BUTTERFLY STAXX 2™

Game Type: Video Slot Game
Return to Player: 96.35%

NetEnt™ takes players to the world of fluttering butterflies and colorful flowers with its latest offering - Butterfly Staxx 2™!

Like the original Butterfly Staxx™, this game is 5-reel, 4-row, 40-fixed line video slot featuring Wild substitutions, Re-Spins, Butterfly Spins, and a new Bonus Game: Butterfly Frenzy. The Scatter win awards a choice to play either the Butterfly Spins or the Butterfly Frenzy.

An additional innovation in Butterfly Staxx 2™ is the opening up of multiple play areas during the Re-Spins and Butterfly Spins. The player can unlock up to 3 play areas on a single bet. The reels in each play area spin independently and simultaneously.

NETENT

ABOUT BUTTERFLY STAXX 2

| GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 4 rows, 40 - 120 bet lines
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1, 2, 5
Default Min / Max Bet (€)	0.25 / 1 250
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 40 bet lines, €0.01 coin value (cost €0.25)
GAME FEATURES	
	• Re-Spins • Multiple Play Areas • Butterfly Spins • Butterfly Frenzy
PAYOUT	
Return to Player	96.35%
Hit Frequency	24.9%
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	butterflystaxx2_not_mobile (basic wallet) butterflystaxx2_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
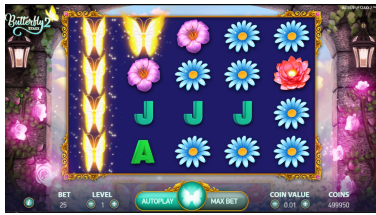
Re-Spins activation
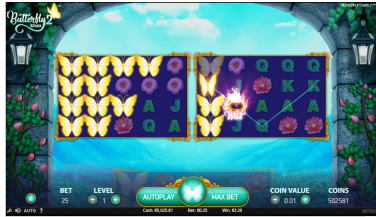
Re-Spins

Re-Spins

When a full stack of 4 Butterfly symbols land covering the entire reel, Re-Spins are activated. During the Re-Spins, a second and a third play area can get unlocked.

Imagine the excitement of playing on three play areas at the same time!

Scatter symbol
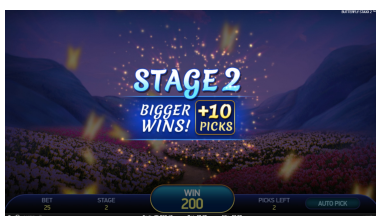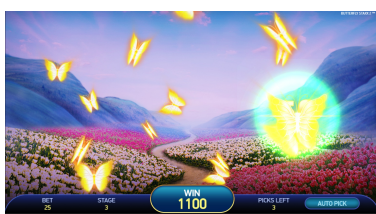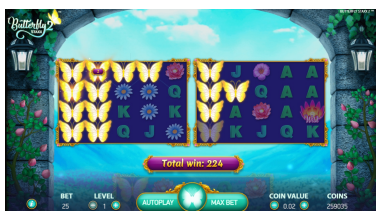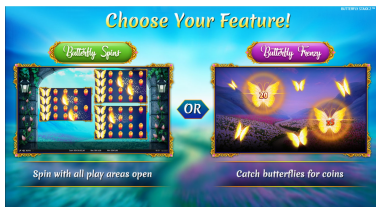
Scatter

Scatter symbols appearing anywhere on reels 1, 3, and 5 in the main game awards a choice to select either the Butterfly Spins or the Butterfly Frenzy.

Choose Your Feature!

Butterfly Spins

Spin with all play areas open!

If the player chooses to play Butterfly Spins, 5 Butterfly Spins are awarded. Only Cocoon symbols can land on the reels and 3 play areas are active from the start.

Butterfly Frenzy

Catch butterflies for coins!

Butterfly Frenzy is a pick and click Bonus Game where the player gets a chance of picking butterflies to transit from one stage to another and increase the total winning amount.

Butterfly Frenzy consists of stages up to level 5. The game starts with 10 picks and the player picks butterflies that awards coin wins to increase the total win. Each stage awards 10 picks (+10) to the player which are added to remaining picks from the previous stage.

This Bonus Game can be played manually or automatically as the player can opt for Auto Pick to play the game automatically.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.35%
- Base Game: 37.1%
- Re-Spins: 35.1%
- Butterfly Spins or Butterfly Frenzy: 24.1%

HIT FREQUENCY

- Total: 24.9%
- Re-Spins: 6.6% (1 in 15)
- Butterfly Spins or Butterfly Frenzy: 0.33% (1 in 303)

MAXIMUM PAYOUT

WIN AMOUNT	OCCURS	IN 1 MILLION GAME ROUNDS, WILL OCCUR APPROXIMATELY	CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BET SIZE (€ 1250)
20 times bet or more	Once every 127 spins	7874 times	€ 25,000
50 times bet or more	Once every 255 spins	3900 times	€ 62,500
100 times bet or more	Once every 1,600 spins	625 times	€ 125,000
200 times bet or more	Once every 277,635 spins	4 times	€ 250,000

Note: Values obtained during a simulation of 200 billion game rounds.

Paytable

Paytable page 1

Paytable page 2

Paytable page 3

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.
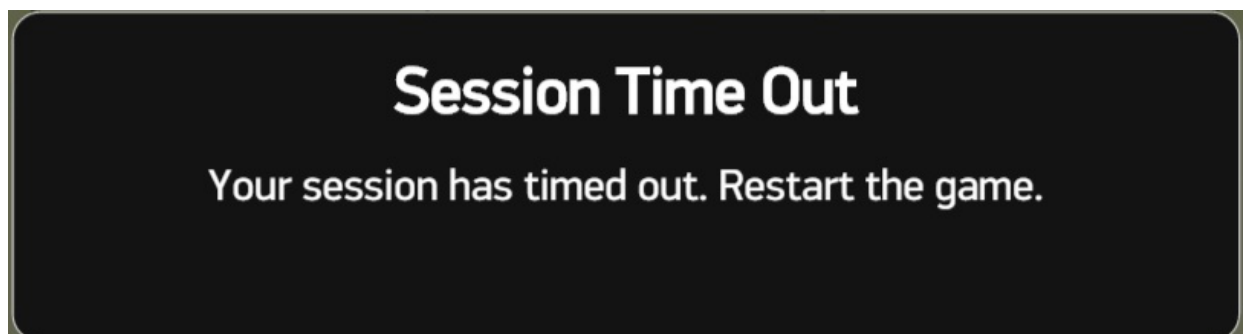
Malfunction Management

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.

Game Unavailable (0)
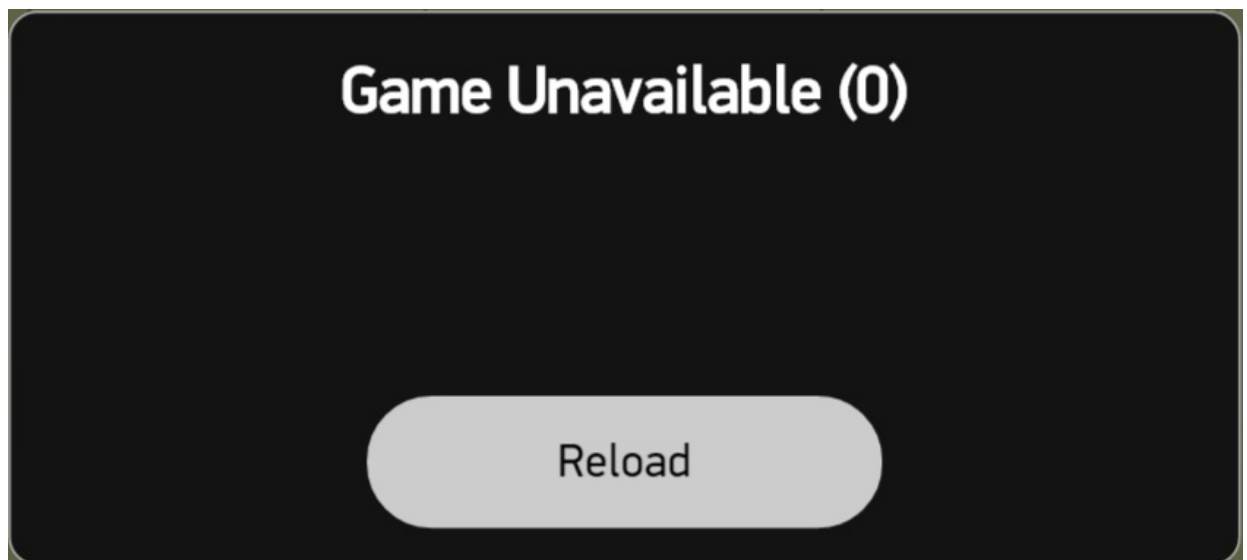
Reload

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.

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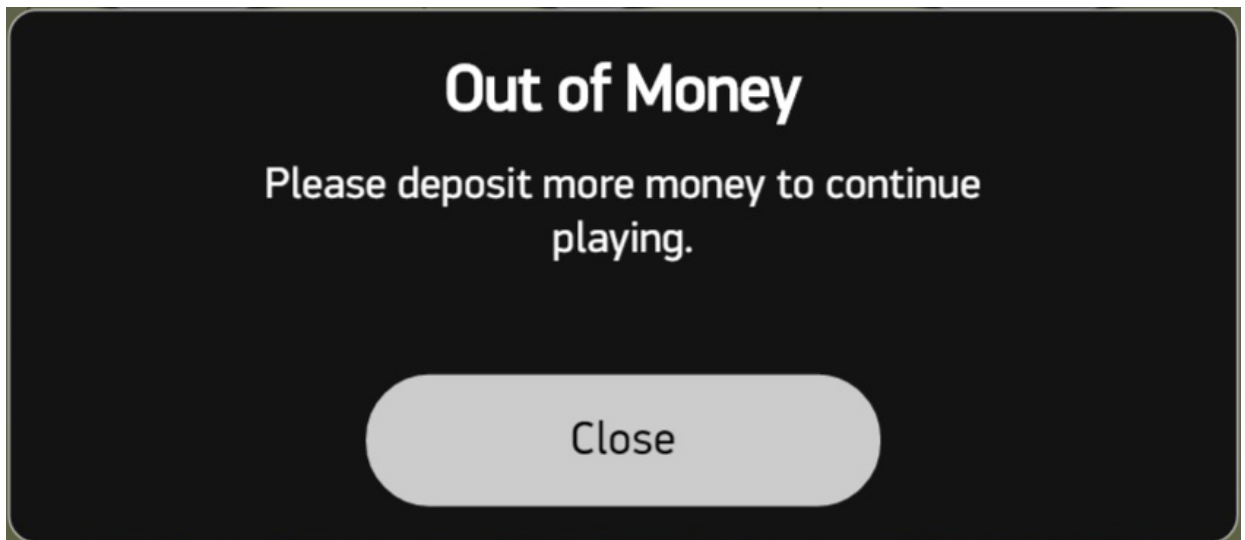
(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

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	2019-07-11	First version.