

# Ronin's Honour - How to Calculate RTP

Formula:

$$RTP = \left( \frac{\text{Total Payout}}{\text{Total Bet}} \right) \times 100\%$$

Explanation:

**Total Payout:** The total amount of money that the slot machine is expected to pay out to players over time. It's calculated by summing up the payouts for all possible winning combinations.

**Total Bet:** The total amount wagered on each spin of the game. For Ronin's Honour, the total bet is determined by the number of paylines and the bet per line.

**Note:** To calculate the total payout and total bet, we need to know the probabilities of symbols appearing on the reels and their associated payouts. However, without access to this information, we can provide only theoretical RTP values based on small-scale tests. These theoretical values may not accurately reflect the actual RTP of the game.

## For Non Theoretical RTP:

If we have unknown values for the probabilities of symbols appearing on each reel, we can use variables to represent these probabilities. Let's denote the probability of a specific symbols A appearing on a particular reel as  $p_A$ . If we have n symbols on each reel, we can represent the probabilities of all symbols appearing on that reel as  $p_1 + p_2 + \dots + p_n$ , where  $p_1 + p_2 + \dots + p_n = 1$  (since the sum of probabilities for all possible outcomes must equal 1).

Similarly, we can use variables to represent other unknown values such as the payouts for winning combinations and the number of symbols located on each reel.

Given these unknown values, the final formula for calculating the RTP of the game "Ronin's Honour" becomes more complex and involves summing over all possible symbol combinations and their associated probabilities. The exact formula would depend on the specific payout structure of the game and the probabilities of symbol combinations.

However, without knowing the exact values of these probabilities and payouts, we can't derive a precise formula for the RTP. Instead, we can provide a general framework for calculating the RTP based on known information and assumptions about the game's mechanics.

Here's a generalized version of the RTP formula considering unknown values:

$$RTP = \left( \frac{\sum (\text{Payout}_i \times \text{Probability}_i)}{\text{Total Bet}} \right) \times 100\%$$

Where:

$\text{Payout}_i$  is the payout for the  $i$  th winning combination.

$\text{Probability}_i$  is the probability of the  $i$  th winning combination occurring.

$\text{Total Bet}$  is the total amount wagered on each spin of the game.