

FOOTBALL: CHAMPIONS CUP™

Game Type: Video Slot Game
Return to Player: 96.82%

It's time to play football together with NetEnt™! Choose your team, take part in the Free Spins Tournament, score and get coins!

Football: Champions Cup™ is a 5-reel, 3-row, 20-line video slot featuring Overlay Wild substitutions, Free Spins, and a Bonus Game.

Feel the cheers of the crowd, enjoy the game and be the one to bring the victory to your team.



GENERAL INFORMATION

| | |
|--|--|
| Game Type | Video Slot Game |
| Reel Type | Spinning Reels |
| Reels | 5 reels, 3 rows, 20 bet lines (fixed) |
| Default Bet Levels | 1-10 |
| Default Coin Values (€) | 0.01, 0.02, 0.05, 0.10, 0.20, 0.50 |
| Default Min / Max Bet (€) | 0.20 / 100 |
| Minimum Free Round Values (Please check your current free round values) | Bet level 1, 20 bet lines, €0.01 coin value (cost €0.20) |

GAME FEATURES

- Bonus Game
- Wild and Overlay Wild substitutions
- Free Spins

PAYOUT

| | |
|----------------------|---|
| Return to Player (%) | 96.82 |
| Default Maximum Win | €10 000 / 20 000 coins – on a single bet line |
| Hit Frequency (%) | 28.3% |

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 | football_not_mobile (basic wallet) football_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. |



Football: Champions Cup™ graphics

Game Theme and Graphics

In this exciting football slot, inspired by the Euro Cup 2016, players will get a chance to choose their favourite teams, play the Penalty Shootout Bonus Game, and with a little bit of luck finish first in the Free Spins Tournament and win the cup!

Every element of the game, from the graphics to the sounds and cheers of the crowd is sure to create a fun and memorable gaming experience.

The slot is sure to stir excitement amongst all the football fans out there.



Main game



Big Win

Main Game

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

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

| | |
|--|---|
| | <p>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.</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 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.</p> |
| | <p>Clicking AUTOPLAY automatically plays the game for the selected number of rounds.</p> |
| | <p>Clicking the Country selector button opens the Country Selector, where the players can choose the team to play for.</p> |
| | <p>Clicking the Random button will randomly choose the team to play for.</p> |



The Wild symbol

Wild Substitution

Wild symbols can appear on any reel and will substitute for all symbols except Scatter and Bonus symbols.

Wild symbol substitution pays a winning combination on a bet line according to the Paytable.



Overlay Wild

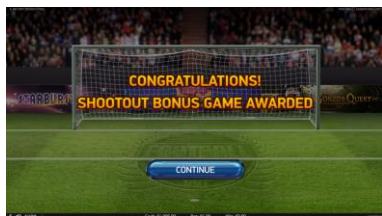
Overlay Wild

Between 2 and 5 Overlay Wilds can appear in the main game. The first Overlay Wild randomly appears on reels 1-3. The second Overlay Wild randomly appears on reels 1-4.

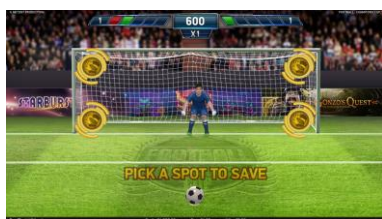
If there are additional Overlay Wilds, they land anywhere where there is no Wild symbol already.

Overlay Wilds cannot land on top of other Wild symbols.

Overlay Wilds cannot land on top of a Scatter or a Bonus symbol.



Bonus Game Intro



Bonus Game

Bonus Game

3 or more Bonus symbols appearing anywhere on the reels, activate the Bonus game. The Bonus Game is a pick and click penalty shootout game that initially consists of 5 rounds. Each round, in turn, consists of two parts.

In the first part, the player picks one of the 4 positions on the screen to try and score. In the second part, the player acts as a goalkeeper and picks one of 4 positions to try and save the opponent's shot.

If the player scores, their team's score increases by 1, and a coin win is awarded. If the player fails to save the opponent's shot, a win multiplier is awarded. If the player fails to save the opponent's shot, the opponent's score increases by one. If the player fails to score, neither the coin win nor a win multiplier is awarded, and the shootout continues.

Initially there are 5 rounds. If after these 5 rounds the score is tied, an additional round will be played until one team wins. The coins collected at the end of the Bonus Game will be multiplied by the final multiplier. That number of coins will be awarded as the total Bonus win.

The coin win range and the multiplier are dependent on the number of Bonus symbols that triggered the Bonus Game. The more Bonus symbols trigger the Bonus Game, the better.

If the Bonus Game is activated with 3 Bonus symbols, the initial multiplier is 1, and can range from x1 to x12.

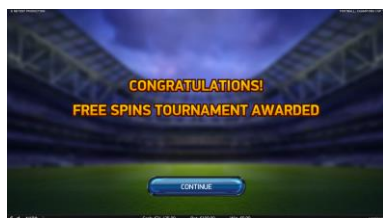
If the Bonus Game is activated with 4 Bonus symbols, the initial multiplier is 3, and can range from x3 to x14.

If the Bonus Game is activated with 5 Bonus symbols, the initial multiplier is 5, and can range from x5 to x16.

The Bonus Game ends when one of the teams has won.

The player is guaranteed to receive a coin win.

At the end of the Bonus Game, the total Bonus win is added to any wins from the round that activated the Bonus Game.



Free Spins Tournament Intro



Free Spins Tournament

Free Spins

3 Scatter symbols appearing in the main game anywhere on reels 2, 3 and 4, activate Free Spins. Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

The Free Spins Tournament imitates the knockout stage in the football Championship.

Each Free Spins round is a separate football game, where by winning the match the player advances to the next round and plays another match, thus reactivating the Free Spins. The goal is to win the Tournament, as coin prizes are awarded for 3rd, 2nd, and 1st place.

The maximum number of Free Spin rounds is 4, since the player can at best advance from the round of 16 to the Quarter-finals, to the Semi-finals and then the Finals.

Each session initially consists of 6 spins.

Free Spins feature regular Wilds and Scoring Wilds that trigger goals for the player's and the opponent's teams, depending on what reel they land. Wilds and Scoring Wilds both substitute for all symbols, except for Scatter and Bonus symbols.

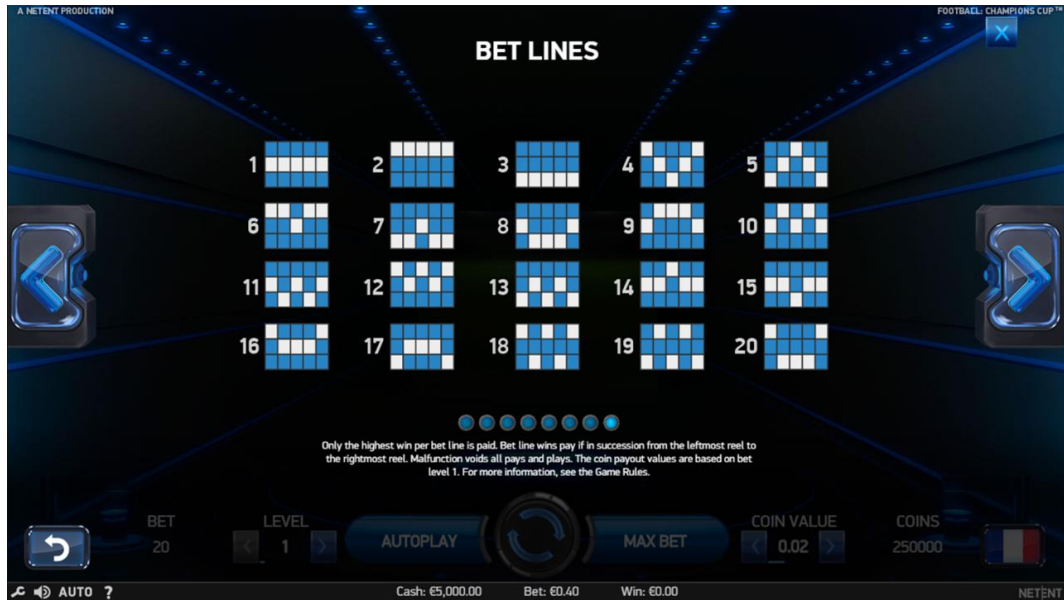
Regular Wilds can land on any reel. Blue Scoring Wild symbols land only on reels 1 and 2 and trigger a goal for the player's team, red Scoring Wild symbols land only on reels 4 and 5 and trigger the goal for the opponent's team.

If the score is tied after the initial 6 spins in each round, an extra spin is given. This continues until one team wins. If the player's team wins, the player advances to the next stage of the Tournament and gets 6 more Free Spins. If the player loses the Semi-finals, 6 more Free Spins are still awarded as a consolation bronze match is played.

The coin win depends on what place the player has won. The first place awards the player with a x500 bet multiplier, second place - x100 bet multiplier and the third place - x20 bet multiplier.

Free Spins wins are added to any bet line wins.

Bet Lines



Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.82%
- Main Game: 54.54%
- Free Spins: 14.49.%
- Bonus Game: 19.19%

HIT FREQUENCY

- Any win: 28.3%

MAXIMUM PAYOUT

- Main game: €10 000 / 20 000 coins - on a single bet line
- Coinciding: €105 175 / 210 350 coins

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

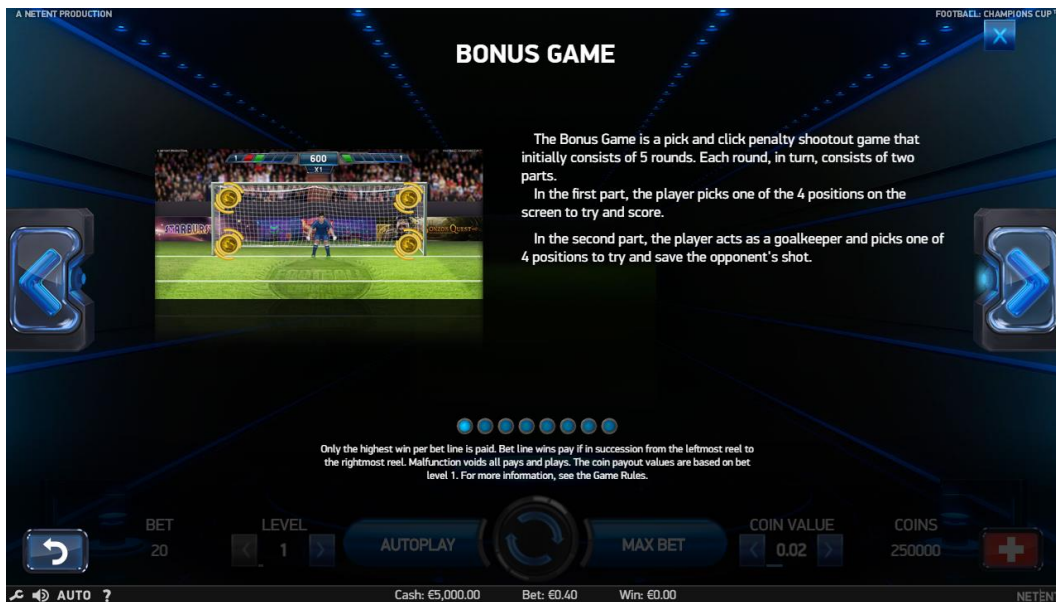
PAYOUT RULES IN MAIN GAME

- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- Bet level is the number of coins bet per bet line.
- Simultaneous wins on different bet lines are added.

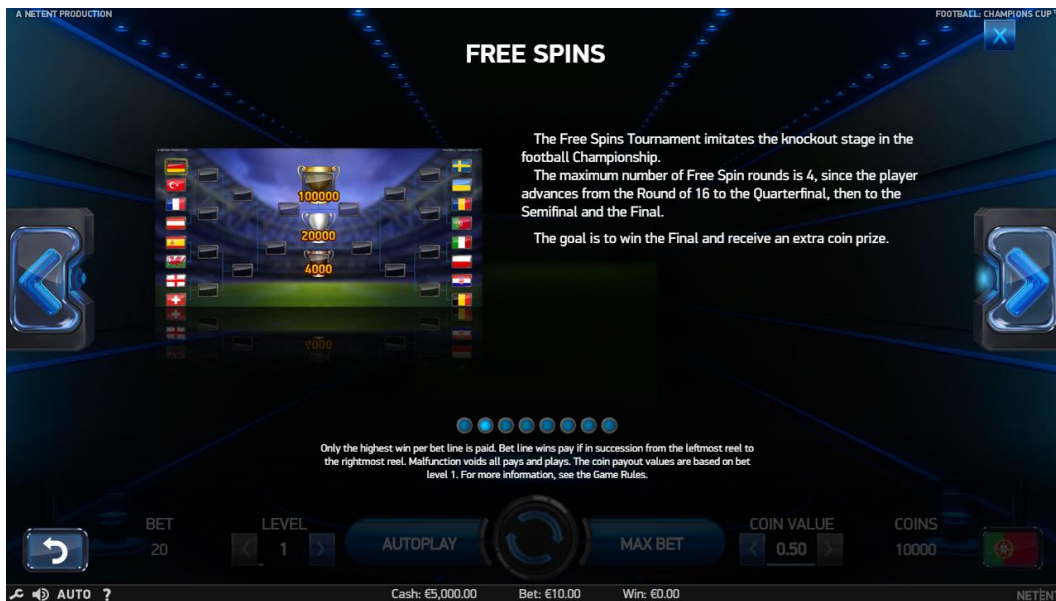
PAYOUT RULES IN FREE SPINS

- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.
- The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.

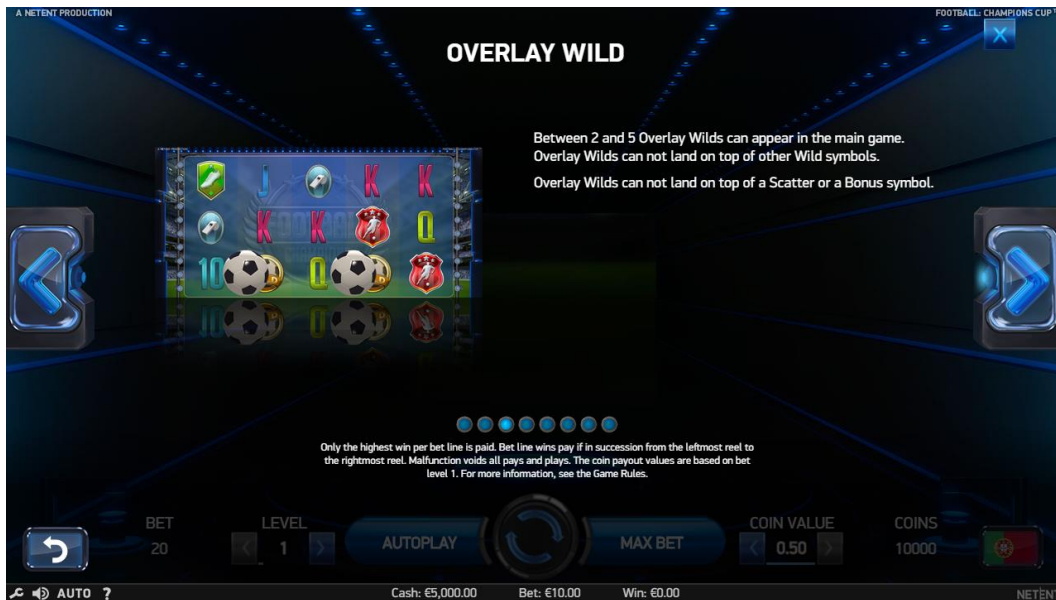
Paytable



Paytable page 1



Paytable page 2




Paytable page 3



Paytable page 4

HIGH WIN SYMBOLS



3 Scatter symbols appearing in the main game anywhere on reels 2, 3 and 4, activate Free Spins.



3 or more Bonus symbols appearing anywhere on the reels, activate the Bonus game.

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.02

COINS 251205

Cash: €5,024.10
Bet: €0.40
Win: €26.20

Paytable page 5

MEDIUM WIN SYMBOLS

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
| 5 1000 | 5 750 | 5 500 | 5 300 | 5 250 |
| 4 175 | 4 150 | 4 125 | 4 100 | 4 90 |
| 3 40 | 3 35 | 3 30 | 3 25 | 3 20 |

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET 20

LEVEL 1

AUTOPLAY

MAX BET

COIN VALUE 0.02

COINS 251205

Cash: €5,024.10
Bet: €0.40
Win: €26.20

Paytable page 6

A NETENT PRODUCTION FOOTBALL: CHAMPIONS CUP™

LOW WIN SYMBOLS

| | A | K | Q | J | 10 |
|---|-----|-----|-----|-----|-----|
| 5 | 200 | 175 | 150 | 120 | 100 |
| 4 | 80 | 70 | 60 | 50 | 40 |
| 3 | 15 | 10 | 10 | 5 | 5 |

Only the highest win per bet line is paid. Bet line wins pay in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. The coin payout values are based on bet level 1. For more information, see the Game Rules.

BET: 20

LEVEL: 1

AUTOPLAY

MAX BET

COIN VALUE: 0.02

COINS: 251205

Cash: €5,024.10
Bet: €0.40
Win: €26.20
NETENT

Paytable page 7

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

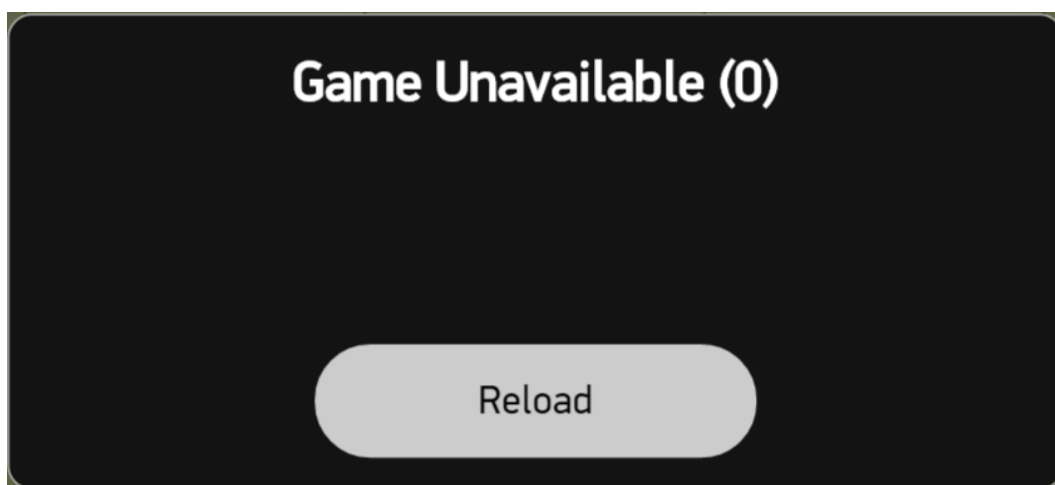
A reel represents an array of symbols where each symbol has an index ("a position").

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".

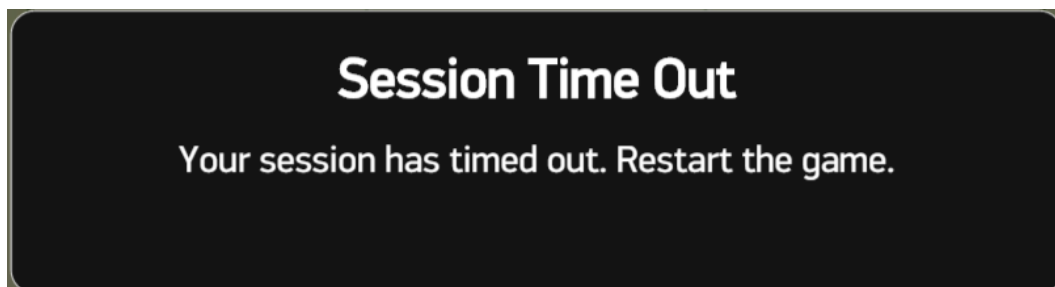
Malfunction Management

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.

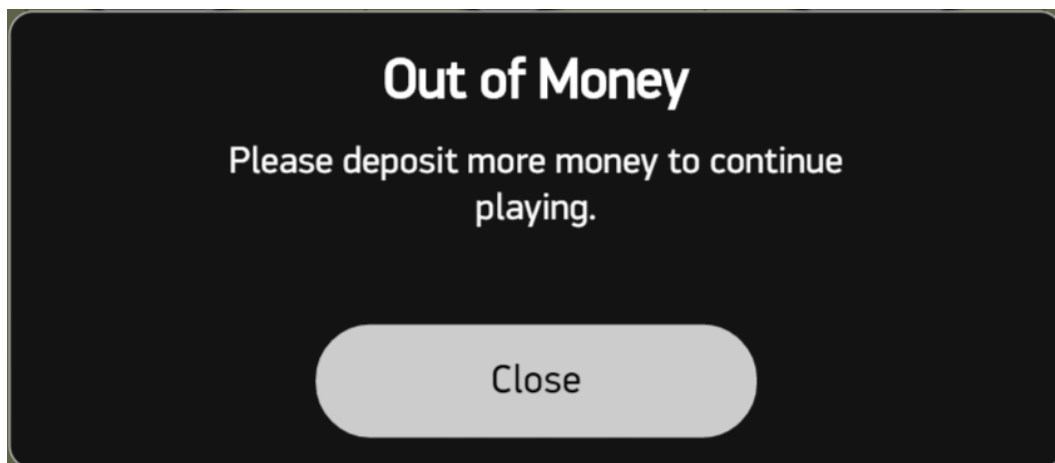
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



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

Football: Champions Cup™ Game Sheet
Version 1.0, 2016-03-18

| VERSION | WHEN | WHAT |
|---------|------------|----------------|
| 1.0 | 2016-03-18 | First version. |