

## **HOW TO PLAY**

### **PAYOUTS**

- Only highest winner paid per winning combination.
- Wins on multiple lines are added together.
- All line pay symbols must appear on a played line and on consecutive reels, beginning with the far-left reel.
- The payable reflects the current bet configuration.
- All awards are shown per symbol per winning line.

### **WILD Symbols**

- WILD symbols substitute for all other symbols except KRAKEN BONUS symbols.
- WILD symbols can be substituted for multiple symbols and pay out for each win they are involved in.
- WILD symbols only appear in base game and the RESPIN Feature.

### **RESPIN FEATURE**

- The RESPIN Feature may be triggered randomly on any base game spin. 2, 3 or 4 WALKING WILD symbols will appear on the reels and will move 1 step to the left or right (Same direction throughout the Feature) on each subsequent RESPIN.
- If a WALKING WILD symbol lands on top of a normal WILD symbol, +1 Multiplier will be added for the duration of the Feature. The Feature will end when there are no WALKING WILD symbols left on the reels.
- The Into The Storm™ Bonus cannot be triggered during this Feature.

### **WALKING WILD Symbols**

- WALKING WILD symbols can be substituted for multiple symbols and pay out for each win they are involved in.
- WALKING WILD symbols only appear in the RESPIN Feature.

### **WILD Symbols**

- When 3 or 4 consecutive WILD/WALKING WILD symbols land on the reels with a low paying symbol making up a win line, the highest paying symbol will be paid out.
- When 5 consecutive WILD/WALKING WILD symbols land on the reels, the highest paying symbol will be paid out.

### **KRAKEN BONUS Symbol**

- The KRAKEN BONUS symbol is a Scatter symbol and only appears in the base game. The KRAKEN BONUS symbol does not appear during the RESPIN Feature.
- Landing 3 or more KRAKEN BONUS Scatter symbols will trigger the Into The Storm™ Bonus.
- Trigger 3 KRAKEN BONUS Scatters, Bonus game will start with 1 KRAKEN HOT ZONE.

- Trigger 4 KRAKEN BONUS Scatters, Bonus game will start with 2 KRAKEN HOT ZONES.
- Trigger 5 KRAKEN BONUS Scatters, Bonus game will start with 3 KRAKEN HOT ZONES.

### **Into The Storm™ Bonus**

- Into The Storm™ Bonus is played on a 9x5 grid.
- Up to 3 KRAKEN HOT ZONES can be activated during this Bonus. The grid spins to reveal either a Multiplier, blank space or any of the 4 Modifiers.
- Multipliers - x1, x2 or x3.
- Modifiers - HAMMER, TREASURE CHEST, VIKING COIN and KRAKEN HOT ZONE.
- With each spin, Multipliers and or Modifiers which land on the grid or within any KRAKEN HOT ZONES will be locked in place for the duration of the Bonus.
- The BONUS starts with 3 lives.
- The LIVES count is reduced by 1 if no new Multipliers or Modifiers land during spins.
- When one or more Multipliers or Modifiers land, the LIVES count is reset to 3, except for the VIKING COIN Modifier which increases the LIVES to 4. The Multipliers are added to the TOTAL meter.
- When the LIVES count reaches zero, the accumulated Multipliers displayed in the TOTAL meter are applied to the total bet.
- If the grid is filled completely the TOTAL Multiplier will increase to 10000x.
- The Bonus game will end when the LIVES count reaches zero, or if the grid is filled completely.

### **Into The Storm™ Modifiers**

#### **KRAKEN ZONE**

- When a KRAKEN symbol lands on the grid, it will reveal a Multiplier (x2, x3, x4 or x5). The Multiplier is applied to all adjacent spaces around the KRAKEN. This is shown on the grid as a HOT ZONE area and remains active for the duration of the Bonus game.
- If 2 HOT ZONES overlap, the Multipliers in each are multiplied together and turn gold. If a Multiplier lands in the HOT ZONE, they are also multiplied together, and the Multiplier turns gold. All Modifiers can also land in the KRAKEN HOT ZONES.
- Maximum of 3 KRAKEN symbols can land during the Bonus game.

#### **HAMMER**

- When a HAMMER lands on the grid, lightning will strike a random number of Multipliers and double them. The HAMMER does not have a Multiplier value.
- Maximum of 3 HAMMERS can land during the BONUS game.

#### **TREASURE CHEST**

- When a TREASURE CHEST lands on the grid, it will add up all the current gold Multipliers on the grid and assign the total as a Multiplier to the TREASURE CHEST. The Multiplier will then be added to the TOTAL meter.
- If a TREASURE CHEST lands within a KRAKEN ZONE, once current gold Multipliers have been added together, they are then multiplied by the Multiplier displayed in the KRAKEN HOT ZONE.
- Maximum of 3 TREASURE CHESTS can land during the BONUS game.

## **VIKING COIN**

- When a VIKING COIN lands on the grid it will increase the total LIVES to 4 for the duration of the Bonus game. The VIKING COIN does not have a Multiplier value.
- Only 1 VIKING COIN can land during the BONUS game.

## **LEGAL NOTICES**

- The look and feel of the game and its individual components and displays are trade dress of Scientific Games Corp. and its Subsidiaries. TM and © 2022 Scientific Games Corp. and its Subsidiaries. All rights reserved.
- The expected return for this game is 94.00%.
- These reflect the theoretical return across many plays.
- In accordance with fair gaming practices, the outcome of each and every game is completely independent.
- Malfunction voids all pays and plays.
- The chances of getting a particular outcome are always the same at the start of every game.