

RULES:

To ensure an enjoyable and quality experience for both the players and viewers, SlotsFighter employs rules and regulations designed to make the gameplay fair and exciting.

Selection Process

- A total of 12 players take part in the SlotsFighter tournament. All spots are open for registration.
- All players must be currently located in a region that allows for play on the SlotsFighter casino service provider.
- Players are expected to have a stable Internet connection, webcam, headphones and microphone for communication purposes.

Match Rules

- Players participate in a best-of-5 duel, consisting of 5 rounds, each featuring a unique stipulation, for instance, playing games from a specific online slots game provider.
- Each player begins the match with 1000EUR in tournament money. During the first four rounds, players cannot lose more than 250EUR total per round (the **round loss limit**). If the round loss limit is reached, that player must stop play immediately. In case a player's limit reaches an amount that would exceed the limit (e.g., 249.10 EUR), the next spin will cause the player to reach the limit, regardless if it's a winning spin or not.
- In the case of the rounds being 15 minutes long, they can switch the game at the 10 and 5-minute mark.
- At the start of each 15-minute round, players get a list with available games to choose from.
- The loser of each of the first 3 rounds can choose the first game of the next round for their opponent. It can be switched at the 10 minute break or upon getting a bonus
- If a player receives a bonus, they get to choose a new game and can force their opponent to change their current game.
- Once 5 minutes have passed, or the opponent triggers a bonus, the restriction is removed, and the player can choose to play the previously banned game. If a player receives a bonus, they get to choose a new game and can force their opponent to change their current game.
- Players cannot place a bet that is lower or higher than the betting range imposed during a tournament (the **bet limit**). The minimum bet for each spin is **1EUR**, the maximum bet for each spin is **5EUR**. If a player places a bet that is lower or higher than the **bet limit**, that spin is not counted.

- If a player receives a bonus or free spins feature (**bonus games**) during a game, they must stop playing that game and choose another one. The timer is paused during this intermission & the other player must stop play as well. The only exception for this is during **Red Tiger & Elk Studios** games, in which case the bonuses are opened straight away, with the timer being paused meanwhile. Afterwards, the game in which the players triggered the bonuses cannot be played.
- Bonus points are awarded once the player triggers a bonus by receiving the required symbols, e.g., three scatters.
- If more than one bonus feature can be triggered with symbols, only a bonus where free spins are a possible outcome will count.
- Respins, for instance, the walking wild in Jack & The Beanstalk, are not counted as free spins.
- Pick & click bonuses count as a single win.
- At the end of the round, all accumulated bonus games are played out by each player.
- The first four rounds last 15 minutes and consists of three categories by which winners are decided: a.) biggest win, b.) total wins, c.) amount of bonus games.
- The biggest win category is decided by the largest total win a player receives during a single round, the total wins category is decided by the total amount of winning spins (wins higher than the bet size) a player obtains during a round, the amount of bonuses category is decided by the player who receives the largest amount of bonuses.
- If a player receives an additional bonus during the bonus opening phase, it is not counted towards the total amount of bonus games.
- The player who wins at least two out of three categories is declared the winner of the round.
- In the event of a tie, the player with the largest single win is declared the winner of the round. In the case of both players having an equally big win, the player with the higher amount of total winning spins is declared the winner.
- In the event of a match reaching five rounds, a sudden death stage (the **bonus run**) is held. During this period, both players play until either a.) a player receives a bonus game; b.) one player runs out of tournament money, in which case the other player wins.
- The player who accumulated the largest win during the 4 regular rounds receives a handicap in the bonus run: their opponent can only start spinning after 10 seconds.

- Big wins during the bonus run are counted towards the overall largest big win.

Game Restrictions

- Games forbidden during the **bonus run** are: Wild North, Steam Tower, The £100K Drop.
- In games which have cumulative bonus features, e.g. Thunderstruck 2 or Immortal Romance, only the **first unlocked** bonus can be chosen, for instance, Amber.
- The gamble function on games cannot be used, except for **Big Time Gaming** games (for example, on Extra Chilli) to receive more spins or on **Blueprint** games to receive more bonuses (for example, on Ted).
- Games from **Pragmatic Play** and **Red Tiger** cannot be played with the turbo spin function enabled.

Tournament Structure

- The tournament begins with 12 players, seeded into groups of 6.
- Players in each group play against each other once, respectively, during the first stage, there are 5 games for each player.
- The top 4 players of each group advance to the second leg, the players in the last 2 positions of both groups are eliminated.
- The remaining players are united into a single group. They keep their previously accumulated points, except for any points obtained against players who were eliminated in stage 1. This marks the beginning of stage 2.
- The players from the first group in stage 1 play once against the players from the second group, respectively, during the second stage, there are 4 games for each player.
- The bottom 2 positions from stage 2 are eliminated from the tournament.
- The top 6 players advance to the quarter-finals. The top 2 finisher advance into the semi-finals automatically, while the 4 other players play a single elimination match for a spot in the semifinals.
- Both semi-final winners then meet against each other in the finals, which are played in five best-of-5 matches.
- The top position of stage 2 can choose his/her opponent in the semifinals.
- In case of any deal being made between the players in regards of splitting the prize pool, at least 30% of the funds must remain for the winner.

Tournament Rules

- For each match, the winning player receives 3 points, the loser receives 0 points.
- In the case of a match going to the tiebreaks (the fifth round), the winner receives 2 points; the loser receives 1 point.
- In the case of two players having an equal amount of points, the highest place is awarded to the player (in sequence) who has: a.) the most matches won; b.) the most rounds won; c.) the largest total win during the group stages.
- Games in the semi-finals consist of three best-of-5 matches; the finals consist of five best-of-5 matches.
- All players must participate independently without the use of any outside assistance (other than tournament tech team in case of technical issues), such as autoclickers or software which could provide them with an advantage.

Prize Pool

- The prize pool for the fourth season of SlotsFighter consists of 10000EUR, with the 1st place being awarded 5000EUR, the second place being awarded 1500EUR, 3rd place being awarded 500EUR.
- There are additional prizes. Each week, the player who receives the highest win of the week wins 250EUR. This prize is awarded until the start of the semifinals.
- The player who receives the total highest win of the tournament receives 500 EUR.
- The fan favorite, also known as the MVP (most voted player), receives 1000 EUR. The decision is made based upon votes cast by the viewers. Votes can be cast either on the SlotsFighter Twitch channel or on the SlotsFighter webpage once per day during live broadcasts.
- The second-placed player in the MVP category receives 350 EUR.
- The third-placed player in the MVP category receives 150 EUR.

Schedule Change

- Game dates are subject to change if the timetable allows for it.
- In case of a participant not arriving to a scheduled match without prior warning (at least a day before), they are given a grace period of 15 minutes to join the duel. If they do not arrive within this time limit, the match is forfeit and they automatically lose the match with the other player receiving 3 points and 3 round wins.

- In the case of a participant being unable to attend a match due to technical or unforeseeable events, the tournament organizers have the right to reschedule a match provided the participants provide justifying evidence.

Disconnects & Technical Issues

- In the case of a game not loading correctly or due to issues arising from server malfunction, the host reserves the right to request players to change the game, pause the timer or restart the round.
- If a player cannot play a game (independent of his circumstances), the other player is not allowed to play the aforementioned game as well.
- If a player disconnects or experiences an interruption that prevents him from broadcasting, the gameplay is paused for 120 seconds. If the player does not reconnect during the time mentioned before, they lose the round. If the player does not reconnect within 300 seconds, they automatically lose the match, unless the other player agrees to either postpone or replay the current round.

Tournament Administration

- All participants must adhere to the rules & regulations set out by the tournament organizers & hosts. All decisions are final.