# 4SQUAD

## OPERATOR
Information

| Game Type | Release Date |
|-----------|--------------|
| **VIDEO SLOT** | **19/05/2020** |

# GAME SUMMARY

4SQUAD is a captivating 7x6 superhero-themed cluster slot. The objective is to fill all 4 progress meters to enter Superhero Mode where all low-paying symbols are removed and all 4 superhero features are triggered for huge wins. Join Quake, Strike, Burst and Beam in this thrilling superhuman escapade!

## Highlights

★ Feature rich - Quake removes all low-paying symbols, Strike swaps random symbols for wilds, Burst clones random symbols and Beam offers win multipliers for big rewards in this fun-filled adventure!

★ Progress Bars - players are offered a clear objective of filling each meter to trigger a feature with the ultimate goal to unlock Superhero Mode by filling all 4 progress bars for big wins!

★ Popular cluster mechanic - a symbol is part of a cluster if it lands horizontally or vertically adjacent to a matching symbol. Five or more identical symbols appearing in a cluster award a win. Winning clusters disappear to allow the above symbols to fall into place giving the chance of even more wins in each spin!
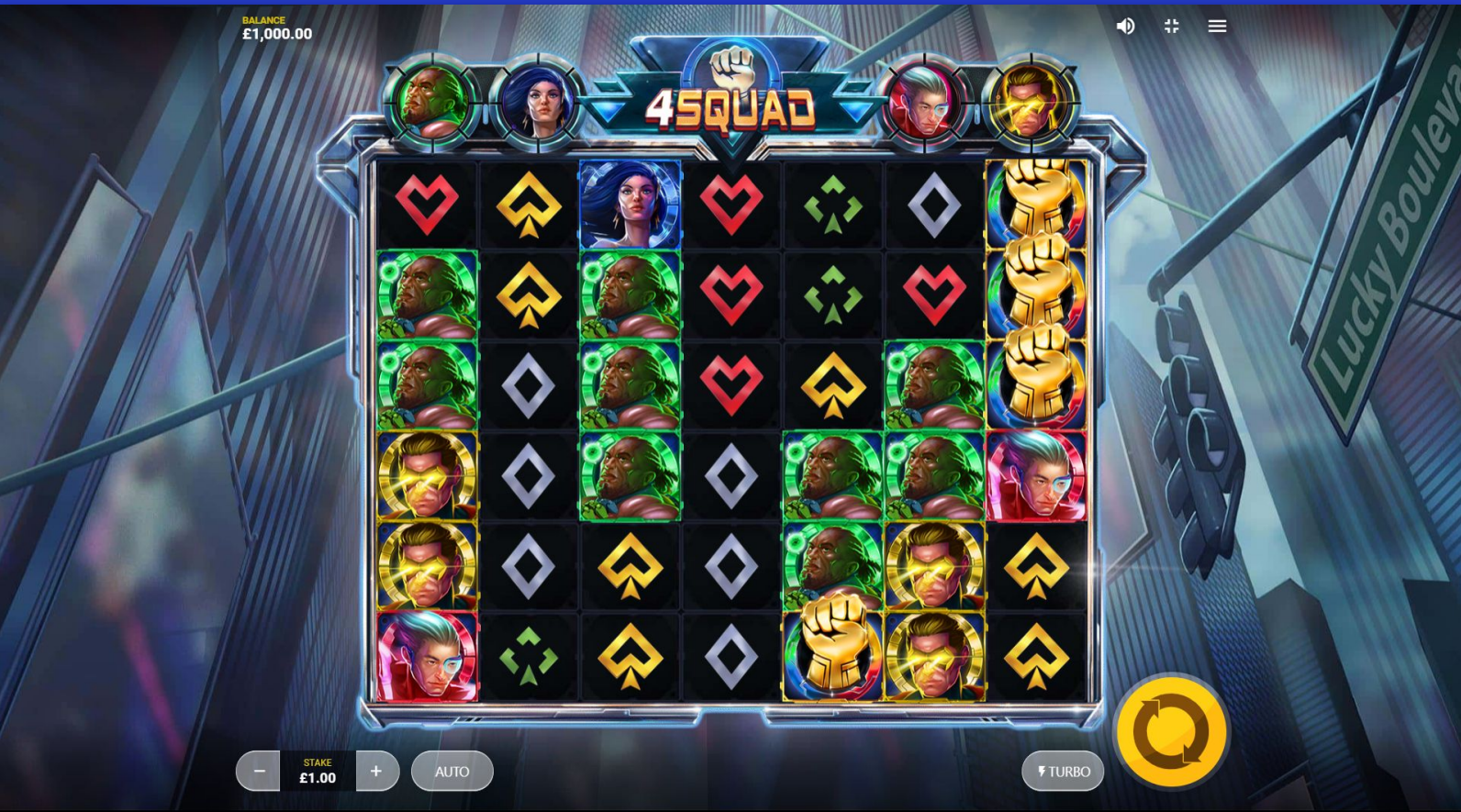
**CLICK TO PLAY**

**RED TIGER**

4SQUAD is a vibrant 7x6 grid slot set in glimmering steel surrounded by the skyscrapers of a bustling metropolis. The progress meter of each superhero sits above the reels. The symbols range from playing card suits to the higher-paying heroes Quake, Strike, Burst and Beam and the highest paying assemble fist. The soundtrack is that of a busy city and the drama is heightened with each spin of the reels!

SUPERHERO MODE

Fill all 4 progress bars and win a single Free Spin
in which all 4 superhero features are triggered!
All low-paying symbols are removed for the duration of Superhero Mode!

**QUAKE**

When the GREEN bar is filled,
QUAKE appears and REMOVES all low-paying symbols
for new symbols to fall in their place!

PLAY



**STRIKE**

When the BLUE bar is filled,
STRIKE appears and SWAPS random symbols with WILDS!

PLAY

# PAYTABLES

## BURST

When the RED bar is filled,
BURST appears and CLONES random symbols!

PLAY

PAYS HELP 11:47

## BEAM

When the YELLOW bar is filled, BEAM appears and awards a
MULTIPLIER of between 2x and 10x to the current win!

PLAY

PAYS HELP 11:47

RED TIGER

## 4SQUAD

## SYMBOL WINS

**WILD**

Substitute for all paying symbols.

| 20+ = 50 | 20+ = 9 | 20+ = 8.1 | 20+ = 6 | 20+ = 5.3 |
| 15 = 25 | 15 = 6 | 15 = 5.4 | 15 = 4 | 15 = 3.5 |
| 12 = 15 | 12 = 4 | 12 = 3.6 | 12 = 2.7 | 12 = 2.3 |
| 10 = 10 | 10 = 2.7 | 10 = 2.4 | 10 = 1.8 | 10 = 1.5 |
| 8 = 8 | 8 = 1.8 | 8 = 1.6 | 8 = 1.2 | 8 = 1 |
| 7 = 4 | 7 = 1.2 | 7 = 1.1 | 7 = 0.8 | 7 = 0.7 |
| 6 = 2 | 6 = 0.8 | 6 = 0.7 | 6 = 0.6 | 6 = 0.5 |
| 5 = 1 | 5 = 0.6 | 5 = 0.5 | 5 = 0.4 | 5 = 0.3 |

**PLAY**

PAYS  HELP  11:47

## SYMBOL WINS

| 20+ = 4.5 | 20+ = 4 | 20+ = 3.5 | 20+ = 3 |
| 15 = 3.7 | 15 = 3.2 | 15 = 2.5 | 15 = 2.2 |
| 12 = 2.1 | 12 = 1.9 | 12 = 1.5 | 12 = 1.3 |
| 10 = 1.4 | 10 = 1.3 | 10 = 1 | 10 = 0.9 |
| 8 = 0.9 | 8 = 0.8 | 8 = 0.7 | 8 = 0.6 |
| 7 = 0.6 | 7 = 0.5 | 7 = 0.4 | 7 = 0.3 |
| 6 = 0.4 | 6 = 0.3 | 6 = 0.3 | 6 = 0.2 |
| 5 = 0.3 | 5 = 0.2 | 5 = 0.2 | 5 = 0.1 |

**PLAY**

PAYS  HELP  11:48

## WINNING CLUSTERS

A symbol is part of a cluster if it lands horizontally or vertically adjacent to a matching symbol. Five or more identical symbols appearing in a cluster award a win. Winning clusters disappear to allow the above symbols to fall into place giving the chance of even more wins in each spin.
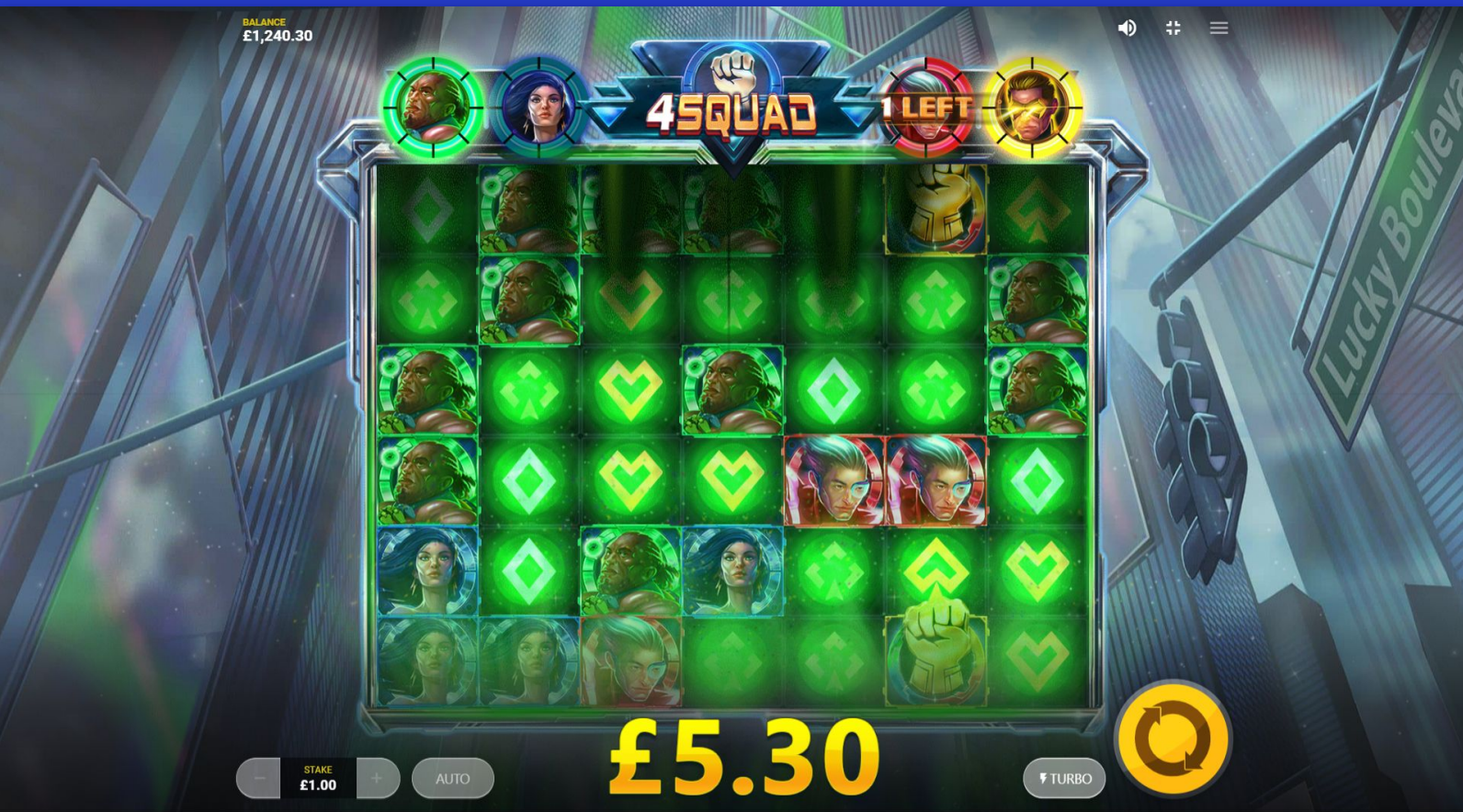
PLAY

PAYS   HELP   11:48

RED TIGER

Each superhero is represented by a different colour: Quake is green, Strike is blue, Burst is red and Beam is yellow. The symbols are divided into these 4 colours (4 low-paying and 4 high-paying symbols). Each superhero has a corresponding Meter. All winning clusters of each colour fill the corresponding Meter. The highest paying symbol does not fill any bars. Each superhero bar triggers a different feature when filled. In normal game the features are activated in the same order as the bars were filled. Consecutive wins from clusters during the normal game will keep the Meters filled until the end of the spin. During Superhero Mode, the features are activated in order from left to right and the Meters do not reset until the bonus ends.

| Type | Frequency |
|------|-----------|
| Activator |  |

When the Green bar is filled, QUAKE appears in the forefront removing all low-paying symbols from the reels with new symbols falling into their place.

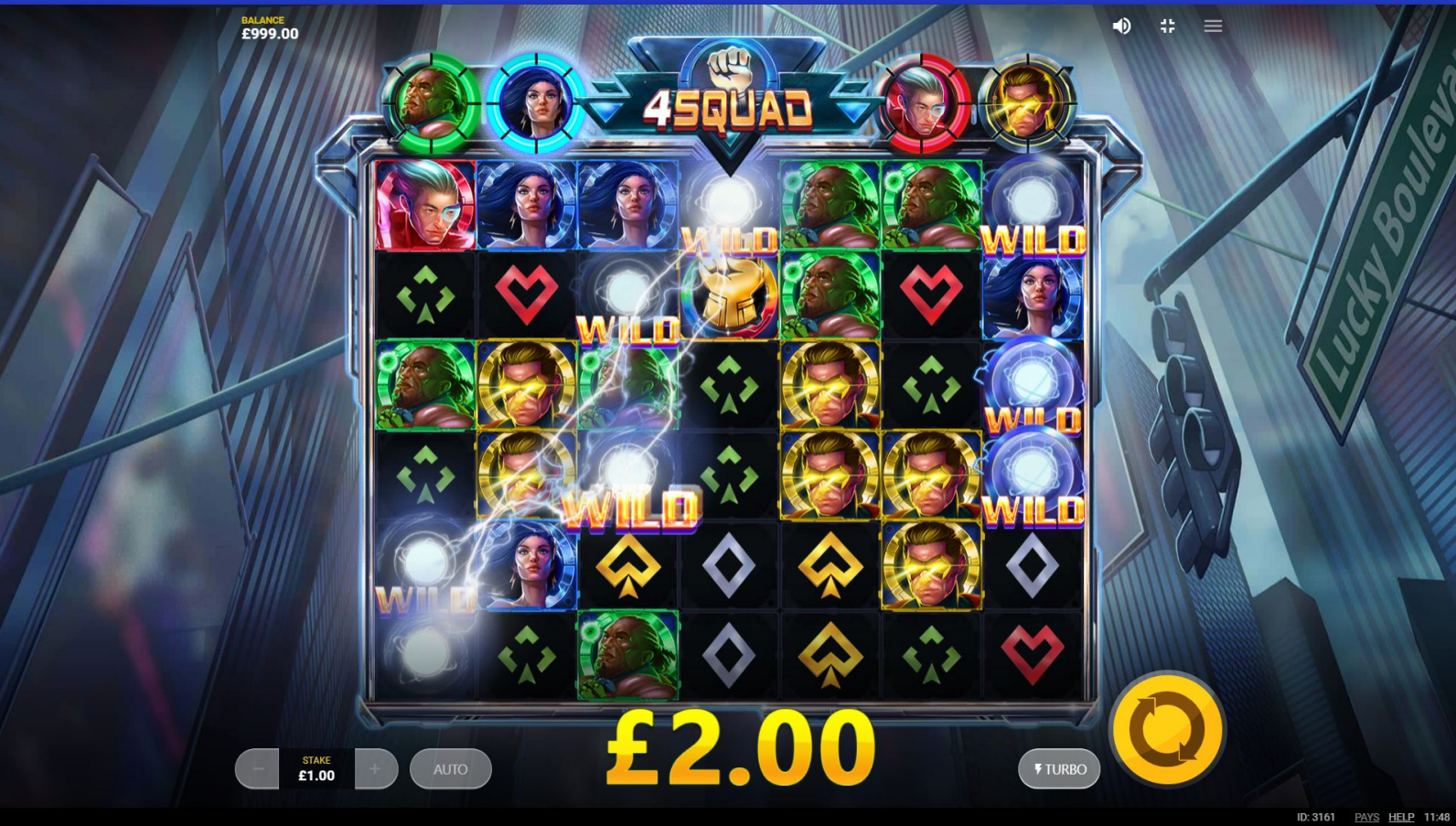| Type | Frequency |
|------|-----------|
| Destroy Juniors | |

When the Blue bar is filled, STRIKE appears in the forefront and swaps a random number of symbols for wilds.

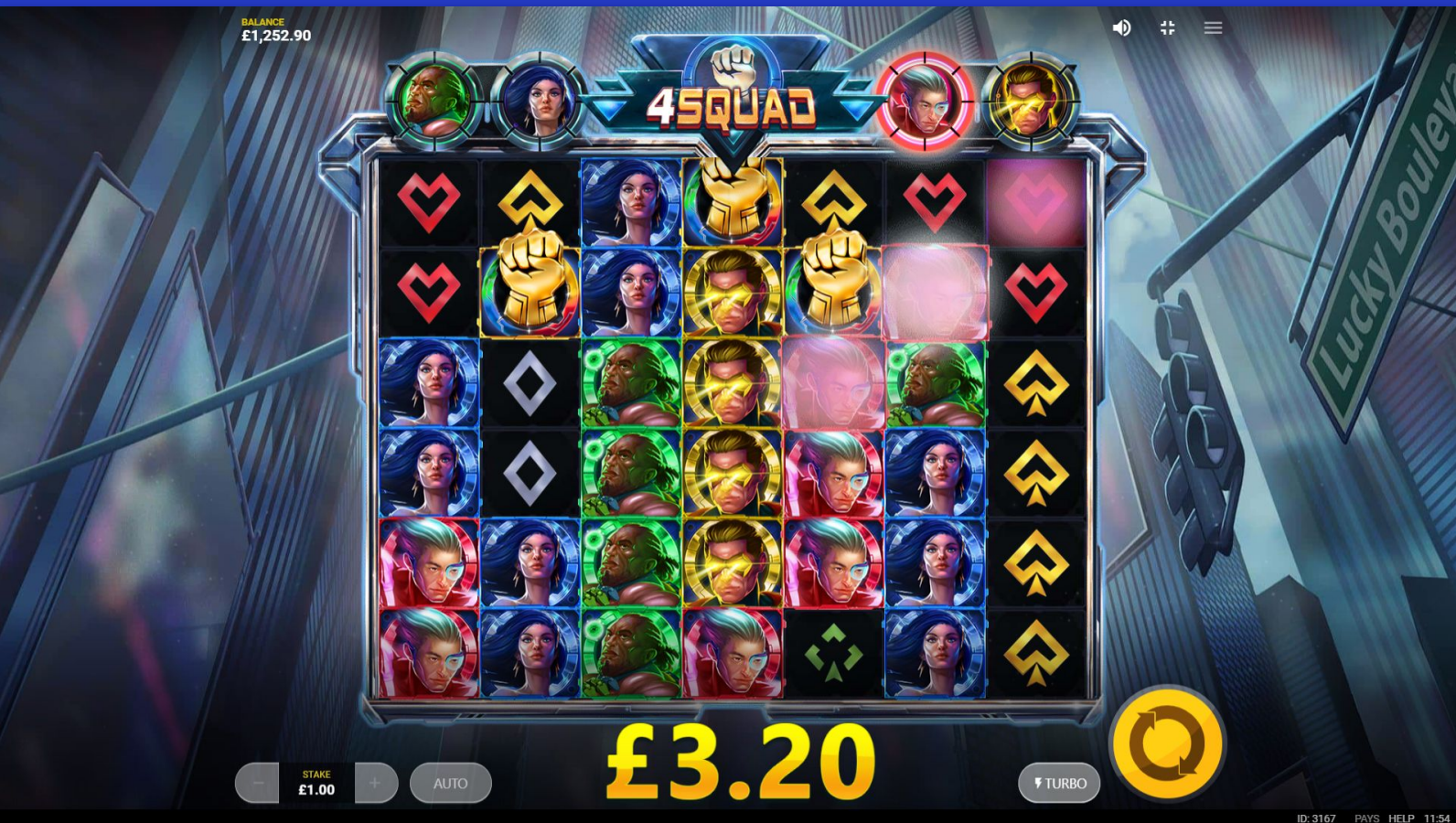| Type | Frequency |
| --- | --- |
| Random Wilds |  |

RED TIGER
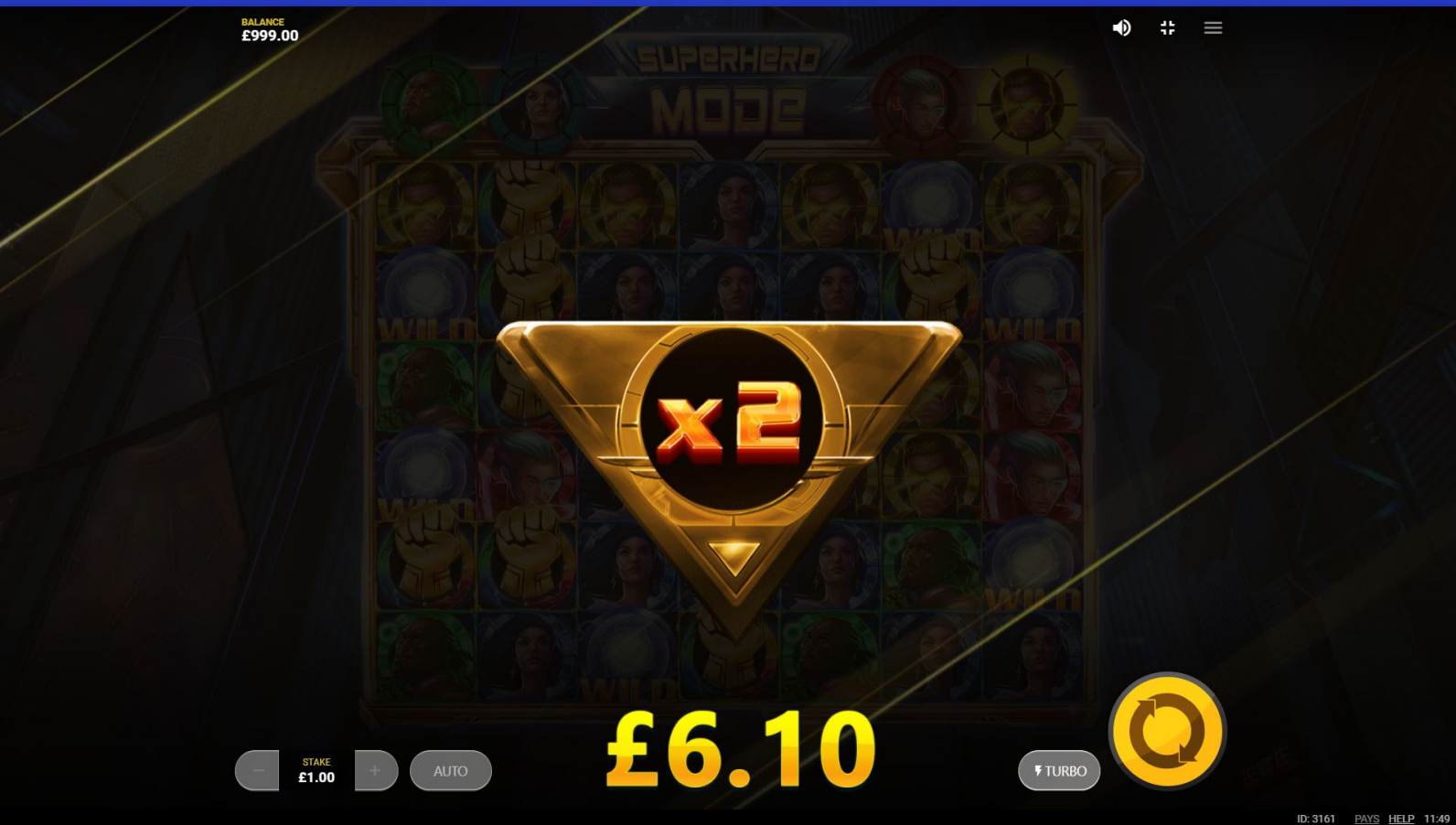
When the Red bar is filled, BURST appears in the forefront cloning a random symbol on the reels a random number of times.

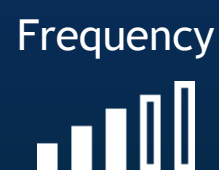| Type | Frequency |
|------|-----------|
| Cloning Tile | |

When the Yellow bar is filled, BEAM appears at the forefront awarding a multiplier of between 2x and 10x to the current win.

| Type | Frequency |
|------|-----------|
| Multiplier | |

When all superhero bars are filled the player is awarded 1 Free Spin in which all superhero features are triggered and all low-paying symbols are removed from the slot.

| Type | Frequency |
|------|-----------|
| Game Mechanic | |

# INFORMATION

## Basic

Superhero

5

## Maths

| RTP RANGE | NON-JACKPOT | 94.65% BASE + % JACKPOT | | 92.66% BASE + % JACKPOT | | 90.65% BASE + % JACKPOT | | 90.12% BASE + % JACKPOT | |
|---|---|---|---|---|---|---|---|---|---|
| ~ 96% RTP | 95.72% | 1% | 95.65% | 3% | 95.66% | 5% | 95.65% | 6% | 96.12% |
| ~ 95% RTP | 94.74% | - | - | 2% | 94.66% | 4% | 94.65% | 5% | 95.12% |
| ~ 94% RTP | - | - | - | 1% | 93.66% | 3% | 93.65% | 4% | 94.12% |
| ~ 93% RTP | 92.77% | - | - | - | - | 2% | 92.65% | 3% | 93.12% |
| ~ 92% RTP | - | - | - | - | - | 1% | 91.65% | 2% | 92.12% |
| ~ 91% RTP | 90.69% | - | - | - | - | - | - | 1% | 91.12% |

Volatility

Hit Rate

Paylines

Cluster

Max Win

over 1,250x

Reels x Rows

7x6

RED TIGER

# PLATFORM SUPPORT

**Technology**

**HTML5**

**Desktop**

**YES**

**Tablet**

**YES**

**Smartphone**

**YES**

**TV**

**YES**

**iOS/Android**

**YES**

**Mini Games**

**YES**

RED TIGER

# LOCALIZATION

**4SQUAD**

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## SUPPORTED LANGUAGES

| Language | Code |
|---|---|
| English | en-EN |
| Armenian | hy-AM |
| Chinese | zh-CN |
| Chinese Traditional | zh-TW |
| Croatian | hr-HR |
| Czech | cs-CZ |
| Danish | da-DK |
| Dutch | nl-NL |
| Finnish | fi-FI |
| French | fr-FR |
| Georgian | ka-GE |
| German | de-DE |
| Greek | el-GR |
| Hungarian | hu-HU |
| Indonesian | id-ID |
| Italian | it-IT |
| Japanese | ja-JP |
| Korean | ko-KR |
| Norwegian | nn-NO |
| Polish | pl-PL |
| Portuguese | pt-BR |
| Portuguese | pt-PT |
| Russian | ru-RU |
| Slovak | sk-SK |
| Slovenian | sl-SL |
| Spanish | es-ES |
| Spanish | es-PE |
| Swedish | sv-SE |
| Thai | th-TH |
| Turkish | tr-TR |
| Vietnamese | vi-VN |

**RED TIGER**

# Thank You!

**RED TIGER**

*Give your players more!*