# **GOLD MONEY FROG™**

Game Type: Video Slot Game Return to Player: 92.31%-92.96%

NetEnt<sup>™</sup> invites you to play their latest Asian themed game, Gold Money Frog<sup>™</sup>, a 5-reel, 3 row, 25-bet line video slot featuring Wild substitutions, Scatter wins, Free Spins and a Bonus Game that awards triple Jackpots. Gold Money Frog<sup>™</sup> offers a whole new level of excitement to the players with a Free Spins multiplier and a Bonus Game that features a Bonus Wheel, and 3 progressive Jackpots. The Major, Super, and Minor Jackpots take the excitement to a higher level – so get ready for some Jackpot winnings!





Game Sheet Version: 1.0 Date: 2019-11-14

## ABOUT GOLD MONEY FROG™

| GENERAL INFORMATION   |  |  |  |  |
|---|--|--|--|--|
| Game Type   | Video Slot Game  |  |  |  |
| Reel Type   | Spinning Reels   |  |  |  |
| Reels, Lines  | 5 reels, 3 rows, 25 bet lines (fixed)  |  |  |  |
| Default Bet Levels  | 1 - 4  |  |  |  |
| Default Coin Values (€)   | 0.01, 0.02, 0.05, 0.1, 0.2, 0.5  |  |  |  |
| Default Min / Max Bet (€)   | 0.25 / 50  |  |  |  |
| Minimum Free Round Values (Please check your current free round values) |  |  |  |  |
| GAME FEATURES   |  |  |  |  |
|   | <ul> <li>Bonus Jackpot game</li> <li>Wild Substitution</li> <li>Free Spins</li> </ul>  |  |  |  |
| PAYOUT  |  |  |  |  |
| Return to Player  | 92.31%-92.96%  |  |  |  |
| Hit Frequency   | 49.35%   |  |  |  |
| RESPONSIBLE GAMING  |  |  |  |  |
| Player Limits   | <ul> <li>Player and casino operator can set the following play limits: Bet <sup>®</sup><br/>loss per session, day, week or month. Block all play for a specified period<br/>of time. Restrict session play length in minutes.</li> <li>Playing for real is restricted by player account funds (i.e. cannot play for<br/>credit).</li> <li>(Italy jurisdiction only) Player can initially have a maximum of 1.000 € in<br/>the wallet. Since each game is a user session, the player's wallet may<br/>exceed this limit during play.</li> </ul> |  |  |  |
| Other   | <ul> <li>Play for Fun</li> <li>Variable coin values</li> <li>Variable bet levels</li> <li>G4 mode</li> </ul>   |  |  |  |
| TECHNICAL INFORMATION   |  |  |  |  |
| Game ID   | goldmoneyfrog_not_mobile (basic wallet)<br>goldmoneyfrog_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<br>CasinoModule games.  |  |  |  |

## **GAME DESIGN**



Wild Substitution

### Wild Substitution

A Wild symbol can substitute for all symbols, except for Scatter wins and Bonus symbol.

# SCATTE SCATTE & A A A J & & A O O A Q OU

Free Spins

0



AUTO

Bonus Game



Bonus Wheel

## Free Spins

Free Spins are awarded when 3 or more Scatter symbols appear anywhere on the reels in the main game.

## **Bonus Game**

3 or more Bonus symbols activate the Bonus Game. **Note:** Only one Bonus Game is awarded per spin.

During the Bonus Game, players can win either a Jackpot or coins.

## PAYOUT

### **Payout Summary**

#### GAME RETURN TO PLAYER (RTP)

- Total: 92.31% 92.96%
- Base: 65.0%
- Free Spins: 15.5%
- Jackpot: 9.8%
- Bonus Game: 1.96%-2.60%

#### **HIT FREQUENCY**

- Main game: 49.35%
- Into Free Spins: 0.7%
- Into Bonus Game: 2.6%

#### **WIN INFORMATION**

| WIN AMOUNT                 | OCCURS                            | IN 1 MILLION GAMEROUNDS, WILL OCCUR<br>APPROXIMATELY | CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BETSIZE (E<br>50) |  |  |
|----------------------------|-----------------------------------|--|---|--|--|
| 2,000 times bet or<br>more | Once every 5,701,128,679<br>spins | 0 times  | € 100,000   |  |  |
| 5,000 times bet or<br>more | Once every 0 spins                | 0 times  | € 250,000   |  |  |

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

#### **JACKPOT DETAILS**

| JACKPOTID      | NAME  | EXPECTED VALUE (€) | HIT FREQUENCY          | DEFAULT SEED (€) | CONTRIBUTION RATIO | COMMISSION | BABYCONTRIBUTION | LIABILITY | TYPE |
|----------------|-------|--------------------|------------------------|------------------|--------------------|------------|------------------|-----------|------|
| goldmoneyfrog3 | Super | 35700              | From Bonus game: 1/400 | 5000             | 0.036              | None       | 0.004            | Licensee  |      |
| goldmoneyfrog1 | Minor | 255                | From Bonus game: 1/4   | 50               | 0.0216             | None       | 0.0024           | Licensee  |      |
| goldmoneyfrog2 | Major | 1860               | From Bonus game: 1/44  | 500              | 0.0144             | None       | 0.0016           | Licensee  |      |

## Paytable



Paytable

## **ADDITIONAL INFORMATION**

### Randomisation

#### Random Number Generator (RNG)

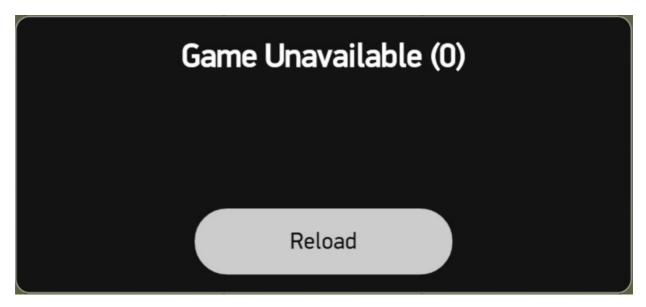
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

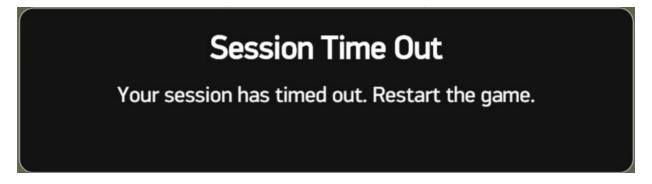
### **Malfunction Management**

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.

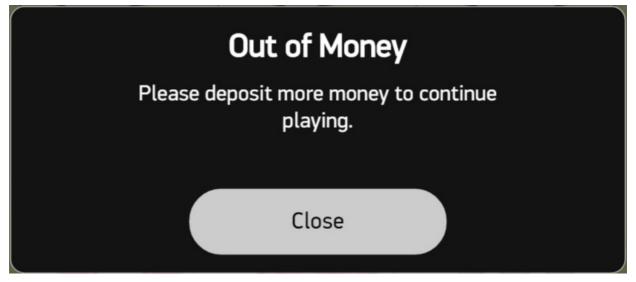
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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     | 2019-11-14 | First version. |