

Lucky Sword - Tapper

GAME RULES

- This page contains information on how to play this game.
- Please scroll down to read through all topics.

Getting started

- This game is a game for one player - the gameplay of other players does not affect yours. Each game starts when you place a bet and ends when you leave the application.

Playing

- You choose the total bet per round via the "Total Bet" button.
- The minimum bet per round is € 0.20.
- The maximum bet per round is € 16.00.
- The "Start" button begins a round of play.
- Each round is independent of previous rounds.
- All game outcomes are independent and randomly determined.
- When you start a round, the bet is deducted from the balance you've paid in.
- At the end of a round, the console displays your win, if any.

Win Ways

- The game board consists of 17 prizes with unique values displayed around a Sword in the Stone. The prize amounts are dynamic and change in accordance with the selected Total Bet.
- A winning round occurs when the Sword is pulled from the Stone and awards 3 to 17 of the displayed prizes.

Autoplay

Clicking on "Auto" will bring up the Autoplay-dialogue where you can configure the following options before starting the automatic spins:

- The number of rounds you want Autoplay to be active.
- The loss limit at which Autoplay should stop.
- The win limit at which Autoplay should stop after meeting or exceeding it.
- By clicking "OK", you start the automatic spins with the chosen configuration.
- If "Autoplay" is activated the button label becomes green. Clicking it again stops the automatic spins.
- Autoplay stops automatically when the total bet is higher than your current funds.

Winnings

- Payouts are made according to the prizes on the game board.
- Symbol payout values shown on the game board are dynamic and change in accordance with the selected bet value.
- Displayed prizes represent Scatters.
- Scatter symbols pay regardless of their position.
- Scatter wins are added.
- The possible prizes that can be displayed on the Dark prizes are 0.2, 0.3, 0.5, 1, 2, 2.5, 3, 5, 7, 10, 15, 20 and 50 multiplied by the Total Bet, the Red prizes are 100, 200, 500 and 1000 multiplied by the Total Bet. Each of these basic prizes can be multiplied by the value of the Multiplier, if a Multiplier was awarded during the current game.
- Not all base prizes can be won with all multipliers.

Prizes and Multiplier

- Prizes are awarded only in the game rounds where the Sword is pulled from the Stone.

- The various characters will display in the background until a winning round occurs. On a winning round, the Sword is pulled from the Stone and randomly awards 3 to 17 of the prizes at once.
- If 9 or fewer prizes are awarded on any winning round, a Multiplier of 2x, 3x, 5x, 7x or 10x may randomly appear and be applied to the prize values won. If 10 prizes are awarded on any winning round, a Multiplier of 2x, 3x or 5x may randomly appear and be applied to the prize values won. Multipliers are not possible if more than 10 prizes are awarded.
- The total win from any given game round is calculated by the sum of the 3 to 17 awarded prizes displayed on the game board.
- The background characters are purely visual and do not increase the chance of the Sword pulling from the Stone.

RTP Range

- The theoretical RTP (return to player) value for this game is 95.00 %.
- The theoretical RTP is calculated as total win/total bet over a large number of games played and reflects the prizes awarded by a game as a percentage of all bets made. The actual RTP can vary widely in either direction for a small number of games due to statistical variance.

Connection Loss

- In case you lose your network connection, the game will proceed to complete the current round of play automatically after a delay of 2 hours absence from the game.
- If you reconnect into the game earlier, you are able to continue playing the current round.
- If this round contains multiple spins (e.g. free games feature), the game will determine your winnings based on the game's expected win values.

Malfunction voids all pays and plays.

SYMBOLS

The table below lists the winning symbols of this game.



Sword in the Stone



Multiplier 3x



Dark prize (Scatter)



Multiplier 5x



Red prize (Scatter)

7x

Multiplier 7x

2x

Multiplier 2x

10x

Multiplier 10x

USER INTERFACE

Buttons

The table below lists the different buttons found in the game and describes their functions.



Start: Start a game round at the current bet level.



Total Bet: See available bet options or press + or - to increase or decrease your current bet.



Max Bet: Set your bet to the maximum available bet.



Auto: Start Autoplay
(for more details on Autoplay see the "Game Rules" section).



You can find more details on the available menu options below.



In the payable: Click the arrow buttons to scroll through the payable. Pressing "X" brings you back to the game again.



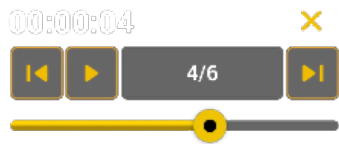
Exit: Exit the game.



Change sound settings (sound & music, sound only or sound off).



Toggle between fullscreen and windowed mode.



In replay mode: Press left or right to step through your last played rounds.
Press the "Play" button to see the complete round again.
When playing on a mobile or tablet, you can move the buttons by dragging and dropping them to the positions you want.

Keyboard Input

The table below lists the supported keyboard shortcuts and describes their functions.



Space

- Starts a new round.
- Collects your current winnings.
- Triggers a fast stop of the current game round.



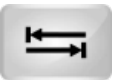
Left Arrow

- Decreases the current bet until the minimum possible bet has been reached.



Right Arrow

- Increases the current bet until the maximum possible bet has been reached.



Tab

- Opens the paytable.
- Navigates to the next page when pressed while the paytable is in view.
- Closes the paytable again when pressed on the last page.

Paytable & Info

- The paytable lists the symbols, winning combinations and payouts of the game.
- It consists of multiple pages which can be accessed by using the arrow buttons.

Replay

- With the replay option you are able to rewatch your previous rounds.
- For an overview about the controls in replay mode find details in the user interface table above.

Help

- This button displays the ingame help.

Exiting the game

- You can exit the game at the end of each round.

VERSIONS

Game Certification

- Game Certification Version: 1.311.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.119.0_2025-04-14_123855

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 19 July 2024

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH