DOUBLE STACKS

Game Type: Video Slot Game Return to Player: 96.10%

Double Stacks pulls out all the stops in showing just how exciting a 5 by 3 classic slot game can be! Not only full of radiant color, the game also features a Double Stacks feature and Free Spins where the reels are packed to the brim with stacked Wilds.

When landing a full stack of symbols on a reel the Double Stacks feature doubles all symbols on the reel. In Free Spins the Wilds can also double, potentially creating double the excitement!





Game Sheet Version: 1.0 Date: 2018-08-10

ABOUT DOUBLE STACKS

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 10 bet lines (fixed)
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1, 2
Default Min / Max Bet (€)	0.1 / 200
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 10 bet lines, €0.01 coin value (cost €0.1)
GAME FEATURES	
	Double Stacks FeatureFree Spins
PAYOUT	
Return to Player	96.10%
Default Maximum Win	€20 000 / 10 000 coins – on a single bet line
Hit Frequency	16.2%
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	doublestacks_not_mobile (basic wallet) doublestacks_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



Double Stacks Feature

Double Stacks Feature

For the 4 highest paying symbols, when a reel is entirely filled with symbols of a single kind, these symbols will double and count as two symbols when counting the win for that spin. This means that you can get up to a 10 symbol win on any betline.

Free Spins Feature

When 3 or more Scatter symbols appear in the main game, Free Spins is activated. During Free Spins, stacked Wilds are added to the reels.



Free Spins Feature

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total RTP: 96.10%
- RTP Base game: 67.3%
- RTP Freespins: 28.8%

HIT FREQUENCY

- Hit Frequency: 16.2%
- Free Spins Hit Frequency: 0.36%

MAXIMUM PAYOUT

- Main Game: €20 000 / 10 000 coins on a single bet line
- Main Game: €200 000 / 100 000 coins max coinciding win
- Freespins: €20 000 / 10 000 coins on a single bet line
- Freespins: €200 000 / 100 000 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.

Paytable

Diable	€10	0,000	0.00	0-7€	50,000	D.00 BI	AR €2	5,00	0.0		€10,00	0.00
Stacks		2	SYN	MBOL	Payc		LUES	;				X
	10	1000	6	90) 10	500	6	80		
	9	250	5	45			9	175	5	40		
	8	175	4	30			8	150	4	20		
	7	120	3	15			7	100	3	10		
	10	250	6	60			10	100	6	30		$\mathbf{\hat{b}}$
DAD	9	120		30			9	80	5			
	8	90	4	15			8	60	4	10		
	7	70	3	10			7	50	3	5		
		•Bet	line wi	•Only the ns pay if in succe	ession from t	per bet line is paid ne leftmost reel to r more information	the rightmos	t reel.				

Paytable page 1



Paytable page 2



Paytable page 3





Paytable page 5



Paytable page 6





Paytable page 8



Paytable page 9

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.

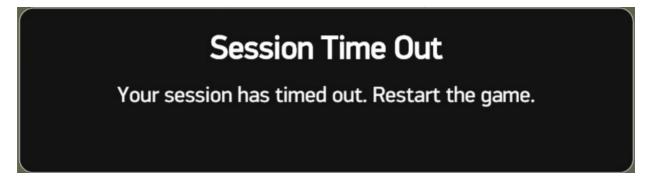
Malfunction Management

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.

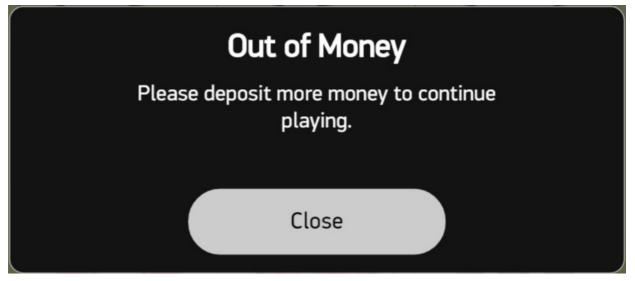
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-08-10	First version.