



### **EXPLODING WILDS!**

The Wild symbol substitutes for any payout symbol. At the end of the round, all Wild symbols will explode, removing or activating symbols.



### **THE NINJA!**

The Ninja symbol is a blocker that can be activated to release throwing stars. Throwing stars will hit 2 to 10 symbols on the game grid. Hit symbols will be activated or turned into Wilds.



### **SLICE FEATURE**

Two identical symbols at the first and last column on the same row will trigger the Slice feature that will cut symbols in two halves or activate them.



The Cannon symbol is a blocker until activated. When activated, the Cannon will shoot a pillar of Wild symbols upwards. Then it converts into a Wild.

## CANNONS!



The big Cannon is a 2x2 size Cannon. The big Cannon shoots a 2 symbol wide pillar of Wilds.



The golden Cannon always shoot the highest possible pillar of Wilds and maximises the game grid to 8 rows.

# BONUS



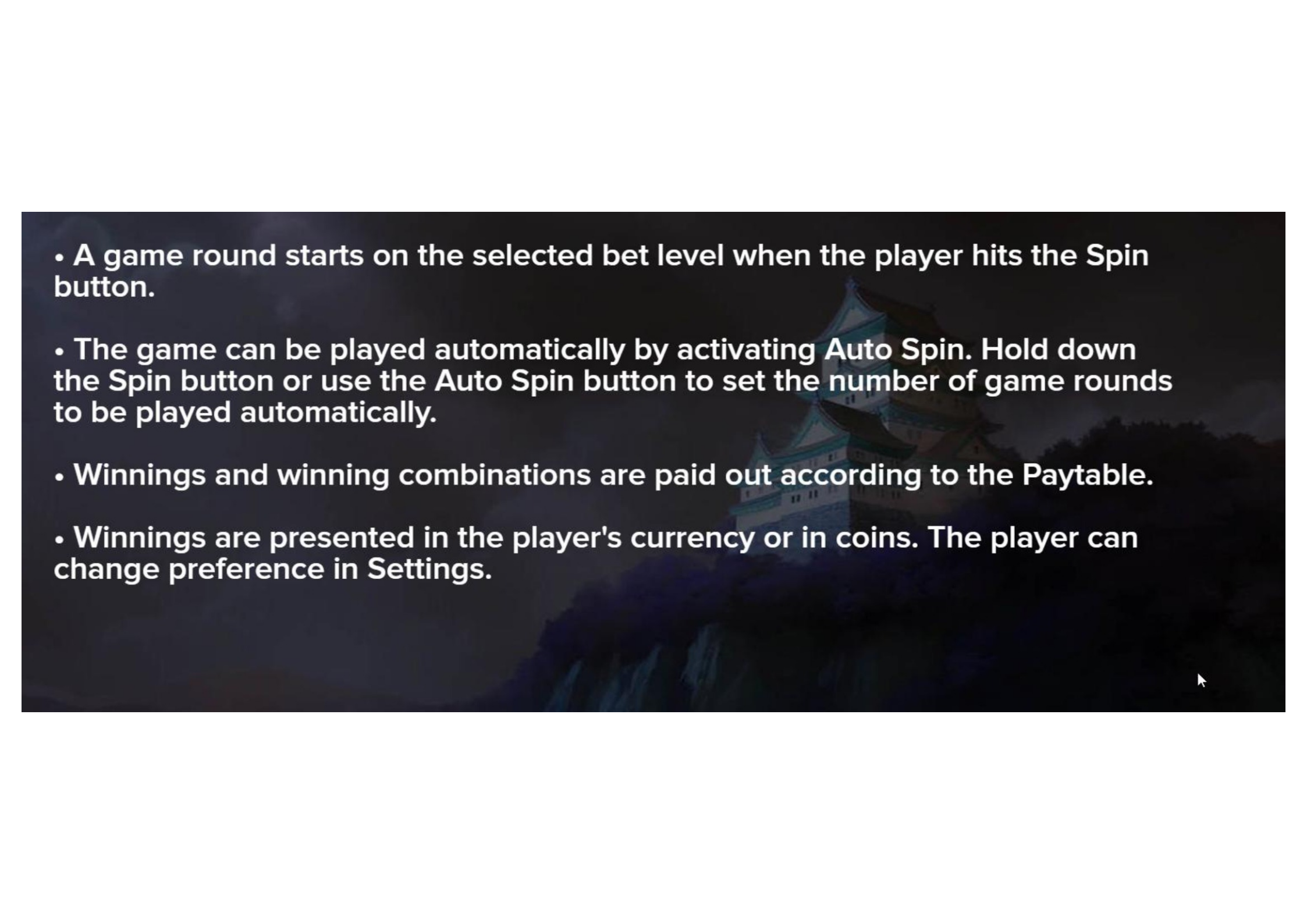
3 or more Bonus symbols trigger the Ninja Drops Bonus game. The player is awarded 6 Ninja Drops for 3 Bonus symbols and +2 Ninja Drops for each additional Bonus symbol.

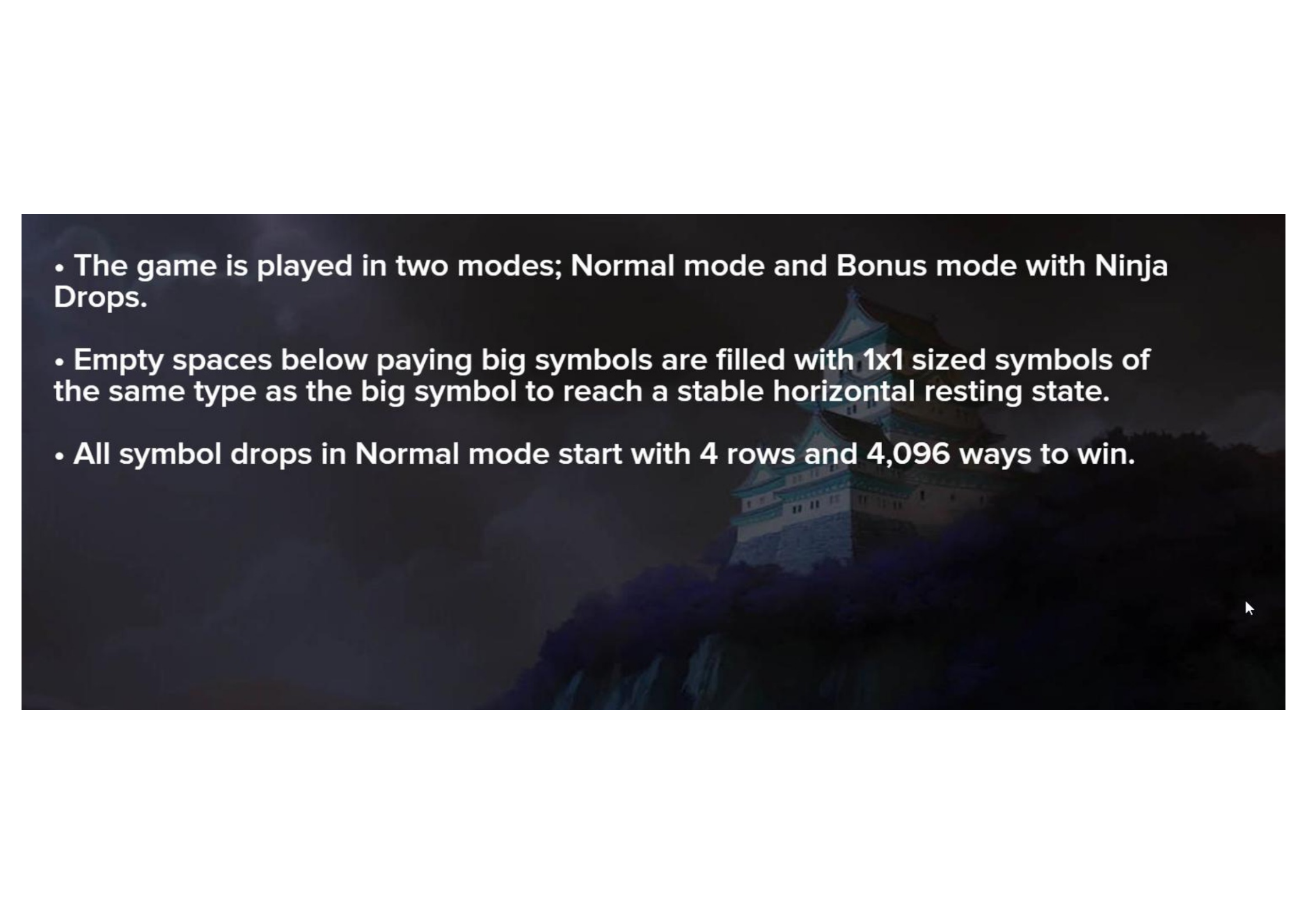


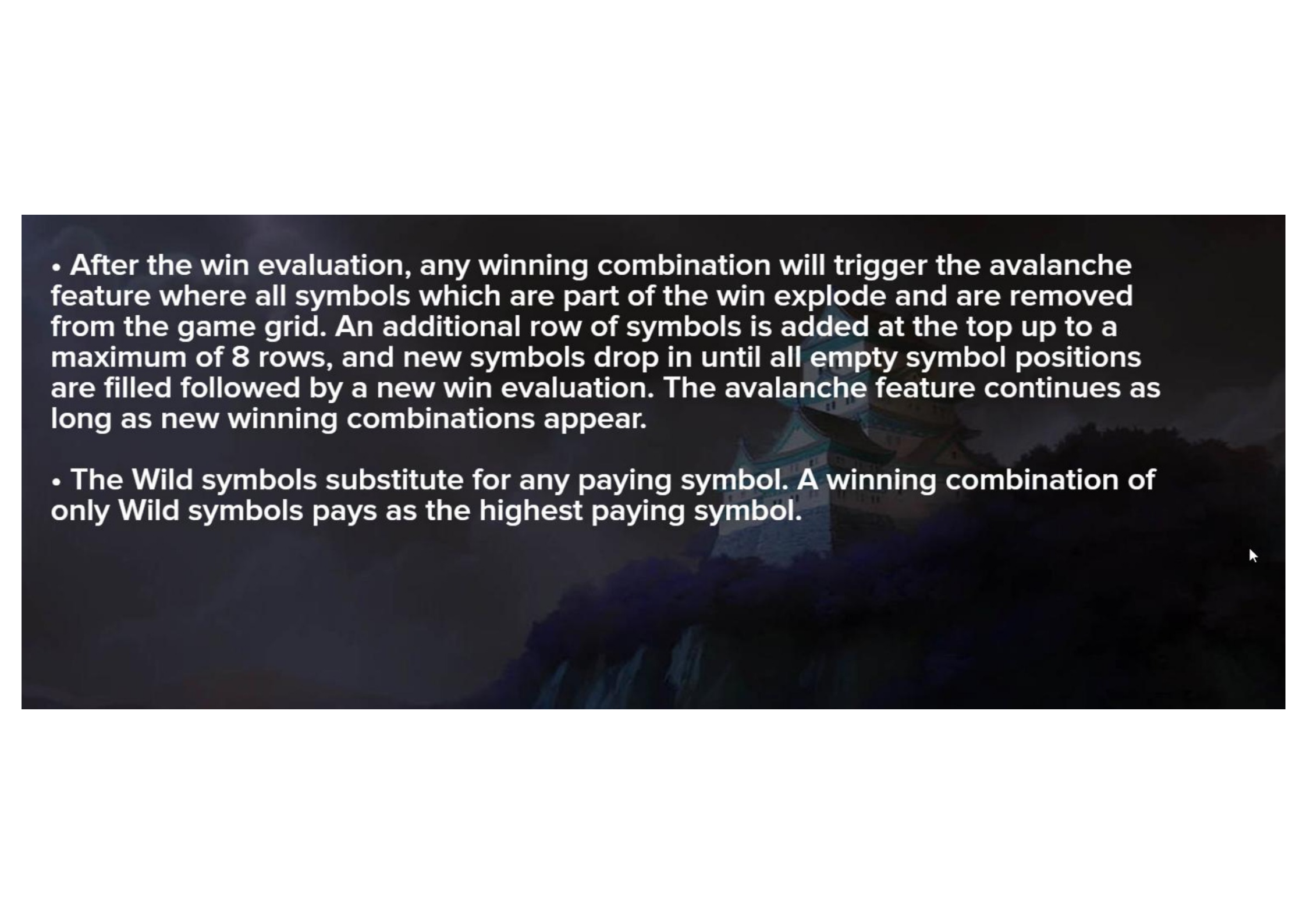
The Ninja symbol always appear on the game grid in every Ninja Drop.

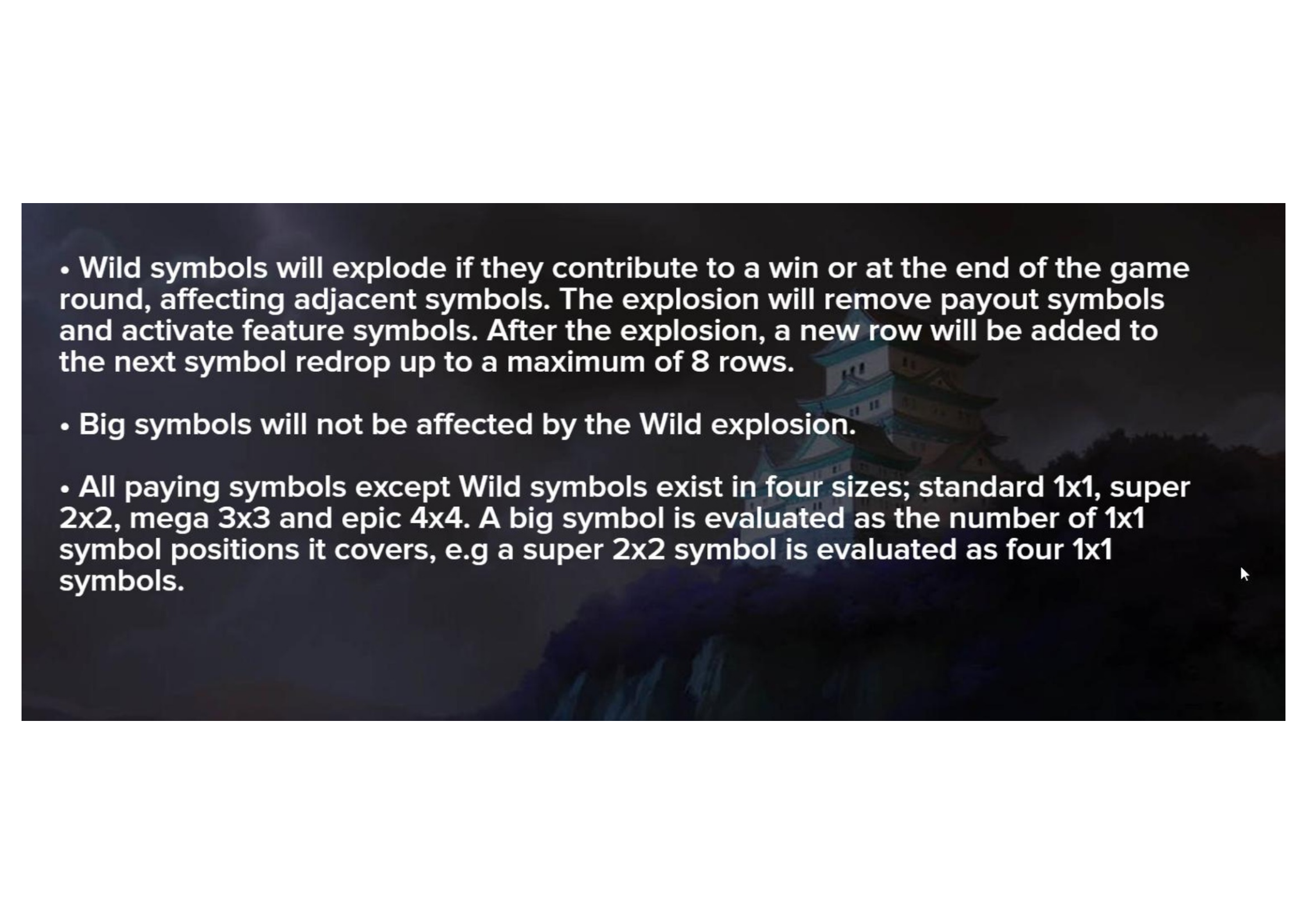
# Game rules

- Bushido Gold is a 6 column, 4 rows slot with dropping symbols. The columns can expand upwards to a maximum of 8 rows.
- The minimum bet is \$ [REDACTED] and the maximum bet is \$ [REDACTED]
- Each bet is 100 coins.
- An active payline is defined as the longest winning symbol combination.
- Wins begin with the first leftmost reel and only pay from left to right on consecutive reels. No gaps between the reels are allowed. Only the longest payline per active payline is paid out. An active payline is defined as the longest winning symbol combination.

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- The background of the slide is a dark, atmospheric image of a traditional Japanese castle, possibly Himeji Castle, perched on a hillside at night. The castle's white walls and multiple tiers of roofs are partially illuminated, creating a silhouette effect against the dark sky. The overall tone is mysterious and elegant.
- A game round starts on the selected bet level when the player hits the Spin button.
  - The game can be played automatically by activating Auto Spin. Hold down the Spin button or use the Auto Spin button to set the number of game rounds to be played automatically.
  - Winnings and winning combinations are paid out according to the Paytable.
  - Winnings are presented in the player's currency or in coins. The player can change preference in Settings.

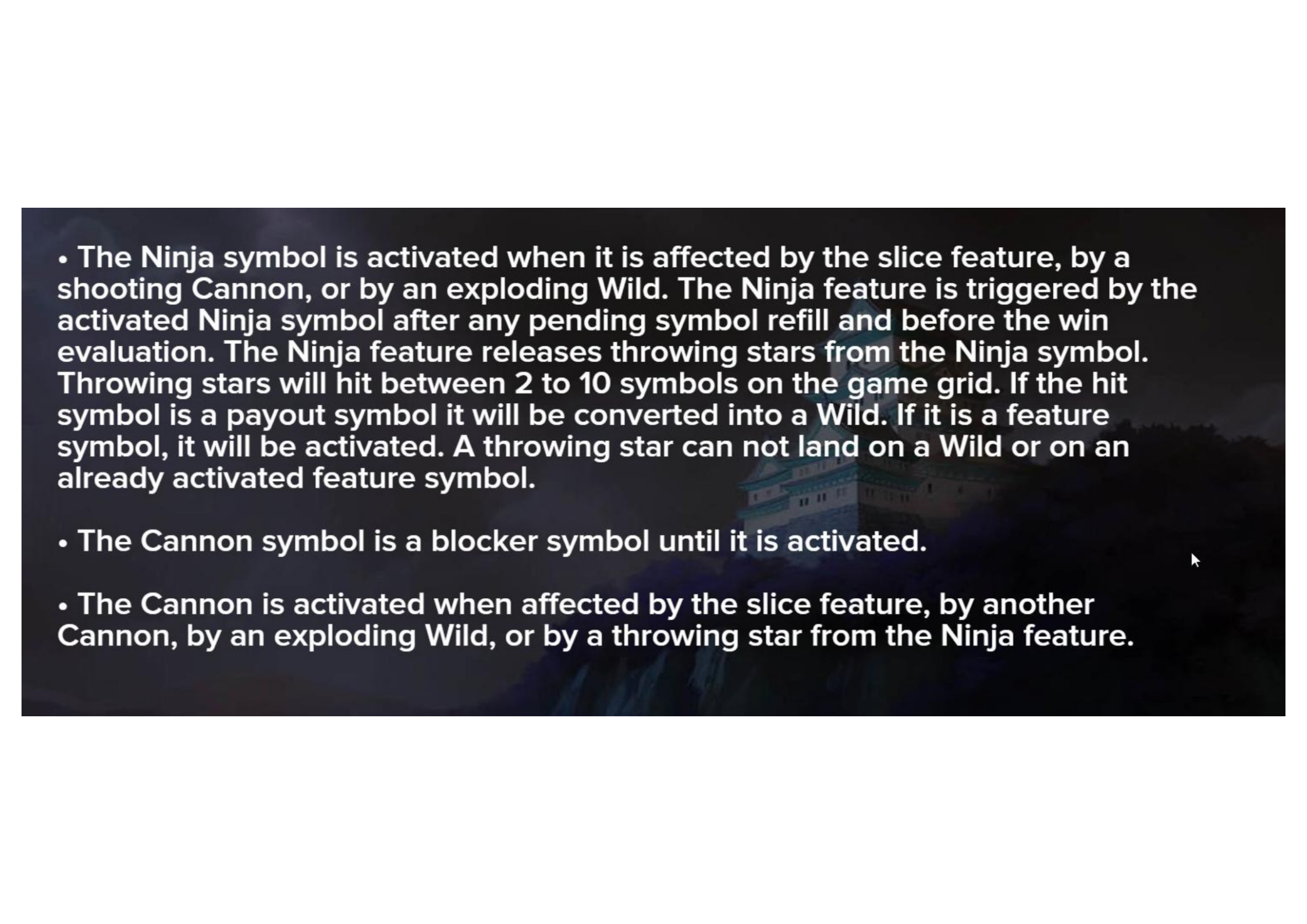
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- The game is played in two modes; Normal mode and Bonus mode with Ninja Drops.
  - Empty spaces below paying big symbols are filled with 1x1 sized symbols of the same type as the big symbol to reach a stable horizontal resting state.
  - All symbol drops in Normal mode start with 4 rows and 4,096 ways to win.

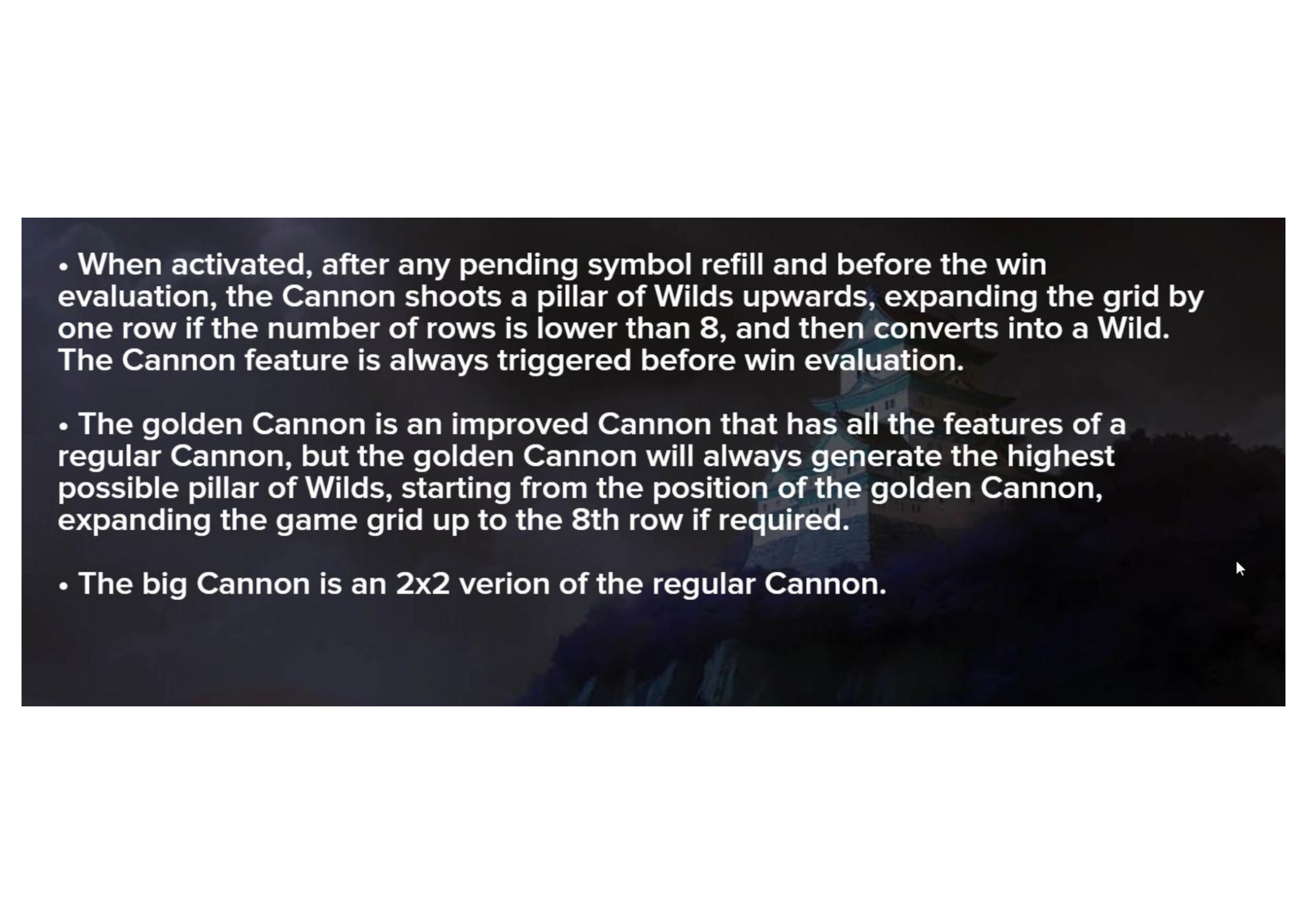
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- The background of the slide is a dark, atmospheric image of a traditional Chinese building, possibly a temple or pavilion, situated on a mountain. The building features ornate, multi-tiered roofs with curved eaves, illuminated from within, casting a warm glow. The surrounding landscape is dark and misty, with some foliage visible in the foreground. The overall mood is mysterious and ancient.
- After the win evaluation, any winning combination will trigger the avalanche feature where all symbols which are part of the win explode and are removed from the game grid. An additional row of symbols is added at the top up to a maximum of 8 rows, and new symbols drop in until all empty symbol positions are filled followed by a new win evaluation. The avalanche feature continues as long as new winning combinations appear.
  - The Wild symbols substitute for any paying symbol. A winning combination of only Wild symbols pays as the highest paying symbol.

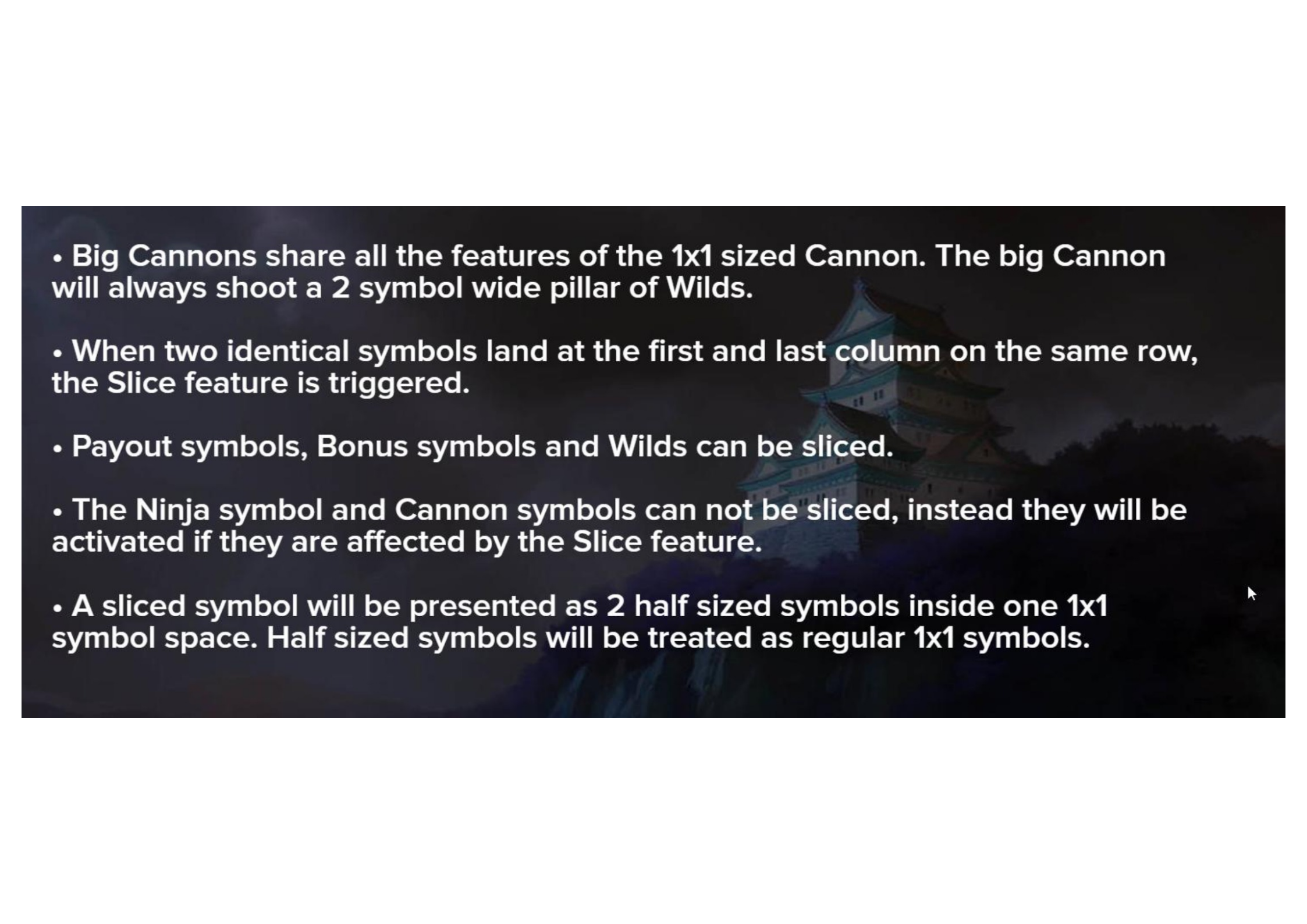
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- Wild symbols will explode if they contribute to a win or at the end of the game round, affecting adjacent symbols. The explosion will remove payout symbols and activate feature symbols. After the explosion, a new row will be added to the next symbol redrop up to a maximum of 8 rows.
  - Big symbols will not be affected by the Wild explosion.
  - All paying symbols except Wild symbols exist in four sizes; standard 1x1, super 2x2, mega 3x3 and epic 4x4. A big symbol is evaluated as the number of 1x1 symbol positions it covers, e.g a super 2x2 symbol is evaluated as four 1x1 symbols.

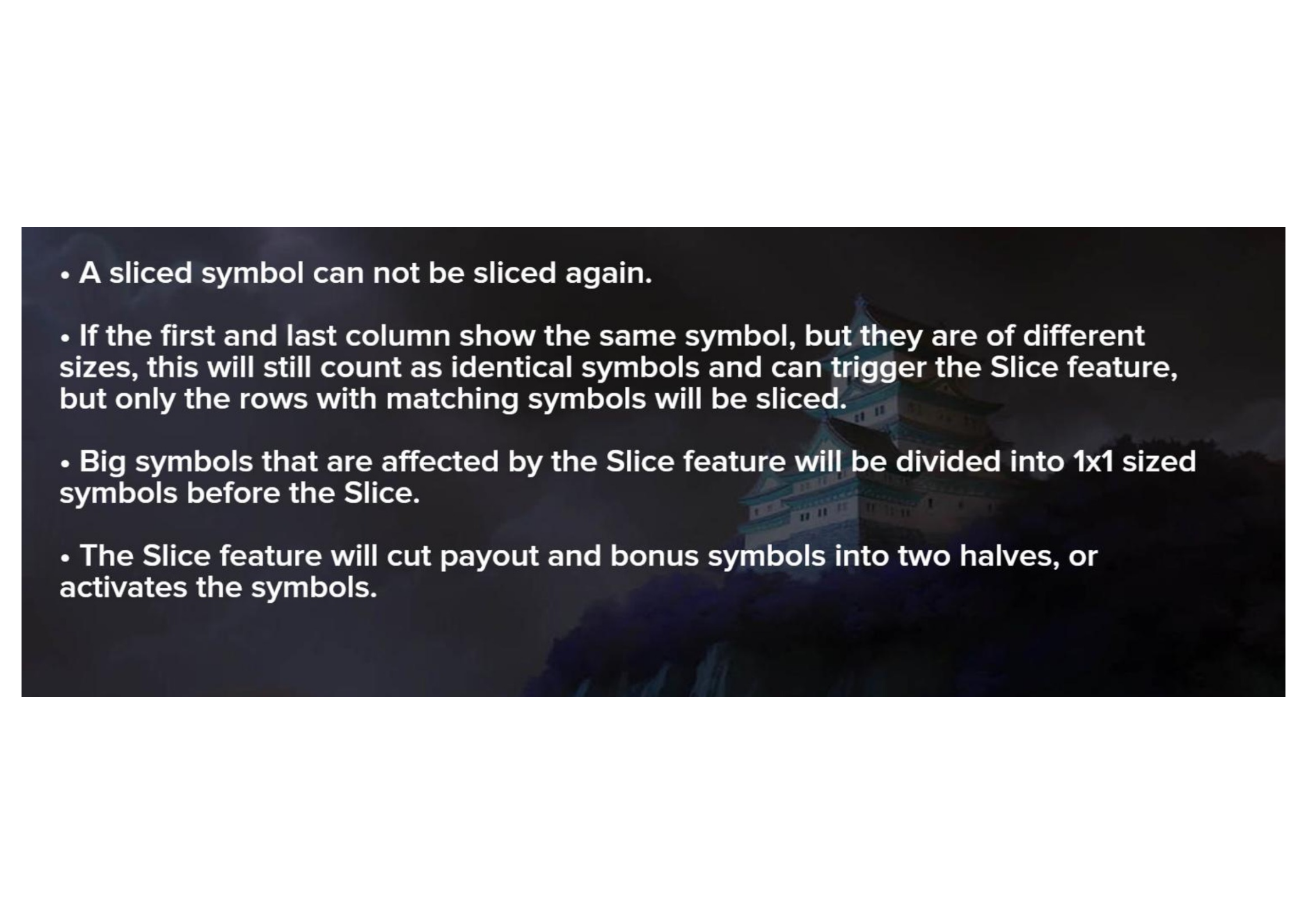
- Empty spaces occurring below big symbols are filled with 1x1 sized symbols of the same type as the big symbol.
- The Ninja symbol is a blocker symbol that can be activated to trigger the Ninja feature.
- There can never be more than one Ninja symbol on the game grid at the same time.

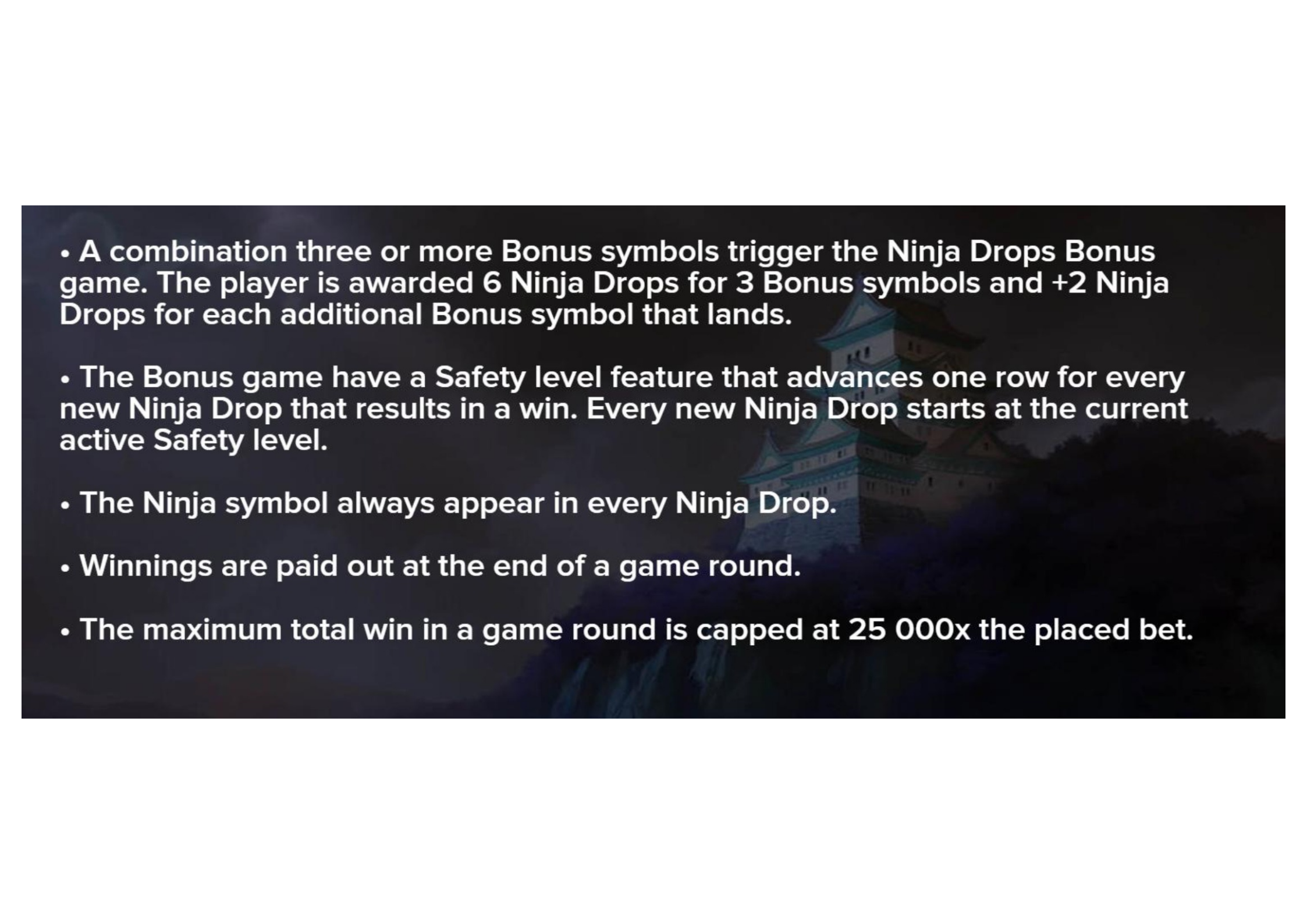


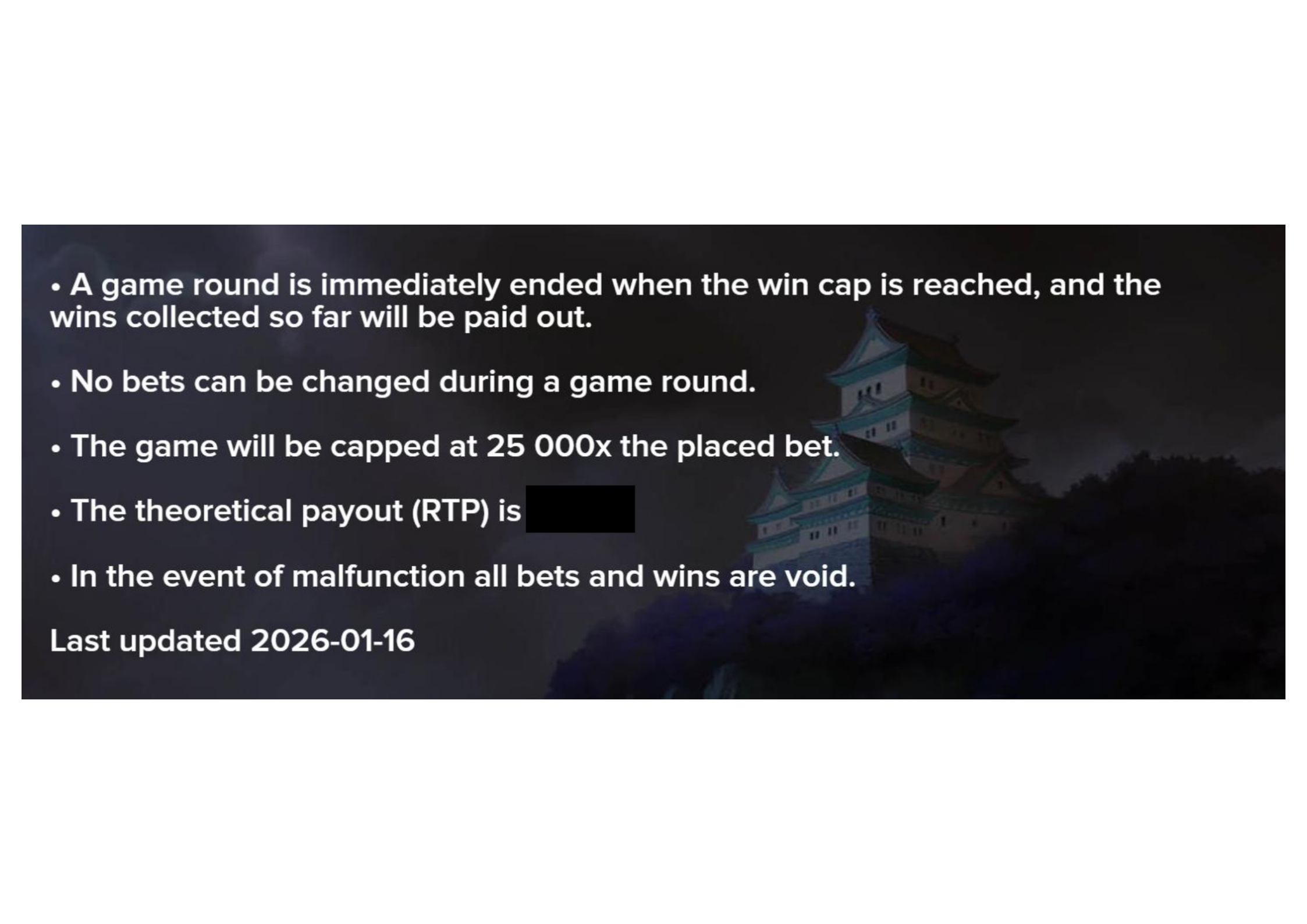
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- The Ninja symbol is activated when it is affected by the slice feature, by a shooting Cannon, or by an exploding Wild. The Ninja feature is triggered by the activated Ninja symbol after any pending symbol refill and before the win evaluation. The Ninja feature releases throwing stars from the Ninja symbol. Throwing stars will hit between 2 to 10 symbols on the game grid. If the hit symbol is a payout symbol it will be converted into a Wild. If it is a feature symbol, it will be activated. A throwing star can not land on a Wild or on an already activated feature symbol.
  - The Cannon symbol is a blocker symbol until it is activated.
  - The Cannon is activated when affected by the slice feature, by another Cannon, by an exploding Wild, or by a throwing star from the Ninja feature.

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- When activated, after any pending symbol refill and before the win evaluation, the Cannon shoots a pillar of Wilds upwards, expanding the grid by one row if the number of rows is lower than 8, and then converts into a Wild. The Cannon feature is always triggered before win evaluation.
  - The golden Cannon is an improved Cannon that has all the features of a regular Cannon, but the golden Cannon will always generate the highest possible pillar of Wilds, starting from the position of the golden Cannon, expanding the game grid up to the 8th row if required.
  - The big Cannon is an 2x2 version of the regular Cannon.

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- Big Cannons share all the features of the 1x1 sized Cannon. The big Cannon will always shoot a 2 symbol wide pillar of Wilds.
  - When two identical symbols land at the first and last column on the same row, the Slice feature is triggered.
  - Payout symbols, Bonus symbols and Wilds can be sliced.
  - The Ninja symbol and Cannon symbols can not be sliced, instead they will be activated if they are affected by the Slice feature.
  - A sliced symbol will be presented as 2 half sized symbols inside one 1x1 symbol space. Half sized symbols will be treated as regular 1x1 symbols.

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- A sliced symbol can not be sliced again.
  - If the first and last column show the same symbol, but they are of different sizes, this will still count as identical symbols and can trigger the Slice feature, but only the rows with matching symbols will be sliced.
  - Big symbols that are affected by the Slice feature will be divided into 1x1 sized symbols before the Slice.
  - The Slice feature will cut payout and bonus symbols into two halves, or activates the symbols.

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- The background of the slide features a dark, atmospheric illustration of a traditional Japanese castle, possibly a samurai residence, perched on a hill. The castle has multiple tiers with white walls and dark, tiled roofs. The scene is set at night or in low light, with a dark sky and some foliage visible in the foreground and midground. The overall tone is mysterious and thematic, consistent with the 'Ninja Drops' title.
- A combination three or more Bonus symbols trigger the Ninja Drops Bonus game. The player is awarded 6 Ninja Drops for 3 Bonus symbols and +2 Ninja Drops for each additional Bonus symbol that lands.
  - The Bonus game have a Safety level feature that advances one row for every new Ninja Drop that results in a win. Every new Ninja Drop starts at the current active Safety level.
  - The Ninja symbol always appear in every Ninja Drop.
  - Winnings are paid out at the end of a game round.
  - The maximum total win in a game round is capped at 25 000x the placed bet.

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- A game round is immediately ended when the win cap is reached, and the wins collected so far will be paid out.
  - No bets can be changed during a game round.
  - The game will be capped at 25 000x the placed bet.
  - The theoretical payout (RTP) is [REDACTED]
  - In the event of malfunction all bets and wins are void.

Last updated 2026-01-16

# X-iter™

- The X-iter feature offers buy-in to different game modes.
- **SUPER BONUS:**  
Buy a game round triggering the Bonus game with 8 rows in every Ninja Drop. Cost is 500x the bet.
- **BONUS:**  
Buy a game round triggering the Bonus game. Cost is 100x the bet.
- **MAX ROWS AND SLICE:**  
Buy a game round starting with 8 rows and a slice feature in the first drop. Cost is 25x the bet.

- **MEGA HUNT:**

Buy a game round with more than 6 times the chance to trigger the Bonus game. Cost is 5x the bet.

- **BONUS HUNT:**

Buy a game round with more than 3 times the chance to trigger the Bonus game. Cost is 2.5x the selected bet.

- An X-iter feature is purchased by pressing the X-iter button, selecting X-iter mode showing the cost in the player's currency, and pressing the Spin button.

- The X-iter features can only be activated in the base game.

- The theoretical payout (RTP) for all X-iter game modes are [REDACTED]
- The minimum X-iter cost is [REDACTED], the maximum X-iter cost is [REDACTED]
- All game rules apply in X-iter mode.

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Any game in progress will be completed after 10 minutes and the corresponding prize, if any, will be deposited into the account.

Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available.