LIGHTS™

Game Type: Video Slot Game

Return to Player: 96.1%

Experience unrivalled level of excitement and mega wins with Lights™! This 5-reel, 3-row, 9-line video slot offers a mesmerizing experience with a high quality animation and soothing music. Set in a beautiful Asian landscape, Lights™ offers a stunning sunset view from a hilly lake. Exhilaration reaches another level as soon the user hits spin button and swarm of fireflies scatter around the reels and create Floating Wilds on top of existing symbols.

Excitement reaches peak with Free Spin, as dusk turns into night, even more fireflies light up the game, forming extra Floating Wilds. So get ready to experience all the excitement and win big with every spin.

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ABOUT LIGHTS™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 9 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 (€)	0.09 / 90
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 9 bet lines, €0.01 coin value (cost €0.09)
GAME FEATURES	
	• Wild substitutions • Free Spins
PAYOUT	
Return to Player	96.1%
Default Maximum Win	€10 000 / 10 000 coins – on a single bet line
Hit Frequency	29.3%
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	fireflies_not_mobile (basic wallet) fireflies_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.

Lights graphics

Main game

Game Theme & Graphics

Lights™ offers a mesmerizing experience with its interactive animation and glimmering fireflies that transition from one Wild symbol to another. The backdrop of this game is a beautiful mountain valley with an Asian overtone and the lantern-shaped symbols. Chances of bigger wins increase as the fireflies float the reels, illuminating symbols with the wild feature.

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:

LEVEL 10	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.
(Spin button)	Clicking the Spin button starts a game round at the current bet level and coin value.
MAX BET	MAX BET plays the game at the highest bet level and the current coin value.
COIN VALUE 1.00	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.
AUTO PLAY	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.

Even more Wilds form during Free Spins

Floating Wild

During every spin, fireflies swarm the reels and randomly create Floating Wilds on top of the symbols.

In the main game, between 2 and 4 Floating Wilds are created every time. In Free Spins the odds of winning increase even more - between 3 and 6 Floating Wilds form every time the reels spin!

Scatter symbol

Free Spins

Scatter symbols in both the main game and in Free Spins activate the Free Spins feature and pay out according to the table below.

SCATTER SYMBOLS	FREE SPINS WON
3	10
4	20
5	30

Bet Lines

Payout Summary

GAME RETURN TO PLAYER (RTP)
- Total: 96.1%
- Base: 71.7 %
- Free Spins: 24.4 %

HIT FREQUENCY
- Any win: 29.3 %
- Into Free Spins: 0.54%

MAXIMUM PAYOUT
- Main Game: €10 000 / 10 000 coins - on a single bet line
- Main Game: €90 000 / 90 000 coins - max coinciding win
- Freespins: €10 000 / 10 000 coins
- Freespins: €90 000 / 90 000 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
- 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.

PAYOUT RULES IN FREE SPINS
- Free Spins are played at the same bet level and coin value as the round that activated the Free Spins.
- Free Spin wins are added to any initial bet line wins.
- Additional Free Spins won are automatically added to the current Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

Paytable

Paytable page 1

Paytable page 2

Paytable page 3

Paytable page 4

Paytable page 5

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.

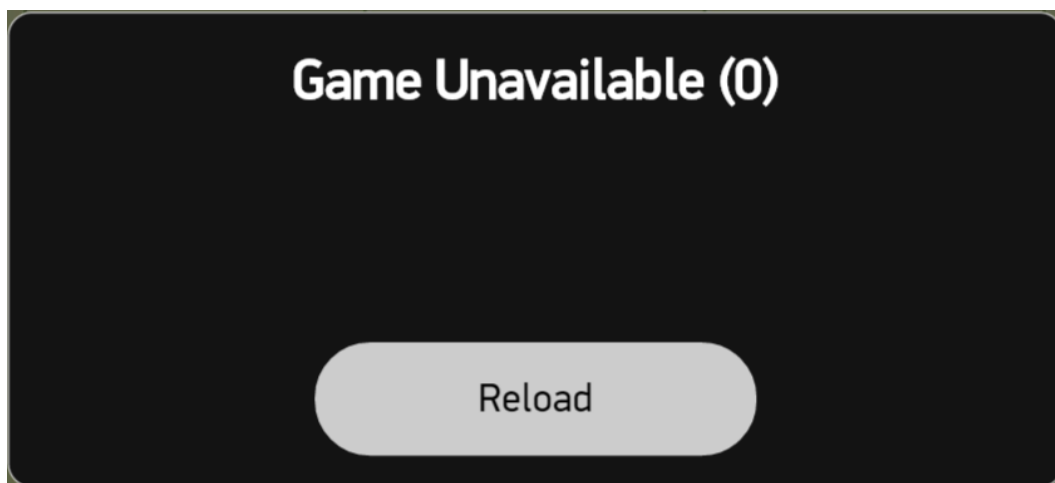### ALGORITHM FOR A RANDOM REEL POSITION

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.
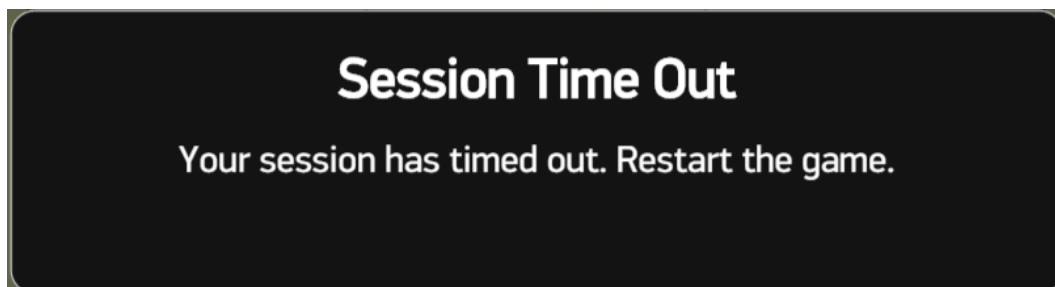2. The random number is added to the game as "the new reel position to use".

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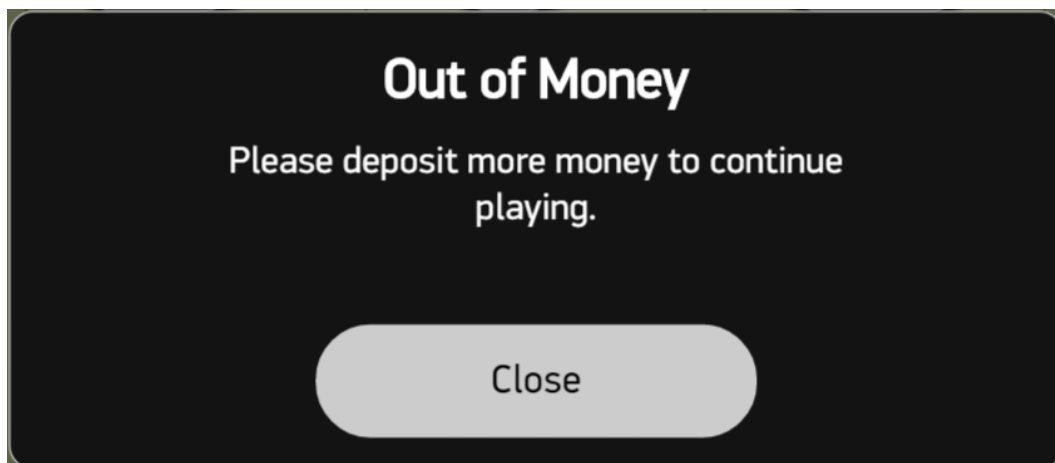
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

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.

Session Time Out

Your session has timed out. Restart 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.

Out of Money

Please deposit more money to continue playing.

Close

(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/

VERSION	WHEN	WHAT
1.0	2017-01-13	First version.