# EAST SEA DRAGON KING™

Game Type: Video Slot Game Return to Player: 96.23%

East Sea Dragon King<sup>™</sup> is the latest video slot from NetEnt<sup>™</sup> that features Wild substitutions, Expanding Wilds, and Re-Spins. Cluster Pays<sup>™</sup> mechanic allows players to collect clusters of symbols.

The incredibly sharp Asian theme-based graphics combined with the catchy background music will offer the player an unforgettable gaming experience. So, dive into the East sea to experience the underwater world and the hidden treasures with East Sea Dragon King™!





Game Sheet Version: 1.0 Date: 2019-09-13

## ABOUT EAST SEA DRAGON KING™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, Clusters (no bet lines)
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, fixed bet 10 coins, €0.01 coin value (cost €0.1)
GAME FEATURES	
	<ul> <li>Wild substitutions</li> <li>Expanding Wilds</li> <li>Re-Spins</li> </ul>
PAYOUT	
Return to Player	96.23%
Hit Frequency	14.6%
RESPONSIBLE GAMING	
Player Limits	<ul> <li>Player and casino operator can set the following play limits: Bet <sup>®</sup> 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> <li>Play for Fun</li> <li>Variable coin values</li> <li>Variable bet levels</li> <li>G4 mode</li> </ul>
TECHNICAL INFORMATION	
Game ID	eastseadragonking_not_mobile (basic wallet) eastseadragonking_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**



Cluster win



Wild symbol



Expanding Wilds



**Re-Spins** 

### Cluster Pays<sup>™</sup> Mechanic

A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol. 5 or more of the same symbols appearing in a cluster, award a win according to the Paytable.

Multiple clusters of the same symbol that are not adjacent to each other pay as separate clusters.

### Wild substitutions

Wild symbols can appear anywhere on the reels in the main game and in Re-Spins, and substitute for all symbols. Wild symbols substitution pays the highest possible winning combination on a bet according to the Paytable.

### Expanding Wilds

One or more Wild symbols landing anywhere on the reels in the main game, automatically expand to cover the entire reel they land on and then activate a Re-Spin. Wins are awarded after all Wilds have expanded and before a Re-Spin starts.

### **Re-Spins**

One or more Wild symbols landing anywhere on the reels in the main game activate Re-Spins. The Wild symbols expand to cover the entire reel and remain in place while the other reels re-spin.

One or more Wild symbols landing anywhere on the reels in Re-Spins activate an additional Re-Spin. Re-Spin wins are added to any wins from the initial spin. When the Re-Spin ends, any new Wilds appearing on the reels expand in the same way as the initial spin and wins are evaluated.

## PAYOUT

### **Payout Summary**

#### GAME RETURN TO PLAYER (RTP)

• RTP Total: 96.23%

#### **HIT FREQUENCY**

- Hit frequency Total: 14.6 %
- Feature (Re-Spin) hit frequency: 4.2 % (1 in 23)

#### WIN INFORMATION

WIN AMOUNT	OCCURS	IN 1 MILLION GAMEROUNDS, WILL OCCURAPPROXIMATELY	CORRESPONDING CASH VALUE AT DEFAULT MAXIMUMBETSIZE (€ 200)
500 times bet or more	Once every 10,700 spins	93 times	€100,000
1,250 times bet or more	Once every 82, 700 spins	12 times	€250,000
2,500 times bet or more	Once every 1,070,000 spins	1 times	€500,000
5,000 times bet or more	-	0 times	€1,000,000

Note: Values obtained during a simulation of 300 billion game rounds.

### Paytable

Symbol	Payout Va						<b>V</b>
y moo		nues					
5 or <u>mo</u>	re of the same	symbols in a c	luster awa <u>rd a</u>	win.			
	out for 15 Wild						
• me pay			000.				âr, <i>â</i> r
	~~~~	<i>1</i> 11	0 0				
			200				6
x15	10000	5000	2500	2500	1000	1000	1000
x14	5000	2500		1500	500	500	500
x13	2500	1000	800	800	200	200	200
x12	1500	500		400	100	100	100

Paytable

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x15	10000	5000	2500	2500	1000	1000	1000
x14	5000	2500		1500	500	500	500
x13	2500	1000		800	200	200	200
x12	1500	500		400	100	100	100
x11	600	250		200	70	70	
x10	300	200		150	50	50	50
x09	250	150		100	40	40	40
x08	200	80		50	25	25	25
x07	100	60		35	20	20	20
x06	50	40	25	25	15	15	15
x05	30	20		15	10	10	

Paytable

## **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.

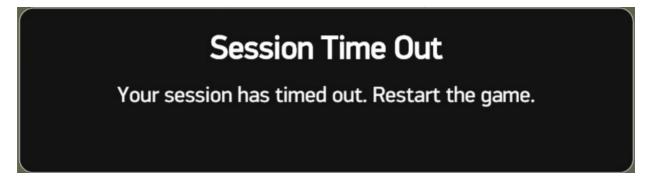
### **Malfunction Management**

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.

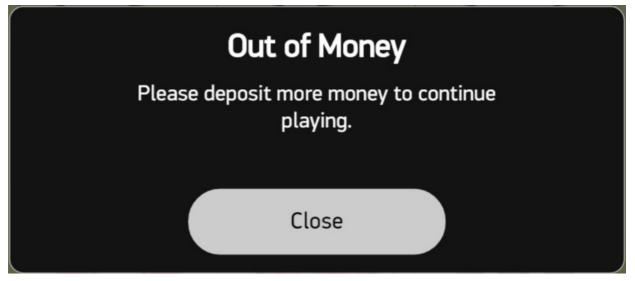
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-09-13	First version.