

# **Game Document**

Game Name (Product name): Blood Club

**Developed by: Peter & Sons** 

Game reference number: 1.0.27

Component registration number: -

#### About Peter & Sons.

P&S, is a Yerevan and Barcelona-based game development studio transforming online gambling with uniquely styled, high-performing video slots and casino games. Founded in 2019 by international enthusiasts and professionals, we stand out from the crowd for our distinctive approach to casino game development. As part of the SkillOnNet group, Peter and Sons serves the global gaming market including the largest regulated markets, ensuring compliance with all regulatory requirements.

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#### **Document Control**

Date	Comments	Version Number	Updated By
10/05/2023	Initial document creation	v1.0	Mitri Wiberg

## 1- Game Description

Welcome to Blood Club! A 5x4 high volatility video slot game with All ways, Coins awarding cash prizes, Wilds, unlimited multipliers and exciting Free Spins.

# 2- Menu Buttons Descriptions

## **Game Panel**

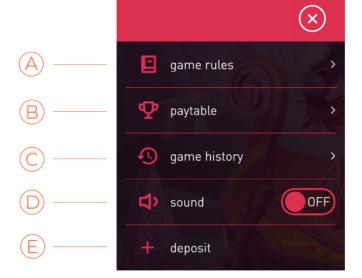
- A: Open Menu
- B: Enable/Disable Sound
- C: Display Balance
- D: Display Win
- E: Change Bet amount
- F: Enable/Disable fast play
- G: Open autoplay options
- H: Spin





# Game Menu

- A Open Gamerules
- B Open the Paytable
- C -Open the game history
- D Enable/Disable Sound
- E Deposit (If enable by operator)



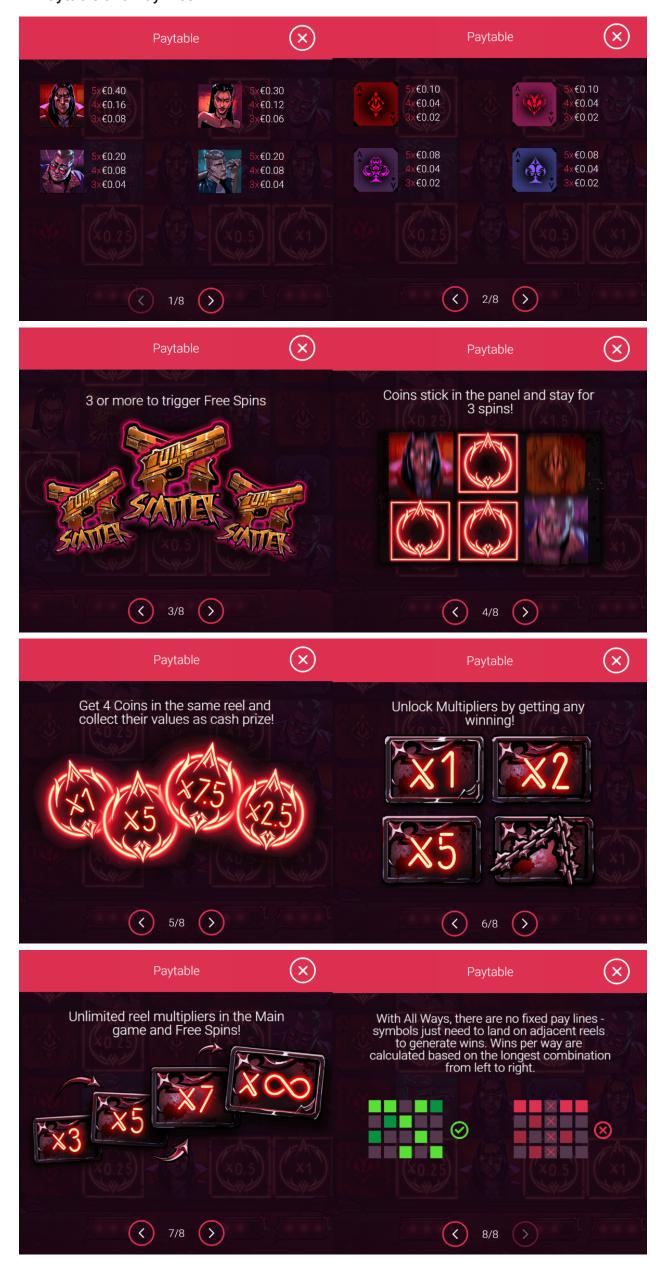
#### 3- Game Screenshots







## 4- Paytable and Paylines





#### 5- Game Rules

Welcome to Blood Club! A 5x4 high volatility video slot game with All ways, Coins awarding cash prizes, Wilds, unlimited multipliers and exciting Free Spins.

#### **MAIN GAME**

The main game has a 5x4 panel with All ways evaluated from left to right. Wilds can randomly appear on any reel. Wilds substitute for any other symbol except the Scatter. Scatters do not pay. 3 or more scatters trigger the Free Spins game. The main game features the reel multiplier, which is applied when there is a win covering the reel under multiplier.

#### **COINS COLLECTION**

Coins appear in the panel awarding cash prizes.

- \*When a coin lands in a reel it becomes sticky during 3 spins.
- \*When a new coin lands in the same reel the spins counter resets.
- \*When a reel gets full of coins, its value is collected as cash prize and the multiplier on the top of the reel is applied.

#### **MULTIPLIER**

The multiplier in the main game on the top of the reels is closed when starting the game and it represents x1 multiplier. The multiplier box opens when there is a win under its reel.

- \*The winning ways will increment the multipliers on the top of each reel involved in the winnings by +1.
- \*The winning ways will get multiplied by any of the multipliers on the top of the reels involved in the winning.
- \*When a reel is full of coins that get collected, the multiplier on the top is applied and its multiplier will increase +1.
- \*If there are coins in the reel, the multiplier will stay until the reel spin counter resets.
- \*If there are no new winning ways nor coins landing in the reel, the multiplier will stay 1 spin.

#### **FREE SPINS**

Free Spins is played with the bet triggering the feature. Free Spins can not be retriggered. The multipliers in all reels start in 1x at the beginning of Free Spins and they never reset. The rest of the applications of multipliers are the same as in the main game. There is a random chance of picking some of the uncollected coins in the last spin.

- \*3 Scatters award 10 Free Spins
- \*4 Scatters award 12 Free Spins
- \*5 Scatters award 15 Free Spins

#### **GOLDEN BET**

Players can pay x1.20 extra per bet to double their chances of triggering Free Spins.

#### **BUY FREE SPINS**

Players can buy Free Spins game with their choice of bet size. 10-15 Free Spins are awarded.

- \*Buy Free spins (10 spins).
- \*Buy random Free spins (12-15 spins).

#### **HOW TO CALCULATE WINS**

- \*To calculate the total winning ways, add all the symbol wins together.
- \*To calculate a single symbol win, count the number of consecutive reels that contain the symbol, starting from the left.
- \*If the number of consecutive reels containing the symbol is 3 or greater counting from the left, find the corresponding win amount in the pay table.
- \*If any of the reels contain more than 1 instance of the symbols, the win will be multiplied. Multiply the number of symbols on each of the reels to get the final multiplier.
- \*The above doesn't include Scatter symbols which do not need to be the part of a winning line.
- \*All Way Wins are summed together after the spin.
- \*Only the highest winning combination is paid per ways.

## 6- Game Data

Game Name: Blood - Club Reel Config: 5x4

Lines/Ways: Ways

N° Paylines/ways: All ways RTP Range: 86% - 96% RTP Type: DYNAMIC

Game Version: 1.0.27

RTP: 0.96

RTP Golden bet: 0.96 RTP Coin bet: 0.96 RTP Buy random: 0.96 RTP Buy bonus: 0.96

Variance: 282
Volatility: VERY-HIGH
Hit Frequency: 0.1833

Default Bet: 2 Min Bet: 0.1 Max Bet: 50

Max Game Round Win (15,000,000 simulations): 20000

Languages: 40+ Currencies: 40+

