



Kill Em All

KILL EM ALL

Your lust for treasure blinds you from fear and nothing will stand in your way. Sharpen your blades and venture into the dark depths of the dungeons.

No maps. No Mercy. Just Kill Em All.



HIGHLIGHTS

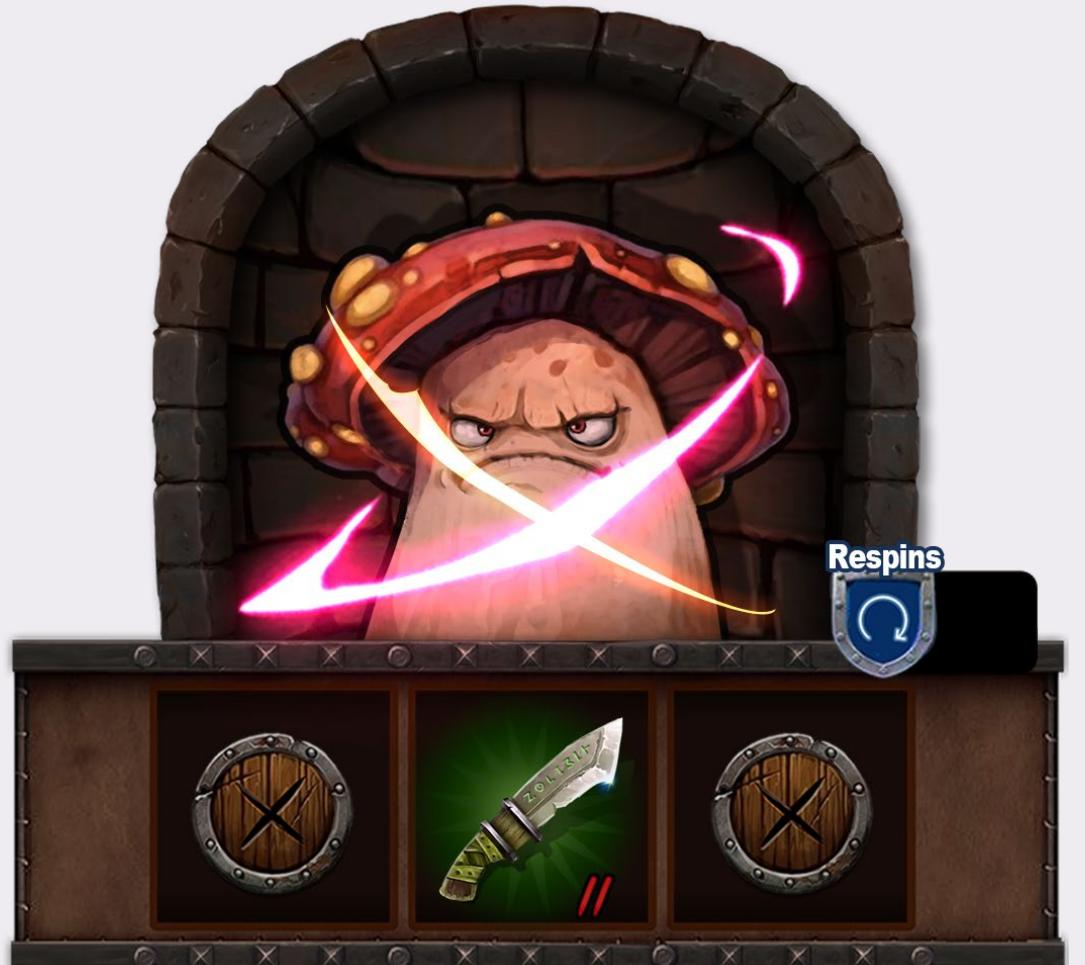
- xGod™
- Dungeon Smackdown Spins | Dungeon Domination Spins
- 11,916x Max Win

GENERAL INFORMATION

RTP Options	96.06%, 95.31% (DX0), 94.07% (DX1), 92.10% (DX2)
RTP Base Game / Bonus Mode(s)*	66.88% / 29.18%
Volatility	8 (High)
Max Win	11,916x (1 in ~350K spins with the 96.06% RTP Option)
Free Spin Frequency	1 in 273 Spins
Win 100x Bet	1 in 792 Spins
Min Bet / Max Bet	€£\$ 0.20 / €£\$ 100
Reels x Rows	1-1-1
NLC Direct GameID	KillEmAll / KillEmAllDX0 / KillEmAllDX1 / KillEmAllDX2 / KillEmAllDX4**
OSS Table ID	killemall0000000 / killemalldx00000 / killemalldx10000 / killemalldx20000 / killemalldx40000**

Bonus RTP includes any possible upgrades ** DX4 is for use in DE Market only

GAME FEATURES



LEVEL 1	1, 2, 3 or 4	♥
LEVEL 2	1, 2, 3, 4 or 5	♥
LEVEL 3	1, 3, 4, 5 or 6	♥
LEVEL 4	1, 6, 7, 8, 9 or 10	♥

Hack & Slash

The game consists of **3 reels and 1 row**. Every symbol that lands triggers a respin, except for the X symbol. If 3 non-X symbols appear in the same spin, **5 Respins will be awarded**.

Landing weapon symbols on reel will hit the monster and each hit reduces the monster's life by 1. Each weapon symbol has its own hit value which counts as number of hits (as shown in payouts).

If a monster has fewer life than hit value of a weapon, the remaining hits will not be carried over to the next monster in the queue.

Weapon symbol can randomly award **critical hit** which removes 3 lives from the monster, or fewer if it has less. Hit points from the critical hit are not carried over to the next monster.

Monsters

When the round starts, a trail of monsters are generated in a queue. The player faces one monster at a time.

Each monster has a specific number of lives which are represented by hearts. Monster dies if it loses all lives and awards 1 or more chests.

If the monster is 4th, 8th or 12th in the queue, then the **monster is a boss**. When a player kills a boss monster, the player is awarded a **level up feature** in addition to the chests.



Chest Features

Each chest always contains a payout and may contain a chest feature.

The chest features are as below:

- **Multiplier:** Multiplies the wins with 2-5 times the base bet.
- **Respin/Free Spin:** Adds +2 Respins in base game or +2 Free Spins in Dungeon Smackdown Spins/Dungeon Domination Spins.
- **Scatter & Super Scatter:** Gets collected in the bonus inventory and behaves same way as they do after landing in base game.
- **Chest Upgrade:** Upgrades the chest to a higher level.
- **Double Chests:** The chest which contains 2 chests of same level.
- **Shrink Potion:** Sets the next monster's total life to 1.
- **Silver Sword:** Awards a win between 1x - 15x times the base bet every time it hits the monster, until the next monster is killed.

GAME FEATURES



Level Up Features

Level up features are awarded by boss monsters. These features remain persistent throughout the round.



A player can have up to 3 level-up features at once, or 4 if it's **Dungeon Domination Spins**. Only 2 of the same level-up feature can appear at the same time.

The Level up features are as below:

- **Sticky Multiplier:** The sticky multiplier has a value of x2 - x5, the multiplier value applies to the payout of current and upcoming spins. If there are two sticky multipliers in the inventory, their values are summed up before being applied to the payout.
- **Extra Chests:** The player is awarded an additional chest when a monster is killed.
- **Weapon Upgrade:** Every time the weapon upgrade symbol appears, all weapons level up by one. The maximum level is 4.
- **Chest Upgrade:** Upgrades all chests to a higher value.
- **Golden Sword:** Awards a win between 1x - 15x times the base bet every time it hits a monster, whether the monster is killed or not.
- **Attack, Attack, Attack!!:** The monster gets a hit every time this symbol appears.



Dungeon Smackdown Spins

Landing **3 Scatters** in the base game will trigger **5 Dungeon Smackdown Spins**.

Progressions and features from the base game will be carried over to Dungeon Smackdown Spins, which will remain persistent throughout the feature. **Each time a weapon symbol lands, an extra spin is awarded.**



Dungeon Domination Spins

Landing **2 Scatters and a Super Scatter** in the base game will trigger **5 Dungeon Domination Spins**.

Progressions and features from the base game will be carried over to Dungeon Domination Spins, which will remain persistent throughout the feature. **Each time a weapon symbol lands, an extra spin is awarded.**

GAME FEATURES



God Mode (Nolimit Bonus Buy)

At the cost of **2,500 times the base bet**, the player is **guaranteed a spin that begins with the last monster**. The last monster will always have 9 lives.



God Mode Nightmare (Nolimit Bonus Buy)

At the cost of **800 times the base bet**, the player is awarded with **5 spins that begins with the last monster**. The last monster will always have 9 lives. **Respins will not be triggered during this feature**.



GAME FEATURES



Bonus Symbol (Nolimit Booster)

At the cost of **2.2 times the base bet**, the player is guaranteed a **Scatter symbol in the bonus inventory**.



Boss Fight (Nolimit Booster)

At the cost of **15 times the base bet**, the player is guaranteed a **spin that begins with the 1st boss with 1 life**.



Super Bonus Symbol (Nolimit Booster)

At the cost of **4 times the base bet**, the player is guaranteed a **Super Scatter symbol in the bonus inventory**.



Boosted Chest (Nolimit Booster)

At the cost of **70 times the base bet**, the player is guaranteed a **spin that awards the chest with highest value whenever the monster is killed**.

GAME FEATURES



Extra Spin

Players might get the opportunity to **purchase an additional spin when a round ends**. The additional spin will keep the player's state from previous spin.

The cost of the spin will be calculated based on the number of monsters killed. **If the cost of the Extra Spin is less than or equal to the win on the previous spin, then the Extra Spin option will be presented.** Bonus symbols will only land if Extra Spin is played in base game.

TOTAL ANNIHILATION!!
11916x

Total Annihilation

The max payout of the game is 11,916 times the base bet.

When the total win exceeds this amount the game round will end and 11,916 times the base bet is awarded.

Max win can also be achieved by killing the last Monster.



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GAME FEATURES

Nolimit Bonus Buy



Buy your way straight into the different bonus features, ranging from **90 to 2,500 times the base bet**.

The Nolimit Bonus feature may however be removed in some regulated markets.

- **Dungeon Smackdown Spins** can be bought for **90 times bet**, maximum possible bet is €100.00.
- **Dungeon Domination Spins** can be bought for **200 times bet**, maximum possible bet is €100.00.
- **Lucky Draw (50% / 50%)** can be bought for **145 times bet**, maximum possible bet is €100.00.
- **God Mode** can be bought for **2,500 times bet**, maximum possible bet is €100.00.
- **God Mode Nightmare** can be bought for **800 times bet**, maximum possible bet is €100.00.
- **God Mode Lucky Draw (50% / 50%)** can be bought for **1,650 times bet**, maximum possible bet is €100.00.

Nolimit Booster



Buy a specific game feature in the Nolimit Bonus tool.

The total cost for the activated feature will be charged from your balance for each spin.

- **Bonus Symbol** can be activated for **2.2 times bet**, maximum possible bet is €100.00.
- **Super Bonus Symbol** can be activated for **4 times bet**, maximum possible bet is €100.00.
- **Boss Fight** can be activated for **15 times bet**, maximum possible bet is €100.00.
- **Boosted Chest** can be activated for **70 times bet**, maximum possible bet is €100.00.

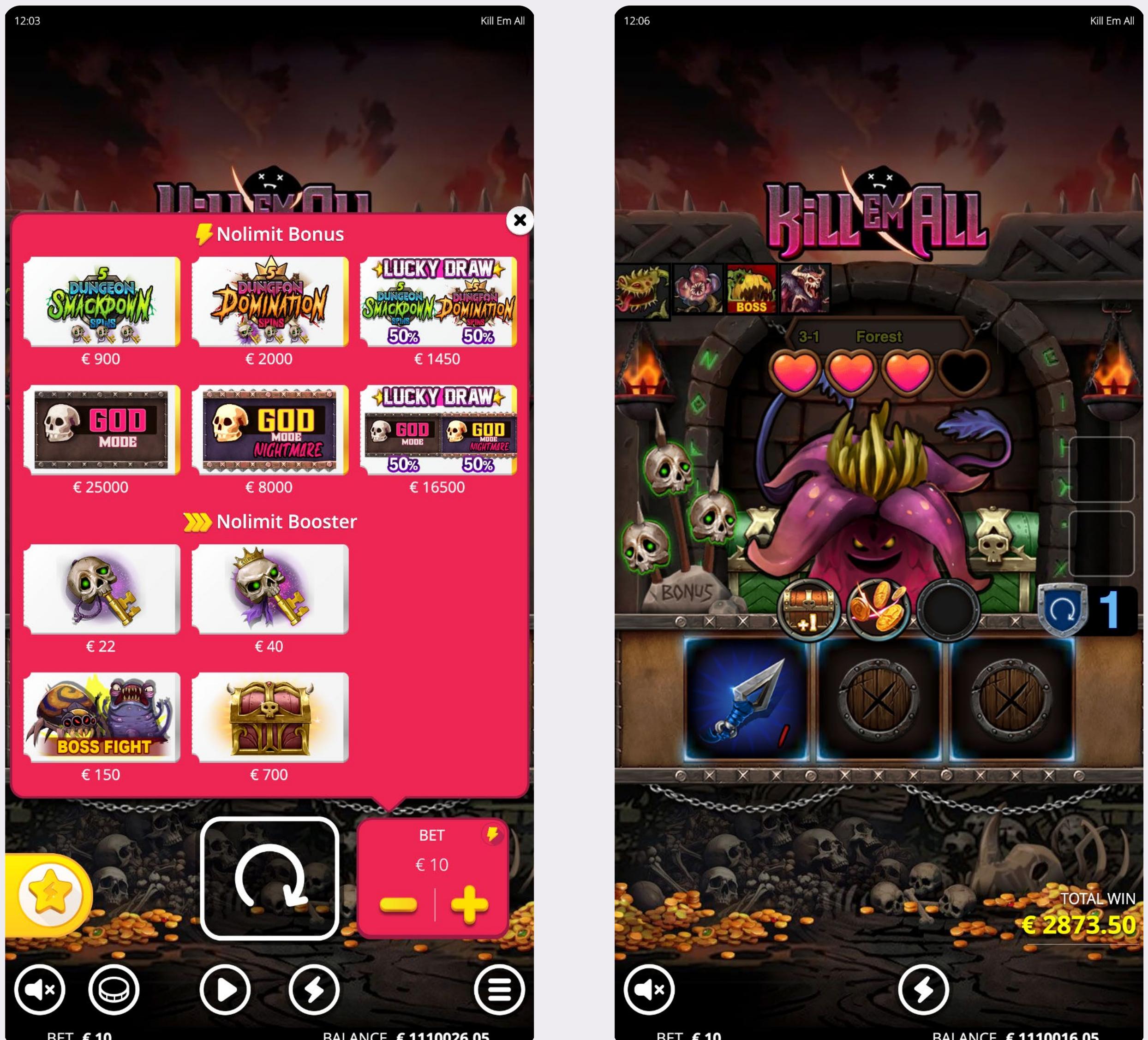
Nolimit Action Spins



Get your adrenaline flowing and play your regular bonus rounds in HYPER MODE!

'Action Spins' is a new optional feature that ushers in an innovative way to play a high volume of rounds of the Base Game or Multiple Bonus rounds in a rapid and exhilarating way!

The Action Spins feature may however be removed in some regulated markets.





GAME IDs & RTPs

DESKTOP + MOBILE

NLC Direct Game ID	Description	OSS Game Type	OSS Table ID	RTP
KillEmAll	Standard Version	killemall	killemall0000000	96.06%
KillEmAllDX0	DX0 Version	killemall	killemalldx00000	95.31%
KillEmAllDX1	DX1 Version	killemall	killemalldx10000	94.07%
KillEmAllDX2	DX2 Version	killemall	killemalldx20000	92.10%
KillEmAllDX4	DX4 Version*	killemall	killemalldx40000	84.08%

For Evolution One Stop Shop (OSS) integration, please use the "OSS Game Type" and "OSS ID"

* DX4 is for use in DE Market only

To download the promo pack, please visit the
Operator section on our website

<https://www.nolimitcity.com/operator/>