

# DEAD OR ALIVE™

Game Type: Video Slot Game

Return to Player: 96.8%

NetEnt™ brings you Dead or Alive™: a 5-reel, 9-fixed bet line, video slot that is sure to have players riding straight into the casino. During Free spins the Sticky wild feature gives players the chance of winning big by catching wanted bandits.



Game Sheet Version: 1.0  
Date: 2016-10-24

**NETENT**

## ABOUT DEAD OR ALIVE™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 9 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 (€)	0.09 / 18
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 9 bet lines, €0.01 coin value (cost €0.09)
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Sticky Wild</li> <li>• Free spins with x2 multiplier</li> </ul>
PAYOUT	
Return to Player	96.8%
Default Maximum Win	€24 000 / 48 000 coins – on a single bet line
Hit Frequency	30.42%
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	deadoralive_not_mobile (basic wallet) deadoralive_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



Dead or Alive™ graphics



Big Win

### Game Theme & Graphics

The Dead or Alive™ display comprises three main elements—video display area, keypad area, and game panel.

- **Video display area.** The main game reels and the free spin reels are displayed in this upper area. In addition, the PAYTABLE button and information about the maximum possible coin win are shown.
- **Keypad area.** The keypad area shows the current bet level (that is, the number of coins wagered per bet line), the current number of bet lines, the available cash in coins, and the current coin value. This area also contains the main game buttons used to select the bet level, bet lines, coin value, and to 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

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:

	<p>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.</p>
	<p>Clicking the Spin button starts a game round at the current bet level and coin value.</p>
	<p>MAX BET plays the game at the highest bet level and the current coin value.</p>
	<p>Clicking the left and right arrows increases and decreases the coin value to the next level.</p>
	<p>Clicking AUTOPLAY automatically plays the game for the selected number of rounds.</p>

### Wild Substitution



Normal wild symbol



Free spin wild – Jesse



Free spin wild – Della



Free spin wild – Apache

Aside from the big winnings in Free Spins mode, the player is treated to the Sticky wilds feature. The wanted posters that are the wild symbols in the main game have named characters on them during Free Spins. A different character is featured on each reel.

When a wild symbol appears on a reel during Free Spins, it 'sticks' for the duration of the session.

If the player wins additional Free Spins during the Free Spins round, the Sticky wilds will remain stuck throughout the re-triggered Free Spins.



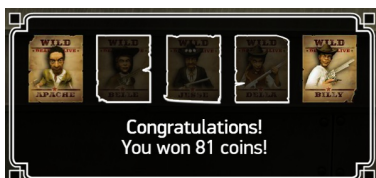
Free spin wild – Billy



Free spin wild – Belle



Stuck wild symbol during reel spin



Free spins winnings



Scatter symbol

## Scatters and Free Spins

Dead or Alive™ 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 scatters. These wins pay the multiplier displayed in the paytable multiplied by the total bet. Player excitement and win anticipation is enhanced by reel acceleration when 2 scatters 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 12 Free Spins. The Free Spins are played at the same bet level as the game that triggered the free spins. A dynamic sign informs players how many Free Spins remain, and the multiplier applied to free spin wins (x2).



Free spins introduction

- **Re-triggered Free Spins.** During Free Spins, when at least one Sticky wild appears on every reel an additional 5 Free Spins are awarded.
- **Free Spin wins.** Bet line wins during Free Spins are doubled (x2). At the end of the Free Spins the winnings are added to the player's cash.

## Bet Lines

**WINNING BET LINES**

Only the highest win per active bet line is paid. Bet line wins pay if in succession form leftmost to right.

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total 96.8%
- Bet lines in main game: 53.7%
- Scatters in main game: 17.4%
- Bet lines in Free spins: 25.7%

#### HIT FREQUENCY

- Any win: 30.4%
- Any bet line win: 24.4%
- Any scatter win: 7.1%
- 3+ scatters (Free spins): 0.66%
- Retriggers (Free spins): 2.2%

#### WIN INFORMATION

- Free spins: €24 000 / 48 000 coins - on a single bet line
- Free spins: €216 000 / 432 000 coins - max coinciding win
- Main Game: €12 000 / 24 000 coins - on a single bet line
- Main Game: €108 000 / 216 000 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

- Medium and low value symbols pay when they appear in an unbroken sequence on a 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 scatter symbols.

#### PAYOUT RULES IN FREE SPINS

- Wilds become sticky wilds during Free Spins. Sticky wilds hold their positions throughout the Free Spin session.
- Free Spins pay win x2.
- Additional 5 Free Spins are won when at least one Sticky wild appears on every reel.

### Paytable

	5	1500
	4	150
	3	25

**WILD**  
Wild symbol substitutes for all symbols except Scatter symbols.

**STICKY WILD**  
Sticky Wild symbols hold their positions on the reels for the remainder of the Free Spins session.  
Sticky Wild symbols substitute for all symbols except Scatter symbols.  
During Free Spins, one or more Sticky Wild symbols appearing on all the reels will activate 5 extra Free Spins.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

Paytable page 1

	5	2500
	4	25
	3	4
	2	2

**SCATTER**  
3+ scatter symbols win 12 Free spins.

**FREE SPINS**  
Free Spins pay win x2.  
Re-triggered Free Spins keep the Sticky Wild symbols from the triggering Free Spins session.  
Free Spins can be re-triggered once per Free Spin session.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

Paytable page 2



**DEAD OR ALIVE™**






	5 <b>1000</b>		5 <b>750</b>		5 <b>400</b>
	4 <b>125</b>		4 <b>100</b>		4 <b>75</b>
	3 <b>20</b>		3 <b>20</b>		3 <b>15</b>
			5 <b>300</b>		5 <b>200</b>
			4 <b>60</b>		4 <b>50</b>
			3 <b>12</b>		3 <b>10</b>

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

Paytable page 3

**DEAD OR ALIVE™**

	5 <b>100</b>		5 <b>75</b>		5 <b>50</b>
	4 <b>20</b>		4 <b>15</b>		4 <b>12</b>
	3 <b>10</b>		3 <b>5</b>		3 <b>4</b>
			5 <b>40</b>		5 <b>25</b>
			4 <b>10</b>		4 <b>10</b>
			3 <b>2</b>		3 <b>2</b>

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays.

1 2 3 4 5 6 7 8 9

Paytable page 4

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

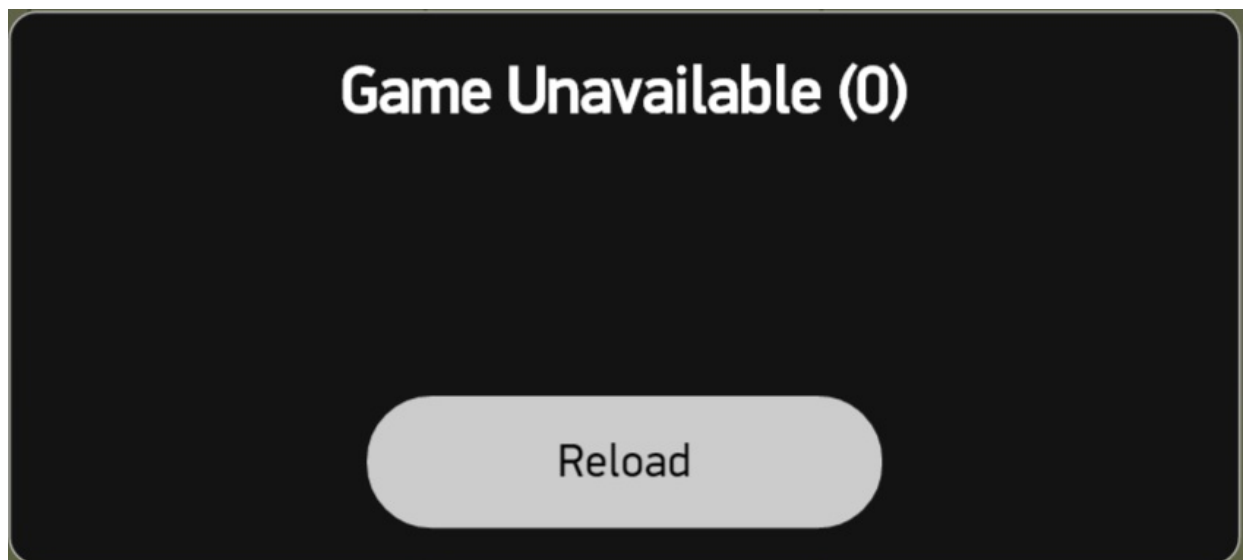
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

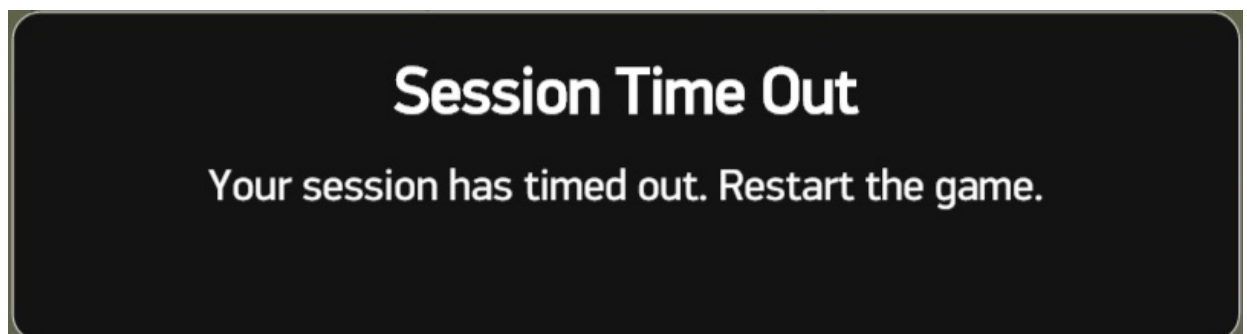
### Malfunction Management

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.

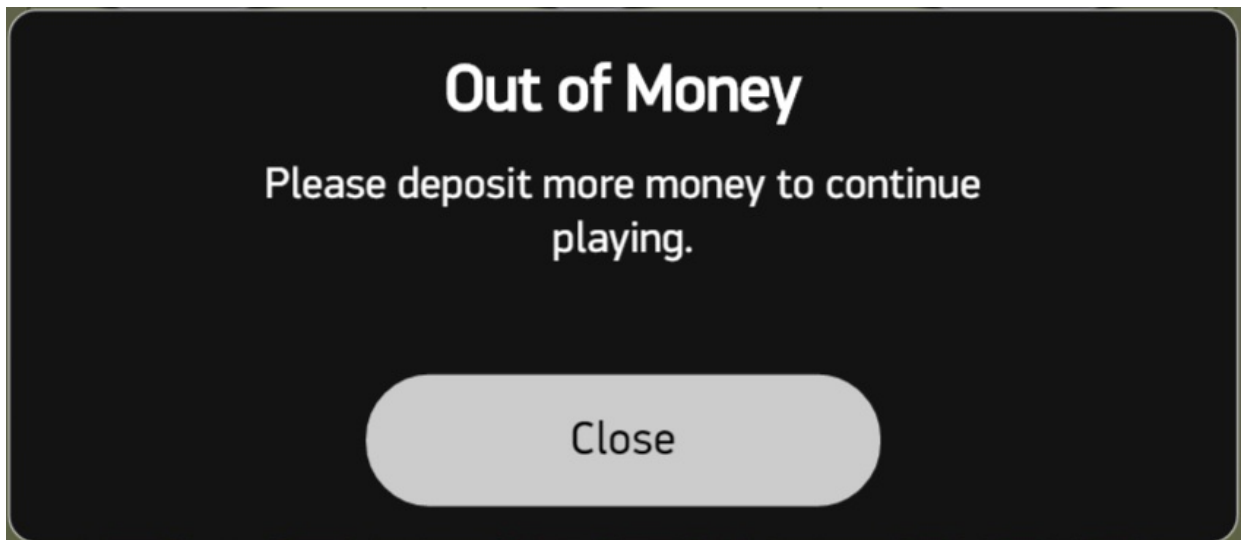
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2016-10-24	First version.