

# DEAD OR ALIVE 2™

**Game Type:** Video Slot Game

**Return to Player:** 96.8%

Win Big or Win Often! Welcome to the sequel to Dead or Alive. Here you will go through the most exciting adventures of 5 bandits. Be a sheriff - catch all bandits red-handed and win additional Free Spins.

Dead or Alive 2 is a 5-reel, 3-row video slot featuring Scatter wins, Wild Substitution, Sticky Wild and 3 different Free Spins games to choose from: Train Heist, Old Saloon and High Noon Saloon.



Game Sheet Version: 1.0  
Date: 2019-03-14

**NETENT**

## ABOUT DEAD OR ALIVE 2

### 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 - 2
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.09 / 9
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

- Wild Substitutions
- Scatter Wins
- Old Saloon Free Spins
- High Noon Saloon Free Spins
- Train Heist Free Spins
- Sticky Wild

### PAYOUT

Return to Player	96.8%
Default Maximum Win	€364 500 / 729 000 coins – on a single bet line
Hit Frequency	29.80%

### 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	deadoralive2_not_mobile (basic wallet) deadoralive2_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



Wild Substitution



Wild Substitution



### Sticky Wild

The Sticky Wild feature is present in Old Saloon and High Noon Saloon Free Spins games. Once a Wild symbol appears on any reel it stays its place till the end of the Free Spins session.



Scatter Win

### Scatter Win

Even though there are only two Scatter symbols on the reels there is still coin reward. If two or more Scatter symbols appear anywhere on the reels in the main game the win is payed according to the Paytable. Scatter wins are paid independent of bet lines won.



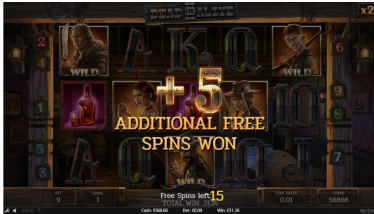
Train Heist Free Spins Wild

### Train Heist Free Spins

In Train Heist Free Spins there is a Multiplier meter and whenever a Wild symbol lands anywhere on the reels the Multiplier meter increases by 1 and 1 additional Free Spin is awarded. If the Multiplier meter reaches x16, 5 additional Free Spins are awarded (in addition to the usual 1 Free Spin which is added). Additional Wild symbols landing anywhere on the reels after Multiplier x16, will also give 1 additional Free Spin and will increase the Multiplier meter accordingly.



Old Saloon Free Spins



High Noon Saloon Free Spins  
multiple Multiplier Wilds



## Old Saloon Free Spins

In this Free Spins game all wins are multiplied by 2. Wilds become Sticky Wilds and stays in its place till the end of the Free Spins session. Collecting one or more Wilds on each of the reels will activate 5 Extra Free Spins.

## High Noon Saloon Free Spins

In High Noon Saloon Free Spins game Wild symbols became Sticky Wild symbols. Whenever 2 Wild symbols land on the same reel they are transformed into x2 Multiplier Wild symbols. And whenever 3 Wild symbols land on the same reel - transformed into x3 Multiplier Wild symbols. Multipliers will multiply (x2 and x3 awards a x6 Multiplier). Collecting one or more Sticky Wilds on each of the reels (including Double and Triple Multiplier Wilds) will activate 5 Extra Free Spins.

## Winning Betlines

Bet line wins pay if in succession from the leftmost reel to the rightmost reel.





## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total RTP: 96.8%
- Base Game RTP: 68.6%
- Free Spins RTP: 28.2%

#### HIT FREQUENCY

- Hit frequency: 29.8%
- Feature hit frequency, Freespins: 0.51% (1 in 195)

#### MAXIMUM PAYOUT

- The Old Saloon Freespins: €3 000 / 6 000 coins - on a single bet line
- The Old Saloon Freespins: €27 000 / 54 000 coins - max coinciding win
- High Noon Saloon Freespins: €364 500 / 729 000 coins - on a single bet line
- High Noon Saloon Freespins: €1 000 000 / 2 000 000 coins - max coinciding win
- Main Game: €1 500 / 3 000 coins - on a single bet line
- Main Game: €22 600 / 45 200 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 substitution pays the highest possible winning combination on a bet line according to the Paytable.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Scatter wins are paid independent of bet lines selected.
- Scatter wins pay total bet multiplied by the payout displayed in the PAYTABLE.
- Only the highest win per active bet line is paid.
- 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.
- Simultaneous wins on different bet lines are added.

#### PAYOUT RULES IN FREE SPINS

- Free Spins are played at the same bet level and coin value as the round that activated the Free Spin.
- Collecting Wild symbols can award 5 Extra Free Spins once per Free Spins session.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- The game has multipliers during Free Spins and bet line win will also be multiplied by any applicable multiplier.
- At the end of Free Spins, the game returns to the round that activated Free Spins.
- The maximum total win in a game round is capped at 1 000 000 coins multiplied by the bet level.

Paytable



Paytable page 1



Paytable page 2

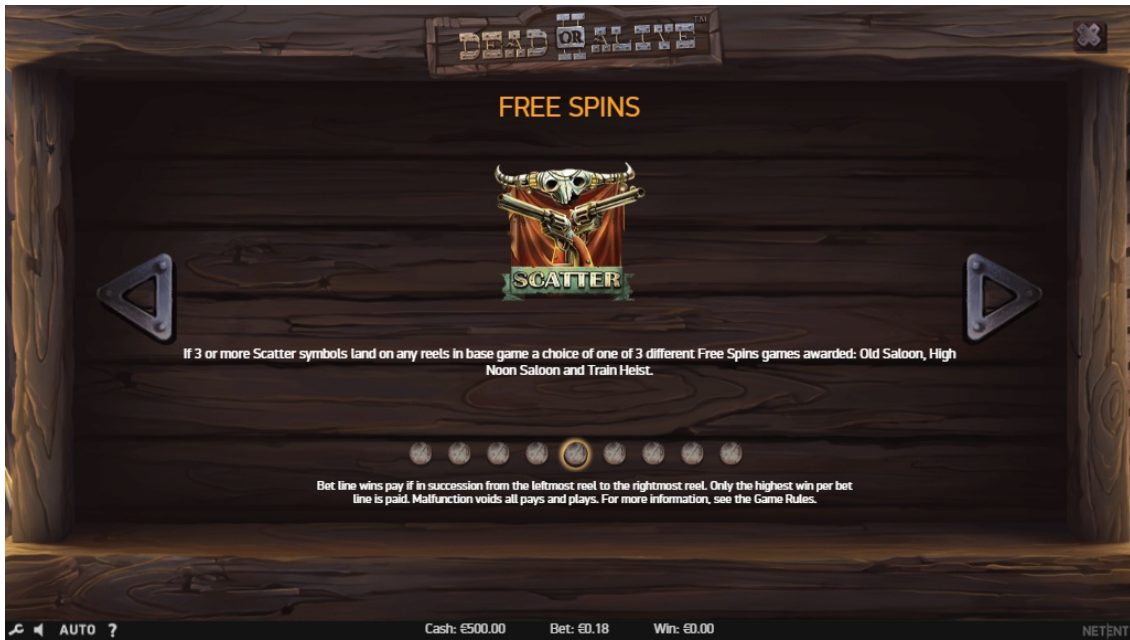


Paytable page 3

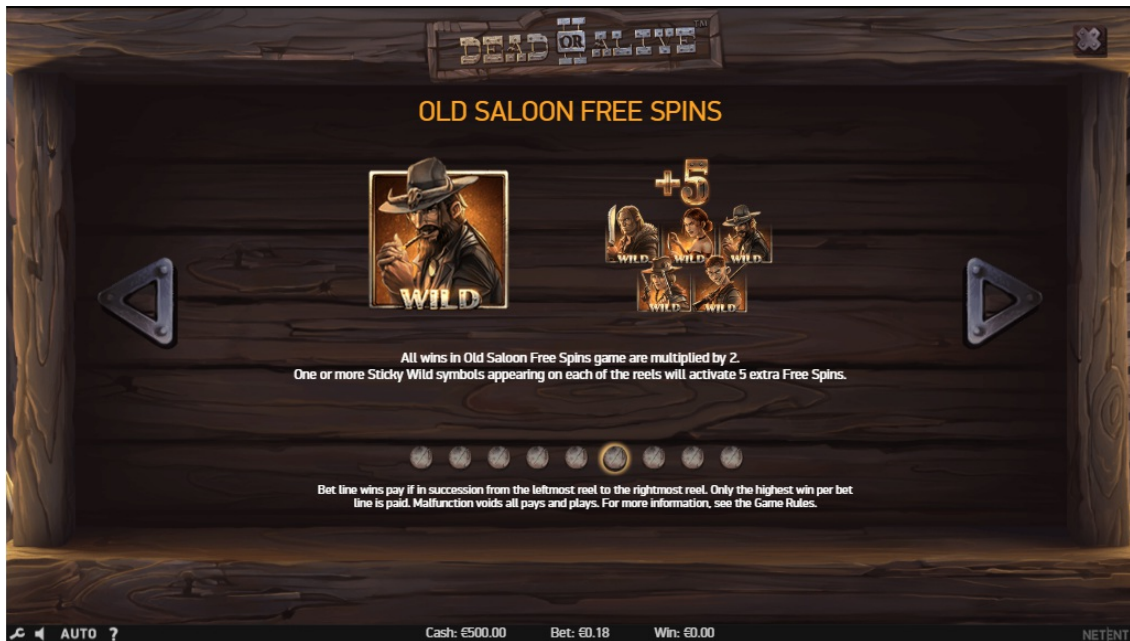


Paytable page 4





Paytable page 5



Paytable page 6



Paytable page 7



Paytable page 8

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

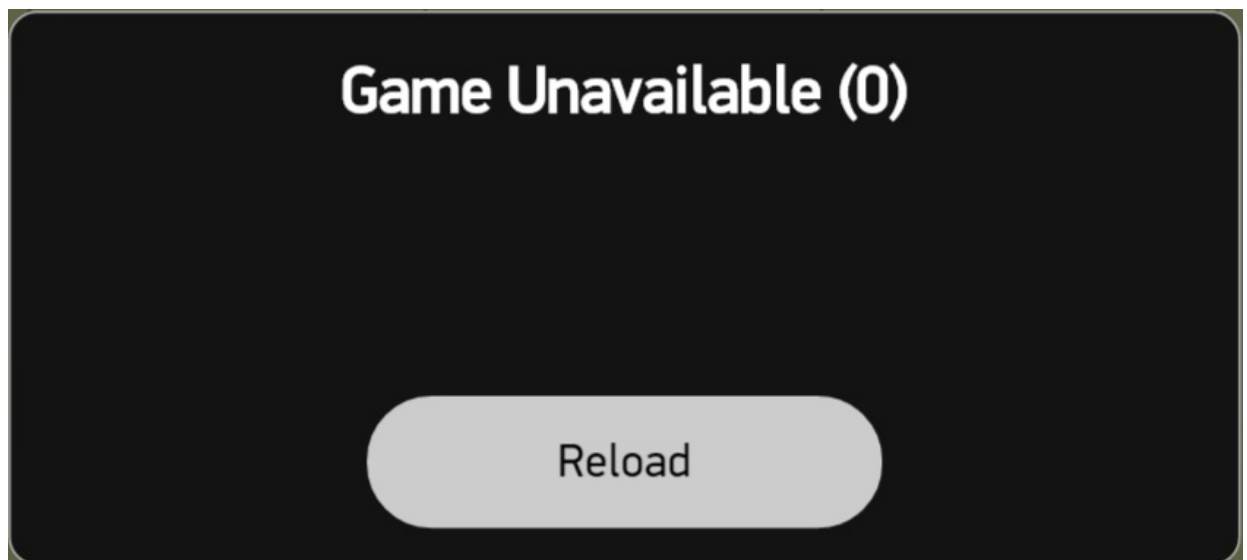
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

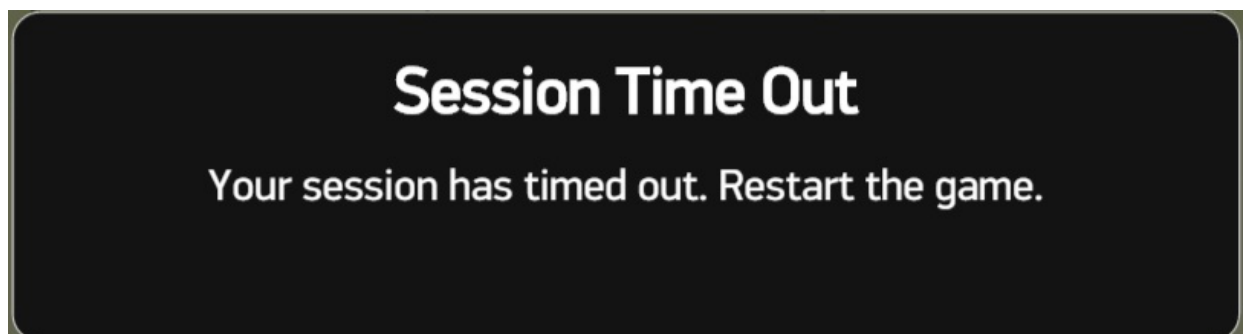
### Malfunction Management

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.

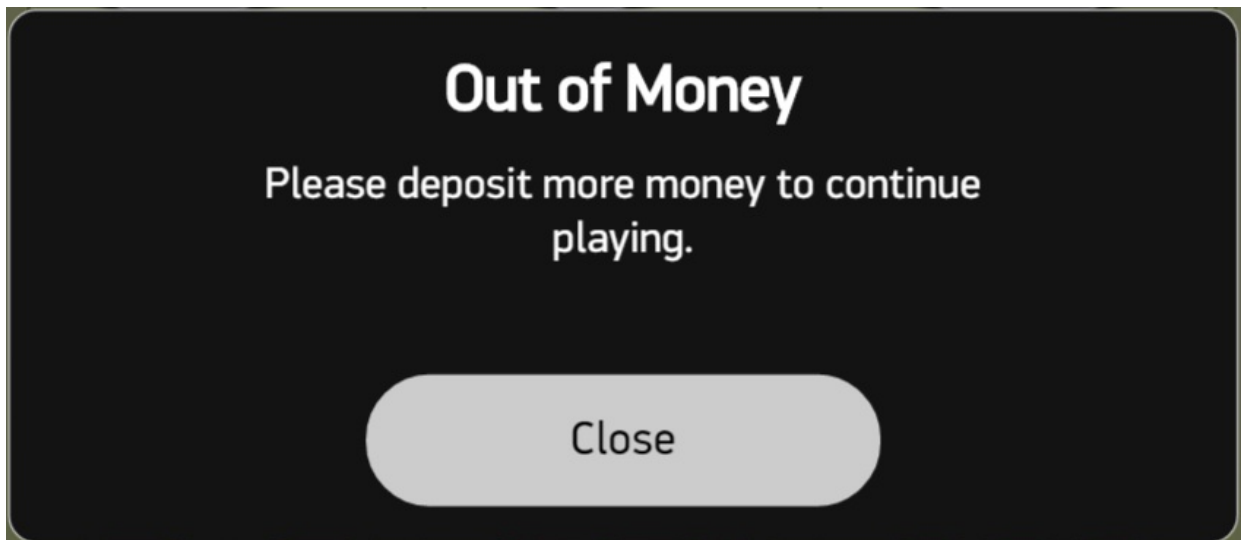
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-03-14	Approved by GPO Fredrik Hård af Segerstad and Mathematician Alice Lesser.