

FINN AND THE SWIRLY SPIN™

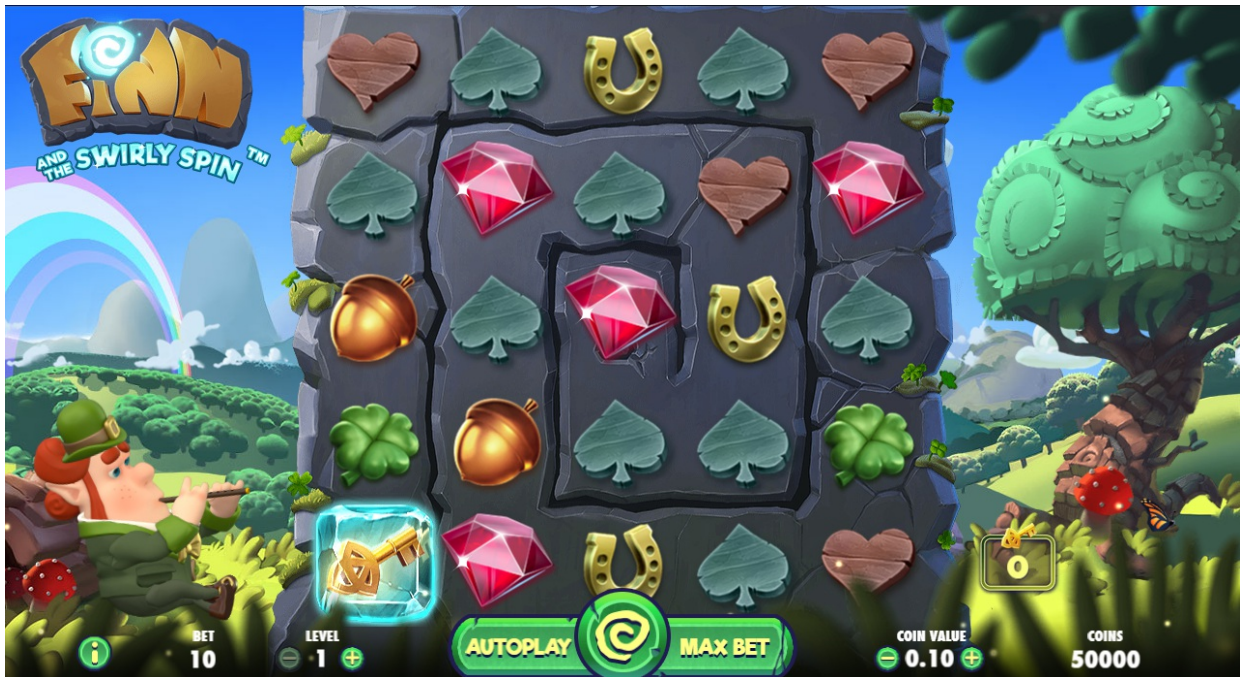
Game Type: Video Slot Game

Return to Player: 96.62%

NetEnt™ takes you to the emerald isle where a magical leprechaun called Finn awaits your arrival in Finn and the Swirly Spin™.

This 5-reel, 5-row video slot features a Wild Symbol, a Free Spins Key, 4 different types of Free Spins, and a Random Feature with 4 variations. But most importantly there's an exciting new spin mechanic with this game: symbols do not land in the standard way but will follow a spiral pattern starting at the outside corner and ending in the center position.

To be sure, the combination of exciting features and dynamic spiral reels means players will be dreaming about their chance for a bit of Irish Luck when they play Finn and the Swirly Spin™!



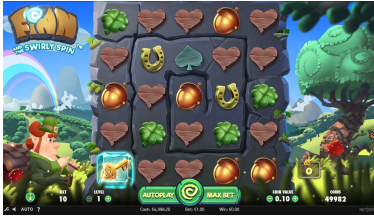
Game Sheet Version: 1.0
Date: 2017-09-28

NETENT

ABOUT FINN AND THE SWIRLY SPIN

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	1 columns, 5 rows, Clusters (no bet lines)
Default Bet Levels	None
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 None, fixed bet 10 coins, €0.01 coin value (cost €0)
GAME FEATURES	
	<ul style="list-style-type: none"> • Spiral Spin Mechanic • 4 Random Features • 4 Free Spins • Wild Substitutions
PAYOUT	
Return to Player	96.62%
Default Maximum Win	€100 000 / 50 000 coins – coinciding
Hit Frequency	21.8%
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	finn_not_mobile (basic wallet) finn_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



Finn and the Swirly Spin™ graphics

Game Theme and Graphics

The game takes players to a mystical place where leprechauns are real and magic can happen on the reels at any moment. In fact, there is a leprechaun named Finn stationed below the reels that reacts to all of the action that occurs.

The unique spiral spin function on the reels will mesmerize players as well as the chance for a Random Feature to happen at any moment.

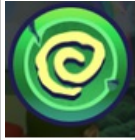
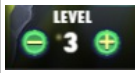

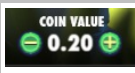

There are also 4 different Free Spin games

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:

	Clicking the Spin button starts a game round at the current bet level and coin value.
	Clicking the plus and minus increases and decreases the bet level (i.e. number of coins per bet line) by 1.
	MAX BET plays the game at the highest bet level and the current coin value.
	Clicking the plus and minus increases and decreases the coin value to the next level.
	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.



Spin mechanic

Spin Mechanic

In each of the 25 spaces, 25 separate symbols appear that are independent of those around it. Winning symbols will be destroyed and the remaining symbols will move to fill the empty space. Symbols move from higher numbered spaces to the next lowest numbered space in the direction of the arrow.



Free spins key

Free Spins Key

The bottom left place on the reels will always begin with a Free Spins Key symbol.

The Free Spins Key symbol will progress to the center as wins occur and the remaining symbols avalanche.

The Free Spins Key symbol cannot disappear during the main game.

Free Spins are activated if the Free Spins Key symbol is in the central position when there are no more winning combinations and all avalanches are complete.

Every time the Free Spins Key symbol reaches the center and activates Free Spins a key meter at the bottom right corner of the game screen increases by 1.

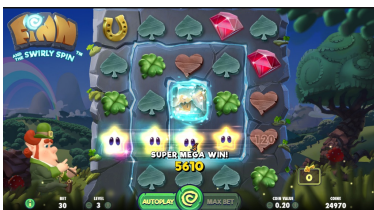
The Key meter will not reset every time the game is closed with a player able to continue playing with the total number of keys collected when they re-start the game.



Wild symbol

Wild Symbols and Avalanche Generation

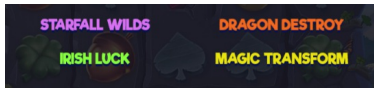
There are types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol. Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it. Wins that don't contain a Wild symbol create one.



Wins with Wild symbols



Wilds exploding



Random Features

Random Features

After the initial spin a Random Feature may be awarded.

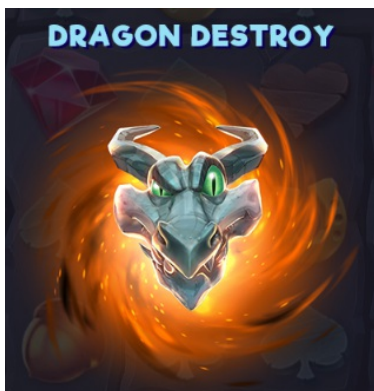
There are 4 different types of Random Features that can be won: Starfall Wilds, Dragon Destroy, Irish Luck and Magic Transform.



Starfall Wilds

Starfall Wilds Random Feature

The Starfall Wilds feature places 2-5 or more Wilds on the reels randomly. The Wilds may appear in a random pattern or in a line.

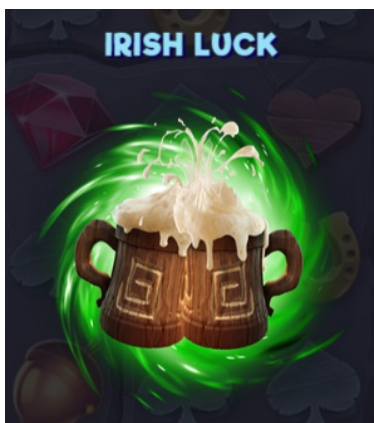


Dragon Destroy

Dragon Destroy Random Feature

The Dragon Destroy feature can only be activated if there are no wins before the Dragon Destroy feature is activated.

The Dragon Destroy feature will destroy a random number of symbols which will then activate another avalanche.



Irish Luck

Irish Luck Random Feature

The Irish Luck feature can only be activated when there is no win present on the reels after the initial spin. A horizontal or vertical line of one type of symbol is added to the reels giving a guaranteed win. Whether the line added is horizontal or vertical is chosen at random.



Magic Transform

Magic Transform Random Feature

The Magic Transform feature will transform all the spade and heart symbols into another higher paying symbol.

The symbol that is transformed into may be different for the spade and heart symbols.

There are 16 (4x4) possible transformations as each spade and heart symbol has 4 potential outcomes of what it may transform into.

All spade symbols will transform into its chosen symbol and all heart symbols will transform into its chosen symbol.



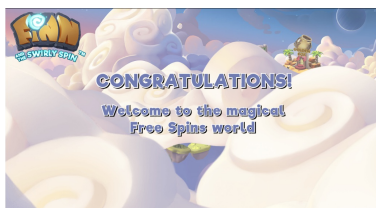
Free Spins

Free Spins

After all wins or avalanches have occurred, if the Free Spins Key symbol is in the centre position then a Free Spins game is awarded.

The player can choose from 4 different Free Spins games, each one corresponding to one of the Random Features.

During the initial Free Spins game, only one Random Feature can be chosen. After completing the initial Free Spins game, the player will be returned to the main game and will not be able to select another Free Spins game.



Free Spins game is awarded



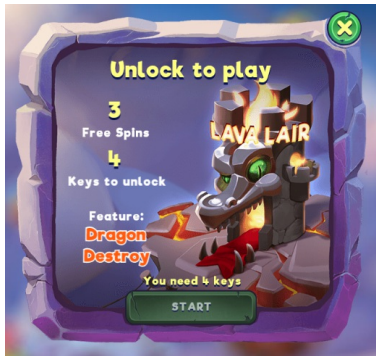
Free Spins games



Star Bar Free Spins

Star Bar Free Spins

If Star Bar Free Spins are activated 7 Star Bar Free Spins are awarded with the Star Fall Random Feature. Star Bar Free Spins require 1 key to unlock. The Star Bar Free Spins function the same as in the Starfall Wilds Random Feature in the main game.



Lava Lair Free Spins

Lava Lair Free Spins

If Lava Lair Free Spins are activated 3 Lava Lair Free Spins are awarded with the Dragon Destroy Random Feature.

Lava Lair Free Spins require 4 keys to unlock.

During the Lava Lair Free Spins a Sticky Wild will always appear in place of the Free Spins Key symbol in the main game.



Lucky Mug Free Spins

Lucky Mug Free Spins

If Lucky Mug Free Spins are activated 4 Lucky Mug Free Spins are awarded with the Irish Luck Random Feature.

Lucky Mug Free Spins require 9 keys to unlock.

The Lucky Mug Free Spins function similarly to the Irish Luck Random Feature in the main game.



Golden Pot Free Spins

Golden Pot Free Spins

If Golden Pot Free Spins are activated 2 Golden Pot Free Spins are awarded with the Magic Transform Random Feature.

Golden Pot Free Spins require 16 keys to unlock.

The Golden Pot Free Spins function the same as the Magic Transform feature in the main game.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.62%
- Main Game: 50.7%
- Starfall Wilds 5.1%
- Irish Luck 7.9%
- Magic Transform 4.9%
- Dragon Destroy 2.8%
- Free Spins: 25.3%

HIT FREQUENCY

- Hit frequency: 21.8%
- Random feature frequency: 0.025 (1 in 40)
- Starfall Wild 0.0070 (1 in 141)
- Irish Luck 0.0090 (1 in 110)
- Magic Transform 0.0029 (1 in 343)
- Dragon Destroy 0.0060 (1 in 166)
- Free Spins hit frequency 0.0061 (1 in 164)

MAXIMUM PAYOUT

- Main Game: €10 000 / 5 000 coins - coinciding
- Main Game: €84 000 / 42 000 coins - max coinciding win
- Free spins: €10 000 / 5 000 coins - coinciding
- Free spins: €100 000 / 50 000 coins - max coinciding win
- Random features: €10 000 / 5 000 coins -
- Random features: €84 000 / 42 000 coins - max win in feature

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

- Any horizontal or vertical line of 3 or more of the same symbol is a win match.
- A single row or column can contain more than one win.
- Only the highest win per win match is paid.
- Symbols do not land in the standard way but will follow a spiral pattern starting at the outside corner and ending in the centre position.
- Simultaneous wins on different win matches are added.

PAYOUT RULES IN FREE SPINS

- The bottom left place on the reels in the main game will always begin with a Free Spins Key symbol.
- The Free Spins Key symbol will progress to the center as wins occur and the remaining symbols avalanche.
- The Free Spins Key symbol cannot disappear during the main game.
- Free Spins are activated if the Free Spins Key symbol is in the central position when there are no more winning combinations and all avalanches are complete.
- Every time the Free Spins Key symbol reaches the center and activates Free Spins a key meter at the bottom right corner of the game screen increases by 1.
- The Key meter will not reset every time the game is closed with a player able to continue playing with the total number of keys collected when they re-start the game.
- Wins from Free Spins games will be added to any wins from the main game.
- Free Spins are played using the same spin mechanic with 25 spaces as in the main game and at the same bet level and coin value as the round that activated them.

Paytable

SYMBOL PAYOUT VALUES					
	5	500		5	120
	4	100		4	50
	3	20		3	10
	5	100		5	80
	4	40		4	30
	3	10		3	10
	5	40		5	40
	4	10		4	10
	3	1		3	1

Paytable page 1

FREE SPINS KEY SYMBOL



The bottom left place on the reels will always begin with a Free Spins Key symbol.

The Free Spins Key symbol will progress to the center as wins occur and the remaining symbols avalanche.

The Free Spins Key symbol cannot disappear during the main game.

Free Spins are activated if the Free Spins Key symbol is in the central position when there are no more winning combinations and all avalanches are complete.

Paytable page 2

KEY COLLECTING




The total number of keys displayed in the key meter does not reduce when a Free Spins game is selected.

Initially only one Free Spins game is available to choose however more can be unlocked after a certain number of Free Spins rounds have been played.

The additional Free Spins unlock in the following order: Star Bar Free Spins, Lava Lair Free Spins, Lucky Mug Free Spins and Golden Pot Free Spins.

Paytable page 3



WILD SYMBOL

Wild symbols substitute for all symbols except for the Free Spins Key symbol.

Wins with Wild symbols can intersect or overlap on the same row or column.

After all wins have been evaluated every symbol that was part of a win will explode and disappear.

There are different types of wins: wins that have a Wild symbol and wins that do not have a Wild symbol.

Each win will trigger 1 of 2 things depending on the type of win.

Wins that contain a Wild symbol: If wins contain a Wild symbol, the Wild symbol contributing to the win will explode destroying the symbols vertically and horizontally adjacent to it.

Paytable page 4

Wins that do not contain a Wild symbol: If wins do not contain a Wild symbol, a new Wild symbol will be created in place of one of the symbols that has exploded and disappeared.

After all explosions have occurred and new Wilds are in place, the remaining symbols will avalanche to fill the empty spaces. This process repeats until there are no further wins.

The new Wild symbols will be positioned on the middle of the winning match however there will be instances (see 'wins that do have a Wild' above) where no new Wilds will be generated.

Paytable page 5

STICKY WILD




Sticky Wild symbols only appear during Lava Lair Free Spins.

This Sticky Wild symbol functions as a regular Wild symbol except that it cannot be destroyed and will not destroy the symbols around it when a win occurs from the Wild.

Paytable page 6

WIN MATCHES



Any horizontal or vertical line of 3 or more of the same symbol is a win match.

A single row or column can contain more than 1 win.

Wins are not influenced in any way by the motion of the symbols.

Once the symbols have come to rest, a win evaluation is done based on how the 5x5 grid appears.

Paytable page 7

RANDOM FEATURES

After the initial spin a Random Feature may be awarded.

Whether or not a Random Feature will be awarded is determined once all symbols have come to rest and, if so, it will be applied immediately before any wins are awarded.

There are 4 different types of Random Features that can be won:

- STARFALL WILDS**
- IRISH LUCK**
- DRAGON DESTROY**
- MAGIC TRANSFORM**

Paytable page 8

STARFALL WILDS



The Starfall Wilds feature places 2 or more Wilds on the reels randomly. The Wilds may appear in a random pattern or in a line.

If the Wilds are placed in a random pattern, the positions are chosen randomly however they are not placed over the Free Spins Key symbol.

If after the Wilds are placed no win occurs, a Wild will continue to be added in random locations until a win occurs.

If the Wilds are placed in a line, each of the ten vertical or horizontal lines is chosen at random.

The Wilds should appear adjacent to each other on the chosen line with their positions chosen uniformly from all combinations where all the wilds are adjacent.

Paytable page 9



DRAGON DESTROY

The Dragon Destroy feature can only be activated if there are no wins before the Dragon Destroy feature is activated. The Dragon Destroy feature will destroy a random number of symbols which will then activate another avalanche. This occurs in such a way that a win is guaranteed after the avalanche.

The image features a central illustration of a dragon's head with glowing green eyes, surrounded by a swirling orange and yellow energy. The background is dark with faint, repeating symbols of playing cards (spades, hearts, diamonds, clubs) and other game icons like a bell and a gem.

Paytable page 10



Paytable page 11

MAGIC TRANSFORM



The Magic Transform feature will transform all the spade and heart symbols into another higher paying symbol.

The symbol that is transformed into may be different for the spade and heart symbols.

There are 16 (4x4) possible transformations as each spade and heart symbol has 4 potential outcomes of what it may transform into.

All spade symbols will transform into its chosen symbol and all heart symbols will transform into its chosen symbol.

Paytable page 12

FREE SPINS

After all wins or avalanches have occurred, if the Free Spins Key symbol is in the centre position then a Free Spins game is awarded.

The player can choose from 4 different Free Spins games, each one corresponding to one of the Random Features.

During the initial Free Spins game, only one Random Feature can be chosen. After completing the initial Free Spins game, the player will be returned to the main game and will not be able to select another Free Spins game.

Paytable page 13

THE STAR BAR



If Star Bar Free Spins are activated 7 Star Bar Free Spins are awarded with the Star Fall Random Feature.

Star Bar Free Spins require 1 key to unlock.

The Star Bar Free Spins function the same as in the Starfall Wilds random feature in the main game.


Paytable page 14

The image shows a central graphic for the 'Lava Lair' feature. At the top, the words 'LAVA LAIR' are written in a bold, blue, sans-serif font. Below this, a 3D dragon-like creature is depicted, constructed from grey stone blocks and topped with a crown of red gemstones. The dragon has a green eye and a red cape. The words 'LAVA LAIR' are also written in a glowing orange font across its chest. The background is a dark grey grid of various symbols: red diamonds, green four-leaf clovers, brown horseshoes, and grey spades. Below the graphic, there are three lines of white text on a dark background.

If Lava Lair Free Spins are activated 3 Lava Lair Free Spins are awarded with the Dragon Destroy Random Feature.
Lava Lair Free Spins require 4 keys to unlock.
During the Lava Lair Free Spins a Sticky Wild will always appear in place of the Free Spins Key symbol in the main game.

Paytable page 15

LUCKY MUG



If Lucky Mug Free Spins are activated 4 Lucky Mug Free Spins are awarded with the Irish Luck Random Feature. Lucky Mug Free Spins require 9 keys to unlock.

The Lucky Mug Free Spins function similarly to the Irish Luck Random Feature in the main game.

In the event there is no win present the symbols transform as follows:

Each of the 6 symbol options is sorted according to how frequently it appears in the play area.

The symbol chosen for the overlay is chosen randomly.

Paytable page 16

GOLDEN POT

A golden pot icon with a red base and a red banner that says "GOLDEN POT". The pot is surrounded by various symbols including diamonds, hearts, spades, and horseshoes.

If Golden Pot Free Spins are activated 2 Golden Pot Free Spins are awarded with the Magic Transform Random Feature.

Golden Pot Free Spins require 16 keys to unlock.

The Golden Pot Free Spins function the same as the Magic Transform feature in the main game.

Paytable page 17

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

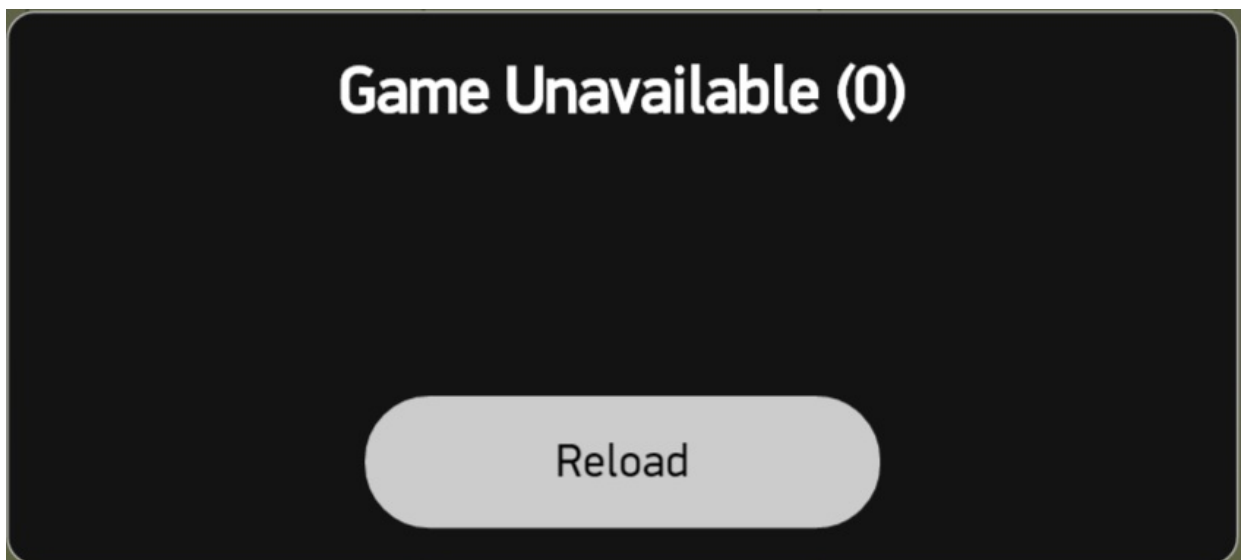
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

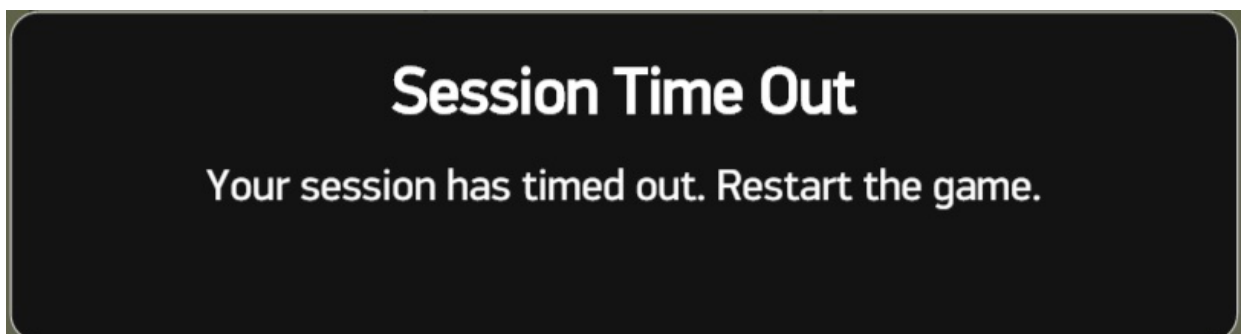
Malfunction Management

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.

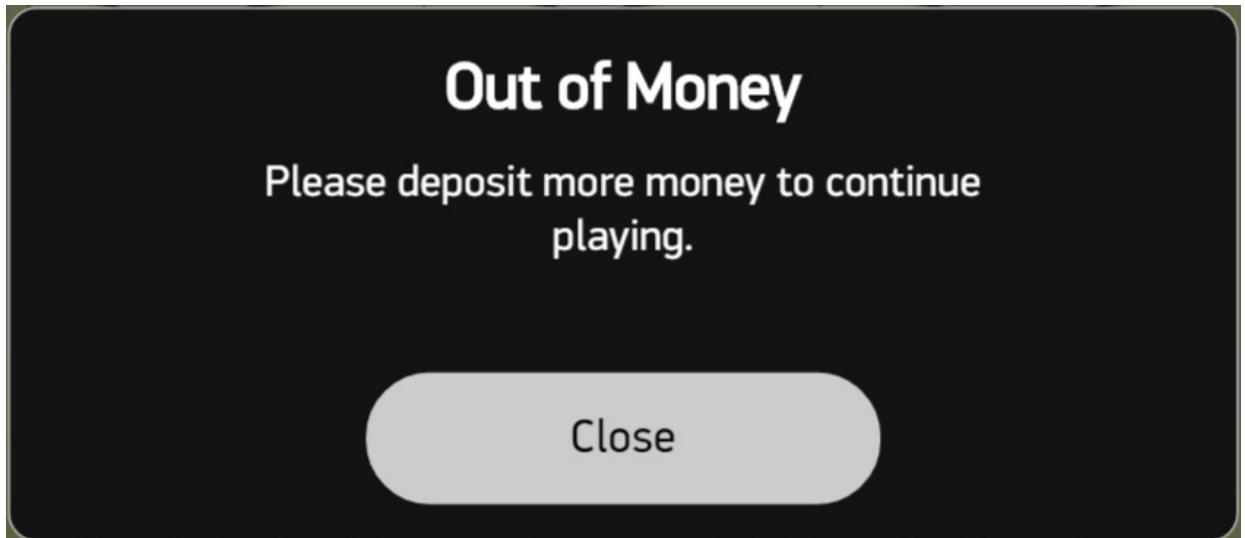
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2017-09-28	First version