

Domnitors

What do you know about medieval times? Noble knights, princesses, dragons and heroic deeds? Well, Domnitors will definitely disrupt your expectations. This grim slot game vividly explains why those days were actually called Dark Medieval Time. Total devastation, endless wars, crow-flooded battlefields, fire and steel – that’s what you see while playing this game. The setting commemorates the certain period in the history of medieval Romania which was divided into 3 principalities struggling with each other: Moldova, Transylvania, and Walachia from where comes the notorious Vlad “the Impaler” a.k.a. Vlad Dracula!

Theoretical payout is 97.31%.

Rules

The objective of the game is to spin the reels so that symbols displayed form a winning combination along the payline.

Betting

- Choose the number of paylines by using buttons - and + in the bottom settings bar **Line Count**.

The Lines field displays the number of the selected lines. Each click on the + button increases the number of active paylines by 1. Each click on the - button decreases the number of active paylines by 1. Activated lines are highlighted on the screen. When the maximum number of lines is reached, the + button becomes disabled.

- To choose the bet per line value, use the + / - buttons below the **Bet value** field. The bet per line value chosen is displayed in the corresponding field.
- To start the reels spinning, click the **Spin** button.
- To activate all the paylines with the maximum bet per line value, use the **Max Bet** control.

The **Total Bet** field displays your total bet, equal to the number of selected lines multiplied by the bet per line value.

- Click the **Auto spins** button to choose the number of auto spins or use one of available auto spins options.
- Click the Start button to initiate a series of spin repeats. During auto spins the selected bet value and number of paylines remain the same as in the previous round. To stop the reels use the Stop button.

Free spins are played at the same bet and lines as the round activating these spins.

Spin Results

If a winning combination is formed along any active payline, it will become animated and the win amount is displayed in the **Win** field.

- All symbols pay left to right on consecutive reels of an active payline.
- Coinciding wins on several active paylines are added.
- Payouts are made according to the payable.
- Payline wins are multiplied by the bet per line value, except for Scatters.
- Scatter pays in any part of display from total bet value.
- Note that only the highest win is paid on each of the active paylines.
- To view game payouts, push the Menu button in the upper right corner and choose Paytable section. To return to the main game screen, click the Back button.

Bonus Features

- **Bonus Features Scatter:** Medieval Map is a Scatter symbol. 3 or more scatters anywhere on the screen trigger 15 free spins. Wins for scatter are added to active paylines. Free spins can be retriggered.
- **Wild:** Vlad the Impaler is a Wild that substitutes any symbol in a line (but Scatter) to complete a winning combination and multiply payline winning by 2.

Gambling Round

If you win in the main game, the gambling option becomes available to you. To enter the gambling room, click the **Gamble** button that appears next to the Spin button.

The aim of the gambling round is to guess the color or the suit of the face-down card – one from a 52-card deck.

- Your current win becomes the stake for the gambling round.
- You need to choose **Red, Black, Clubs, Spades, Hearts** or **Diamonds**.
- If you guess the color, your stake is doubled. If you guess the suit, your stake increases 4 times.
- If you win, you can collect your winning amount or risk to increase it again. To collect your win and return to the main game, click

Back.

- If you lose, the gambling round will stop automatically and you will return to the main game.

During Auto Spins the Gamble option is available. Push the red button **Gamble** if you want to gamble each time after the win during Auto spins. Push it again if you don't want to gamble automatically. If you loose in the gambing round, or have decided to **Collect** you'll be returned into the Auto Spins mode.

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.