BLOOD SUCKERS

Game Type: Video Slot Game

Return to Player: 98.0%

The new addition to the NetEnt™ game saga - Blood Suckers is a 5-reel, 25 fixed bet lines, vampire inspired video slot with interesting payout ratio intended to attract the players to the casino. Three or more Bonus symbols take the player to a chilling vampire-slaying Bonus Game.

NETENT

ABOUT BLOOD SUCKERS™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 25 bet lines (fixed)
Default Bet Levels	1 - 4
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.25 / 50
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 25 bet lines, €0.01 coin value (cost €0.25)

GAME FEATURES	
	● Free spins: 10, 3 multiplier ● Vampire Slaying bonus game ● Wild Substitution

PAYOUT	
Return to Player	98.0%
Default Maximum Win	€45 000 / 90 000 coins – on a single bet line
Hit Frequency	44.9%

RESPONSIBLE GAMING	
Player Limits	● 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. ● Playing for real is restricted by player account funds (i.e. cannot play for credit). ● (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.
Other	● Play for Fun ● Variable coin values ● Variable bet levels ● G4 mode

TECHNICAL INFORMATION	
Game ID	bloodsuckers_not_mobile (basic wallet) bloodsuckers_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

Video slot elements

Game Theme and Graphics

The game display comprises three main elements - video display area, keypad area, and game panel.

● **Video display area**. The main game reels, the Free Spin reels, and off the reels Bonus Game are displayed in this upper area. In addition, the Information button and information about the maximum possible coin win are shown.
● **Keypad area**. The keypad area shows the current bet level (i.e. the number of coins wagered), the available cash in coins, and the current coin value. This area also contains the main game buttons used to select the bet level, coin value, and start the game.
● **Game panel**. The game panel at the bottom houses the buttons for the game settings, audio and autoplay menus, and the game rules. This area also displays the player's account information and alternates between showing the available cash, current bet, amount won, and player mode (when in Play for Fun mode).

Main Game

Game actions.

The buttons on the keypad perform the different game actions:

	Clicking one of the numbered buttons changes the bet level (i.e. number of coins per bet line).
	Clicking this button starts a game round with the current coin value and bet level.
	Clicking this button starts a game round at the current coin value with the maximum bet level selected.
	Clicking the left and right arrows increases and decreases the coin value. 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.

● **Game rounds**. When the player clicks the Spin button, the amount of the bet is debited from the current credit (available coins and credit). The reels automatically come to rest. Alternatively, when G4 mode is disabled, the player can stop the reels by clicking the spin button.
● **Game results**. Players can win on the bet lines on which they bet. The game highlights the winning pattern and the winning amount at different levels. The total winnings are added together and shown in the Win box. The amount won is added to the cash and displays in the game panel.
● **Reel spin acceleration**. Anticipation of winning is enhanced with a

Rows, reels and bet lines

Realistic looking reel spin

reel spin acceleration that starts when 2 Scatter symbols appear on the reels, or when the Bonus symbol has appeared on reels 1 and 2.

Wild Substitution

Animated wild symbol – first stage

Blood Suckers has an animated Wild vampire bite symbol when displayed on a winning bet line. The animation shows a close-up of the vampire's teeth when he bites into his victim's neck.

Substitution. Wild symbols substitute for any other symbol except Scatter and Bonus symbols to complete winning bet lines.

Wins as a regular symbol. The Wild acts as a regular symbol.

Animated wild symbol – final stage

Scatters and Free Spins Triggered

Free Spins mode triggered

Blood Suckers features animated Scatter symbols, giving the player a chance to enter the Free Spins feature.

Scatter wins. The main game pays out on 2 or more Scatter symbols. These wins pay the multiplier displayed in the paytable multiplied by the total bet. The excitement and win anticipation is enhanced by reel acceleration when 2 Scatter symbols appear and there is still one or more reels to spin.

Free Spins feature. When 3 or more Scatter symbols appear in any position, the player wins 10 Free Spins. The Free Spins are played at the same bet level and with the fixed bet lines as the game that triggered the Free Spins. A dynamic sign informs players on the number of Free Spins are remaining.

Re-triggered Free Spins. During Free Spins, 3 or more Scatter symbols give additional Free Spins.
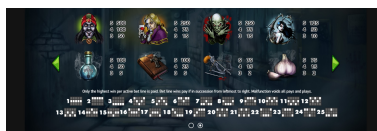
Free Spin wins. Bet line and Scatter wins during free Spins are tripled (x3). At the end of the Free Spins the winnings are added to the player's cash.

Bonus game trigger

Bonus game play

Vampire Slaying Bonus Game

The Vampire Slaying Bonus game gives the player the chance to win more coins. It features rich graphics and spine-chilling animation.

Bonus game trigger. 3 or more Bonus symbols on the bet line, if in succession from left to right, start the Bonus Game.

Note: Only 1 bonus game is awarded per spin.

Bonus game play. The player is presented with a room filled with coffins. The player must click on a coffin for it to open. If the coffin contains a sleeping vampire, a wooden stake appears and slays the vampire, spraying blood around the coffin. Bonus coins are awarded for each vampire slain, and added to the Total Bonus counter. If a coffin is opened and bats fly out, the Bonus game ends and the total bonus amount is added to the player's game win. The player must click on the return to game arrow to continue playing the main game.

Bonus game finish. The win presentation displays the total number of coins accumulated during the Bonus Game. When the player returns to the main game their winnings are added to the player's casino cash.


Paytable

Paytable page 2

Paytable

Main slot winnings are paid out depending on the symbols displayed on a bet line when the reels come to a stop. For a combination of regular symbols to be a winning combination, at least 1 of the symbols must be displayed on the first slot reel, and the remaining symbols must be next to each other on the active bet line.

Players click the Information button to display the paytable page which shows the payout and rules for all of the symbols.

To return to the game, players click the return to game arrow.

Bet Lines
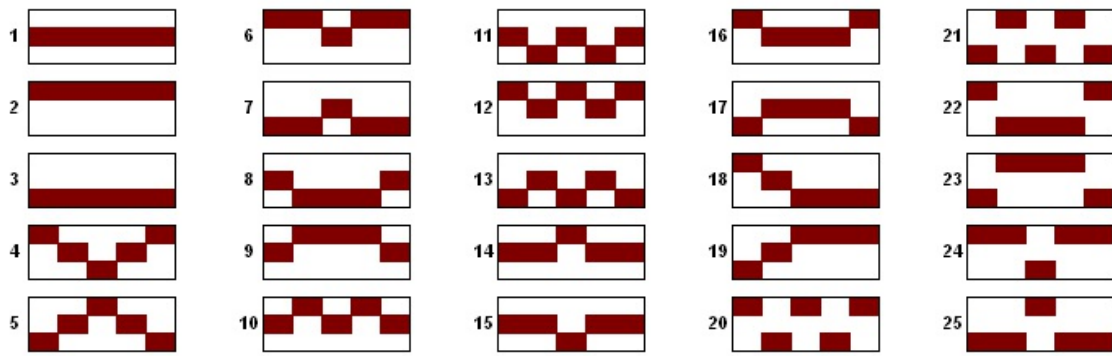
PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total 98.0%
- Base game: 65.7%
- Free Spins: 11.0%
- Bonus Game: 21.2%

HIT FREQUENCY

- Any win: 44.9%
- Any bet line win: 42.9%
- Any scatter win: 6.1%
- 3+ scatters (Free spins): 0.5%
- Bonus Game: 2.1%

MAXIMUM PAYOUT

- Bonus Game: €10 160 / 20 320 coins - max win in feature
- Main Game: €15 000 / 30 000 coins - on a single bet line
- Main Game: €16 910 / 33 820 coins - max coinciding win
- Free Spins: €45 000 / 90 000 coins - on a single bet line
- Free Spins: €50 730 / 101 460 coins - max coinciding win

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

PAYOUT RULES IN MAIN GAME

- Medium and low value symbols pay when they appear in an unbroken sequence on the bet line from left to right.
- Bet line wins are multiplied by the number of coins bet per bet line.
- Wild symbol substitutes for all symbols except Scatters and Bonus symbols.

PAYOUT RULES IN FREE SPINS

- 10 Free Spins are won if 3 or more Scatter symbols appear anywhere on the reels.
- Additional Free Spins are given if 3 or more Scatter symbols are shown anywhere on the reels.
- Wins in Free Spins are tripled, except any Bonus Game wins and additional Free Spins won.

PAYOUT RULES IN BONUS GAME

- Total coin wins during Bonus Game are added to the player's game win total at the end of the Bonus Game.

Paytable

Paytable page 1

Paytable page 2

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.
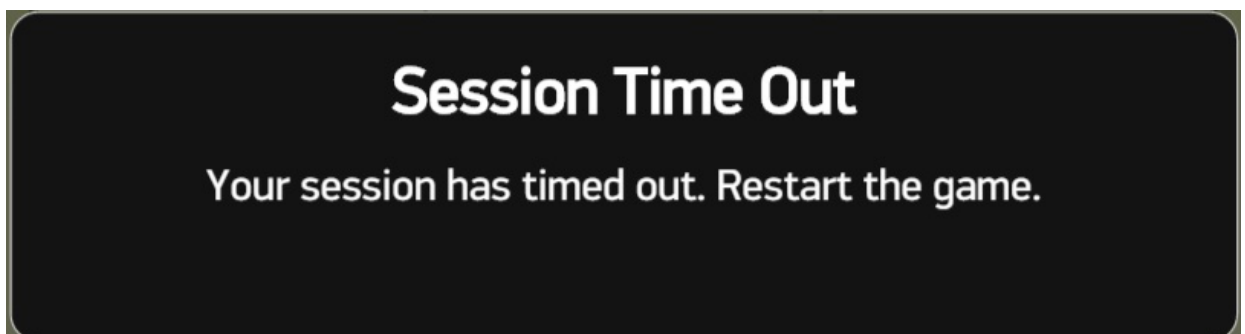
Malfunction Management

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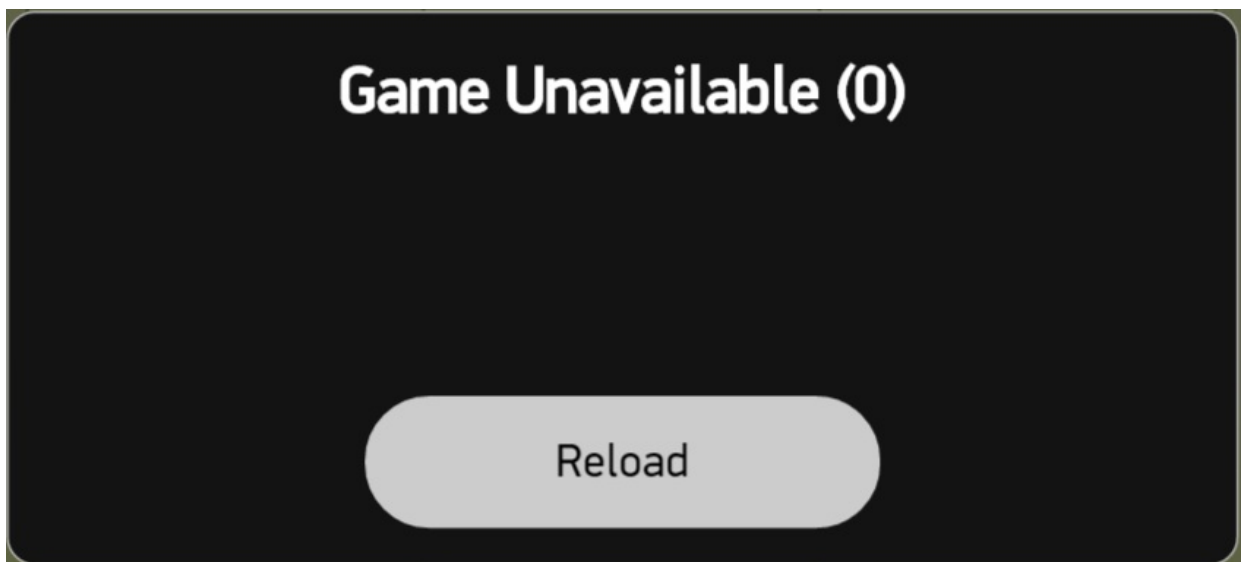
If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.

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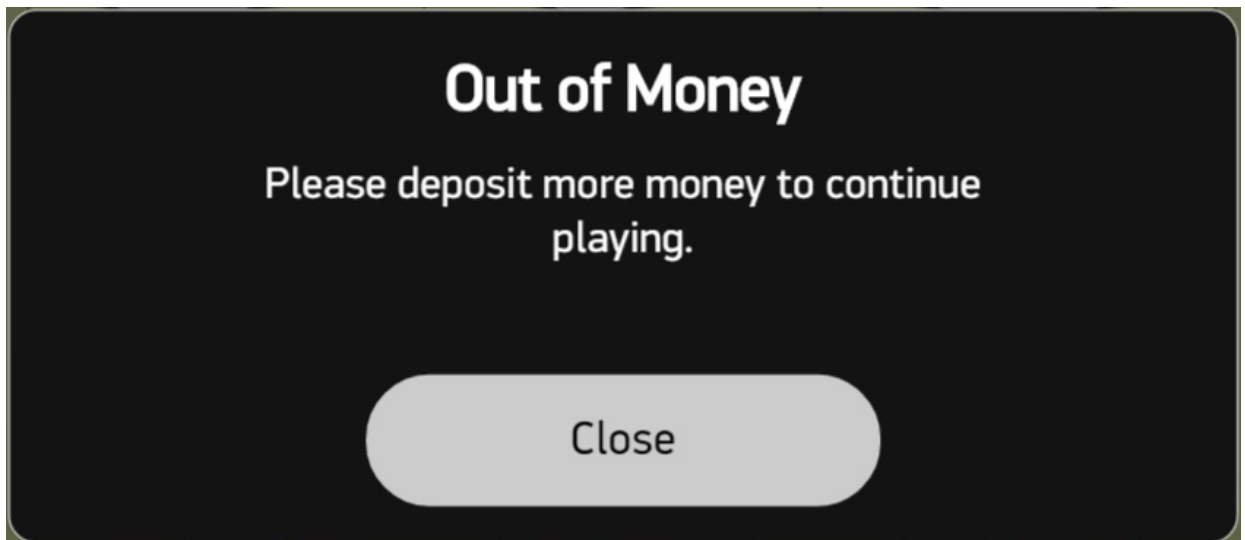
(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

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