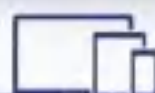




AUGUST 2020

Available on 

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Business Summary

Join the invincible warrior on his journey to become Combat Master in this thrilling 5x7 slot with collapsing reels! As you spin, the exciting battles unfold above the reels: take down the monsters one by one with winning spins and move across the 8 worlds! Collect power-ups along the way – they will activate on random non-winning spins for extra win chances! The Wild Power will improve the wins on spins with 16+ exploded symbols.

The **Combat Masters** game runs on HTML5 and supports all screen resolutions up to full HD.

Game Details

Game Code	sw_coma																							
Grid Size	5x7																							
Combined Feature Frequency	1 in 14																							
Volatility	3 of 5																							
RTP (return to player):	93.13% - 96.07% - based on player’s strategy																							
Hit Frequency per Max Lines	52.42%																							
Maximum Paytable Prize	200,000 x Coin Bet																							
Win Distribution	<table><tr><td>Low Wins</td><td>Medium Wins</td><td>High Wins</td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr></table>			Low Wins	Medium Wins	High Wins																		
	Low Wins	Medium Wins	High Wins																					
The table shows the relative RTP paid out by low, medium, and high wins in the game.																								

Business Case

- One epic journey
- 8 power-ups
- 8 worlds to explore
- 56 battles to fight
- Loads of prizes to win!

Game Rules and Settings

Game Rules

The objective of the game is to fight different opponents as you journey through new levels and new Worlds. During every level, a player will fight with one opponent. Once the opponent is defeated, a player moves to the next level. After beating all opponents in the current World, a player moves to the next World. There are 7 levels in each World.

On every winning spin a player will strike the opponent and decrease its health bar. On non-winning spins the opponent may strike back and increase its health bar. Once the opponent's health bar is empty, a player moves up to the next level. Landing a big win of 25x the total bet or more will defeat the opponent at once.

By completing all 8 Worlds a player will unlock all possible features and become a level 1 Combat Master. For every additional completion of all 8 Worlds a player will upgrade the mastery level by +1.

Character



A player plays as a young knight battling the fiercest enemies across 8 different Worlds. A winning combination on the reels, makes the young knight strike his opponent.

Opponents

Different opponents have different life points. As a player progresses through a World the opponents get stronger.

The average health gain per strike is: ★ - low; ★ ★ - medium; ★ ★ ★ - high.

Fish: Qimir ★



Snake: Sizza ★



Mouse: Kerak ★



Wolf: Wolan ★



Crow: Zokzok ★



Mask: Amann ★



Lizard: Omzo ★



Minotaur: Turios ★★



Archer: Krast ★★

Ghost: Warlock ★★

Boar: Dukallis ★★

Monkey: Min-Ho ★★

Elf: Alelada ★★

Pirate: Billygun ★★

Goblin ★★★

Old Man: Kvan Chi ★★★

Mashroom: Bixle ★★★

Golem: Dromm ★★★

Witch: Jomaori ★★★


Health Bar



The health bar is located above the reels over the opponent. It depicts how much health the opponent has left. On winning spins, a player hits the opponent and its health bar decreases. On non-winning spins, the opponent may strike back and increase his health bar.

Wild Power Meter



The Wild Power Meter is located above the reels. It has 3 levels, once one of the levels is reached, a player gets a fixed amount of Wilds landing on reels. In the middle of The Wild Power Meter, it is shown the number of Wilds that will land on reels triggering the Wild Power feature.

1st level – a player needs to collect 16 symbols during one spin to get 3 Wilds landed on reels;

2nd level – to collect 32 symbols to get 5 Wilds;

3rd level – to collect 55 symbols to get 10 Wilds.

The Wild Power Meter is available in each World and always includes the same number of Wilds per the corresponding level. The feature can be triggered during the main game and Mystery Bonus features.

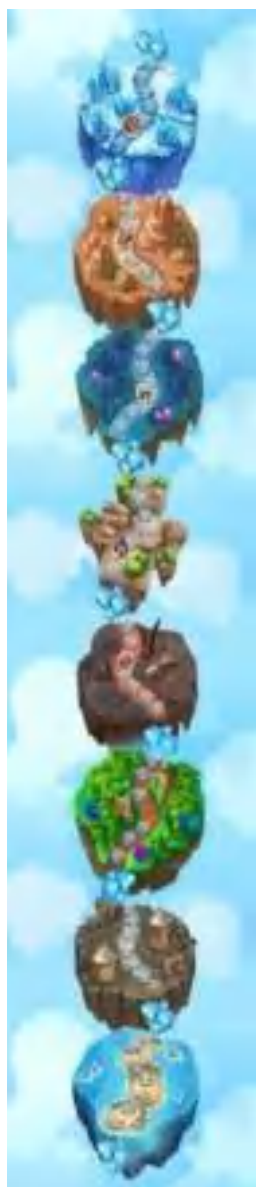
Map



The map has a special button on the upper-left corner. A player can click the button to check the game progress. The icon  shows the current position of the player, the icon  shows the levels that were passed and the icon  shows locked levels. Some levels will be marked with the feature symbol

which a player unlocks. The last icon of the map is a character's shield     , which a player gets after passing all 8 words and becomes a level 1, 2, 3, 4 or 5 Combat Master.

Game Worlds



The game has 8 different Worlds: Deep Sea, Mechanica, Jungle, Lavadrome, Floating Islands, Enchanted Forest, Canyonlands and Polaris. Each contains special features, power-ups and different opponents. During each level, a player must defeat all opponents to advance to the next level.

Each World has its own Power-up feature locked on a certain level. Defeating the opponent on that level will unlock the Power-up feature. Once the Power-up feature is unlocked, it remains available for all the following Worlds and levels.

Every time the World is completed, a player will enter the Crystal Bridge Bonus game. The bonus game appears between each World and guarantees a cash prize.

Once all 8 Worlds are completed, a player will continue playing from the Deep Sea World, level 1 with all features unlocked and active.

To check a player's game World progress, click MAP button



Every time when a player fully passes all Worlds, his badge will be upgraded by number (+1).



Game Features

Wild Power Feature



The Wild Power feature is triggered when 16 or more symbols explode in a single game round. It has 3 levels:

- 16 to 31 symbols explosions award 3 Power Wilds;
- 32 to 54 symbols explosions award 5 Power Wilds;
- 55 or more symbols explosions award 10 Power Wilds.

Exploding symbols only the highest reached level activates. Once the level is reached, the Wild Power feature starts.



Wild symbols randomly land to the reels and may combine with the nearest symbols to generate another round of wins. The Wild symbol substitutes for all symbols and appears only during the Wild Power feature.

Once the number of winning symbols during the Wild Power feature has increased and reached next feature level, the Wild Power activates again. The feature can be triggered up to 3 times in one spin. The Wild Power Meter resets at the end of each spin.

Mystery Features



Mystery Feature has 8 Power-up features. At the start, all Mystery Features are locked. When a player passes 2nd level in the World 1, Mystery Feature unlocks for the first time.

Every World contains one unique Mystery Feature. A player can unlock it once a specific level is passed in the current World (see the table below).

Mystery feature unlocking after level	
World 1 - Deep Sea	Level 2 - Paint Bucket
World 2 - Mechanica	Level 1 - Thunderbolt
World 3 - Jungle	Level 2 - Super Nova
World 4 - Lavadrome	Level 3 - Wild Tornado
World 5 - Floating Islands	Level 1 - Giant Bomb
World 6 - Enchanted Forest	Level 2 - Magic Flask
World 7 - Canyonlands	Level 3 - Flaming Dynamite
World 8 - Polaris	Level 1 - Hot Lava Ball

The more Worlds that are passed, the more Mystery Features are collected.

Each Power-up feature has its own advantage. Once the Mystery Power-up has been unlocked, it can be randomly triggered during any level of the Worlds on a non-winning spin, turning a lose into a win. Once a Power-up is unlocked, it will be available on each level in all following Worlds.

8 Power-up features

Paint Bucket



Transforms all symbols of one colour into a different colour.

Available from level 3 of the World 1: Deep Sea.

Thunderbolt



Strikes the reels from 4 corners, turning symbols on its trail into the same type.

Available from level 2 of the World 2: Mechanica.

Super Nova



Blasts all adjacent symbols in the 4x4 grid where it lands.

Available from level 3 of the World 3: Jungle.

Wild Tornado



Sweeps over the reels and shuffles all symbols.

Available from level 4 of the World 4: Lavadrome.

Giant Bomb



Chooses 2 random colours and removes all symbols of the matching colour, creating spaces for new symbols to fall down.

Available from level 2 of the World 5: Floating Islands.

Magic Flask



Transforms up to 10 random symbols into the same type.

Available from level 3 of the World 6: Enchanted Forest.

Flaming Dynamite



Explodes 3 lines vertically and/or horizontally, creating spaces for new symbols to fall down.

Available from level 4 of the World 7: Canyonlands.

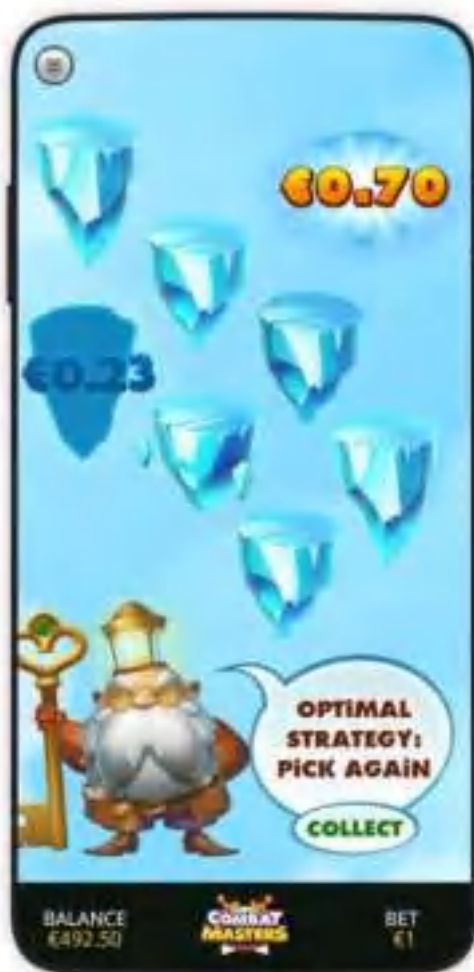
Hot Lava Ball



Burns through up to 9 random symbols, creating spaces for new symbols to fall down. The feature may be repeated from 2 to 4 times during one feature round.

Available from level 2 of the World 8: Polaris.

Crystal Bridge Bonus



Crystal Bridge Bonus game is a pick-bonus feature that connects the Worlds. It is triggered each time once a new World is reached, then a player automatically gets to the Crystal Bridge Bonus game.

In the bonus game a player picks 3 out of 8 crystals to reveal the cash prize: 0.5%, 1%, 1.5%, 2%, 3%, 6%, 8%, 10% of a total win from the World. There are 3 chances to pick the best prize. A player may collect the prize at any time or be awarded with the last pick. After each reveal, the wizard advises an optimal strategy: to pick again or to collect the prize.

It's up to the player whether or not to follow the Optimal Strategy. After the 3rd pick, the win is collected automatically.

Casino's Exposure

The casino's maximum exposure from a single game round is limited by the win capping mechanism. The win capping defines that the total win from a single game round cannot exceed 500,000 Euro. Should the total win from a game round exceed this number, the total win will be capped.

Top Win information per bet got during simulation of 1,000,000,000 bets:

Highest win	2,345 x Total Bet
10th highest win	2,156 x Total Bet
100th highest win	1,773 x Total Bet



It is highly undesirable to exceed the pre-set win capping values and game limits.

Default Coin Bet Values at Upload

Skywind will upload the game with the below default Coin Bet values (the coin marked in **bold** is the default selected coin bet for all players as they enter the game for the very first time):

CURRENCY	COIN BETS
EUR, GBP, USD	0.01 ; 0.02; 0.03; 0.05; 0.08; 0.10; 0.20; 0.30; 0.50; 0.80; 1; 2
MYR	0.05 ; 0.10; 0.20; 0.30; 0.40; 0.50; 1; 2; 3; 4; 5; 10
CNY	0.10 ; 0.20; 0.30; 0.50; 0.80; 1; 2; 3; 5; 8; 10; 20
THB	0.50 ; 1; 2; 3; 4; 5; 10; 20; 30; 40; 50; 100
JPY	1 ; 2; 3; 5; 8; 10; 20; 30; 50; 80; 100; 200
CLP, HUF, KZT, XOF	5 ; 10; 20; 30; 40; 50; 100; 150; 250; 400; 500; 1,000
KRW	10 ; 20; 30; 50; 80; 100; 200; 300; 500; 800; 1,000; 2,000
PYG	50 ; 100; 150; 250; 400; 500; 1,000; 1,500; 2,500; 4,000; 5,000; 10,000
IDR	100 ; 200; 300; 500; 800; 1,000; 2,000; 3,000; 5,000; 8,000; 10,000; 20,000
IDS	0.10 ; 0.20; 0.30; 0.50; 0.80; 1; 2; 3; 5; 8; 10; 20
VND	250 ; 500; 750; 1,500; 2,000; 2,500; 5,000; 7,500; 15,000; 20,000; 25,000; 50,000
VNS	0.30 ; 0.50; 0.80; 1; 2; 3; 5; 8; 10; 20; 30; 50
MXN	0.30 ; 0.60; 0.90; 2; 3; 6; 9; 20; 30; 60

Please contact the Skywind support team if you want to make changes in the Coin values.



Game limits of all new games must ALWAYS be reviewed by the casino operator prior to the game's release to players. Failure to set the required maximum limit may result in the casino's exposure to large player wins.

As always, licensees are welcome to contact their Account Manager for further assistance in understanding and configuring game limits and updates of coin values.

Screenshots



PAYTABLE

LAND 5 OR MORE IDENTICAL SYMBOLS ADJACENT TO ONE ANOTHER TO WIN.
SYMBOLS MUST BE ADJACENT HORIZONTALLY OR VERTICALLY (NOT DIAGONALLY).
ALL PAYOUTS IN THE TABLE BELOW ARE PRESENTED IN COIN BETS.
TOTAL BET IS 100 COINS.

	Fire	Female	Heart
20+	X200000	X120000	X50000
19	X180000	X90000	X35000
18	X130000	X70000	X27000
17	X100000	X50000	X22000
16	X80000	X35000	X16000
15	X60000	X25000	X12000
14	X28000	X15000	X9000
13	X13000	X10000	X5500
12	X9000	X7000	X3750
11	X5000	X4000	X2250
10	X3800	X2000	X1050
9	X1400	X1000	X700
8	X1000	X750	X420
7	X700	X480	X250
6	X600	X120	X180
5	X300	X200	X120

	Blue	Green	White
20+	X18000	X8000	X4000
19	X14000	X7000	X3200
18	X11000	X6000	X2500
17	X9000	X4000	X2000
16	X7200	X2800	X1350
15	X4500	X1700	X950
14	X3000	X1300	X700
13	X2200	X900	X450
12	X1400	X550	X300
11	X1150	X450	X200
10	X800	X320	X150
9	X500	X150	X100
8	X320	X110	X65
7	X130	X60	X35
6	X90	X40	X25
5	X60	X25	X15

	Fire	Female	Heart
20+	X200000	X120000	X50000
19	X180000	X90000	X35000
18	X130000	X70000	X27000
17	X100000	X50000	X22000
16	X80000	X35000	X16000
15	X60000	X25000	X12000
14	X28000	X15000	X9000
13	X13000	X10000	X5500
12	X9000	X7000	X3750
11	X5000	X4000	X2250
10	X3800	X2000	X1050
9	X1400	X1000	X700
8	X1000	X750	X420
7	X700	X480	X250
6	X600	X120	X180
5	X300	X200	X120

	Blue	Green	White
20+	X18000	X8000	X4000
19	X14000	X7000	X3200
18	X11000	X6000	X2500
17	X9000	X4000	X2000
16	X7200	X2800	X1350
15	X4500	X1700	X950
14	X3000	X1300	X700
13	X2200	X900	X450
12	X1400	X550	X300
11	X1150	X450	X200
10	X800	X320	X150
9	X500	X150	X100
8	X320	X110	X65
7	X130	X60	X35
6	X90	X40	X25
5	X60	X25	X15

1. Welcome page

Welcome screen introduces top features of the game.

2. Paytable

Paytable section defines enemy jets and boss payouts.



3. Map Screen

The map shows a player's progress and locked features.



4. Main Game Round

Round of the main game with main symbols on the reels.



5. Progress Screen

A player's progress with a few features unlocked.



6. Wild Power Feature

Wild symbols randomly land to the reels.



7. Power-up Feature: Paint Bucket

Paint Bucket feature transforms all symbols of one colour into a different colour.



8. Power-up Feature: Thunderbolt

Thunderbolt strikes the reels from 4 corners, turning symbols on its trail into the same type.



9. Power-up Feature: Super Nova

Super Nova blasts all adjacent symbols in the 4x4 grid where it lands.



10. Power-up Feature: Wild Tornado

Wild Tornado sweeps over the reels and shuffles all symbols.



11. Power-up Feature: Giant Bomb

Giant Bomb chooses 2 random colours and removes all symbols of the matching colour, creating spaces for new symbols to fall down.



12. Power-up Feature: Magic Flask

Magic Flask transforms up to 10 random symbols into the same type.



13. Power-up Feature: Flaming Dynamite

Flaming Dynamite explodes lines horizontally, creating spaces for new symbols to fall down.



14. Power-up Feature: Hot Lava Ball

Hot Lava Ball burns through 9 random symbols, creating spaces for new symbols to fall down.



15. Crystal Bridge Bonus Round

A player picks a crystal to reveal the cash prize.



16. A level 1 Combat Master

After completing all 8 Worlds a player becomes a level 1 Combat Master.



17. Main Game Round getting a level 1 Combat Master

Round of the main game with main symbols on the reels.

Document Version History

Version	Date	Author	Change Description
1.0	12.06.2020	Kseniia Neliuba	Initial Document Created
1.1	13.04.2021	Oksana Liakhevych	Updated <i>Default Coin Bet Values at Upload</i> section: CNY and MXN currencies