



## COMMERCIAL DATA SHEET 2024 RELEASE

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## INTRODUCTION



Cerberus Gold™ takes the popular triple pot format and grows it to the next level.

Cerberus Gold™ is played on 5X3 to 5X6 reels, with a max of 7776 ways. The game is set in the Underworld with Cerberus protecting its door, surrounded by lava and fire.

Players are chasing orange, yellow, and pink coins that are eaten and collected by the three heads. They get angrier as they get closer to triggering their own unique LockNWin™ bonus game.

Each LockNWin™ bonus game can be triggered individually or in tandem with one another. That's up to 7 kinds of LockNWin™ bonus games combined!

## GAME DESCRIPTION

<b>GAME THEME</b>	Cerberus, Underworld, Greek, Pot, Collect
<b>REELS</b>	5 x 3 to 5 x 6 , Spinning Reels
<b>WAYS</b>	234 to 7776 Ways
<b>WILD SYMBOL</b>	Yes
<b>SCATTER SYMBOL</b>	No
<b>BONUS TRIGGER SYMBOL</b>	Yes
<b>MULTIPLIERS</b>	Yes
<b>FEATURES</b>	Split Symbol, Collect, Multiply LockNWin™, Jackpot LockNWin™, Supreme LockNWin™
<b>FREE GAMES</b>	Yes
<b>ASPECT RATIO</b>	Dynamic Scaling
<b>LANGUAGE SUPPORT</b>	32 Download, 32 Online, 32 Mobile:  English (en), German (de), Italian (it), French (fr), Swedish (sv), Spanish (es), Croatian (hr), Danish (da), Bulgarian (bg), Romanian (ro), Chinese – Simplified (zh-cn), Japanese (ja), Korean (ko), Thai (th), Vietnamese (vi), Indonesian (id), Slovakian (sk), Portuguese (pt), Hungarian (hu), Czech (cs), Latvian (lv), Lithuanian (lt), Russian (ru), Finnish/Suomi (fi), Norwegian (no), Dutch (nl), Polish (pl), Portuguese-Brazilian (pt-br), Turkish (tr), Greek (el), Slovenian (sl), and Hindi (hi)
<b>GAME ID</b>	Cerberus Gold
<b>SCREEN FOOTPRINT</b>	This game is optimized for resolution 1280x720.

CASH COLLECT INFORMATION



FEATURE NAME	Collect
TRIGGER CONDITION	<p>In the base game, the Fireball symbol land on reels 1-4, the Collect symbol lands on reel 5.</p> <p>When a Soul symbol lands, the Multiplier is increased by 1x.</p> <p>The Multiplier is applied to all Fireball Symbols when they are collected.</p>
FEATURE TYPE	On-screen feature

## SPLIT SYMBOL INFORMATION



FEATURE NAME	Split Symbol
TRIGGER CONDITION	<p>Split symbols can land in the top row.</p> <p>When a Split symbol lands, up to three additional symbols will be shown on the reel below.</p>
FEATURE TYPE	On-screen feature

MULTIPLY LOCKNWIN™ INFORMATION



FEATURE NAME	Multiply LockNWin™
TRIGGER CONDITION	<p>When an Orange Cerberus coin is collected, the Multiply LockNWin™ may trigger.</p> <p>Multiply LockNWin™ starts at 2x.</p> <p>When a Multiplier symbol lands, its value is added to the total multiplier in the holder.</p> <p>Every spin, the total multiplier is applied to all new fireballs that landed on the spin.</p>
FEATURE TYPE	On-screen feature

JACKPOT LOCKNWIN™ INFORMATION



FEATURE NAME	Jackpot LockNWin™
TRIGGER CONDITION	<p>When a yellow Hippo coin is collected, the Jackpot LockNWin™ may trigger.</p> <p>In the Jackpot LockNwin™ ,Jackpot coins land. When enough Jackpot coins are collected, a Jackpot will be awarded.</p>
FEATURE TYPE	On-screen feature

SUPREME LOCKNWIN™ INFORMATION



FEATURE NAME	Supreme LockNWin™
TRIGGER CONDITION	<p>When a Pink Cerberus Coin is collected, the Supreme LockNWin™ may trigger.</p> <p>In Supreme LockNWin™, Yellow Fireball collects all Red Fireball values when it lands. Purple Fireball collects all Yellow Fireball and Red Fireball values when it lands.</p>
FEATURE TYPE	On-screen feature

## STATISTICAL CHARACTERISTICS

## MAXIMUM WIN UP TO VALUES

	CREDITS
MAXIMUM BET	250 000,00
DEFAULT BET	10 000,00

## STATISTICAL INFORMATION 96

PAYOUT PERCENTAGE	96.02%
VOLATILITY	11.94
TOTAL HIT FREQUENCY	27.42%

## BETTING CHARACTERISTICS

RECOMMENDED BET SIZES	1, 2, 5, 10, 20, 25, 50 (Math also supports min bets 0.05, 0.10)
DEFAULT COIN SIZE	20
NO. OF COINS ALLOWED	100
DEFAULT NO. OF COINS	20
MAX BET	50.00
MIN BET	0.20
DEFAULT BET	2.00

## GAME RULES

### GENERAL

243 - 7776 Ways

Wild substitutes for all symbols except Fireball, Collect and Split symbols.

Way wins begin on the leftmost reel.

Ways pay from left to right on adjacent reels.

Only the highest win is paid per way.

### COLLECT™

Fireballs can have any value between 0.2x and 10x your bet value.

Collect Fireballs for an instant win.

Collect symbol lands on reel 5.

### MULTIPLIER

Soul symbols increase multiplier up to 10x.

Multiply collected Fireball values.

After the multiplier has been applied to Fireballs the Multiplier will reset to 1x.

### SPLIT SYMBOLS

Split symbols land on the top row.

Split symbols add up to 3 rows to the reel they land on.

Split symbols are carried over to the LockNWin™ features.

## GAME RULES

### LOCKNWIN™

Orange, yellow, or pink coins can trigger a LockNWin™.

3 respins are awarded.

All symbols are removed except Fireballs which locks on the reels when they land.

When a Fireball, a jackpot coin or a Multiplier symbol lands, the respin count resets to 3.

LockNWin™ ends when the respin count runs out.

### MULTIPLY LOCKNWIN™

Multiply LockNWin™ can be triggered by collecting an orange coin.

Every spin, the total multiplier is applied to all new fireballs that landed on the spin.

### JACKPOT LOCKNWIN™

Win 1 of 5 jackpots!

Jackpot LockNWin™ can be triggered by collecting a yellow coin.

When all spaces of a jackpot are completed, the corresponding jackpot will be awarded at the end of the feature.

Jackpots are not multiplied by the multiplier and not collected by the orange or purple cash symbols.

### SUPREME LOCKNWIN™

Supreme LockNWin™ can be triggered by collecting a pink coin.

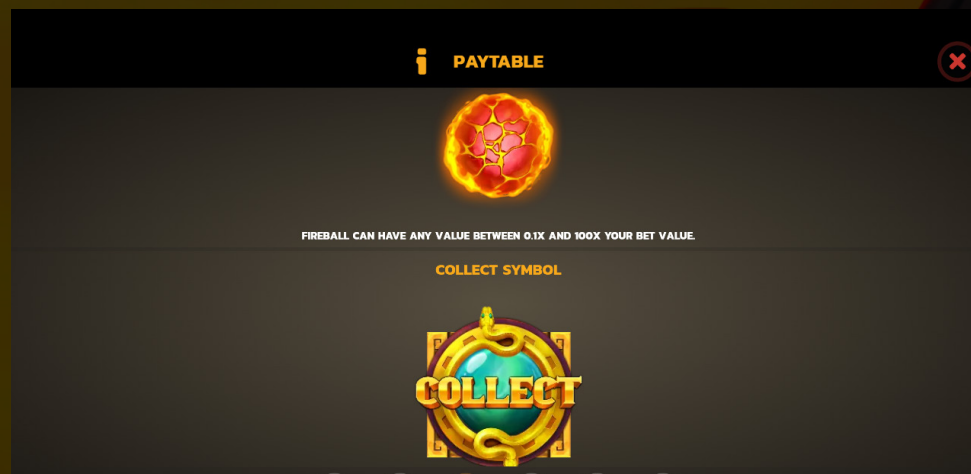
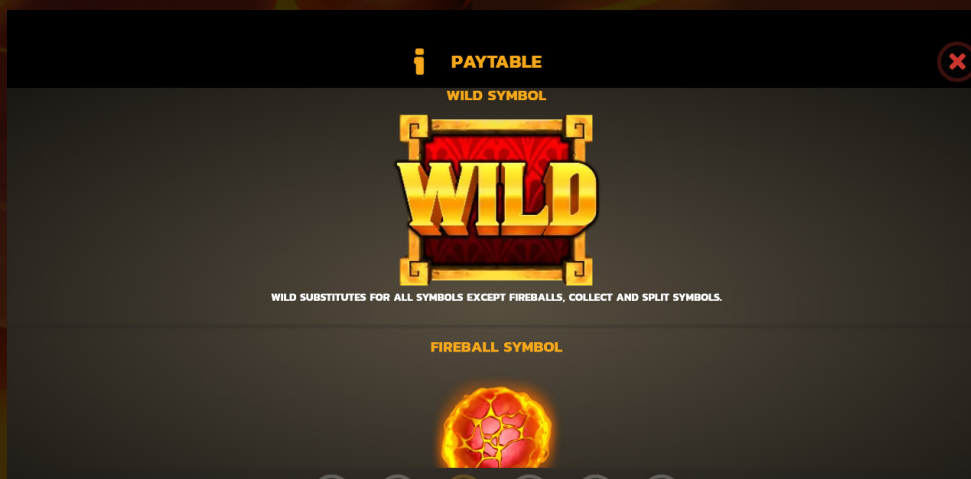
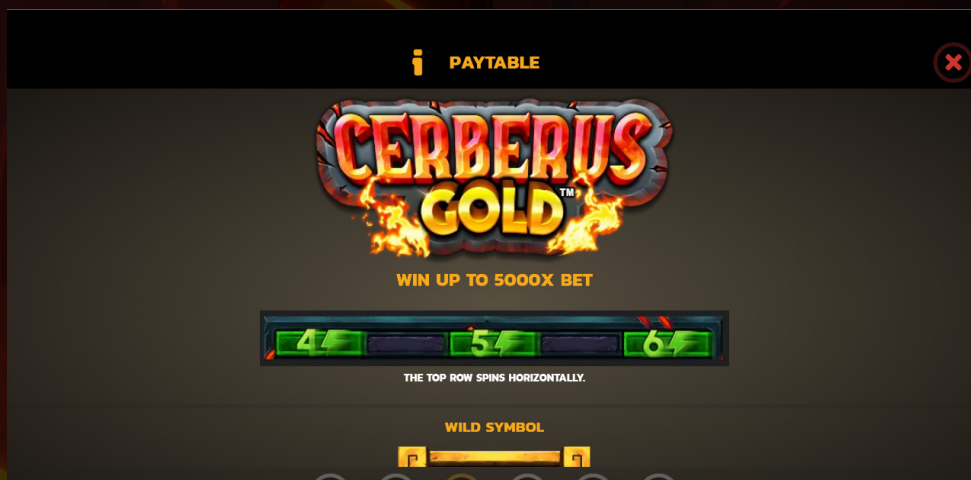
Yellow Fireball collects all Red Fireball.

Purple Fireball collects all Yellow and Red Fireball.


### BUY FEATURE


Purchase any of the game features.

## PAYTABLE





PAYTABLE

 PAYTABLE





COLLECTS FIREBALL FOR AN INSTANT WIN.  
COLLECT SYMBOL LANDS ON REEL 5.

ORB MULTIPLIER



SOULS INCREASE MULTIPLIER UP TO 10X.  
LAND A COLLECT SYMBOL TO APPLY MULTIPLIER TO FIREBALL VALUES.  
AFTER THE MULTIPLIER HAS BEEN APPLIED TO FIREBALLS, THE MULTIPLIER WILL RESET TO 1X.

 PAYTABLE



AFTER THE MULTIPLIER HAS BEEN APPLIED TO FIREBALLS, THE MULTIPLIER WILL RESET TO 1X.

SPLIT SYMBOLS


4

5

6

SPLIT SYMBOLS LAND ON THE 100% ROW.  
SPLIT SYMBOLS ADD UP TO 3 ROWS TO THE REEL THEY LAND ON.  
SPLIT SYMBOLS ARE CARRIED OVER TO THE LOCKWIN™ FEATURES.

LOCKWIN™








\$250.00


BALANCE

\$2.00

BET


CERBERUS GOLD™

 PAYTABLE




ORANGE, YELLOW, OR PINK CERBERUS COIN CAN TRIGGER A LOCKWIN™.  
3 RESPIN ARE AWARDED.  
ALL SYMBOLS ARE REMOVED EXCEPT FIREBALL WHICH LOCKS ON THE REELS WHEN THEY LAND.  
WHEN A FIREBALL OR JACKPOT COIN LANDS, THE RESPIN COUNT RESETS TO 3.  
LOCKWIN™ ENDS WHEN THE RESPIN COUNT RUNS OUT OR THE REELS ARE FULL.

MULTIPLY LOCKWIN™







MULTIPLY LOCKWIN™ CAN BE TRIGGERED BY COLLECTING AN ORANGE COIN.  
THE MULTIPLY LOCKWIN™ MULTIPLIER STARTS AT 2X.

MULTIPLY LOCKWIN™ MULTIPLIER SYMBOL



WHEN A MULTIPLIER SYMBOL LANDS, THE VALUE IN THE SYMBOL IS ADDED TO THE MULTIPLY LOCKWIN™ MULTIPLIER.  
THE VALUE IN THE MULTIPLIER SYMBOL CAN BE FROM 2X TO 100X.  
WHEN A FIREBALL LANDS, THE FIREBALL GETS MULTIPLIED BY THE CURRENT MULTIPLY LOCKWIN™ MULTIPLIER.



\$250.00

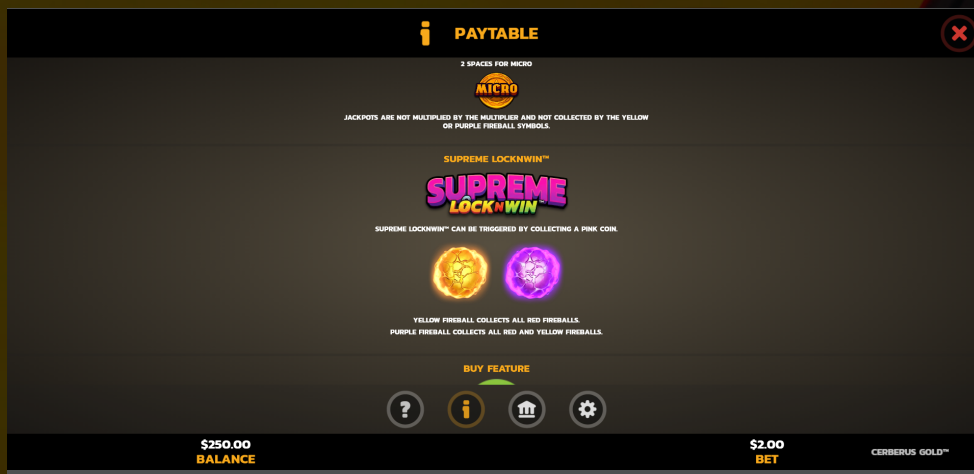
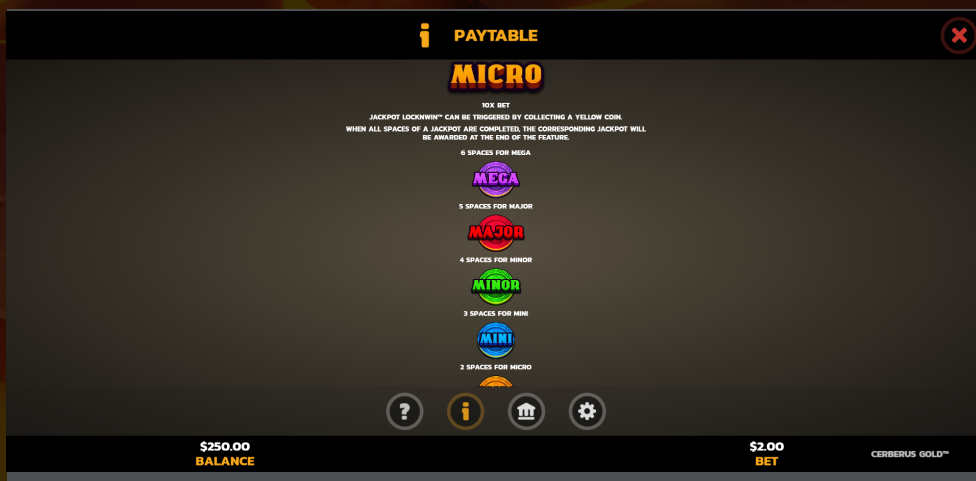
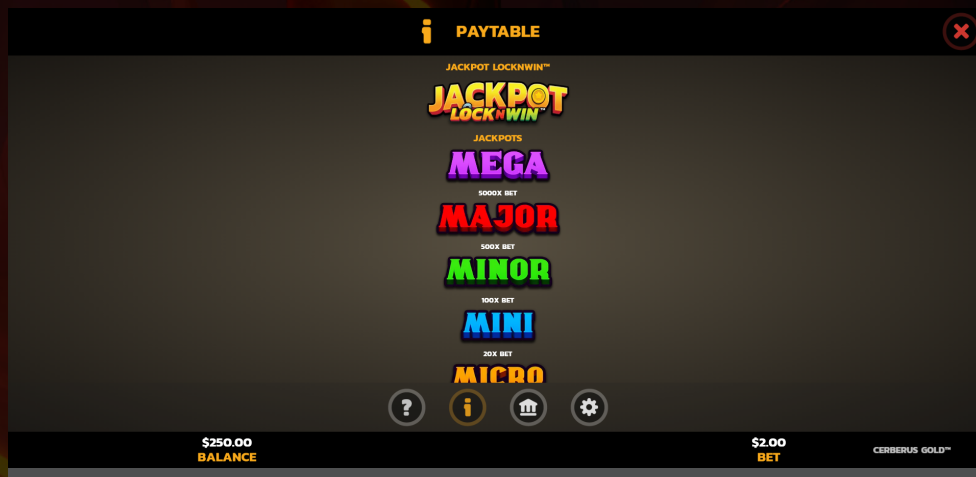
BALANCE

\$2.00

BET

CERBERUS GOLD™

## PAYTABLE



## PAYTABLE

**PAYTABLE**

BUY FEATURE

PURCHASE ANY OF THE GAME FEATURES.

**SYMBOLS**

<ul style="list-style-type: none"> <li>5 - \$5.00</li> <li>4 - \$1.00</li> <li>3 - \$1.00</li> </ul>	<ul style="list-style-type: none"> <li>5 - \$4.00</li> <li>4 - \$2.00</li> <li>3 - \$1.00</li> </ul>
<ul style="list-style-type: none"> <li>5 - \$3.00</li> <li>4 - \$2.00</li> <li>3 - \$1.00</li> </ul>	<ul style="list-style-type: none"> <li>5 - \$2.40</li> <li>4 - \$1.00</li> <li>3 - \$1.00</li> </ul>

- 5 - \$1.00
- 4 - \$1.00
- 3 - \$1.00

**\$250.00**  
BALANCE
 **\$2.00**  
BET
 CERBERUS GOLD™

**PAYTABLE**

- 5 - \$2.00
- 4 - \$1.40
- 3 - \$1.00

<ul style="list-style-type: none"> <li>5 - \$1.00</li> <li>4 - \$0.80</li> <li>3 - \$0.30</li> </ul>	<ul style="list-style-type: none"> <li>5 - \$1.00</li> <li>4 - \$0.80</li> <li>3 - \$0.30</li> </ul>
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**\$250.00**  
BALANCE
 **\$2.00**  
BET
 CERBERUS GOLD™

## MARKETING CONTENT

### BUSINESS REASONS

1. To introduce an exciting triple pot game featuring three unique LOCKnWINS™ that can be combined for great win potential and unique gameplay.
  2. To combine the classic Collect feature with an increasing multiplier feature, resulting in big wins that are easy to understand.
  3. Cerberus Gold combines triple pot features and multipliers into a winning formula that players love.
  4. To expand the popular LockNWin™ offering with three games that can combine together for up to 7 different LockNWin™.
  5. To introduce a collection mechanic which will trigger all three LockNWin™ to increase player retention.
  6. To introduce a new kind of variable ways game which has proven popular with players.
  7. A showcase of focus on player psychology in game design/mechanics.
  8. Growing Multiplier for easy to understand value and retention.
- 7 total LOCKnWINS™ for exciting and variable experiences.

### What makes this game unique?

Increasing Multiplier in the base game and in the Multiply LockNWin™ which applies to Fireballs;  
Unique theme;  
High Production Value.

## MARKETING CONTENT

XXX Casino is proud to present an exciting new online slot, Cerberus Gold™, from PearFiction Studios!

Take a dangerous walk in the Underworld with PearFiction Studios' newest slot, Cerberus Gold, a feature-packed trip full of Fireballs, Multipliers, LockNWin™ and a Cerberus with its 3 heads!

The game starts in the Underworld, where the Cerberus is guarding its door. Whenever a coin lands on the screen, the corresponding Cerberus head's color will eat that coin and get angrier and angrier. As they grow, one or more will howl, triggering one, two, or three LockNWin™.

When Soul symbols land on the screen, they will fly to the Orb, increasing its Multiplier. This Multiplier will continue to grow for each Soul collected. When the Collect symbol lands on the fifth reel, the Multiplier is awarded and applies to all Fireballs on screen.

Split Symbols land in the top row and increase the number of symbols shown on the reels. Each Split Symbol can add up to 3

additional symbols per reel, increasing the number of pay ways to a hefty 7776 ways!

When the orange Cerberus head has finally had enough coins, the Multiply LockNWin™ is triggered. In this feature, all Fireballs on the screen will be multiplied by the total multiplier.

The yellow Cerberus head is as hungry as his friends, and when eating a yellow coin causes it to burst, the Jackpot LockNWin™ starts. In addition to all the Fireball on the screen, there are Jackpot coins that are collected. When enough Jackpot coins are collected in the feature, one of 5 jackpots will be awarded for a win of up to 5000x.

Same thing for the pink Cerberus head, when it had its fill of coins, the Supreme LockNWin™ is triggered. In this feature, Yellow and Purple Fireball are added to the mix. When a Yellow Fireball lands, it collects all Red Fireballs, and when a Purple Fireball lands, it collects all Yellow and Red Fireballs for some plus-sized wins!

## MARKETING CONTENT

Any of the three LockNWin™ features can be triggered at the same time, and the combined LockNWin™ will include all the features from each game. In any LockNWin™, additional Fireball, Jackpot coin or Multiplier symbol that land on the reels will reset the re-spins to three, and additional space can be added to the reels for more chances to win.

Take a dangerous walk in the Underworld with PearFiction Studios' newest slot, Cerberus Gold, a feature-packed trip full of Fireballs, Multipliers, LockNWins™ and a Cerberus with its 3 heads!

MARKETING CONTENT

GAME LOGOS

