# FINN'S GOLDEN TAVERN™

**Game Type:** Video Slot Game

**Return to Player:** 96.1%

The casino world's favorite lucky leprechaun Finn is back with release of Finn's Golden Tavern. After the huge success of Netent's Finn and the Swirly Spin™, Finn's Golden Tavern sees the return of the unique spiral spin mechanic which has proved a hit with slot players from around the globe.

The latest offering in the Finn series from NetEnt™, is a 5-reel, 5-row video slot that features a Wild Symbol, a Free Spins Chest, Free Spins with a multiplier meter and a coin bonus, and 2 different Random Features.

So have a night out with Finn at his local tavern, try your luck with some swirly spins and see if he can give you the luck of the Irish!
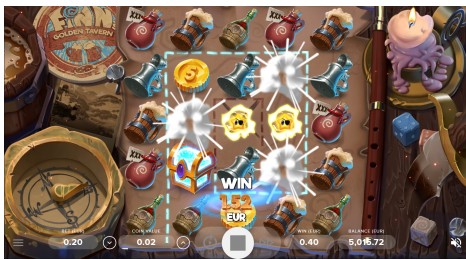


Game Sheet Version: 1.0
Date: 2019-10-01

**NETENT**

# ABOUT FINN'S GOLDEN TAVERN

| GENERAL INFORMATION | |
| --- | --- |
| Game Type | Video Slot Game |
| Reel Type | Avalanche™ |
| Reels, Lines | 5 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, 2, 5 |
| Default Min / Max Bet (€) | 0.1 / 500 |
| 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** | |
| | • Spiral Spin <br> • Free Spins <br> • Random Coin Feature <br> • Fist Slam Feature |
| **PAYOUT** | |
| Return to Player | 96.1% |
| Hit Frequency | 21.2% |
| **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. <br> • Playing for real is restricted by player account funds (i.e. cannot play for credit). <br> • (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 <br> • Variable coin values <br> • Variable bet levels <br> • G4 mode |
| **TECHNICAL INFORMATION** | |
| Game ID | goldentavern_not_mobile (basic wallet) <br> goldentavern_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



Free Spins Chest activating the feature

### Random Coin Feature

If the Free Spins chest symbol is in the immediate loop of symbols around the central position, the Random Coin feature that turns low win symbols into coin symbols can be randomly activated.



Free Spins chest makes it to the centre

### Free Spins

After all wins or avalanches have occurred, if the Free Spins Chest symbol is in the central position then a Free Spins game is awarded with 5 Free Spins.



Congratulations screen for Free Spins



Multiplier is up to x2 after Wilds appear.

### Free Spins Multiplier

A Free Spins Multiplier meter appears for Free Spins. The multiplier meter goes up one step for each Wild that is generated during avalanches. For every 5 steps in the meter, the multiplier goes up by 1.
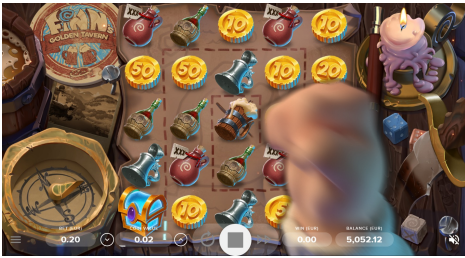


Coin bonus feature places out coin symbols

### Free Spins Coin Bonus Feature

During Free Spins, if the Free Spins chest symbol is in the central position on the reels after the completion of avalanches, it will activate the coin bonus feature. This feature places out a number of coin symbols onto the reels with random values assigned to them.

Fist appears on the screen to activate feature

## Fist Slam Feature

In the main game on a no-win spin the Fist Slam feature can be randomly activated and move a coin symbol so that a win is generated.



Symbols are transformed for guaranteed Coin Win



3 coin symbols landing on the reels

## Coins Ahoy

In this game, each coin symbol on the reels has a value assigned and any match of 3 or more coin symbols pays out the sum of all the coin values in the match.

# PAYOUT

## Payout Summary

### GAME RETURN TO PLAYER (RTP)

- RTP Main Game: 66.1%
- RTP Free Spins: 22.2%
- RTP, Free Spins coin bonus: 7.8%

### HIT FREQUENCY

- Hit frequency: 21.2%
- Feature hit frequency, Freespins: 0.55%
- Feature hit frequency, Free Spins coin bonus: 0.12%

### WIN INFORMATION

| WIN AMOUNT | OCCURS | IN 1 MILLION GAME ROUNDS, WILL OCCUR APPROXIMATELY | CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BETSIZE (€ 500) |
|---|---|---|---|
| 1,000 times bet or more | Once every 13,000,000 spins | 0.075 times | € 500,000 |

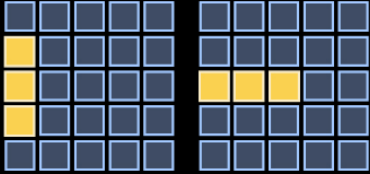**Note**: Values obtained during a simulation of 300 billion game rounds.

## Paytable

**Symbol Payout Values**

| | | | |
|---|---|---|---|
| **5** coin | **10** coin | **20** coin | **50** coin |
| 1 €0.10 | 1 €0.20 | 1 €0.40 | 1 €1.00 |
| jug | stein | bottle | tankard |
| 5 €1.00<br>4 €0.10<br>3 €0.02 | 5 €1.00<br>4 €0.10<br>3 €0.02 | 5 €1.00<br>4 €0.10<br>3 €0.02 | 5 €1.00<br>4 €0.10<br>3 €0.02 |

Symbol Payout Values

**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.

Win Matches

## ADDITIONAL INFORMATION

### Randomisation
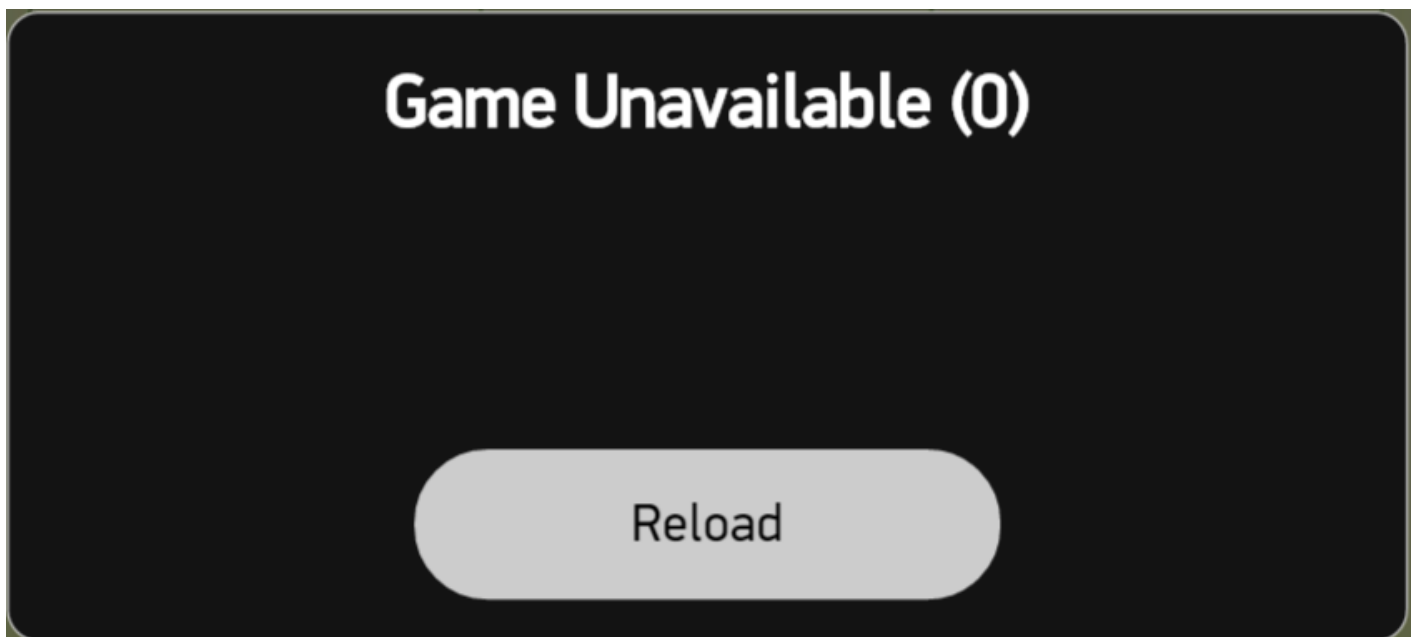
#### Random Number Generator (RNG)

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.
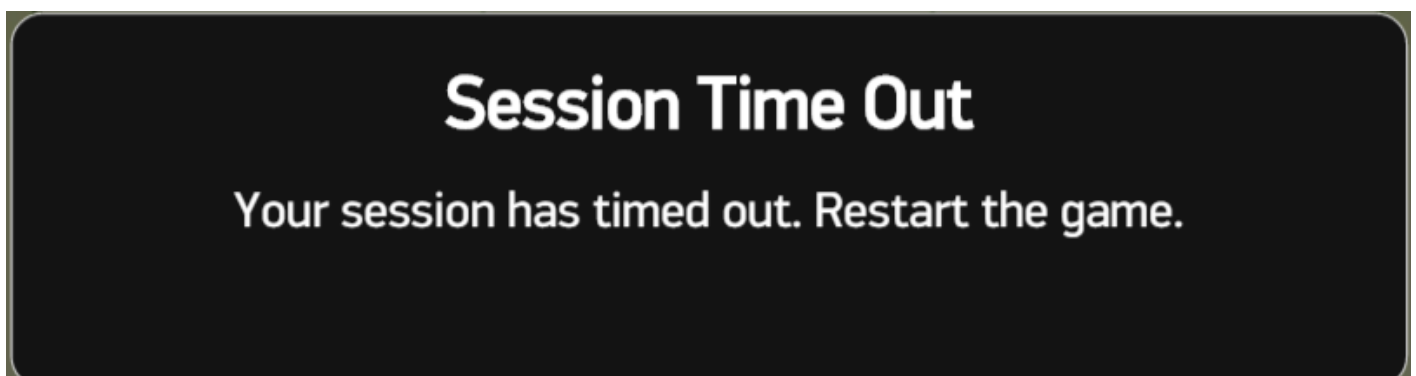
### Malfunction Management

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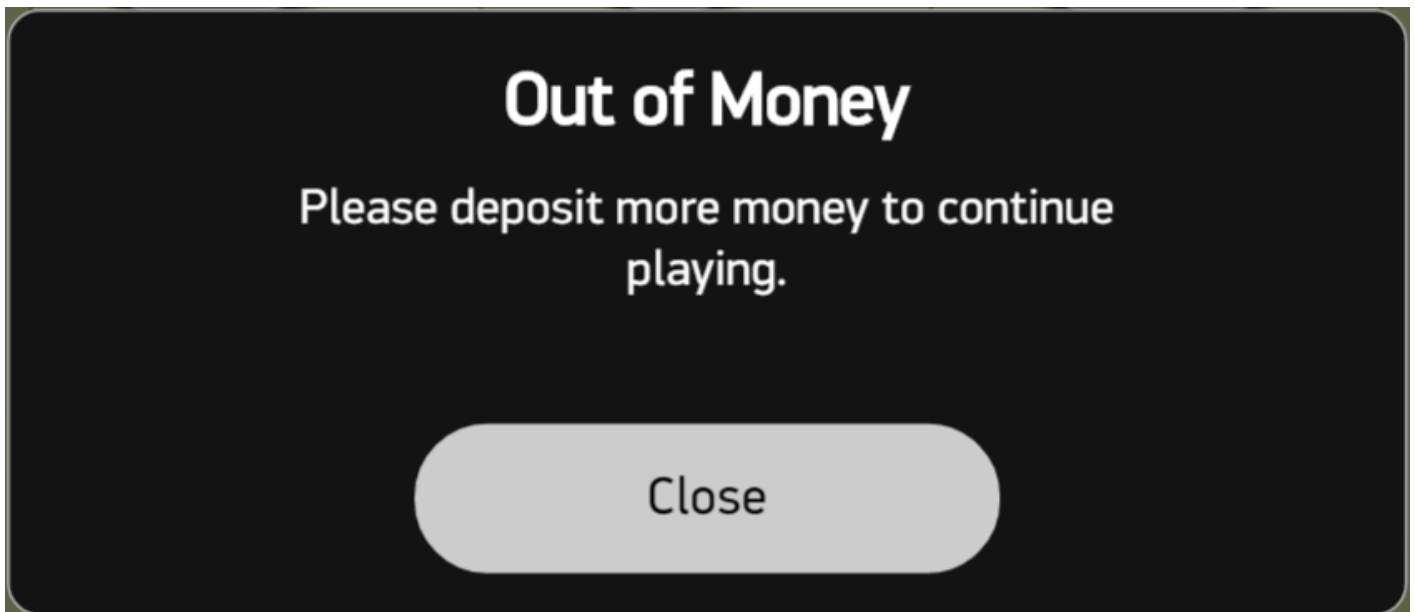
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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/

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# DOCUMENT VERSION HISTORY

| VERSION | WHEN | WHAT |
| --- | --- | --- |
| 1.0 | 2019-10-01 | First version |