

SHIELDSTORM

FANTASY ARMY LANE SLOT · GAME SHEET

Each row is an army, marching through gates that multiply it.

Three stone causeways cross a misty highland gorge toward the Horde Gate, and your Breakers pour onto all of them. Shieldstorm has no symbol matching at all. Each row is a lane: reel 1 sets the size of the army, reels 2 to 4 are gates that multiply, thin or reinforce it, and reel 5 is the chest. Every soldier who reaches it pays.

GRID **5×3, three army lanes**	PAYS **Soldiers × chest per lane**	RTP VARIANTS **97% · 96% · 94% · 92%**
MAX WIN **25,000×**	VOLATILITY **High**	BET RANGE **0.10 to 50.00**
BONUS BUY **Yes (where allowed): SHIELD HUNT · WAVE MODE · IRON WAVES · TITAN WAVES**	PLATFORM **HTML5 · portrait, landscape, desktop**	DISTRIBUTION **Softswiss Game Aggregator**

FEATURES

REINFORCE
A chaos gate that copies half of the strongest other lane across.

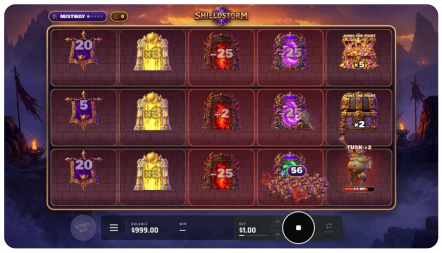
BOSS SPIN
All three lanes merge into one army against a giant boss.

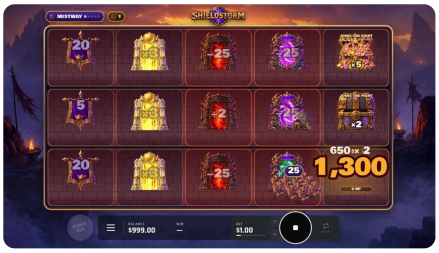
WAVE MODE
Free waves where armies keep their soldiers and recruits join.

YOUR COMMANDER
Choose SHIELDWALL or BERSERKER: same average, different ride.

IN THE GAME







MARKETING KIT

- Show pic 16:9, tiles 1:1 and 3:4, poster 9:16
- Hero banner 1920×640, mobile 1080×1350, social 1200×628
- Logo (transparent), key art in layers
- Gameplay clips 16:9, 9:16, 1:1
- Trailer 15 s (16:9 and 9:16) with the game's music
- Texts in EN, DE, ES, PT

CERTIFICATION PACK

- PAR sheet per RTP variant
- Simulation report
- Test vectors and check log
- Certification per market: in progress

CONTACT

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18+ · Offered exclusively through licensed operators. Figures from the game's PAR sheet, subject to final certification.