with the accumulated jackpot amount; an option to add/remove the game from **Favourites** (by tapping/clicking ). The pages with the respective themed groups can be loaded through a tap/click on a selected button in the navigation menu at the bottom of the screen or through the **View All** (+number of available games) button, which is located in the top right corner of the group title field.


The following buttons are also displayed in the navigation menu at the bottom of the screen:

- **Search** – opens a page containing a search field where the player can search for a specific game;
- **Balance** – displays the player's current balance.
- **Clock** – displays the player's current time.
- **Favourites** – lists the games marked by the player as favourites.
- **Exit** – an exit button from the game selection screen.
- **Settings** – opens a menu for selecting the language, settings (turning the sound on and off) and the **Help** screen.


Game rules

 Opens detailed information about game payouts, winning combinations, and game rules on mobile devices. On desktop the Paytable is accessed through the button on the main screen. Payout values are dynamic and change based on the selected bet and denomination/bet option.

Help screen



 Opens detailed information about the game on mobile devices. On desktop the Help information is accessed through the button on the main screen.

Gamble

A win can be doubled up when there is an active button  on the screen, which in turn activates the Gamble mode.

When the Gamble screen opens, one face-down card is centered on the screen. There are 4 possible card options - diamond, club, heart, or spade.

The player selects  for a red card or  for a black card.

If the choice is correct, the gamble amount is doubled. Then a new face-down card appears on the screen and flashes red and black. The player selects  or  until:

- the gamble attempts left are 0
- the win is collected
- the player's choice is incorrect


If the player's choice is different than the pulled card color, all winnings are lost and the player is navigated back to the main game.

Gamble Amount - displays the amount, which will be played in the gamble round.

Gamble to Win - displays the win amount, which may be gained upon a successful double-up.


Gamble Attempts Left - displays the remaining gamble attempts and decreases with each successive attempt.

Gamble History - displays the last five cards from the player's session.

The player may cancel the Gamble round at any time by tapping/clicking . The winning amount is then transferred to the Balance field. The maximum gamble amount and gamble attempts are presented in the Paytable.


Gift Spins Campaign

During a gameplay, a player may be awarded a Gift Spins bonus provided by the Operator.

Every player who enters a **Gift Spins** campaign will receive a notification when loading the game. The player has the opportunity to accept the Gift Spins, by clicking on the **Continue** button. When the button  is clicked, detailed information about the rules and Gift Spins campaign is displayed on the screen.

Tournaments Campaign

The Tournaments campaign gives the players the opportunity to compete while playing EGTD video slots.

Every player eligible for a tournament, set by the operator, sees the  icon appearing on the video slot screen. By clicking it, he enters the tournament

When active, the tournament interface is displayed embedded on the screen of each participating game. Browsing the menu, the user can view all the related information about the tournament, including prize fund, ranking and participation rules set by the casino.

Access to variable parameters

General Settings menu



Opens General settings on mobile devices. On desktop General settings are accessed through .

- **Sound** - turns game sounds on or off.
- **Background sound** - turns background sounds on or off.
- **Left hand mode** - activates or deactivates the Left hand mode (applicable in mobile devices only).
- **Battery saver mode** - activates or deactivates the Battery saver mode.
- **Quick spin** - activates or deactivates the Quick spin mode.
- **Turbo spin** - activates or deactivates the Turbo spin mode.



Opens the latest game history records (up to 10).

Note: The game history is only visible when playing in real-money mode.

Bet Settings



Opens Bet settings on mobile devices. On desktop Bet settings are accessed through the button on the main screen.

The player can change the Denomination/Bet option and the Bet by selecting the preferred option. In case the game is not with fixed lines, the number of lines to bet on can also be changed. The current values of the player's balance and bet are also displayed at the bottom of the screen.

Autoplay Settings



Autoplay Settings are configured by clicking the button.

The menu contains the following additional settings:

- Stop on balance less than - sets a balance value that stops the Autoplay mode.
- Stop on balance more than - sets a balance value that stops the Autoplay mode.
- Stop on win over - sets a win value on which the Autoplay mode stops.

In this menu, the number of autoplay games can also be selected.

START

Starts the Autoplay mode with the selected settings.



A number is displayed in the **Stop** button, indicating the number of remaining autoplay games. Autoplay games can be stopped at any time by pressing the **Stop** button.

Note: If the player gets disconnected while playing, all Autoplay settings will return to default when the player reloads the game.