

Lightning Gongs™ - King™

Kascada™ Dual Screen

Domestic

LIGHTNING GONGS™

KING

In Asian culture, the gong was an attribute of wealth and served as a status symbol, while Lightning symbolises bountiful harvests and eternal prosperity. Lightning Gongs' serves as a prophecy of flourishing for all, intertwining classic symbolism with contemporary depiction and visualisation.

Kings come and go, but their legacies live on forever. Experience the power and command of mighty Chinese dynasties, in a theme that is sure to grasp players' attention.

You can't have Thunder Without Lightning, and the Lightning is here! Lightning Gongs is the follow-up to the Thunder Drums series; improving the graphics, simplifying the gameplay and creating a more engaging and concise experience for old and new players alike.

The look and feel of the games and their individual components and displays are trade dress of Light & Wonder, Inc. and its subsidiaries.
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Features



BLUE GONG - STRIKE FEATURE

FEATURE COMBINATIONS

Strike, Respin and Repeat features are all able to be triggered individually or in combination with each other. Combinations that can occur include Strike + Respin, Strike + Repeat, Respin + Repeat & Strike + Respin + Repeat

WILD WIN MULTIPLIER

Any time a WILD lands on screen, a random multiplier between 2-5x will appear in the right of the screen. If WILD is involved in a winning combination then the win will be multiplied by the assigned multiplier.



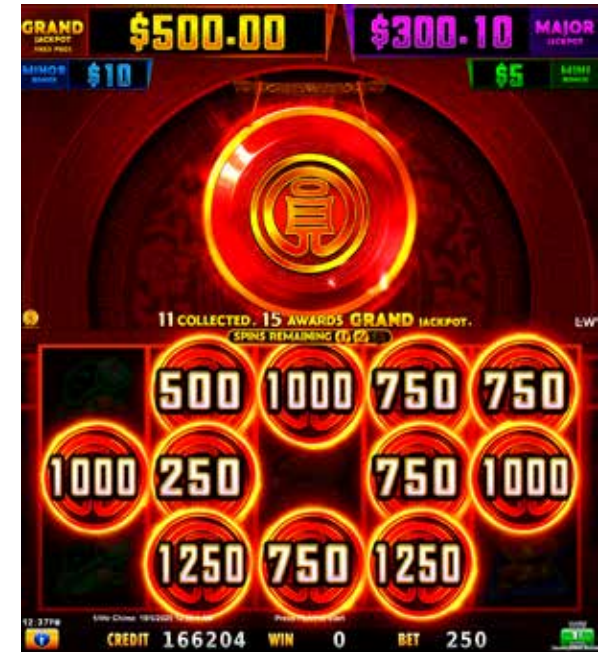
GREEN GONG - REPEAT FEATURE

BLUE GONG - STRIKE FEATURE

If 3 or more BLUE LIGHTNINGS land, STRIKE FEATURE will be triggered, if 1 or 2 Blue Lightnings land, Strike Feature may be triggered. When Strike Feature is triggered, 5-15 gong strikes will award a prize amount.

GREEN GONG - REPEAT FEATURE

If 3 or more GREEN LIGHTNINGS land, REPEAT FEATURE will be triggered. If 1 or 2 Green Lightnings land, Repeat Feature may be triggered. When Repeat Feature is triggered, GOLDEN BONUS PRIZE and 3 free games are awarded. Golden Bonus Prize has value equal to Green Gong Prize. Landing the Golden Bonus Prize resets the number of spins remaining to 3. If no Golden Bonus Prize lands during the first 3 free games, then 3 extra free games are awarded. Each Golden Bonus Prize landing in Repeat Feature awards Golden Bonus Prize.



RED GONG - RESPIN FEATURE

RED GONG - RESPIN FEATURE (HOLD & SPIN)

If 6 - 14 RED COINS land, RESPIN FEATURE will be triggered. If 1 - 5 Red Coins land, Respin Feature may be triggered. When Respin Feature is triggered, 3 spins are awarded. Any Red Coins that triggered the feature will be held. During each spin, any Red Coins that lands will be held and will reset the number of remaining spins to 3. If no Red Coins land during the first 3 spins, then 3 extra spins are awarded. 15 Red Coins award Grand Jackpot. Respin Feature Prize is the sum of prizes that appear on screen.

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Bet Configuration, RTP and Progressive Information

Lines/Ways: 50 / 25 / 5 Lines

Progressive: 2 x Level Standalone Progressive

PROTOCOL	MARKET	VAR	CRP%	0.01	0.02	0.05	0.10	0.50
QCOM	NZ CLASS 4	1	88.49	88.49	88.49	88.49	88.49	88.49
QCOM	NZ CLASS 4	2	88.99	88.99	88.99	88.99	88.99	88.99
QCOM	NZ CLASS 4	3	89.99	89.99	89.99	89.99	89.99	89.99
QCOM	NZ CLASS 4	4	91.99	91.99	91.99	91.99	91.99	91.99

PROTOCOL	MARKET	VAR	GRAND	% (reset)	% (inc)	Ceiling	MAJOR	% (reset)	% (inc)	Ceiling	JP% Total	Max Bet
QCOM	NZ CLASS 4	1	\$500	0.45%	0.00%	\$500	\$300	0.60%	0.10%	\$500	1.150%	\$2.50
QCOM	NZ CLASS 4	2	\$500	0.45%	0.00%	\$500	\$300	0.60%	0.10%	\$500	1.150%	\$2.50
QCOM	NZ CLASS 4	3	\$500	0.45%	0.00%	\$500	\$300	0.60%	0.10%	\$500	1.150%	\$2.50
QCOM	NZ CLASS 4	4	\$500	0.45%	0.00%	\$500	\$300	0.60%	0.10%	\$500	1.150%	\$2.50