

# ASGARDIAN STONES™

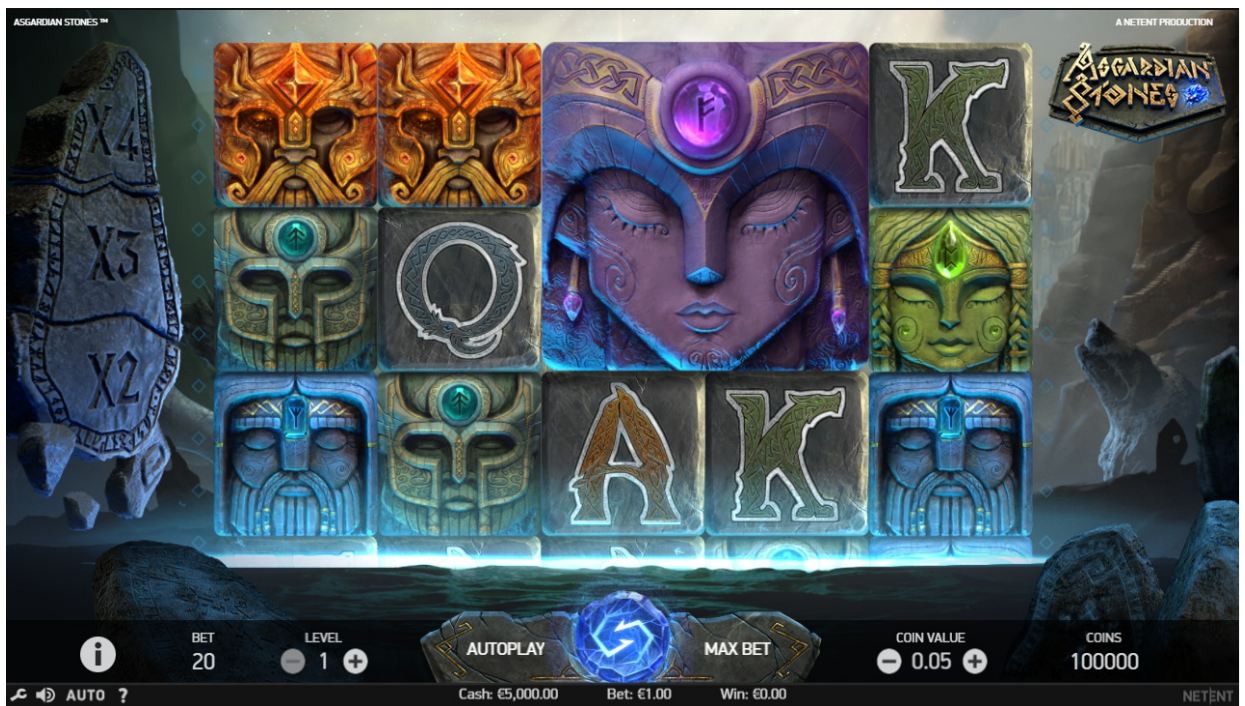
**Game Type:** Video Slot Game

**Return to Player:** 96.31

Feel the immense power and magic of ancient times in Asgardian Stones™, the latest game by NetEnt™!

In a distant past, only the bravest warriors could pass through the gates and live among the Gods, but as we know there is always a way through if you believe... Follow your heart and find the way to the realm of the Gods in Asgardian Stones™. To enter this world of untold riches and power, you need to beat the colossal giant stones carved in the likeness of the old Gods. Will you gain entrance or be denied?

Asgardian Stones™ is a 5-reel, 3-row, 20-bet lines (fixed) video slot. The game features Colossal symbols, a Bonus Wheel, Free Spins, Wild substitutions, and the Avalanche™ feature.



Game Sheet Version: 1.0

Date: 2017-12-22

**NETENT**

## ABOUT ASGARDIAN STONES

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1
Default Min / Max Bet (€)	0.2 / 200
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.2)
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Colossal Symbols</li> <li>• Bonus Wheel</li> <li>• Free Spins</li> <li>• Wild Substitutions</li> <li>• Avalanche™ feature</li> </ul>
PAYOUT	
Return to Player	96.31
Default Maximum Win	€20 000 / 20 000 coins – on a single bet line
Hit Frequency	20.1%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> <li>• Player and casino operator can set the following play limits: Bet @ loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes.</li> <li>• Playing for real is restricted by player account funds (i.e. cannot play for credit).</li> <li>• (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Play for Fun</li> <li>• Variable coin values</li> <li>• Variable bet levels</li> <li>• G4 mode</li> </ul>
TECHNICAL INFORMATION	
Game ID	asgardianstones_not_mobile (basic wallet) asgardianstones_not_mobile_sw (seamless wallet)
Display Resolution	1280 x 720
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

## GAME DESIGN



Asgardian Stones™ graphics

### Game Theme & Graphics

Asgardian Stones™ takes players to a magical place where colossal stones guard the gates of Asgard. The game pulses with raw energy and power as the stones avalanche and crush the ones below. The stones are carved with faces of the old Gods and ancient runic signs.


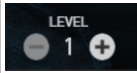

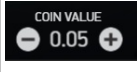
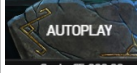
Asgardian Stones™ has an epic Norse soundtrack that will appeal to the players, and the game is packed with some great features: Colossal Crush feature, a Bonus Wheel, Free Spins, Wild substitutions, and the Avalanche™ feature.

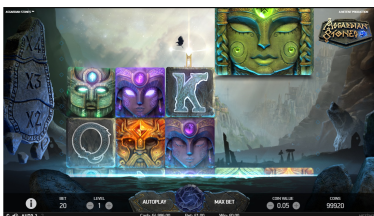
### Main Game

Players can select the coin value and bet level before starting the game round.

#### • Game actions.

The buttons on the keypad perform the following different game actions:

	Clicking the Spin button starts a game round at the current bet level and coin value.
	Clicking the left and right arrows increases and decreases the bet level (i.e. number of coins per bet line) by 1. To increase or decrease faster, the player can click and drag the slider below.
	MAX BET plays the game at the highest bet level and the current coin value.
	Clicking the left and right arrows increases and decreases the coin value to the next level. To increase or decrease faster, the player can click and drag the slider below.
	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.



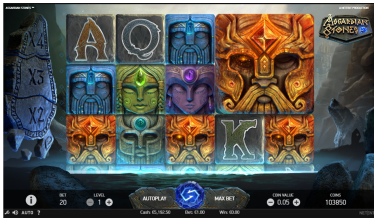
Avalanche™ Feature

### Avalanche™ Feature

The symbols fall into position in the reels, instead of spinning.

A winning bet line will start an Avalanche.

Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols.



Colossal Symbols

## Colossal Symbols

All symbols in the main game and in Free Spins also appear as a Colossal version, except for the Wild symbol in the main game. The Colossal symbol is a symbol block of 2x2 or 3x3 symbols.

Colossal symbols are fully or partially displayed depending on how the reel lands.

During the Avalanche, a Colossal symbol may fall in. Once the Colossal symbol has been placed, any remaining empty spaces are filled with regular symbols. It is not possible to have 2 or more Colossal symbols visible at the same time.



Colossal Crush Feature

## Colossal Crush Feature

After the first Avalanche, the Colossal Crush feature can be activated in both the main game and in Free Spins.

A Colossal symbol must always have symbols in all the positions directly underneath it.

When a new Colossal symbol falls down, it may randomly crush extra rows of symbols underneath it.

If there still are empty positions underneath the Colossal symbol, as a result of a previous win, the Colossal symbol falls, crushing all symbols on the row underneath it. This continues until the Colossal symbol is at the bottom of the screen or until there are no empty positions underneath it.



Bonus Wheel Feature

## Bonus Wheel Feature

The Bonus Wheel is a symbol block of 3x3 symbols that can land on the last 3 reels only, in both the main game and in Free Spins. It may land fully or partially visible in the play area.

Once all Avalanches and win evaluations are over, the Bonus Wheel stops. Coin wins, Free Spins, or both, may be won on the Bonus Wheel.

Unlike regular symbols, the Bonus Wheel is not removed after the win is awarded, meaning there will be no Avalanche after its evaluation.

In addition to the Colossal Crush feature multiplier, the coin win values on the Bonus Wheel are also multiplied. However, this multiplier is not reset if there is a following Avalanche, instead if the multiplier increases again, the multiplier on the coin wins is increased further. When the Avalanche stops, the Bonus Wheel coin win is evaluated.



Free Spins

## Free Spins

Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

In Free Spins the Wild symbol may be a Colossal Wild symbol.

If a Colossal Wild is part of the win, it is split up into 1x1 Wild symbols.

The Wild symbols that are part of a win explode and disappear.

The Wild symbols that are not part of the win stay on the reels and are part of the next Avalanches until there are no more wins.



Wild Substitution

## Wild Substitution

Wild symbols substitute for all symbols except the Bonus Wheel.



## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- RTP: 96.31%
- Main Game: 73.1%
- Free Spins: 23.2%

#### HIT FREQUENCY

- Hit frequency: 20.1%
- Bonus Wheel hit frequency: 1.32% (1 in 75)
- Free Spins hit frequency: 0.641% (1 in 156)

#### MAXIMUM PAYOUT

- Free spins: €20 000 / 20 000 coins - on a single bet line
- Free spins: €400 000 / 400 000 coins - max coinciding win
- Main Game: €20 000 / 20 000 coins - on a single bet line
- Main Game: €400 000 / 400 000 coins - max coinciding win

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**Note:** The maximum win of a game round may be higher than the maximum coinciding win, since a game round may include several spins.

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### **PAYOUT RULES IN MAIN GAME**

- Winning combinations and payouts are made according to the Paytable.
- Wild symbols substitute for all symbols except the Bonus Wheel.
- Bet level is the number of coins bet per bet line.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except wins from the Bonus Wheel.
- Avalanche wins are added to any bet line wins.
- Any part of a Colossal symbol included in a winning bet line pays according to the Paytable.

### **PAYOUT RULES IN FREE SPINS**

- There are 3 fields in the Bonus Wheel awarding 5 Free Spins each. A win from the Bonus Wheel in the main game may therefore activate 5, 10 or a maximum of 15 Free Spins.
- The Bonus Wheel can be reactivated a maximum of three times in Free Spins, and activate a maximum of 25 additional Free Spins in total.
- The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.

### **PAYOUT RULES IN BONUS WHEEL**

- The number of coin wins and Free Spins won in the active fields of the Bonus Wheel will be equal to the number of rows the 3x3 symbol covers, that is, +1 prize for each row.
- A coin win from the Bonus Wheel is 1, 2 or 5 times the total bet, with the maximum coin win being 36 times the total bet.
- Bonus Wheel wins are added to any bet line wins.




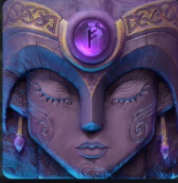

### **PAYOUT RULES IN COLOSSAL CRUSH**

- Each time a Colossal symbol falls down a row and crushes at least one symbol, a multiplier is awarded.
- For each row a symbol is crushed, the multiplier increases by 1 with a maximum multiplier of x4. The multiplier is applied in the next win evaluation and is then reset to 1, that is, each multiplier may only be used once.

## Paytable

ASGARDIAN STONES™ PAYTABLE A NETENT PRODUCTION

SYMBOL PAYOUT VALUES

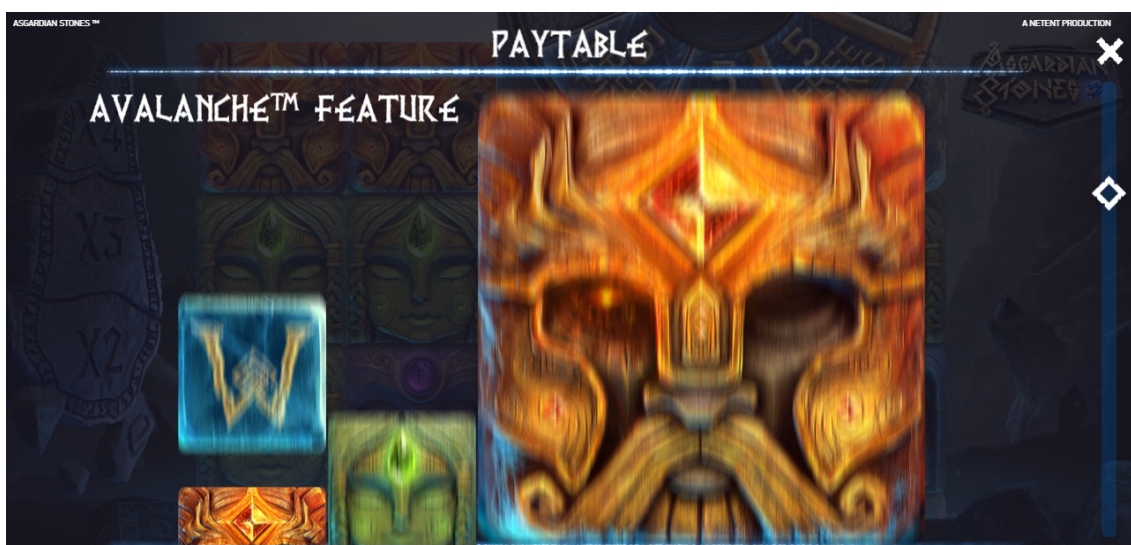
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Paytable page 1

ASGARDIAN STONES™ PAYTABLE A NETENT PRODUCTION

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Paytable page 2



Paytable page 3



ASGARDIAN STONES™ PAYTABLE A NETENT PRODUCTION




The symbols fall into position in the reels, instead of spinning.  
A winning bet line will start an Avalanche.  
Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols.  
The Avalanches continue until there are no more wins.  
Avalanche wins are added to any bet line wins.

Paytable page 4

ASGARDIAN STONES™ PAYTABLE A NETENT PRODUCTION


### COLOSSAL SYMBOLS

All symbols in the main game and in Free Spins also appear as a Colossal version, except for the Wild symbol in the main game. The Colossal symbol is a symbol block of 2x2 or 3x3 symbols.



Colossal symbols are fully or partially displayed depending on how the reel lands.  
Symbols in winning combinations explode and disappear, and the entire Colossal symbol is removed even if only a small section of the symbol took part in the winning combination.  
All remaining symbols fall to the bottom-most position to fill the empty spaces, leaving space for a new Avalanche of symbols. The Avalanches continue until there are no more wins.

Paytable page 5



During the Avalanche, a Colossal symbol may fall in. Once the Colossal symbol has been placed, any remaining empty spaces are filled with regular symbols. It is not possible to have 2 or more Colossal symbols visible at the same time.  
Any part of a Colossal symbol included in a winning bet line pays according to the Paytable.

Paytable page 6

ASGARDIAN STONES™ PAYTABLE A NETENT PRODUCTION


### COLOSSAL CRUSH FEATURE



After the first Avalanche, the Colossal Crush feature can be activated in both the main game and in Free Spins.  
A Colossal symbol must always have symbols in all the positions directly underneath it.  
If there still are empty positions underneath the Colossal symbol, as a result of a previous win, the Colossal symbol falls, crushing all symbols on the row underneath it. This continues until the Colossal symbol is at the bottom of the screen or until there are no empty positions underneath it.  
Each time a Colossal symbol falls down a row and crushes at least one symbol, a multiplier is awarded.



Paytable page 7



For each row a symbol is crushed, the multiplier increases by 1 with a maximum multiplier of x4. The multiplier is applied in the next win evaluation and is then reset to 1, that is, each multiplier may only be used once.

Paytable page 8

ASGARDIAN STONES™ A NETENT PRODUCTION

## PAYTABLE

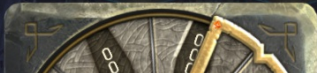
### BONUS WHEEL FEATURE

The Bonus Wheel is a symbol block of 3x3 symbols that can land on the last 3 reels only, in both the main game and in Free Spins. It may land fully or partially visible in the play area.

Once all Avalanches and win evaluations are over, the Bonus Wheel stops. Coin wins, Free Spins, or both, may be won on the Bonus Wheel.

The number of coin wins and Free Spins won in the active fields of the Bonus Wheel will be equal to the number of rows the 3x3 symbol covers, that is, +1 prize for each row.


Unlike regular symbols, the Bonus Wheel is not removed after the win is awarded, meaning there will be no Avalanche after its evaluation.



Paytable page 9

ASGARDIAN STONES™ A NETENT PRODUCTION

## PAYTABLE



In addition to the Colossal Crush feature multiplier, the coin win values on the Bonus Wheel are also multiplied. However, this multiplier is not reset if there is a following Avalanche, instead if the multiplier increases again, the multiplier on the coin win is increased further. When the Avalanche stops, the Bonus Wheel coin win is evaluated.

A coin win from the Bonus Wheel is 1, 2 or 5 times the total bet, with the maximum coin win being 36 times the total bet.

Bonus Wheel wins are added to any bet line wins.

Paytable page 10

ASGARDIAN STONES™ A NETENT PRODUCTION

## PAYTABLE

### FREE SPINS

There are 3 fields in the Bonus Wheel awarding 5 Free Spins each. A win from the Bonus Wheel in the main game may therefore activate 5, 10 or a maximum of 15 Free Spins.

Bonus Wheel win = 5, 10 or 15 Free Spins

Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

In Free Spins the Wild symbol may be a Colossal Wild symbol.

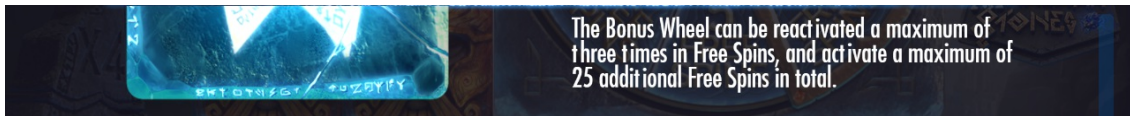
If a Colossal Wild is part of the win, it is split up into 1x1 Wild symbols.

The Wild symbols that are part of a win explode and disappear.

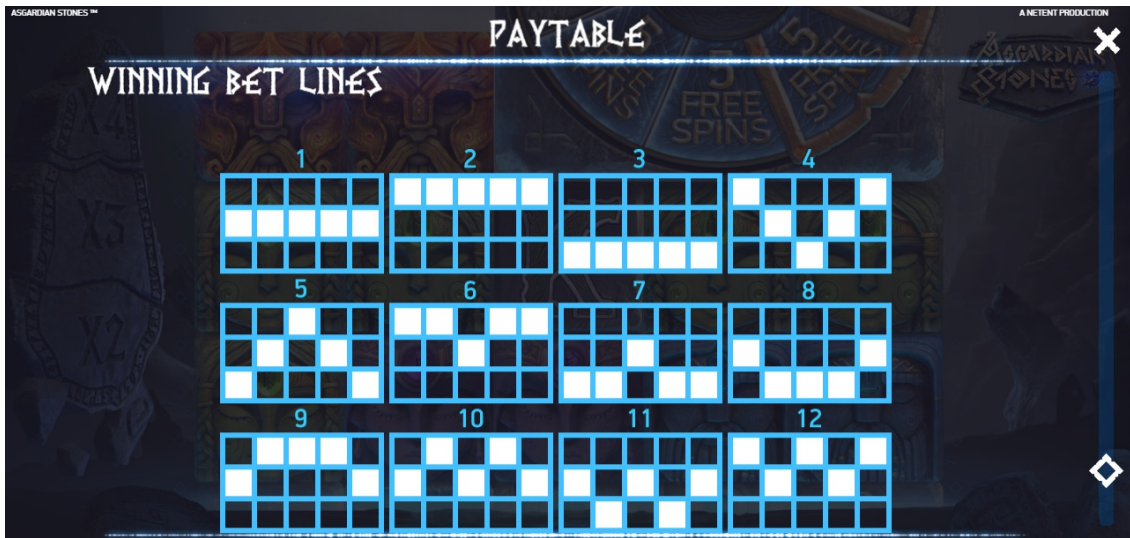
The Wild symbols that are not part of the win stay on the reels and are part of the next Avalanches until there are no more wins.



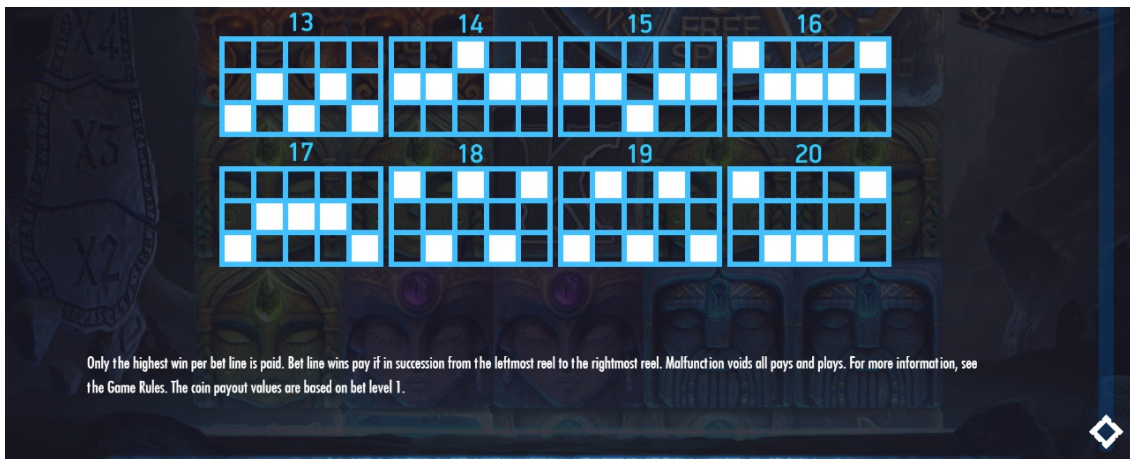
Paytable page 11



Paytable page 12



Paytable page 13



Paytable page 14



## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

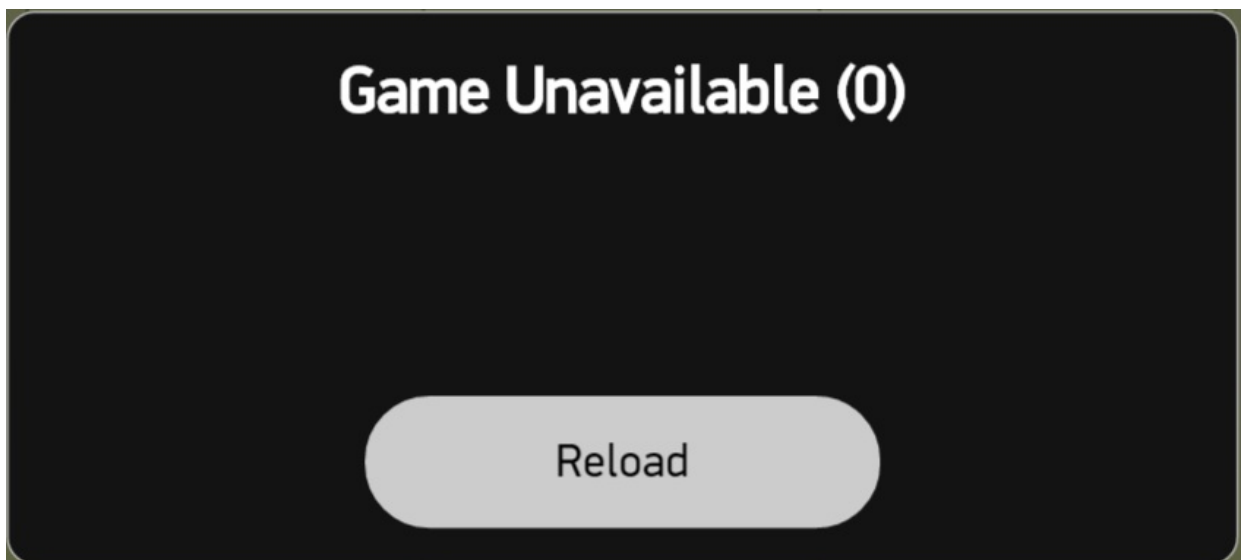
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

The Random Number Generator and its implementation has been tested and approved/certified for randomness according to prevailing industry standards by an accredited, independent, 3rd party test facility.

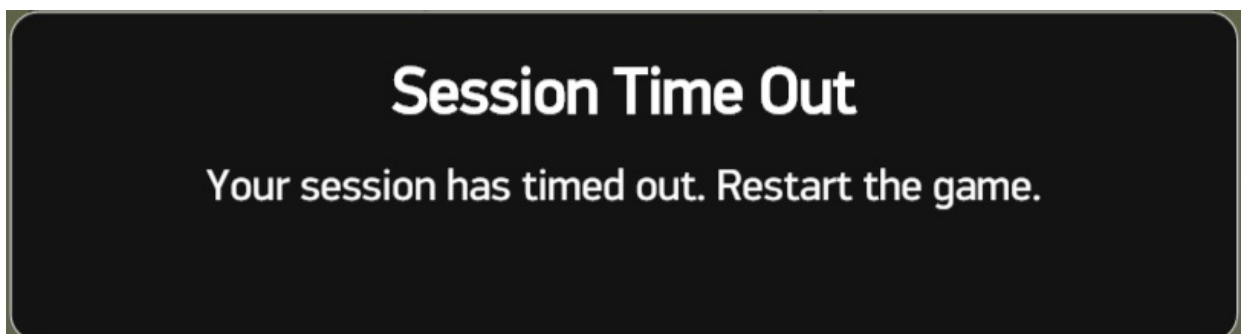
### Malfunction Management

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off.

In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

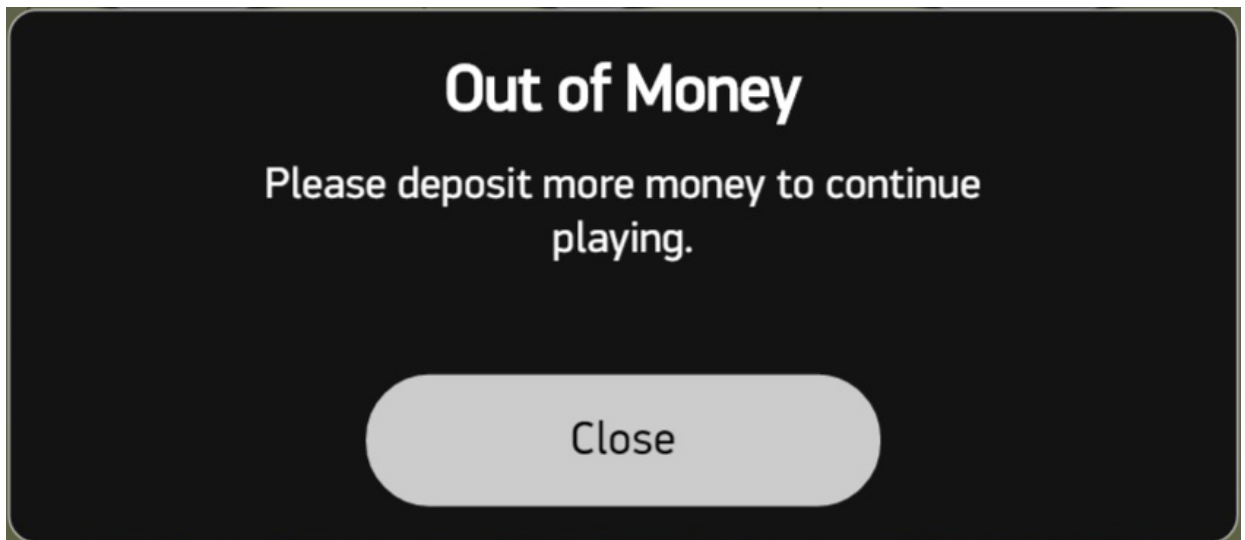


If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.





(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

Information regarding session timeouts and malfunctions is provided to the player via the game rules. Specifically, the player is informed that "In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded."

### Information to the Player

Players receive a response required message every hour of continuous play: They cannot continue playing unless they respond to the message which provides them with details about the amount bet and won so far during game play.

Players also have access to their game session history and game rules from within the game at all times.

### Game Simulation

A demo version of the game is available at <http://www.netent.com/games/>

## DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.0	2017-12-22	First version