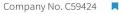
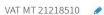


[CIRCUS ICONS]

Game Info









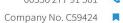
Disclaimer

NO PART OF THIS DOCUMENT MAY BE REPRODUCED, TRANSMITTED OR IN ANY OTHER WAY DISTRIBUTED WITHOUT THE PRIOR WRITTEN PERMISSION FROM PLATIN GAMING LTD ALL TECHNOLOGIES, DESIGNS, IMPLEMENTATIONS, TRADE SECRETS AND BUSINESS MODELS DESCRIBED HEREIN IS THE INTELLECTUAL PROPERTY OF PLATIN GAMING LTD AND/OR IT'S PARTNERS AND IS PROVIDED FOR INFORMATION PURPOSES ONLY.

THIS DOCUMENT IS PROVIDED "AS IS" WITHOUT ANY WARRANTY CONCERNING ITS ACCURACY OR QUALITY. IN NO EVENT WILL PLATIN GAMING LTD BE LIABLE FOR DIRECT OR INDIRECT DAMAGES RESULTING FROM INCIDENTAL DEFECTS OR INACCURACIES IN THIS DOCUMENT.

PLATIN GAMING LTD RESERVES THE RIGHT TO REVIEW AND MODIFY DIGITAL COPIES OF THIS DOCUMENT AT ANY TIME WITHOUT PRIOR NOTICE.

THE PLATIN GAMING NAME, THE PLATIN GAMING LOGOTYPE, GAME BRANDS, SERVICES AND PRODUCT NAMES ARE REGISTERED TRADEMARKS AND/OR SERVICE MARKS OF PLATIN GAMING LTD, REGISTERED WITHIN THE EUROPEAN UNION.





VAT MT 21218510 🧳

office@platingaming.com

Document History

Version	Date	Author	Comment
1.0	{DATE}	{AUTHOR}	Initial Version









Contents

PLATIN GAMING

Document History	3
Version	3
Date	
Author	
Comment	
GAME CARD	
1 GAME DESCRIPTION	6
2 GAME OVERVIEW	<u>c</u>
2.1 Symbols	<u>c</u>
2.2 Scatter Symbol	10
2.3 Wild Symbol	11
2.4 Bonus Symbol	12
2.4 Denomination	13
2.5 Bet Options	13
2.4 Game Configuration	13
2.5 Paylines	13
2.6 Paytable	13
3 RANDOM MODEL	14
3.1 Freespins	14
3.2 Super Free Spin / Bonus	14
3.2 Gamble Feature	15
4 SCREEN OF ALL GAME PHASES	16
4.1 Base Game	16
4.2 Free Spins	17
4.3 Gamble	18
5 INFORMATION AND HELP SCREENS	20
5.1 Paytable	20
5.2 Bonus	21
5.3 Rules	21









GAME CARD

GAME NAME	Circus Icons	
RTP	97.05%	
LINES	10	
REELS & ROWS	5x3	
GAMBLE	Yes / Black - Red	
SUPPORTED PLATFROMS	Android / iOS / Windows	
GAME RESOLUTION	1920x1080, 1280 x 720 or 1024 x 576 Custom values can be used as long as the aspect ratio is kept at 16:9	
SUPPORTED BROWSERS	C 6 0 6	

SORT DESCRIPTION

Here the player is taken back in time where successful circus artists were considered superstars. The player will be able to discover a world surrounded by myths and will come across the ultra-strong weightlifter, the talented rope artist and the trained animals performing a breath-taking and thrilling circus show. The player needs to gather the feature games in order to find out which myth is truly profitable. Circus Icons™ is designed in an exclusive style, engaging humorous reminiscence of the glorious circus era. While being fully engaged, any game setting can be tailored according to the player's needs.









1 GAME DESCRIPTION

Circus Icons is a 5-reel, 3-rows, 10-payline game. The number of lines is fixed.

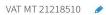
The different symbols on each reel pay (according to the paytable) if the same symbol appears in a line from left to right. For instance, if symbol KING appears on the first, second and third position of line 5, this is awarded as a 3-of-a-kind KING win. Only the highest win of each line is awarded, and all wins are added together.

The game has two mutually exclusive Bonus features:

- Freespin Bonus feature: triggered by 3, 4 or 5 SCAT symbols appearing anywhere on the reels, awards 5, 10 or 15 freespins respectively. Additional freespins cannot be won during bonus feature.
- Super Freespin Bonus feature: triggered by 3 BONUS symbols appearing only on reels 1, 3, 5, awards a random number of freespins (5, 8, 10, 20, 30) with a randomly chosen win multiplier (2x, 3x, 5x, 7x, 10x, 20x times the win on the line). Additional Super Freespins cannot be won during bonus feature.









Button	Image	Function
Main Controlbar Elements and	Descriptions	
Autoplay Button		Opens autoplay settings.
Max Bet Button		Clicking this button starts a game round at the current coin value with the maximum bet level selected.
Gamble Button		Clicking this button start a gamble game
Spin Button		Starts a single spin using current bet settings.
Stop Button		Stops the spin quickly.
Collect Button		Clicking this button collect current earns, if has a win.



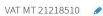




Button	Image	Function
Main Controlbar Element	s and Descriptiptions	
Quick Spin Button		Plays the game in quick spin mode.
Line Stepper	LINE 10	Clicking one of the numbered buttons changes the line values. To increase or decrease faster, the player can click and drag the slider below.
Coin Value Stepper	COIN 0.10 €	Clicking the left and right arrows increases and decreases the coin value. To increase or decrease faster, the player can click and drag the slider below.
NavigationBar		Allows navigating the paytable pages.
Toolbar Elements and Des	scriptions	'
Button Name	Button States	Description
Fullscreen Button	(3)	Gets the game to the maximize / minimize.
Mute Button		Turn the sound off / on
Paytable Button		Opens the paytable
Help Button	②	Open game rules
Settings Button	©	Opens the game settings list.

PLATIN GAMING









2 GAME OVERVIEW

2.1 Symbols

This game has the following graphical symbols:

Clown (WILD)	A	Ace (ACE)
Muscled man (SCATTER)		King (KING)
Rabbit hat (BONUS)		Queen (QUEEN)
Chihuahua (PIC1)		Jack (JACK)
Elephant (PIC2)		Ten (TEN)
Contortionist (PIC3)		







2.2 Scatter Symbol

PLATIN GAMING

GAME DEVELOPMENT

In the Base Game, 3 or more Scatter symbols trigger the free spins.









2.3 Wild Symbol

PLATIN GAMING

GAME DEVELOPMENT

The Wild symbol substitutes for any other symbols in the Base Game and Super Freespin Game, except for the Scatter, Bonus symbol.





- Level 0, 109, Sir William Reid Street, Gzira, GZR 1033, Malta
 - VAT MT 21218510 🤌
 - office@platingaming.com

2.4 Bonus Symbol

In the Base Game, 3 or more Bonus symbols trigger the bonus game, Bonus symbols only appears 1th, 3th, 5th columns. After bonus game, Super Freespin will start.









2.4 Denomination

The denomination of the game (value of 1 credit) is set to 0.01 €.

All currency related values in the game are always displayed and formatted according to the denomination, using the dot "." as separator for the cents (e.g. a win of one and a half euros will be displayed as 1.50).

2.5 Bet Options

The number of paylines on which the player can bet is variable between 1 and 10.

The total bet is defined as the number of paylines (1-10) multiplied by the bet-multiplier, which is the amount of credits bet on each payline.

Allowed values for the bet-multiplier are: 1, 2, 3, 5, 10, 15, 30, 50, 100, 200, 300, 500, 750, 1000

This corresponds to the following minimum and maximum bet:

Minimum bet: 0.01 €

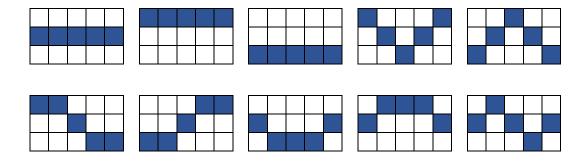
Maximum bet: 100.00 €

2.4 Game Configuration

RTP: 97.05%

2.5 Paylines

Game has 10 Predefined paylines



2.6 Paytable

The paytable shown in the game is dynamic: that is all values corresponds to the amount paid to the player for the selected bet.

Level 0, 109, Sir William Reid Street, Gzira, GZR 1033, Malta



3 RANDOM MODEL

In the base game the engine draws one random number in the [0-1) range to select a set of reels, then it uses 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

3.1 Freespins

If Free Spins Bonus is triggered, 5 random numbers will be used on every spin to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

Example outcome with trigger: 0.3,6,3,4,1,1

3.2 Super Free Spin / Bonus

If the Super Free Spin Bonus is triggered, the engine draws one random number in the [0-1) range to select the number of freespins of the bonus according to the following table:

Prob. Ranges	N. Spins
[0,0.54]	5
(0.54, 0.77]	8
(0.77, 0.94]	10
(0.94, 0.98]	20
(0.98 , 1]	30

Then the game will consume one random number in the [0-1) range to select the win line multiplier for the bonus game, according to the following table:

Prob. Ranges	Win Multiplier
[0,0.35]	2
(0.35 , 0.66]	3
(0.66 , 0.85]	5
(0.85 , 0.96]	7
(0.96 , 0.99]	10
(0.99 , 1]	20

On every spin the game engine will draw 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

Example outcome with trigger: 0.3,13,5,9,2,6





VAT MT 21218510 🧳



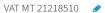


3.2 Gamble Feature

To draw the outcome of the gamble feature one integer random number (0=gamble won, 1=gamble lost) is used.







4 SCREEN OF ALL GAME PHASES

4.1 Base Game

PLATIN GAMING













PLATIN GAMING











4.3 Gamble

PLATIN GAMING







- Level 0, 109, Sir William Reid Street, Gzira, GZR 1033, Malta
 - VAT MT 21218510 🤌
 - office@platingaming.com





- Level 0, 109, Sir William Reid Street, Gzira, GZR 1033, Malta
 - VAT MT 21218510 🤌
 - office@platingaming.com

5 INFORMATION AND HELP SCREENS

5.1 Paytable



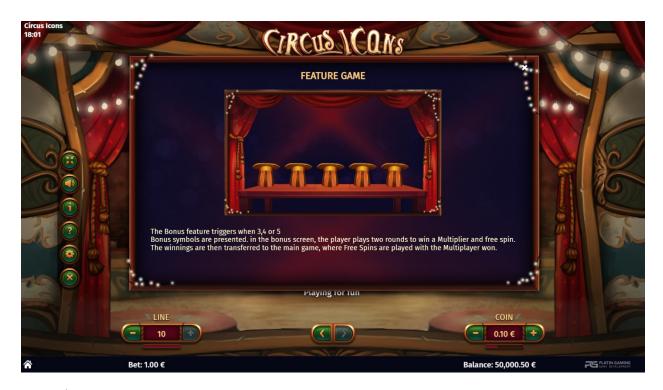


- Level 0, 109, Sir William Reid Street, Gzira, GZR 1033, Malta
 - VAT MT 21218510 🤌
 - office@platingaming.com

5.2 Bonus

PLATIN GAMING

GAME DEVELOPMENT



5.3 Rules

