

Gem Saviour

ROLE-PLAY AS GEM SAVIOUR AS HE
JOURNEYS TO SAVE GEM VILLAGE!

Experience 4 different yet exciting gameplay scenarios while using the power of gems to overcome obstacles! After vanquishing relics using his sword, the Gem Saviour stands a chance to be rewarded with money bags, treasure maps or treasure chests!



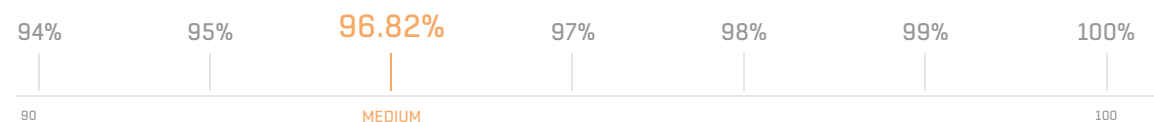
GAME FEATURE - GEM SAVIOUR

GAME TYPE

COLLAPSE / MAGIC / ADVENTURE

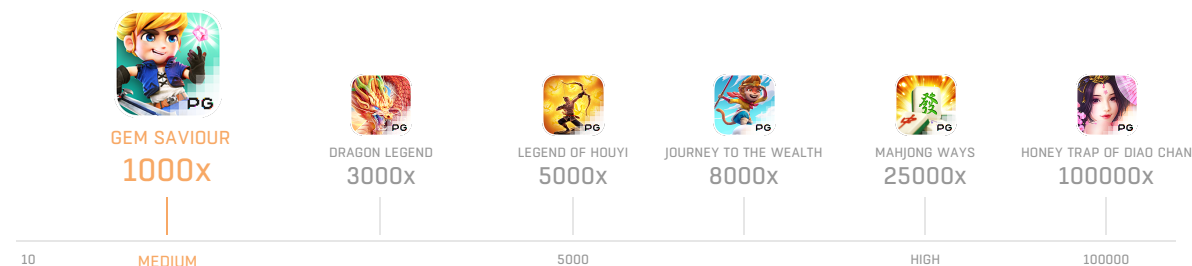
RTP

(Return to Player)

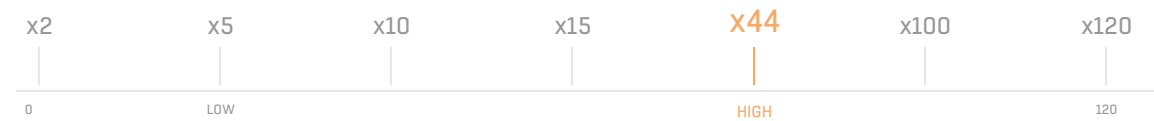


MAXIMUM WIN

Theoretical Maximum Win:
Bet Amount of Winning Spin
x1000



WIN MULTIPLIER

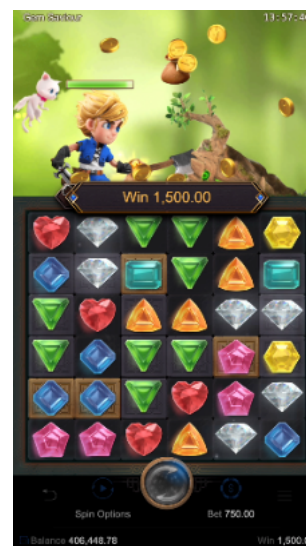
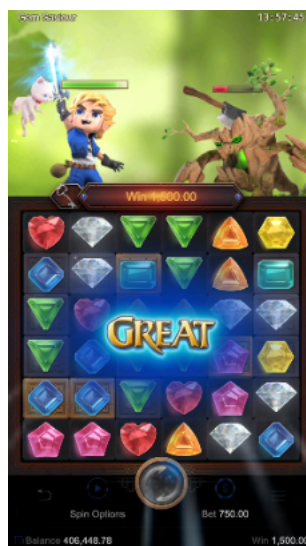
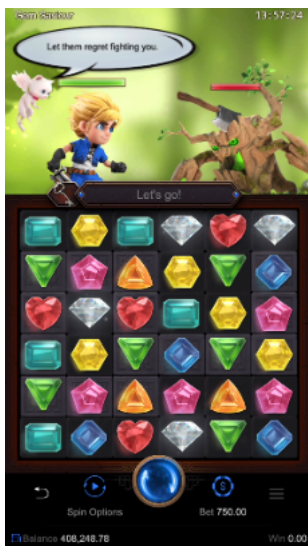


SESSION VOLATILITY



GAME FEATURE

- Defeat the Witch in the Monster Encounter to win 44x of your current bet!



MONSTER ENCOUNTER

If the Hero encounters one or more monsters, the Hero will attack the monster(s) and the monster(s) attacks back at each spin after the spin that encounter the monster(s) until the monster HP bar reaches zero.

After attacking the monster(s) and the monster(s) attacks back, if there is one or more Gem explosion on reel or there is a Respin Gem on reel, the Hero will charge his sword until there is no more Gem explosion and no Respin Gem in the reels. The Hero then proceed to release his combo attack which will do additional damage to the monster(s).

A Special Gem may appear when the Hero attacks the monster(s). The Special Gem will be placed on a random position on the reels when there is no more Gem explosion and no Respin Gem on reels.

The Special Gem will transform some Gems into a randomly chosen type of Gem.

[insert diagram of Special Gem layouts]

If the Hero HP bar reaches zero, the Hero is unable to attack and the cat will create a healing shield around the Hero. Every spin and Gem explosion from here on will increase the Hero's HP bar. The monster(s) will still attack the Hero at every spin but with reduced damage. When the Hero HP bar reaches one third of the maximum HP bar, the healing shield is removed and the Hero is able to attack the monster(s) at the next spin onwards.

If the monster(s) HP reaches zero, the monster(s) dies and coins are awarded.

Defeating a Mimic, Bat or Skeleton will award 3x of the current bet amount.

Defeating a Gargoyle or Treant will award 6x of the current bet amount.

Defeating a Werewolf or a Golem will award 15x of the current bet amount.

Defeating a Witch will award 44x of the current bet amount.

1.1 - GEM SAVIOUR

Gem Saviour is a 6 by 6 arrangement of Gems video slot featuring Respin Gem, Special Gem transformation, treasure hunting and battles with monsters. The theoretical return to player for this game is 96.82%. This RTP represents the long term theoretical game payout. This RTP represents the long-term statistical percentage of total stakes in the game that is paid out as winnings over time. The RTP value is calculated by dividing the total winnings by the total stakes from a simulation of numerous game rounds.

1.2 - SUMMARY

Refer to the table below for a quick overview of our summary table

Parameter	Value	Parameter	Value
Return to Player (RTP)		Hit Rates	
Overall	96.82%	Overall	28.26%
Main Game	53.36%	Main Game	28.26%
Treasure Chest, Monster Encounter	17.75%,25.71%	Treasure Chest, Monster Encounter	1.08%,2.17%
Session Volatility	Medium	Treasure Chest, Monster Encounter	1/93, 1/46
Reel Type	Collapsing Reels	Owner, Developer	Pocket Games Soft (PG SOFT®)
Reel, Lines	6 Rows, 6 Columns (Bet 30 per spin)	Tested By	Gaming Associates
Bet Size	0.01, 0.05, 0.15, 0.75, 2.5	Supported Platforms	iOS, Android, HTML5, MacOS, Windows
Bet Level	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	Optimal Display Resolution	1080x2340 (Required aspect ratio 19.5:9)
Default Minimum Bet	EUR €0.30	*Big Win bet multiplier is x20 to x35; Mega Win x35 to x50; Super Mega Win x50 and above	
Default Maximum Bet	EUR €750		
Max Exposure (Simulated in 1 Billion Spins)	74x		
Max Win (Advertised Value;(x) Highest Win in Spins)	1000x		

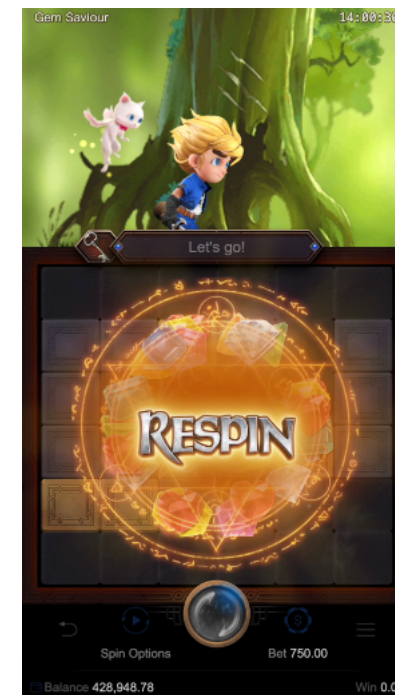
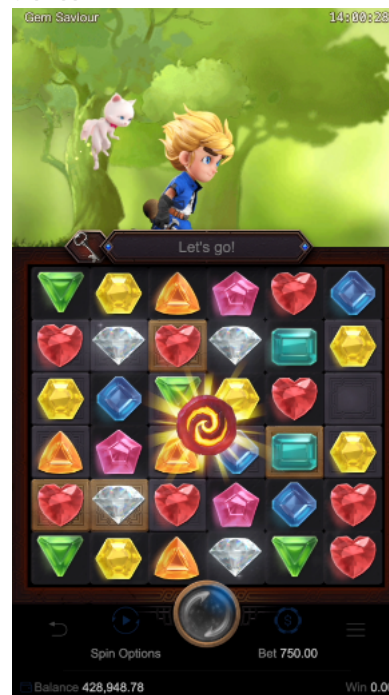
2.3 - SPLASH SCREEN & MAIN GAME

The main game is started when the splash screen fades out.



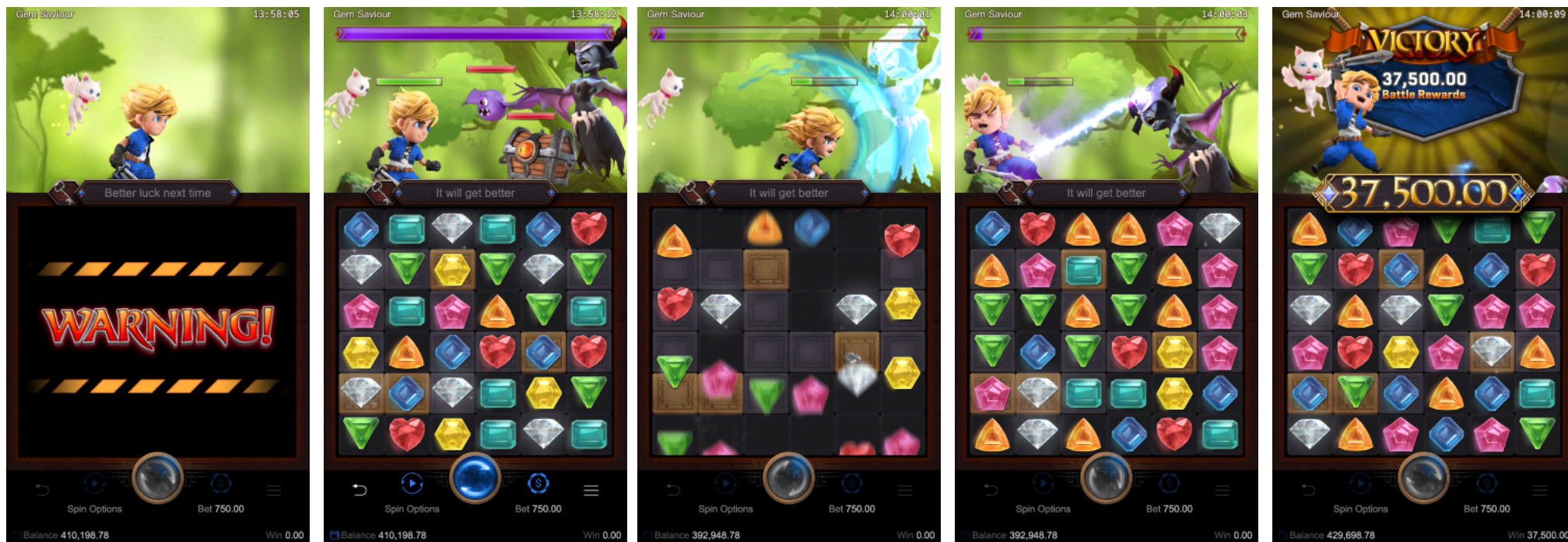
2.4 - RESPIN GEM

When a Respin Gem appears on reel and no more winning combination can be tallied, all Gems on the reel will be removed and a new arrangement of Gems will be cascaded into the reel.



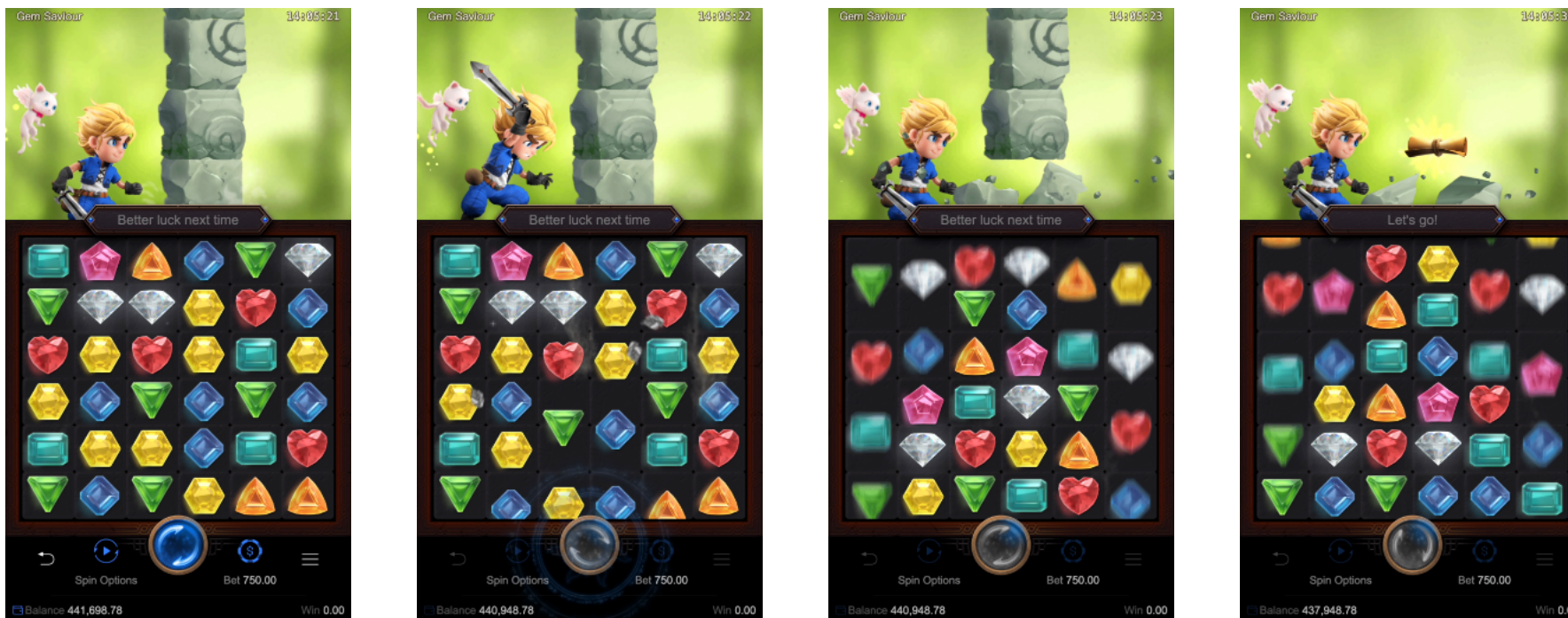
2.5 - HERO ADVENTURE

At every spin, the Hero will travel and may encounter various events such as relics with different types of rewards and different types of monsters.



2.6 - RELIC ENCOUNTER

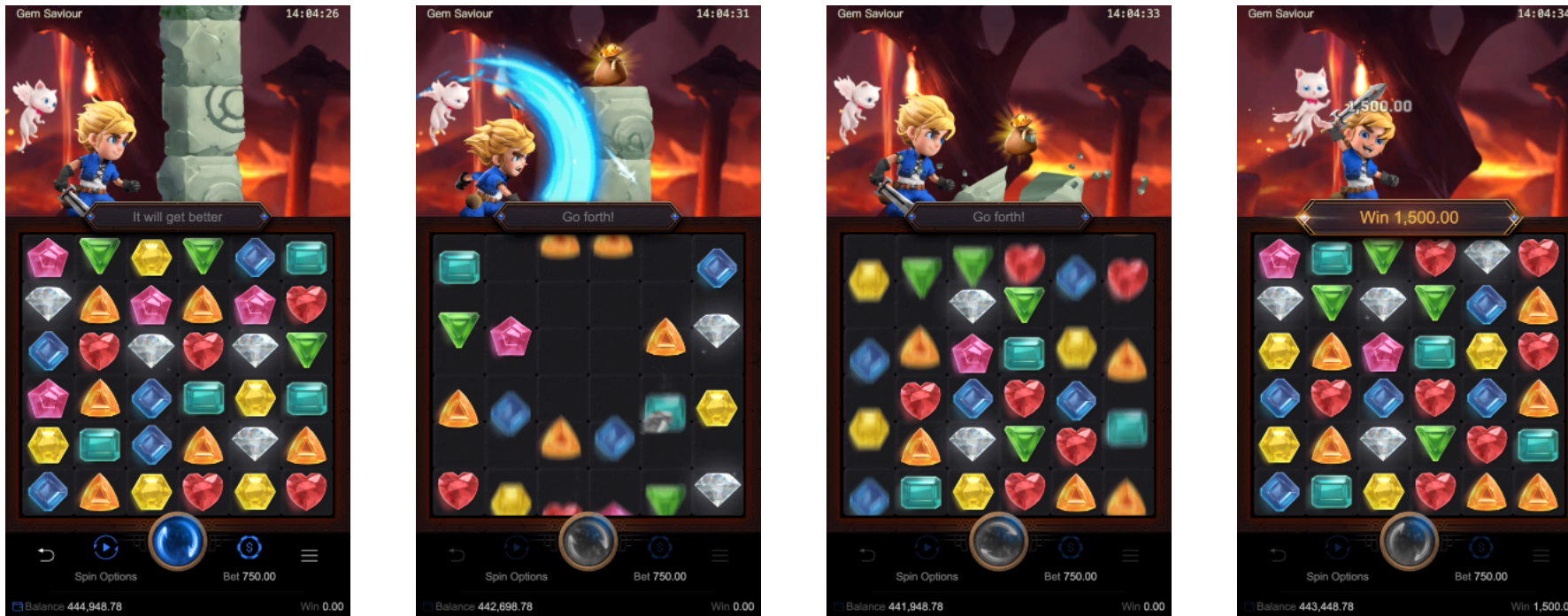
If the Hero encounters a stack of relics, the Hero will attack and destroy a block of relic at the start of every spin and at each gem explosion round after the spin that encounter the relics until there is no relic left.



When there is no relic left, the Hero may obtain a money bag, a treasure map or a treasure chest.

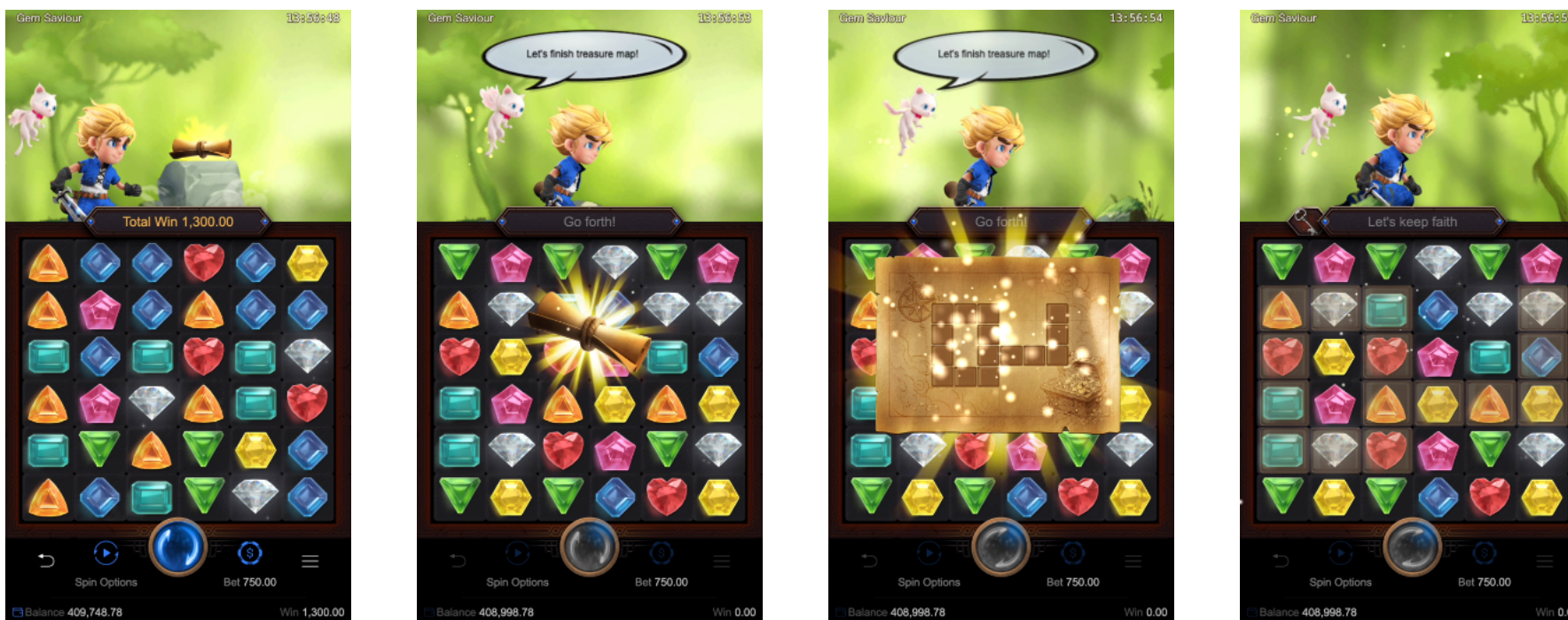
2.7 - MONEY BAG

Prize is awarded (2x to 5x of the current bet amount) when a money bag is obtained.



2.8 - TREASURE MAP

Encountering a stack of relics with treasure map can only occur when there is no active treasure map on reels or treasure key in hand.



After obtaining the treasure map, a treasure key can be obtained when all positions indicated in the treasure map is activated by exploding Gems on reels.
The treasure map is removed when all positions indicated in the treasure map is activated by exploding Gems on reels and the treasure key is obtained.

2.9 - TREASURE CHEST

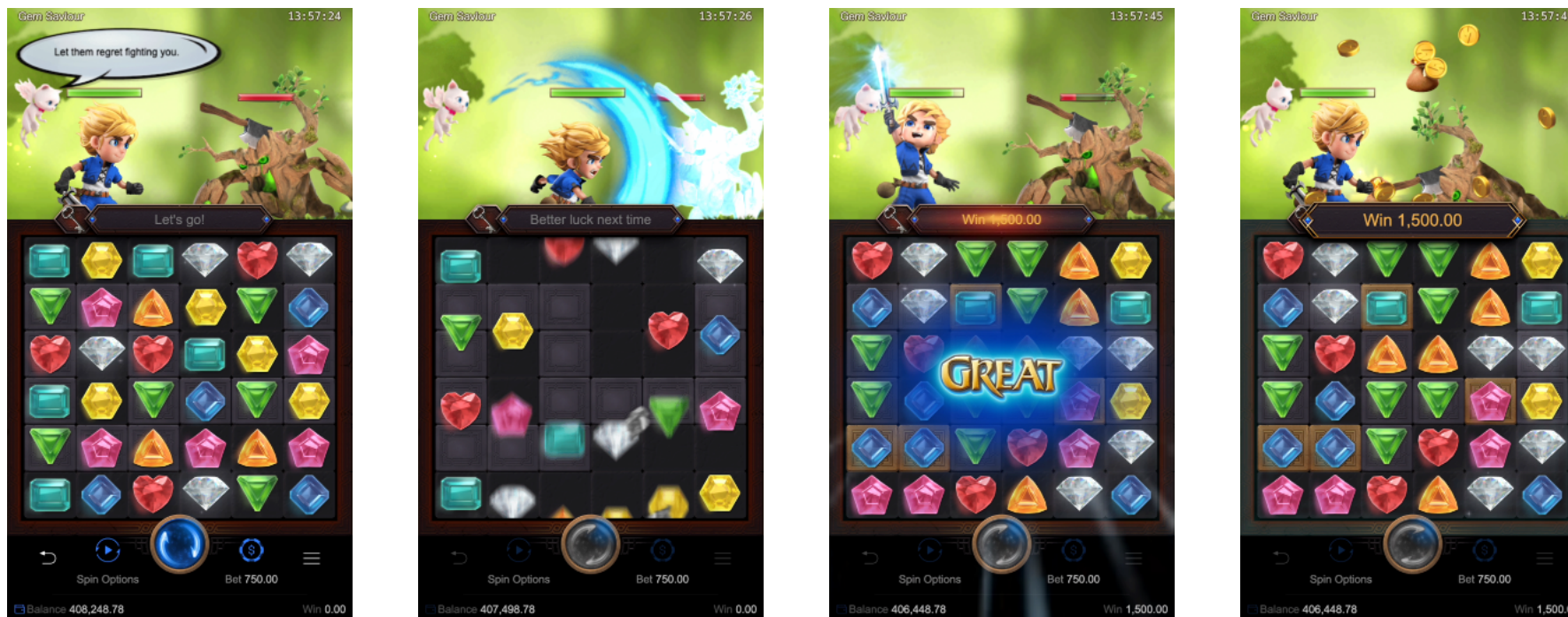
Encountering a treasure chest can only occur when there is a treasure key in hand.



Prize is awarded (10x, 15x, 20x or 30x of the current bet amount) when a treasure chest is obtained. The treasure key is removed when the treasure chest is obtained.

3.0 - MONSTER ENCOUNTER

If the Hero encounters one or more monsters, the Hero will attack the monster(s) and the monster(s) attacks back at each spin after the spin that encounter the monster(s) until the monster HP bar reaches zero.



A Special Gem may appear when the Hero attacks the monster(s). The Special Gem will be placed on a random position on the reels when there is no more Gem explosion and no Respin Gem on reels. The Special Gem will transform some Gems into a randomly chosen type of Gem.

[insert diagram of Special Gem layouts]

If the Hero HP bar reaches zero, the Hero is unable to attack and the cat will create a healing shield around the Hero. Every spin and Gem explosion from here on will increase the Hero's HP bar. The monster(s) will still attack the Hero at every spin but with reduced damage. When the Hero HP bar reaches one third of the maximum HP bar, the healing shield is removed and the Hero is able to attack the monster(s) at the next spin onwards.

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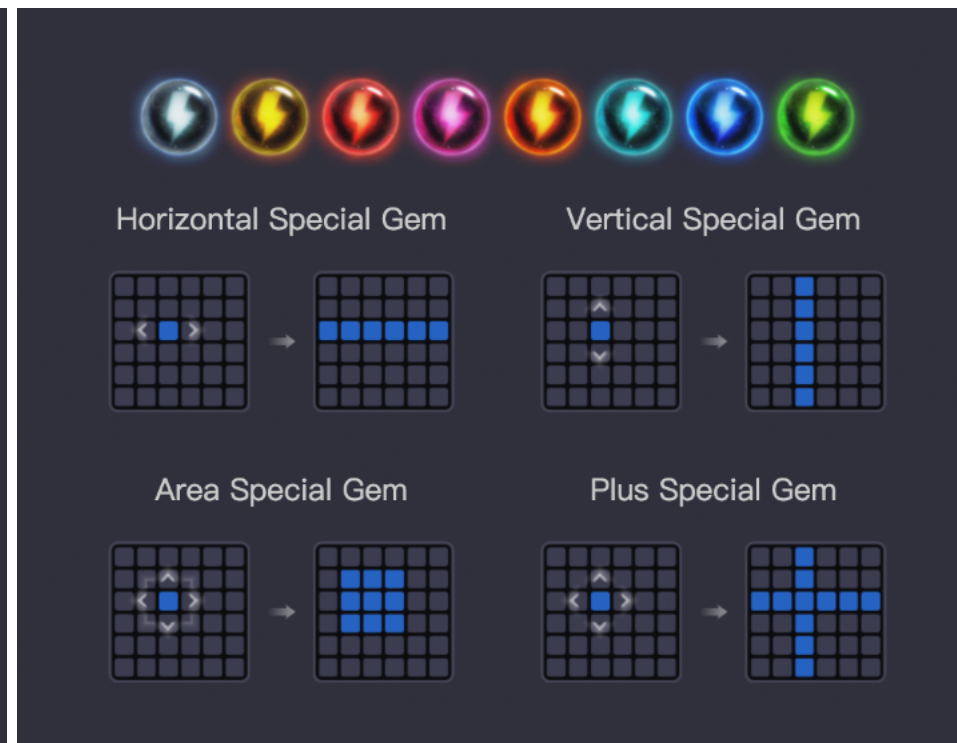
3.1 - SYMBOL PAYOUT

Symbol Payout Values			
			
30	15	10	10
			
5	5	3	3

3.2 - TREASURE MAP LAYOUT



3.3 - SPECIAL GEM LAYOUT



4.1 - MENU CONTROLS



SPIN

Tap to start spin at the current Base Bet, Bet Size and Bet Level.
Tap the button or the game area during a spin to stop the reels.
Press the <Space> key to start spin at the current Base Bet, Bet Size and Bet Level. (applicable to PC version only)
Press and Hold <Space> key will continue game spins until it is released. (applicable to PC version only)



STOP

Tap to stop Auto Spin. The number on the button indicates the remaining number of spins for Auto Spin.



SPIN OPTION

Spin Speed can be set as Normal or Turbo (duration of reels spin in main game reduced).

Auto Spin automatically plays the game for a selected number of spins.

Number of Spins: Tap to select number of Auto Spins.

Stop Auto Spin if a single win exceeds (value specified by player):

Auto Spin is automatically disabled when a single win exceeds this value.

Stop Auto Spin if balance increases by (value specified by player):

Auto Spin is automatically disabled when the balance is increased by this value (in reference to the balance when the Auto Spin is initiated).

Stop Auto Spin if balance decreases by (value specified by player):

Auto Spin is automatically disabled when the balance is decreased by this value (in reference to the balance when the Auto Spin is initiated).



BET OPTION

Bet Size: Scroll to select the Bet Size.

Bet Level: Scroll to select the Bet Level.

Bet Amount: Scroll to select the Bet Amount.

Max Bet: Tap to set Bet Size and Bet Level to maximum value.



SOUND

Tap to turn sound ON or OFF.



PAYTABLE

Shows winning combinations and payable.



RULES

Show the game rules and button functions.



HISTORY

Shows details of the previous games played. Scroll down to the end to load more records.

Tap <Calendar Icon> to select the dates of games to be shown in History.



MORE

Tap to access Settings, Paytable, Game Rules and Game History.



BACK

Tap to leave the game and go back to previous page.



CLOSE

Tap to return to the Main Game