FLOWERSTM

Game Type: Video Slot Game

Return to Player: 96.3%

They may not be the prettiest flowers you ever saw in a bunch, but these Flowers™ exude flower power - double flower power to be exact! With double symbols in both the main game and Free Spins that literally behave the same way as two individual symbols, the player could get a maximum of 10 symbols on one bet line. In addition, a x3 multiplier and Stacked Wilds in Free Spins guarantees players a blooming good time!



Game Sheet Version: 1.0 Date: 2015-10-26



GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 30 bet lines (fixed)
Default Bet Levels	1-5
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50
Default Min / Max Bet (€)	0.30 / 75
Default Free Round Values	1 bet level, 30 bet lines, €0.01 coin value (cost €0.30)
GAME FEATURES	
	Double symbols.Wild substitutions.Stacked Wilds in Free Spins.
PAYOUT	
Return to Player (%)	96.3
Default Maximum Win	€37 500 / 75 000 coins – on a single bet line
Hit Frequency (%)	44.7
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 FunVariable coin valuesVariable bet levelsG4 mode
TECHNICAL INFORMATION	
Game ID	flowers_not_mobile (basic wallet) flowers_not_mobile_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Display Resolution	1280x720
Aspect Ratio	16:9
Technology	HTML5 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Game display

Game Theme & Graphics

In this updated version, the game has 30-fixed bet lines, but the double symbols of Flowers $^{\text{TM}}$ will continue to double the fun for players.

The game's charm is not only limited to the double symbols. The Stacked Wilds in Free Spins, on top of a X3 multiplier, will also ensure the players come back for more!



All bet lines selected

Main Game

Players can select the coin value and bet level before spinning the reels.

 Game actions. The buttons on the key pad perform the following different game actions:



Clicking the left and right arrows 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.



Clicking the Spin button starts a game round at the current bet level and coin value.



MAX BET plays the game at the highest bet level and the current coin value.



Clicking the left and right arrows increases and decreases the coin value to the next level. To increase or decrease faster, the player can click and drag the slider below.



Clicking AUTOPLAY automatically plays the game for the selected number of rounds.



Stacked Wild symbols in Free Spins

Stacked Wild

For added excitement, Flowers™ has added Stacked Wild symbols in Free Spins. Stacked Wilds are Wild symbols that can appear randomly in stacks of 2 or 3 during Free Spins.



Double symbol win

Double Symbols

Double symbols count as two single symbols in one and display a pair of single symbols.

With all medium win symbols appearing either as single or double symbols, wins can occur with 3-10 matching symbols on a single bet line.



Free Spins trigger



Free Spins wins

Free Spins

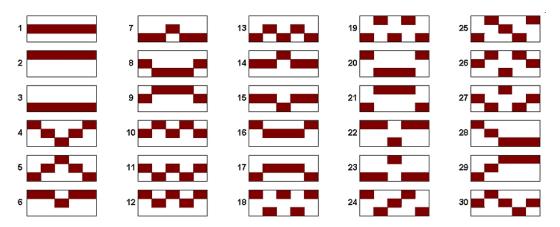
Flowers[™] also features animated Free Spin symbols that reward the player with Free Spins when appearing on the reels.

Free Spins feature. 4 or more Free Spin symbols activate Free Spins.

Additional Free Spins. During Free Spins, 4 or more Free Spin symbols activate additional Free Spins.

Free Spins wins. At the end of Free Spins, the total winnings are added to the winnings of the round that activated the Free Spins.

Bet Lines



Payout Summary

GAME RETURN TO PLAYER (RTP)

Total game: 96.3%Main game: 65.7%Free Spins: 30.6%

HIT FREOUENCY

Main game: 44.7%Free Spins: 54.6%Into Free Spins: 0.66%

MAXIMUM PAYOUT

- Main game: €12 500 / 25 000 coins on a single bet line
- Free Spins: €37 500 / 75 000 coins on a single bet line
- Coinciding: €11 25 000 / 22 50 000 coins

Note: The maximum win of a game round is higher than the maximum coinciding win, since a game round may include several spins.

PAYOUT RULES IN MAIN GAME

- Bet line wins pay if in succession from left to right.
- Only the highest win per active bet line is paid.
- Simultaneous wins on different bet lines or are added.
- Bet line wins are multiplied by the number of coins bet per bet line.
- Wild symbol substitutes for all symbols except Free Spin symbols.

PAYOUT RULES IN FREE SPINS

- 4 or more Free Spin symbols activate Free Spins.
- Free Spins use the same bet as the round activating Free Spins.
- The multiplier during Free Spins is x3, excluding winnings on Free Spin symbols.
- In Free Spins, 4 or more Free Spin symbols activate additional Free Spins.

Paytable



Paytable page 1



Paytable page 2



Paytable page 3



Paytable page 4

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.

ALGORITHM FOR A RANDOM REEL POSITION

A reel represents an array of symbols where each symbol has an index ("a position").

- 1. A random number between 0 (zero) and the length of the reel is acquired.
- 2. The random number is added to the game as "the new reel position to use".

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.

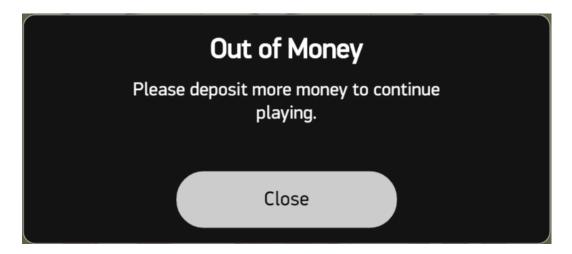


If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.

Session Time Out

Your session has timed out. Restart 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/

VERSION	WHEN	WHAT
1.0	2015-10-26	First version.