

# KING OF SLOTS™

Game Type: Video Slot Game

Return to Player: 96.96%

Here comes the king of all video slots - King of Slots™!

King of Slots™ is a 25-line, 3-row video slot using 15 independent reels. This fruit-shaped jewel theme game features Sticky Wins™, Free Spins and Wild substitutions. So, press the Spin button and see which of your favorite fruit lands on the reels, is it the cherry, lemon or melon? Or maybe you get the king's crown!



Game Sheet Version: 1.0

Date: 2018-02-07

**NETENT**

## ABOUT KING OF SLOTS™

| GENERAL INFORMATION   |   |
|---|---|
| Game Type   | Video Slot Game   |
| Reel Type   | Spinning Reels  |
| Reels, Lines  | 15 reels, 3 rows, 25 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 (€)   | 0.25 / 250  |
| Minimum Free Round Values (Please check your current free round values) | Bet level 1, 25 bet lines, €0.01 coin value (cost €0.25)  |
| GAME FEATURES   |   |
|   | <ul style="list-style-type: none"> <li>• Free Spins: 10-30 x 3 multiplier</li> <li>• Sticky Wins with respin</li> <li>• Wild Substitution</li> </ul>  |
| PAYOUT  |   |
| Return to Player  | 96.96%  |
| Default Maximum Win   | €30 000 / 30 000 coins – on a single bet line   |
| Hit Frequency   | 25.24%  |
| RESPONSIBLE GAMING  |   |
| Player Limits   | <ul style="list-style-type: none"> <li>• 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.</li> <li>• Playing for real is restricted by player account funds (i.e. cannot play for credit).</li> <li>• (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.</li> </ul> |
| Other   | <ul style="list-style-type: none"> <li>• Play for Fun</li> <li>• Variable coin values</li> <li>• Variable bet levels</li> <li>• G4 mode</li> </ul>  |
| TECHNICAL INFORMATION   |   |
| Game ID   | kingofslots_not_mobile (basic wallet)<br>kingofslots_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



Video slot elements



15 reels spinning

### Game Theme and Graphics

The main game displays precious gemstones like sapphires, rubies and diamonds shaped as cherries, lemons, and watermelons. The precious amethysts will unlock the secrets of the Free Spins and sapphires love to go Wild!

The game has a soothing, retro style background music that gives the game a relaxed feel.

### 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>Clicking this button changes the bet level to 10 and starts a game round.</p>  |
|  | <p>Clicking the left and right arrows increases and decreases the coin value to the next level.</p>   |
|  | <p>Players can open the Autoplay options window by clicking this button.</p>  |

## Wild Substitution



Wild symbol

The blue sapphire is the Wild symbol. The Wild symbols substitute for all symbols, except Scatter symbols.



Winning symbols stay and other reels respin

## Sticky Win™

The Sticky Win™ feature gives players the chance to build upon a winning combination, increasing the excitement for the players!

A winning combination is locked in place during the next spin, and changes in game behavior tell the player that the Sticky Win™ mode is active. If the player gets additional winning symbols or combinations during the next spin, these symbols stay on the reel and other reels spin again. This continues as long as additional winning symbols or combinations appear. When no new wins are generated, Sticky Win™ ends, and all active wins are paid.



Sticky Win™ ends with winning bet lines presentation

## Scatters and Free Spins

King of Slots™ features Scatter symbols. Free Spins are activated when 5 or more Scatter symbols appear in any position.

Free Spins are played at the same bet level as the round that triggered the Free Spins. A dynamic sign informs players how many Free Spins are remaining.

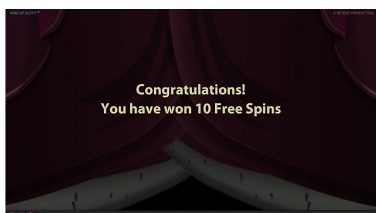
Bet line coin wins during Free Spins are tripled (x3). At the end of the Free Spins the winnings are added to the player's cash.

During Free Spins, 5 or more Scatter symbols give additional Free Spins.

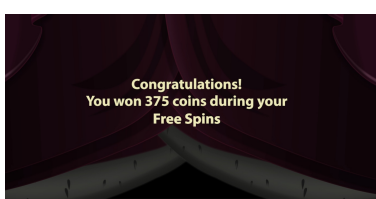
Free Spins end with a win presentation window, after which the player is presented with the main game.



Free Spins win trigger

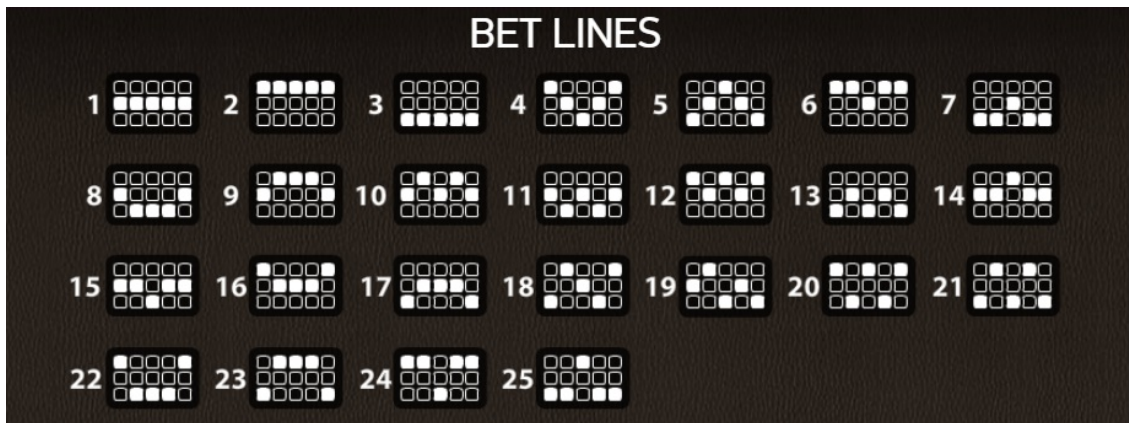


Free Spins intro



Free Spins end presentation

## Bet Lines



## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total game: 96.96%
- Main game: 77.3%
- Free Spins: 19.7%

#### HIT FREQUENCY

- Total game: 25.2%
- In Free Spins: 96.4%
- Into Free Spins: 0.60%

#### MAXIMUM PAYOUT

- Main Game: €10 000 / 10 000 coins - on a single bet line
- Main Game: €250 000 / 250 000 coins - max win in feature
- Free Spins: €30 000 / 30 000 coins - on a single bet line
- Free Spins: €750 000 / 750 000 coins - max coinciding win

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

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#### PAYOUT RULES IN MAIN GAME

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

#### PAYOUT RULES IN FREE SPINS

- In the main game and Free Spins, 5 or more Scatter symbols activate Free Spins as follows:

##### SCATTERS FREE SPINS WON

|      |    |
|------|----|
| 9-15 | 30 |
| 8    | 25 |
| 7    | 20 |
| 6    | 15 |
| 5    | 10 |

- Free Spins are played at the same bet as the round activating Free Spins.
- Additional Free Spins can be won during Free Spins.
- Free Spin wins are tripled (x3). Excludes additional Free Spins.
- Additional Free Spins won are not multiplied by the Free Spins multiplier.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.



## Paytable

**STICKY WIN™**

A winning bet line or, 3 or more Scatter symbols triggers the Sticky Win™ feature. The reels with winning symbols are held and all other reels re-spin for a chance of bigger wins. The reels keep re-spinning as long as there are new wins. When there are no new wins and Sticky Win™ ends, all active wins are paid.

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.  
For more information, see the Game Rules.

Paytable page 1

**WILD SYMBOL**

Wild symbol substitutes for all symbols except Scatter symbols.

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.  
For more information, see the Game Rules.

Paytable page 2

**SCATTER**

5 or more Scatter symbols activate Free Spins. Free Spin wins are tripled (x3)

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.  
For more information, see the Game Rules.

BET 25  
COINS 250215  
AUTO PLAY  
MAX BET  
LEVEL 1  
COIN VALUE 0.02

Cash: £5,004.30 Bet: £0.50 Win: £7.50

Paytable page 3

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# King of Slots™

|   |        |  |       |
|---|--------|--|-------|
|  | 5 1000 |  | 5 300 |
|   | 4 150  |  | 4 100 |
|   | 3 50   |  | 3 50  |
|  | 5 250  |  | 5 200 |
|   | 4 50   |  | 4 50  |
|   | 3 25   |  | 3 15  |

○ ○ ○ ● ○ ○ ○

Only the highest win per bet line is paid.  
Bet line wins pay if in succession from the leftmost reel to the rightmost reel.  
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Paytable page 4

KING OF SLOTS™ A NETENT PRODUCTION

# King of Slots™

|          |       |           |       |          |      |
|----------|-------|-----------|-------|----------|------|
| <b>A</b> | 5 125 | <b>K</b>  | 5 100 | <b>Q</b> | 5 75 |
|          | 4 30  |           | 4 25  |          | 4 15 |
|          | 3 15  |           | 3 10  |          | 3 5  |
| <b>J</b> | 5 50  | <b>10</b> | 5 40  |          |      |
|          | 4 10  |           | 4 10  |          |      |
|          | 3 5   |           | 3 5   |          |      |

○ ○ ○ ● ○ ○ ○

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.  
For more information, see the Game Rules.

BET 25

COINS 250215

AUTO PLAY

MAX BET

LEVEL 1

COIN VALUE 0.02

Cash: €5,004.30
Bet: €0.50
Win: €7.50

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Paytable page 5

KING OF SLOTS™ A NETENT PRODUCTION

# King of Slots™

## BET LINES

|    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 |    |    |    |

○ ○ ○ ○ ● ○ ○ ○ ○

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.  
For more information, see the Game Rules.

Paytable page 6



## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

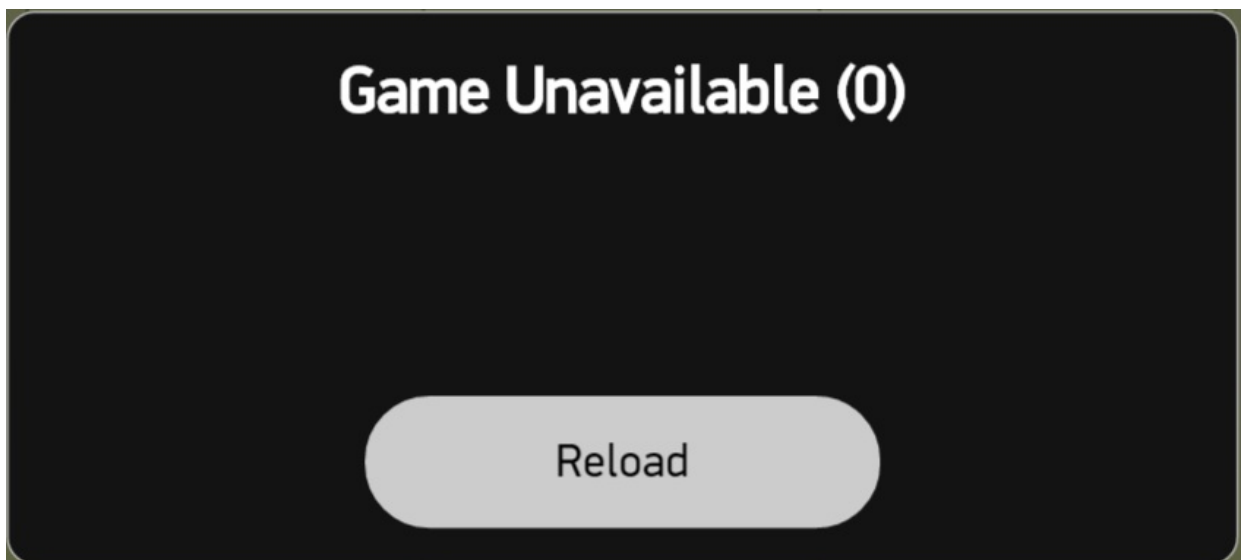
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

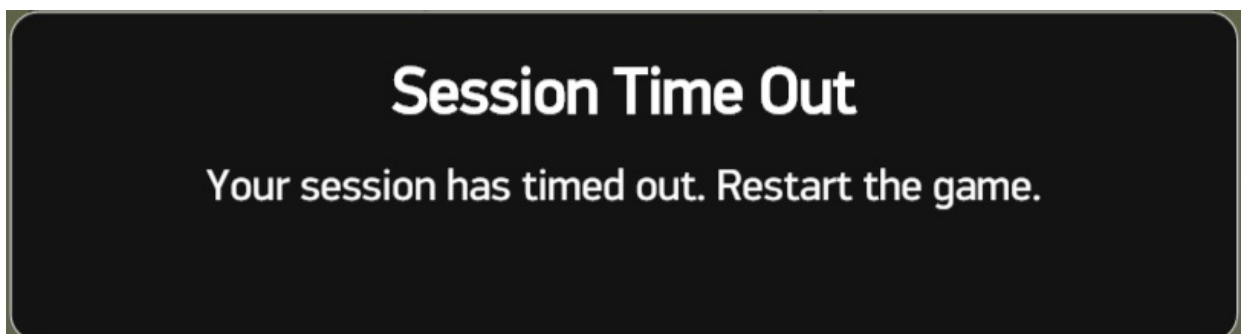
### Malfunction Management

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.

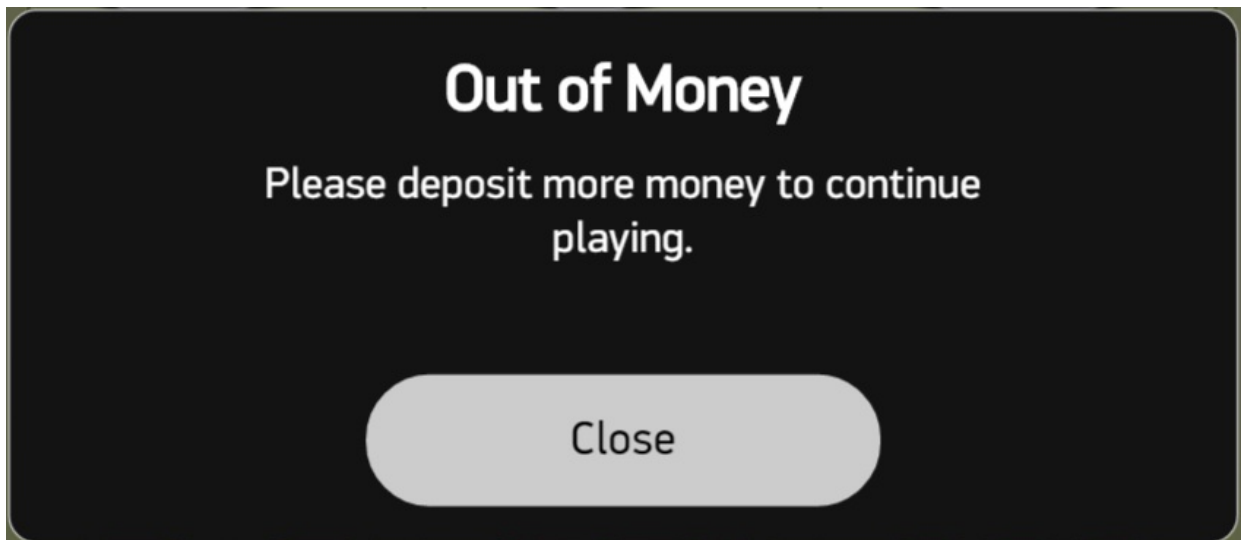
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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     | 2018-02-07 | Initial version. |