

EMOJI PLANET VIDEO SLOT™

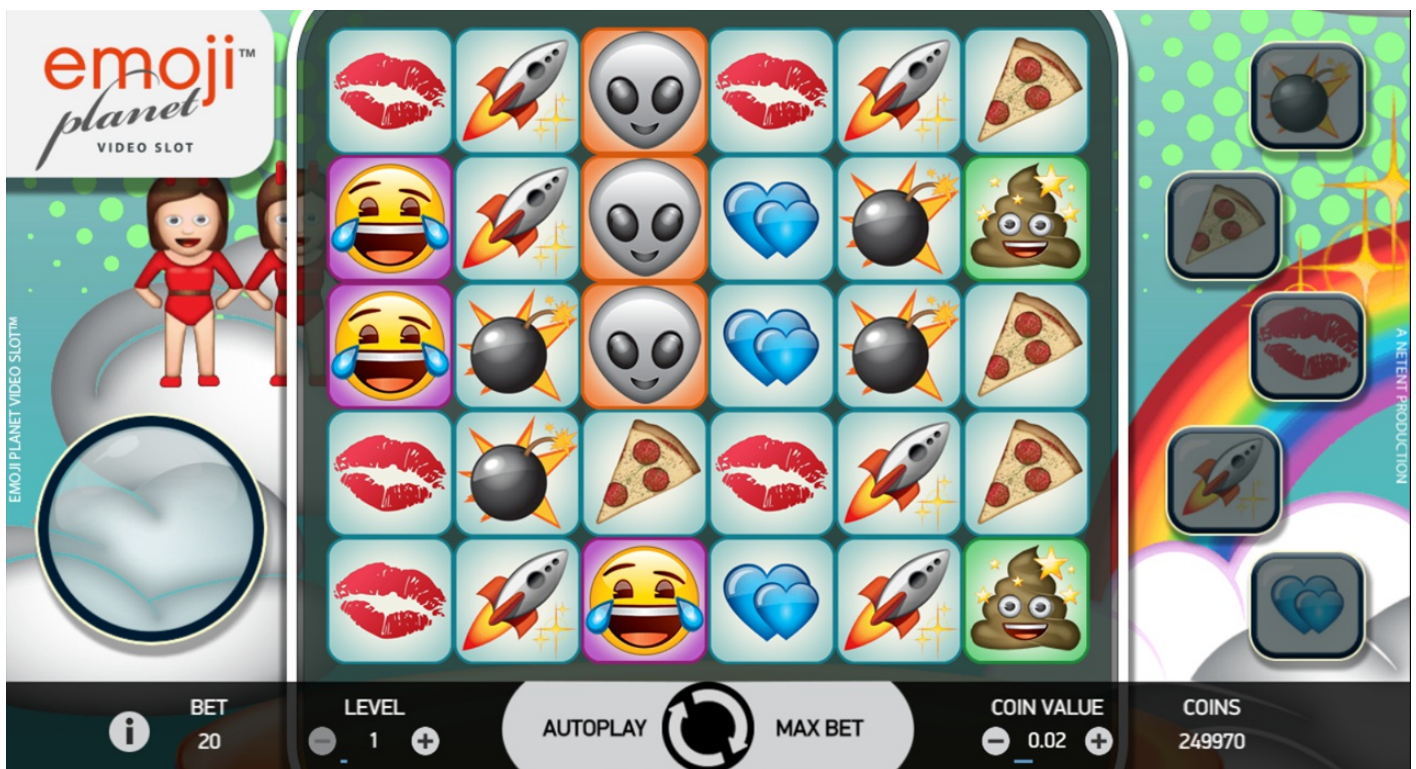
Game Type: Video Slot Game

Return to Player: 96.48%

NetEnt™ brings fun and smiles to the next level! It's time to start your journey to the world of emojis with Emoji Planet Video Slot™!

This 5-reel, 6-row video slot uses the Cluster Pays™ mechanics, where emojis cascade down in an Avalanche™.

Collect emojis and get a chance to activate the 5 exciting Emoji Features: the Bomb Feature, the Pizza Feature, the Kiss Mark Feature, the Rocket Feature, or the Two Hearts Feature.



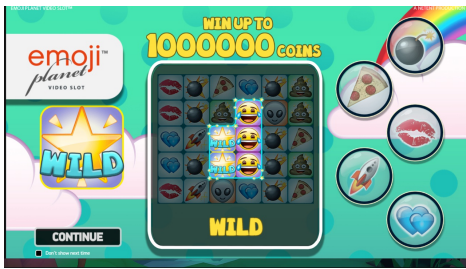
Game Sheet Version: 0.0
Date: 2020-01-13

NETENT

ABOUT EMOJI PLANET VIDEO SLOT™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	6 columns, 5 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
Default Min / Max Bet (€)	0.2 / 200
Minimum Free Round Values (Please check your current free round values)	Bet level 1, fixed bet 20 coins, €0.01 coin value (cost €0.2)
GAME FEATURES	
	<ul style="list-style-type: none"> • Avalanche™ Feature • Wild and Sticky Wild substitutions • Emoji Features: Bomb Feature, Pizza Feature, Kiss Mark Feature, Rocket Feature, Two Hearts Feature
PAYOUT	
Return to Player	96.48%
Default Maximum Win	€1 000 000 / 1 000 000 coins – coinciding
Hit Frequency	30.1%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	emoji_not_mobile (basic wallet) emoji_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



Emoji Planet Video Slot™ graphics

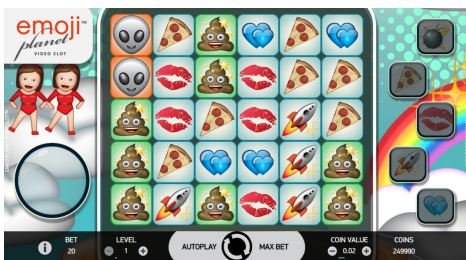
Game Theme and Graphics

People send millions of them to each other every day, but what if there's a place where all of them live? Discover the fun and crazy world of emojis with NetEnt™ latest offering: Emoji Planet Video Slot™!

Emojis are everywhere! They are falling from the skies in an Avalanche™! Even Wilds are emojis!

Collect clusters of them to fill the Emoji Meters and activate the Emoji Features: the Bomb Feature, the Pizza Feature, the Kiss Mark Feature, the Rocket Feature, and the Two Hearts Feature.

Listen to cheerful music and discover and explore the most fun place in the universe with Emoji Planet Video Slot™!



Main game

Main Game

Players can select the coin value and bet level before starting the game round.



Big Win

Game actions

The buttons on the keypad perform the following different game actions:

	<p>Clicking the plus and minus signs 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 plus and minus signs 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>



Avalanche™ Feature

Avalanche™ Feature

The symbols fall into position in the reels, instead of spinning.

A cluster win starts an Avalanche.

Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols for a chance of bigger wins.

The Avalanches continue until there are no more wins.



Wild symbol

Wild Substitution

Wild symbols can appear anywhere on the reels and substitute for all symbols.

Wild symbol substitution pays the highest possible winning combination in a cluster according to the Paytable.

Emoji Features

There are 5 Emoji Meters: the Bomb Meter, the Pizza Meter, the Kiss Mark Meter, the Rocket Meter and the Two Hearts Meter.

For each destroyed symbol, the corresponding Emoji Meter will be filled by one space.

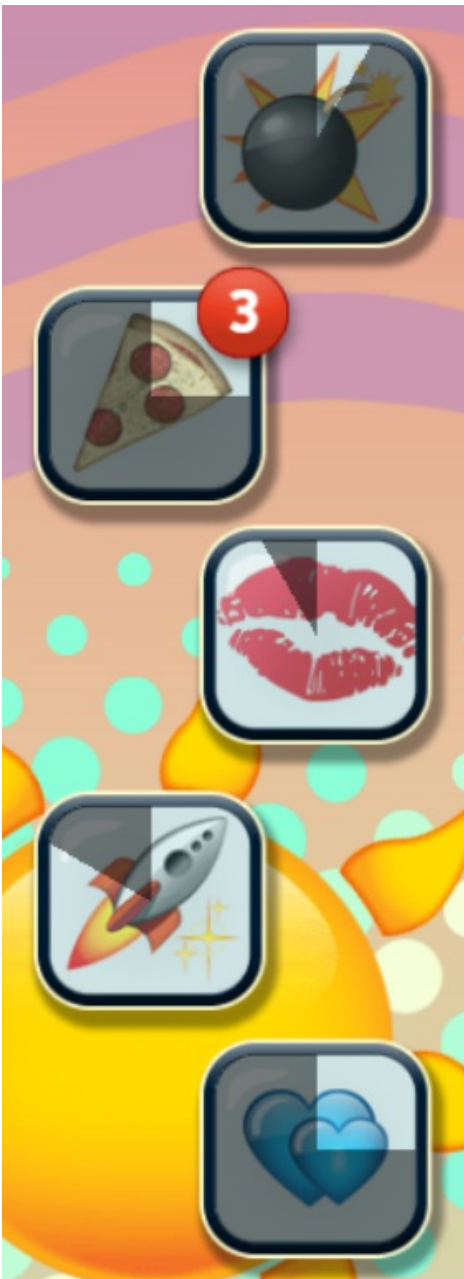
Wild symbols destroyed as part of wins do not count towards filling the Emoji Meter of the symbol that they substituted for.

For each time an Emoji Meter is filled up by 12 spaces, a corresponding Emoji Feature will be activated once, when there are no more winning combinations. The sticker on each Emoji Meter indicates how many times the Emoji Meter was filled.

All Emoji Meters are reset to zero at the end of each game round.

If 2 or more Emoji Meters are filled up at the same time, the Emoji Features are activated by turn in the following order: Bomb Feature, Pizza Feature, Kiss Mark Feature, Rocket Feature, and Two Hearts Feature.

At the end of the Emoji Features, any wins from the Emoji Features are added to any wins from the round that activated the Emoji Features.



Emoji Meters



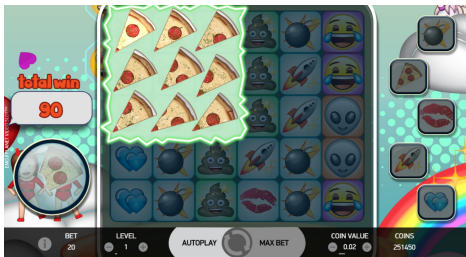
Bomb Feature

Bomb Feature

When the Bomb Feature is activated, 8 random symbols on the reels are destroyed and a random coin win of between 5 and 100 times the bet level is awarded for each destroyed symbol.

The symbols destroyed in the Bomb Feature do not fill the Emoji Meters.

Sticky Wild symbols cannot be destroyed in the Bomb Feature.

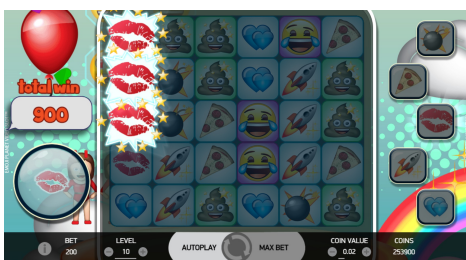


Pizza Feature

Pizza Feature

When the Pizza Feature is activated, a 3x3 overlay of a random symbol, except for the Wild symbol, randomly appears on the reels.

Sticky Wild symbols cannot be overlaid in the Pizza Feature.



Kiss Mark Feature

Kiss Mark Feature

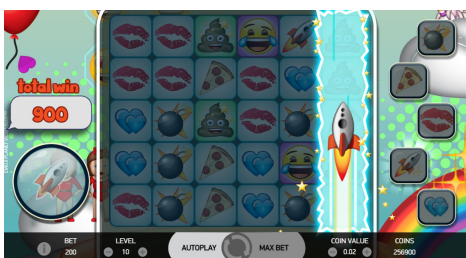
When the Kiss Mark Feature is activated, 3 Sticky Wild symbols randomly appear and remain on the reels.

Each Sticky Wild symbol has 3 lives. Whenever a Sticky Wild symbol is a part of one or more simultaneous winning combinations, it loses a life. When all 3 lives are lost, the Sticky Wild symbol disappears.

Sticky Wild symbols substitute for all symbols, including other Sticky Wild symbols with less than 3 lives.



Sticky Wild symbol



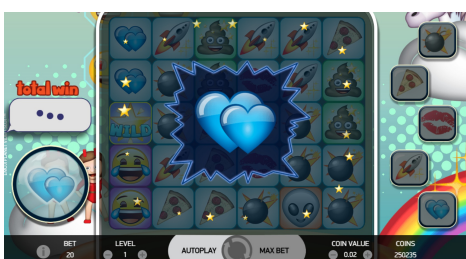
Rocket Feature

Rocket Feature

When the Rocket Feature is activated, a stack of 10 Wild symbols appears on and above one of the reels creating a winning combination.

In each next Avalanche, new Wild symbols from the stack land on the reels until no more Wild symbols remain in the stack.

Sticky Wild symbols cannot be replaced by Wild symbols in the Rocket Feature.



Two Hearts Feature

Two Hearts Feature

The Two Hearts Feature is only activated when there are no more winning combinations and no more other Emoji Features to be activated.

When the Two Hearts Feature is activated, the total win is multiplied by the number of times the meter is filled up plus one.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.48%

HIT FREQUENCY

- Total: 30.1%
- Any Emoji Feature: 2.5%
- Bomb Feature: 0.82%
- Pizza Feature: 0.72%
- Kiss Mark Feature: 0.79%
- Rocket Feature: 0.71%
- Two Hearts Feature: 0.79%

WIN INFORMATION

- Main Game: €1 000 000 / 1 000 000 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.

PAYOUT RULES IN MAIN GAME

- The game is played with clusters of symbols, 1-10 bet levels (20 coins per level) and different coin values.
- There are no bet lines.
- 5 or more symbols appearing in a cluster award a win.
- A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.
- Multiple clusters of the same symbol that are not adjacent to each other pay as separate clusters.
- A cluster win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A cluster win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per cluster is paid.
- Simultaneous wins from multiple clusters are added.
- If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends.

Paytable

CLUSTER PAYS™

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

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 20 LEVEL 1 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 250000

Paytable page 1

WILD SYMBOL EMOJI FEATURES

Wild symbols can appear anywhere on the reels and substitute for all symbols.

There are 5 Emoji Meters: the Bomb Meter, the Pizza Meter, the Kiss Mark Meter, the Rocket Meter and the Two Hearts Meter.
For each time an Emoji Meter is filled up by 12 spaces, a corresponding Emoji Feature will be activated once, when there are no more winning combinations. The sticker on each Emoji Meter indicates how many times the Emoji Meter was filled.

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 200 LEVEL 10 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 249970

Paytable page 2

BOMB FEATURE

When the Bomb Feature is activated, 8 random symbols on the reels are destroyed and a random coin win of between 5 and 100 times the bet level is awarded for each destroyed symbol.

PIZZA FEATURE

When the Pizza Feature is activated, a 3x3 overlay of a random symbol, except for the Wild symbol, randomly appears on the reels.

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 200 LEVEL 10 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 249970

Paytable page 3

KISS MARK FEATURE

When the Kiss Mark Feature is activated, 3 Sticky Wild symbols randomly appear and remain on the reels.

Each Sticky Wild symbol has 3 lives. Whenever a Sticky Wild symbol is a part of one or more simultaneous winning combinations, it loses a life. When all 3 lives are lost, the Sticky Wild symbol disappears.

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 200 LEVEL 10 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 249970

Paytable page 4

ROCKET FEATURE

When the Rocket Feature is activated, a stack of 10 Wild symbols appears on and above one of the reels creating a winning combination.

TWO HEARTS FEATURE

When the Two Hearts Feature is activated, the total win is multiplied by the number of times the meter is filled up plus one.

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 200 LEVEL 10 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 249970

Paytable page 5

SYMBOL PAYOUT VALUES

x30	10000	5000	4500	2000	2000	2000	1800	1800
x29	9000	4000	3900	1600	1600	1600	1500	1500
x28	8000	3500	3400	1400	1400	1400	1300	1300
x27	7000	3000	2900	1300	1300	1300	1200	1200
x26	6000	2500	2400	1200	1200	1200	1100	1100
x25	5000	2200	2150	1100	1100	1100	1050	1050
x24	4000	2000	1900	1000	1000	1000	950	950
x23	3500	1800	1700	900	900	900	860	860
x22	3000	1600	1500	800	800	800	760	760
x21	2500	1300	1200	700	700	700	660	660

5 or more same symbols in a cluster award a win. Only the highest win per cluster is paid. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. If the total win from a game round exceeds 100000 times the bet level, the win of exactly 100000 times the bet level is awarded and the game round ends. For more information, see the Game Rules.

BET 200 LEVEL 10 AUTOPLAY MAX BET COIN VALUE 0.02 COINS 249970

Paytable page 6

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

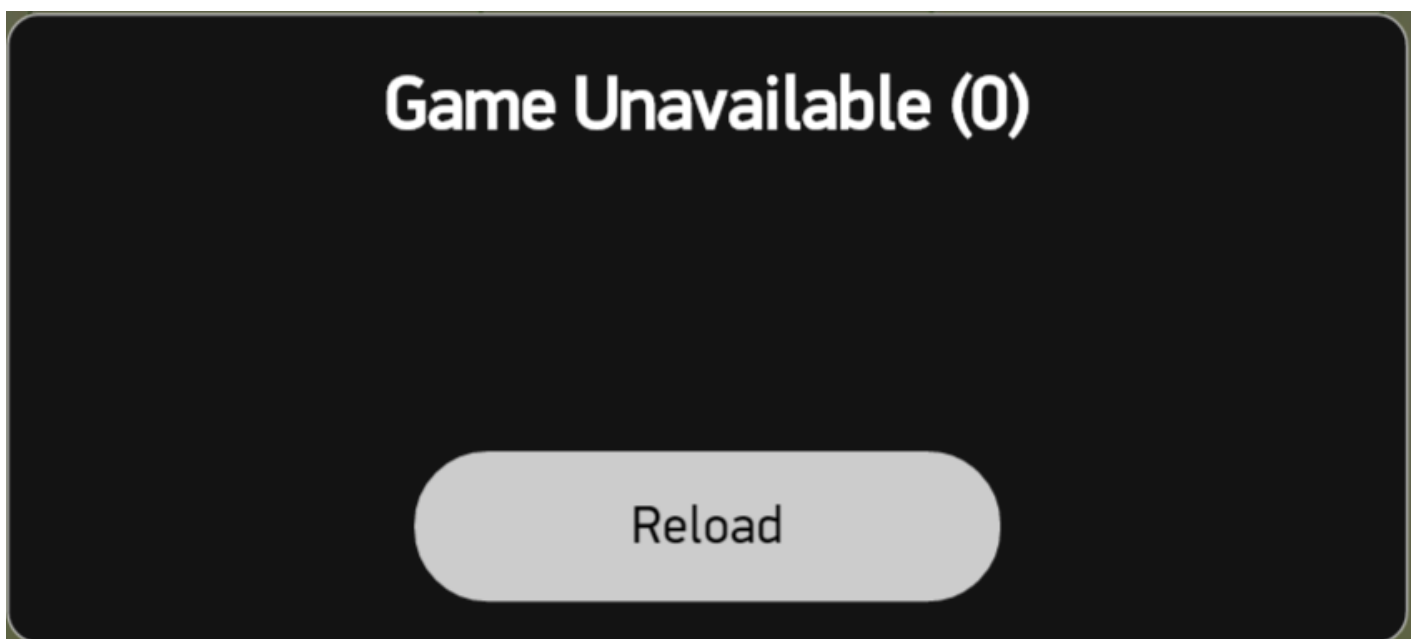
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

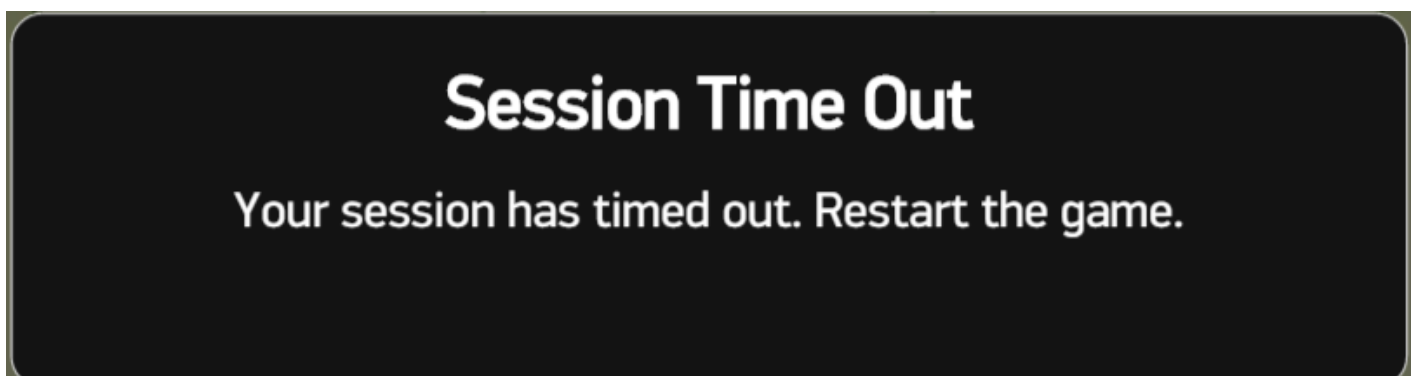
Malfunction Management

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.

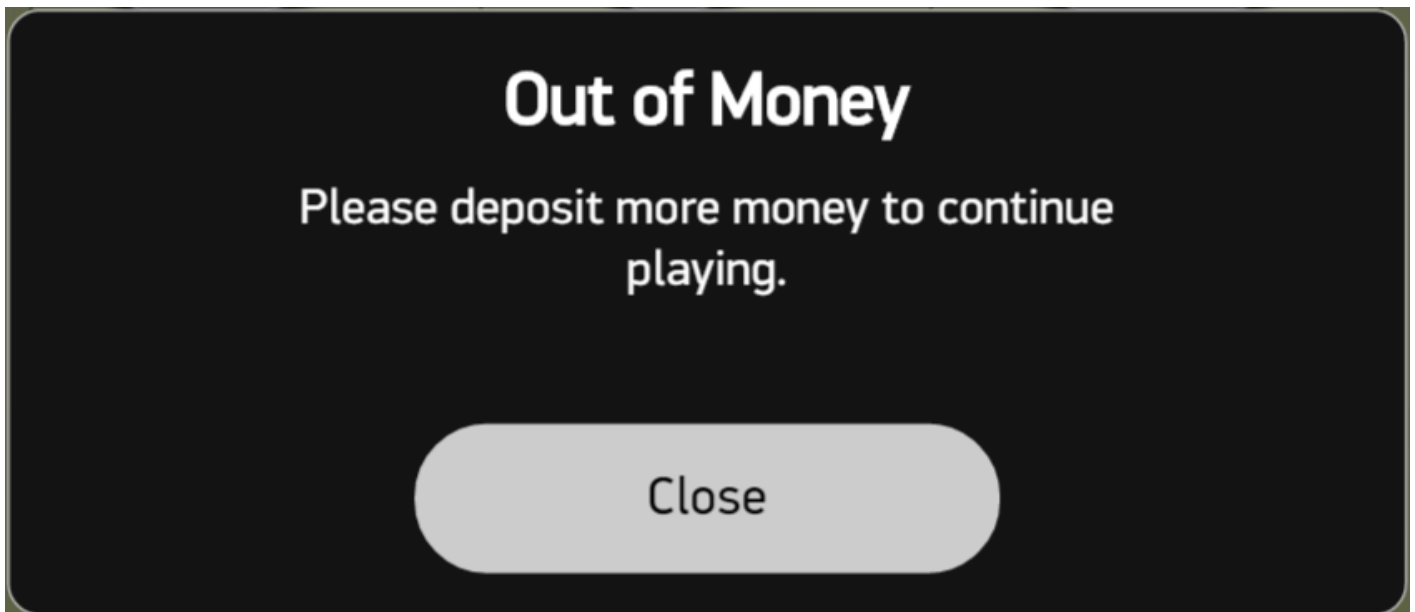
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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
---------	------	------