GUNS N' ROSES VIDEO SLOTS™

Game Type: Video Slot Game

Return to Player: 97.0%

Guns N' Roses Video Slots $^{\text{TM}}$ is the latest truly legendary video slot brought to you by NetEnt $^{\text{TM}}$ in affiliation with Bravado International Group.

The game features an amazing Guns N' RosesTM soundtrack, with 5 epic hits for players to choose from, for the authentic Guns N' RosesTM experience. The Guns N' Roses Video SlotsTM really rocks!

This 5-reel, 3-row, 20-line video slot features Wild substitutions, Expanding Wilds, the Appetite for Destruction Wild, a Bonus Wheel, Bonus symbols, Encore Free Spins, Legend Spins, a Solo multiplier and a Crowd-Pleaser Bonus Game, all guaranteeing to raise the roof!

Hear the roar of the crowd and feel the electric atmosphere of a live Guns N' Roses™ gig. Just press Spin and Welcome to the Jungle!



Game Sheet Version: 1.0 Date: 2018-03-15



ABOUT GUNS N' ROSES VIDEO SLOTS™

GENERAL INFORMATION		
Game Type	Video Slot Game	
Reel Type	Spinning Reels	
Reels, Lines	5 reels, 3 rows, 20 bet lines (fixed)	
Default Bet Levels	1 - 10	
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1	
Default Min / Max Bet (€)	0.2 / 200	
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.2)	
GAME FEATURES		
PAYOUT	 Wild substitutions Expanding Wilds Bonus symbols The Appetite for Destruction Wild Solo multiplier Legend Spins Encore Free Spins Crowd-Pleaser Bonus Game 	
	07.00/	
Return to Player Default Maximum Win	97.0%	
	€75 000 / 75 000 coins – on a single bet line 28.49%	
Hit Frequency RESPONSIBLE GAMING	20.4370	
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 Fun Variable coin values Variable bet levels G4 mode 	
TECHNICAL INFORMATION		
Game ID	gunsnroses_not_mobile (basic wallet) gunsnroses_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



Guns N' Roses™ graphics



Main game

Game Theme & Graphics

The Guns N' RosesTM themed reels and background of a stage and crowd at a live concert, along with the Set List with 5 tracks to choose from, all contributes to recreate the excitement of a Guns N' RosesTM gig.

Add to this the Legend Spins feature, with first Axl, then Duff and finally Slash appearing on the reels, and the game builds up to create a tangible Guns N' Roses $^{\text{TM}}$ live experience.

The classic graphics continue in the main game, with the Appetite for Destruction Wild symbol, recreating the famous cross and skulls album cover from their first album Appetite for Destruction.

The Bonus features carry the theme further, with band members appearing in Encore Free Spins as Stacked symbols, while the intro to the Crowd-Pleaser Bonus Game has authentic live Guns N' Roses $^{\text{TM}}$ concert footage.

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:



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.



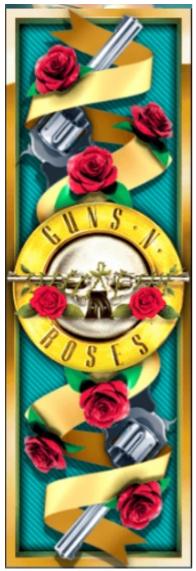
MAX BET plays the game at the highest bet level and the current coin value.



Clicking the left and right arrows increases and decreases the coin value to the next level.



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



Expanding Wild symbol

Legend Spins

Wild Substitution & Expanding Wild

Wild symbols can appear randomly anywhere on the reels, apart from on reel 3 in the Appetite for Destruction Wild feature, and substitute for all symbols except for Bonus symbols.

Wild symbols turn into an Expanding Wild which automatically expands to cover the entire reel.

Wild symbol and Expanding Wild symbol substitution pays the highest possible winning combination on a bet line.

Expanding Wild symbols substitute for all symbols except for the Appetite for Destruction Wild, the overlay Wild in Legend Spins and the overlay Stacked Wild in Encore Free Spins.

Random Features in the Main Game: Legend Spins

In the main game there are 3 features which are randomly activated: Legend Spins, the Appetite for Destruction Wild, and the Solo multiplier.

The Legend Spins feature is randomly activated and awards 1 Stacked Wild for the first spin. The Legend Spins feature then has 2 re-spins with 2 Stacked Wild reels.

A Stacked Wild is a Wild symbol that covers 3 positions on the reel. The same band member symbol can appear on other reels but it will not be stacked or act as a Wild symbol.

On the 1st spin, reel 3 is a Stacked Wild reel, on the 2nd spin reels 1 and 5 are Stacked Wild reels, and on the final spin reels 2 and 4 are Stacked Wild reels.

Bonus symbols can not appear on the reels during Legend Spins.



Appetite for Destruction Wild

Random Features in the Main Game: Appetite for Destruction Wild

The Appetite for Destruction Wild feature is an overlay Wild in the shape of a cross that can land randomly, either fully or partially displayed, on one of 3 possible reel positions.

The Appetite for Destruction Wild symbol substitutes for all symbols except for Bonus symbols.

The Appetite for Destruction Wild can not be activated when 3 Bonus symbols appear anywhere on the reels or if Legend Spins has already been activated.

When the Appetite for Destruction Wild is activated, no other feature can be activated.

Bonus symbols can not appear on the reels during the Appetite for Destruction Wild feature.

Wild symbols can appear anywhere on reels 1, 2 4 and 5 during the Appetite for Destruction Wild feature, but can not expand if the Wild symbol appears beneath the Appetite for Destruction Wild.

However, if the Wild symbol lands on the same reel, above or below the Appetite for Destruction Wild, the Wild symbol will expand only to the position on the reel not covered by the Appetite for Destruction Wild.



Solo Multiplier

Random Features in the Main Game: Solo Multiplier

The Solo multiplier feature is a random multiplier that awards a win multiplier of x4 - x10 to a winning bet line, when all the bet line wins consist of matching symbols, or matching symbols including Wild substitutions.

When the Solo Multiplier is activated, there will be one winning symbol but it can be on multiple bet lines since there are Expanding Wilds on the reels. All wins are multiplied by the win multiplier (x4-x10) for the entire win.

The multiplier is displayed on reel 4 and represents the number of winning symbols that pass through the highlighted middle position of the reel.

The Solo multiplier is activated if there are at least 3 matching symbols in a bet line win.

The Solo multiplier is activated for 1 winning symbol per spin only (excluding Wild symbols).

The Solo multiplier can not be activated if Legend Spins or the Appetite for Destruction Wild have already been activated.

The Solo multiplier cannot be activated when 3 Bonus symbols appear together anywhere on the reels, or when a Bonus symbol appears anywhere on both reels 1 and 3.



Bonus Wheel

ENST DISES

Encore Free Spins



Crowd-Pleaser Bonus Game

Bonus Features

3 Bonus symbols appearing anywhere on reels 1, 3 and 5 in the main game, randomly award one of 3 features: Encore Free Spins, the Crowd-Pleaser Bonus Game or a coin win.

Before the Bonus feature starts, a Bonus Wheel appears and spins. Click the stop button to stop the wheel spinning and see which Bonus feature is activated!

The wheel stops automatically after a short period of time if the stop button is not clicked.

The minimum coin win is 200 and the maximum is 600. This is multiplied by the bet level played and the total is displayed on the Bonus wheel.

Bonus Features: Encore Free Spins

Winning Encore Free Spins activates 10 Free Spins!

The Encore Free Spins are played when the Bonus game is complete and any wins have been collected.

During Encore Free Spins a band member symbol will appear as an overlay Stacked Wild symbol on reel 2, 3 or 4 in each spin. The corresponding band member symbol will act as a Wild on all other reels for the spin.

A Stacked Wild is a Wild symbol that covers 3 positions on the reel.

Bonus symbols can not appear on the reels during Encore Free Spins.

Additional Free Spins can not be won during Free Spins.

Bonus Features: Crowd-Pleaser Bonus Game

The Crowd-Pleaser Bonus Game is a Pick \otimes Click game with 3 different levels. Players win a number of picks which award coin wins.

On Level 1 the coin wins range from 20-40 coins, on Level 2 the coin wins range from 40-100 coins, Level 3 the coin wins range from 60-200 coins and all coin wins are multiplied by the bet level played.

In addition to the coin wins, on all levels in the Crowd-Pleaser Bonus Game, Free Spin symbols and a +1 pick symbol can also be awarded.

The Crowd Meter displays collected coin wins and players progress towards the next level.

3 Free Spin symbols appearing during the entire Crowd-Pleaser Bonus Game activate 10 Free Spins.

Any Free Spins symbols awarded, are displayed in the boxes in the

FREE SPINS field.

The coin payout values are based on bet level 1.

On Level 1, 3 clicks are awarded out of a total of 8 available picks to award coin wins. Players have a guaranteed win of 60 coins in Level 1!

1 Free Spin symbol can be awarded during Level 1.

Level 2 is activated when the minimum of 60 coins is collected in Level 1 and the number of picks remaining is 0.

Up to 3 Free Spin symbols can be awarded from all 3 levels combined.

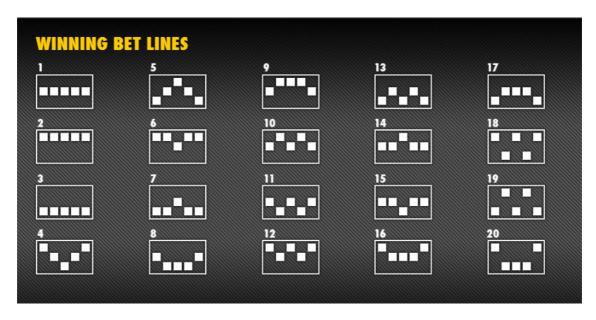
At the start of Level 2, 3 brand-new picks are awarded!

Level 3 is activated when a minimum of 300 coins accumulated from levels 1 and 2 is reached, and there are no picks left.

On levels 2 and 3, if the maximum number of picks left for the level is reached, no extra pick is awarded.

Level 3 offers the possibility to double the total win for the feature! If a total of 800 coins are accumulated, the total Crowd-Pleaser Bonus Game win will be multiplied by 2!

Bet Lines



PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

Total: 96.98 %Main Game: 43.77%Coin Win: 1.78 %

• The Appetite for Destruction Wild: 6.04 %

Solo multiplier: 13.39 %Legend Spins: 11.36 %Encore Free Spins: 11.96%

• Crowd-Pleaser Bonus Game: 8.67 %

HIT FREQUENCY

• Any win: 28.49%

• Any feature (except Wild symbols): 2.905%

• Into random feature: 2.181 %

• The Appetite for Destruction Wild: 0.347 %

Solo multiplier: 1.084 %
Legend Spins: 0.750 %
Into Bonus feature: 0.724 %
Encore Free Spins: 0.206%

• Crowd-Pleaser Bonus Game: 0.420%

• Coin Win: 0.109 %

Any win in feature: Encore Free Spins: 76.79 %
Any win in feature: Legend Spins: 99.53 %

MAXIMUM PAYOUT

Main Game: €75 000 / 75 000 coins - on a single bet line
Main Game: €225 000 / 225 000 coins - max coinciding win
Appetite for destruction wild: €7 500 / 7 500 coins -

• Coin win: €6 000 / 6 000 coins - max win in feature

• Solo multiplier: €75 000 / 75 000 coins -

• Solo multiplier: €225 000 / 225 000 coins - max win in feature

• Legend spins: €7 500 / 7 500 coins -

Encore free spins: €7 500 / 7 500 coins - on a single bet line
Encore free spins: €150 000 / 150 000 coins - max coinciding win

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

A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level. This amount is also multiplied by any applicable multipliers.

A bet line win in currency is equal to the win in coins multiplied by the coin value.

Only the highest win per active betline is paid.

Bet line wins pay if in succession from the leftmost reel to the rightmost reel only.

Simultaneous wins on different bet lines are added.

All coin wins pay on bet lines only, except for wins with Bonus symbols and wins in the Crowd-Pleaser Bonus Game.

Re-spins are played at the same bet level and coin value as the spin that activated the first re-spin.

Appetite for Destruction Wild symbol substitution pays the highest possible winning combination on a bet line.

All bet line wins are multiplied by the Solo multiplier for the entire win in the current spin.

Only 1 randomly activated feature or Bonus feature can be activated per spin (except for if Encore Free Spins are awarded from the Crowd-Pleaser Bonus Game).

At the end of Legend Spins, the total win from the re-spins is added to any wins from the round that activated Legend Spins.

PAYOUT RULES IN ENCORE FREE SPINS AND BONUS GAME

Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

At the end of Encore Free Spins, the total win from Encore Free Spins is added to any wins from the round that activated Encore Free Spins.

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

Paytable



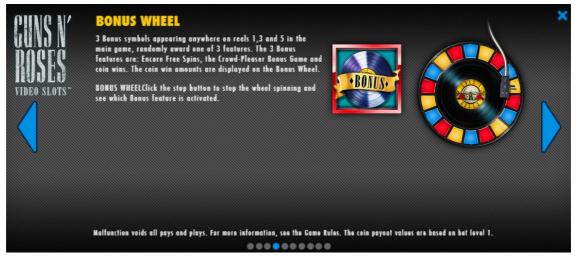
Paytable page 1



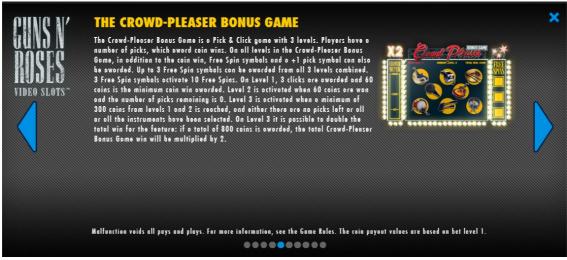
Paytable page 2



Paytable page 3



Paytable page 4



Paytable page 5



Paytable page 6



Paytable page 7



Paytable page 8



Paytable page 9

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.

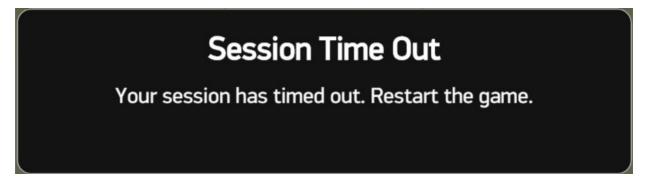
Malfunction Management

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.

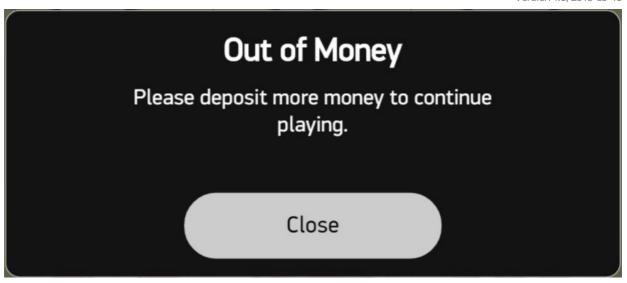
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-03-15	Updated Solo multiplier string.