HALLOWEEN JACK™

Game Type: Video Slot Game

Return to Player: 96.28%

There once was a girl,
Her name is untold;
She lingered for years in the dark...
With eyes glowing black,
And secrets unsaid,
He waited for her, the hideous Jack...

Welcome to NetEnt's™ most spooky video slot ever - Halloween Jack™. The game tells the story of a young girl, who discovers a cursed jewellery box which forces her to do unspeakable things. Trying to get rid of the box, the girl ends up unleashing a great evil. Even the things that should have protected her, like the Jack-o'-lantern, turn against her in the Walking Wild feature during ReSpins. Terrifying features like Free Spins, the Stacked Hell Hound Wild and the Expanding Death Reaper Wild will send shivers down your spine. Do you dare to press the Spin button?



Game Sheet Version: 1.0 Date: 2018-09-04



ABOUT HALLOWEEN JACK™

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	
Default Min / Max Bet (€)	0.2 / 100	
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		
	 Free Spins Jack 'o'lector Feature Walking Wilds Re-Spins 	
PAYOUT		
Return to Player	96.28%	
Default Maximum Win	€15 000 / 30 000 coins – on a single bet line	
Hit Frequency	34.43%	
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 Fun Variable coin values Variable bet levels G4 mode 	
TECHNICAL INFORMATION		
Game ID	halloweenjack_not_mobile (basic wallet) halloweenjack_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



The Walking Wild feature

The Walking Wild feature

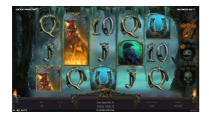
Every time a Wild symbol appears on the reels, it awards a Re-Spin, and moves one reel to the left. This feature can be activated in both the main game and Free Spins.



Free Spins

Free Spins

3 or more Scatter symbols appearing anywhere on the reels in the main game activate 10 Free Spins. It is possible to win additional Free Spins.



Jack 'o'lector Feature

Jack'o'lector Feature

During this feature the player collects Lantern symbols. 3 Lantern symbols award a Stacked Hell Hound Wild, 6 - a Stacked Jack-o'-lantern Wild, and 9 - an Expanding Death Reaper Wild. Like before, these Wild symbols move one reel to the left, thus awarding a Re-Spin.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

• 96.28%

HIT FREQUENCY

• Total Hit Frequency: 34.43%

MAXIMUM PAYOUT

- Main Game: €5 000 / 10 000 coins on a single bet line
 Main Game: €100 000 / 200 000 coins max coinciding win
 Free Spins: €15 000 / 30 000 coins on a single bet line
- Free Spins: €300 000 / 600 000 coins max coinciding win
- Wild Respins: €15 000 / 30 000 coins
- Wild Respins: €300 000 / 600 000 coins max win in feature

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

Paytable



Paytable page 1



Paytable page 2

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.

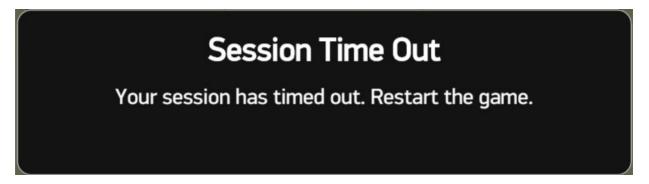
Malfunction Management

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.

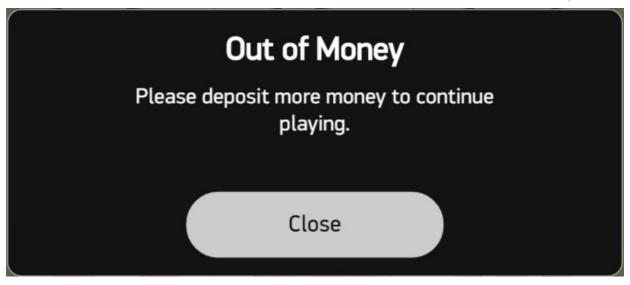
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-09-04	First version.