LOST ISLAND™

Game Type: Video Slot Game

Return to Player: 96.5%

In Lost Island™, the players explore a forgotten island with rich vegetation and ancient monuments. Let the players discover the prehistoric counting device, crafted by a mysterious tribe that once inhabited the island. The counting device, together with the Wild symbol, starts the players' quest for bigger wins. Lost Island™ is a 5-reel, 3-row, 20-line video slot featuring Wild substitutions, multipliers and Free Spins.

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ABOUT LOST ISLAND™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels	5 reels, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50
Default Min / Max Bet (€)	0.20 / 100
Default Free Round Values	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.20)
GAME FEATURES	
	• Free Spins • Wild Substitutions • Multipliers
PAYOUT	
Return to Player (%)	96.5
Default Maximum Win	€12 500 / 25 000 coins – on a single bet line
Hit Frequency (%)	27.8
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 bet levels/coin values • G4 mode
TECHNICAL INFORMATION	
Game ID	lostisland (basic wallet) lostisland_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Screen Footprint	Optimised for 640x480 and 1024x768
Flash Player	Flash 10 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Lost Island™ graphics

Game Theme & Graphics

Lost Island™ is set in a place that has been long lost and forgotten. It has a feeling of wisdom and mystery hovering over the reels.

As the game begins, ancient artefacts and golden riches appear on the reels, and the player is taken back to a time when a mysterious tribe inhabited the island.

When Free Spins starts, a meadow with lotus flowers appears, spreading an air of tranquillity. With the soft, quiet game sounds, the theme of Lost Island™ creates a perfect balance between what is long lost and the promise of the future in every new win!

Main game

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	Clicking the left and right arrows increases or decreases the bet level 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	Clicking MAX BET plays the game at the highest bet level and the current coin value.
COIN VALUE	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.
AUTOPLAY	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.

Wild symbols & Multiplier

Wild Substitution

In Lost Island™, Wild symbols animate with light and flying leaves in vibrant colours and can activate the multiplier.

Each appearing Wild activates a multiplier of x1 for up to a maximum of x5 for 5 or more Wild symbols on the reels.

The Wild symbols substitute for the highest possible winning combination on a bet line.

Scatter symbols

Free Spins reels with Wild symbols

Free Spins

If 3 or more Scatter symbols appear among the ancient artefacts and golden riches on the reels, 10 Free Spins are awarded.

At the start of Free Spins, a Wild symbol automatically appears in the centre position of reel 3 and remains on the reels until Free Spins end.

In Free Spins, Wild symbols can appear as single symbols or stacked symbols of 2 and/or 3.

Bet Lines
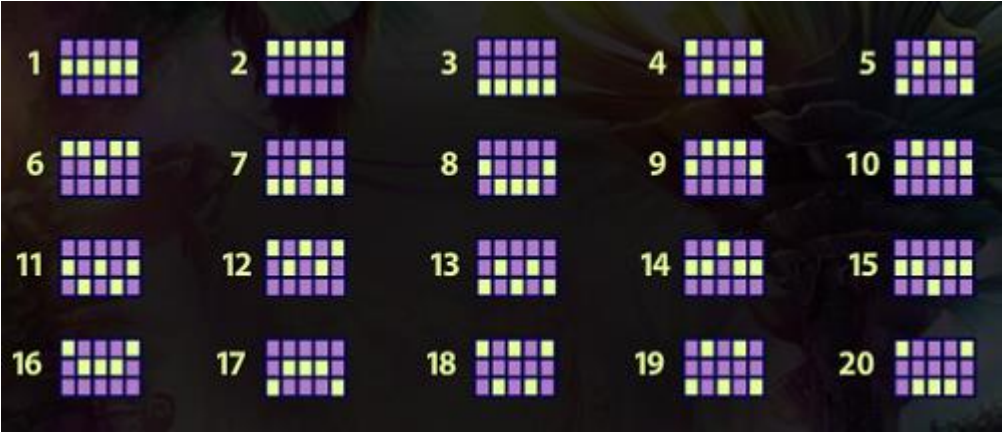
Payout Summary

GAME RETURN TO PLAYER (RTP)
- Total game: 96.5%
- Main game: 65.4%
- Free Spins: 31.1%

HIT FREQUENCY
- Any win: 27.8%
- Into feature - Free spins: 1/177
- Any win in feature - Free spins: 65.6%

MAXIMUM PAYOUT
- Main game: €12 500 / 25 000 coins - on a single bet line
- Free spins: €12 500 / 25 000 coins - on a single bet line
- Coinciding: €250 000 / 500 000 coins

Note: The maximum win of a game round is 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.
- Bet level is the number of coins bet per bet line.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.

PAYOUT RULES IN FREE SPINS
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.

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.
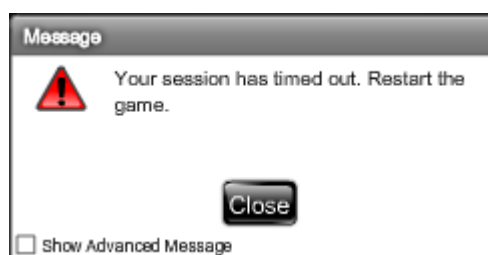
In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.
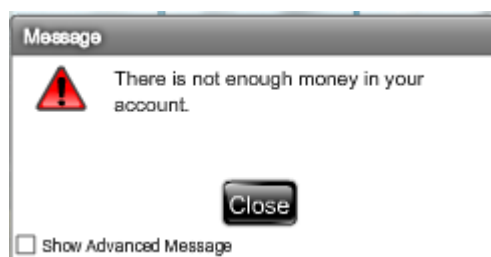
Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

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
1.1	2014-06-05	New generic layout.
1.0	2013-11-18	First version.