

# LOST RELICS™

Game Type: Video Slot Game

Return to Player: 96.3%

Lost Relics™, the latest Cluster Pays™ game from NetEnt™, takes you on an exciting journey to the ancient ruins. Gather three Scatter Symbols to activate the mysterious mechanism and reveal the treasures below!

Lost Relics™ is a 5-reel, 5-row video slot with Cluster Pays™ mechanic featuring Coin Win, Extra Wild, Extra Scatter and Free Spins. The Coin Win, Extra Wild and Extra Scatter features are randomly hidden under the symbols of a winning cluster. This boosts the anticipation of a bigger win each time there is a cluster win. And in Free Spins, the Hidden Chest feature provides even more excitement, as cluster wins can reveal chests hidden behind the reels filled with Extra Free Spins, Sticky Wilds and Coin Wins.



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

**NETENT**

## ABOUT LOST RELICS™

### GENERAL INFORMATION

Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 5 rows, Clusters (no bet lines)
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1, 2
Default Min / Max Bet (€)	0.2 / 400
Minimum Free Round Values (Please check your current free round values)	Bet level 1, fixed bet 20 coins, €0.01 coin value (cost €0)

### GAME FEATURES

- Cluster Pays
- Coin Win
- Extra Wild
- Extra Scatter
- Free Spins
- Hidden Chest

### PAYOUT

Return to Player	96.3%
Default Maximum Win	€120 000 / 60 000 coins – coinciding
Hit Frequency	20.05%

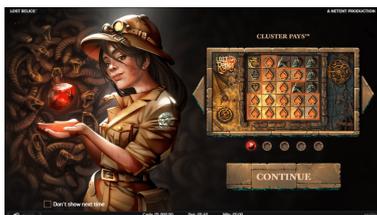
### RESPONSIBLE GAMING

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	lostrelics_not_mobile (basic wallet) lostrelics_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



Lost Relics™ graphics



### Game Theme and Graphics

In Lost Relics™ the player becomes an adventurous archaeologist on a quest to explore the ancient ruins and uncover its mysteries. Three Scatter symbols collected in the main game activate the mechanism beside the reels which opens the passage to the secret chamber below the ruins filled with treasures and gold.

### 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) 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>MAX BET plays the game at the highest bet level and the current coin value.</p>
	<p>Clicking the left and right arrows increases and decreases the coin value to the next level.</p>
	<p>Clicking AUTO automatically plays the game for the selected number of rounds.</p>



Cluster Pays™ feature

### Cluster Pays™

A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.

Only clusters consisting of 6 or more symbols award a win.

Multiple clusters of the same symbol that are not adjacent to each other count as separate clusters and pay separately.



Revealed random features

## Random Features

In the main game, when a spin results in a winning combination, up to five instances of three random features in any combination may be activated after the reels stop, but before any wins are paid out.

The main game contains the following random features: Coin Win feature, Extra Wild feature and Extra Scatter feature.

In the main game, random features may be randomly hidden under the symbols which are a part of a winning cluster.



Coin Win

## Coin Win Feature

When the Coin Win feature is activated, one of the symbols in a winning combination awards a coin win of between 3 and 30 times the bet.

The symbol awarding the coin win is still a part of the winning cluster.

Any wins from the Coin Win feature are added to any wins from the round that activated the Coin Win feature.



Extra Wild

## Extra Wild Feature

When the Extra Wild feature is activated, three extra Wild symbols are awarded and randomly placed on the reels in the positions that are not part of the winning cluster and not occupied by Scatter or Wild symbols.

Three extra Wild symbols placed on the reels may result in activating another feature.

Up to 15 Wild symbols may appear on the reels as a result of the Extra Wild feature.

Wild symbols may contribute to a cluster of any symbol and may be a part of more than 1 cluster.

Wild symbols award a win only in combination with other symbols.

Wild symbols substitute for all symbols except Scatter symbols.

Wild symbol substitution pays the highest possible winning combination in a cluster according to the Paytable.



Extra Scatter

## Extra Scatter Feature

When the Extra Scatter feature is activated, one of the symbols in a winning combination awards an extra Scatter symbol.

No more than 3 Scatter symbols may be awarded in total from base game and the Extra Scatter feature.

After 3 Scatter symbols are awarded in either base game and/or by the Extra Scatter feature, the Extra Scatter feature cannot be activated.

The symbol awarding the Extra Scatter is still a part of the winning cluster.



Free Spins activated

## Free Spins

3 Scatter symbols collected in the main game activate 10 Free Spins.

Scatter symbols can appear anywhere on reels 1, 3 and 5 in the main game (except Scatter symbols awarded by the Extra Scatter feature which appear in the winning clusters in the main game).

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

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

At the end of Free Spins, the game returns to the round that activated Free Spins.



Reels during Free Spins



Uncovered chest



Sticky Wild

## Hidden Chest Feature

Hidden Chest feature is available in Free Spins only.

In Free Spins, a chest occupying a number of spaces is randomly hidden behind the reels. Spaces under the winning clusters become uncovered and may reveal the hidden chest.

Uncovered spaces carry over to the next spin until the chest is fully uncovered.

Once all spaces covering the chest have been uncovered, the chest is awarded and a random number and combination of the following features are granted to the player: Extra Free Spins, Sticky Wild and Coin Win.

When the Extra Free Spins feature is granted in a chest, an additional Free Spin is automatically added to the current Free Spins.

When the Sticky Wild feature is granted in a chest, a Wild symbol randomly takes position of another symbol on the reels and remains there until the end of Free Spins.

A Sticky Wild cannot replace another Sticky Wild.

When the Coin Win feature is granted in a chest, a coin win of between 1 and 30 times the bet is awarded.

After a chest has been found, the uncovered spaces are reset and must be uncovered again, and a new chest is hidden in a random location.

There are 3 types of chests: small, medium and large.

The type of the chest is randomly picked from the 3 types, except for the first two chests which are always either small or medium.

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- RTP Total: 96.30%
- Base Game: 69.5%
- Free Spins: 26.8%

#### HIT FREQUENCY

- Hit frequency: 20.05%
- Feature hit frequency: 2.9%
- Freespin hit frequency: 0.601% (1 in 165)

#### MAXIMUM PAYOUT

- Main Game: €120 000 / 60 000 coins - max coinciding win
- Free Spins: €60 000 / 30 000 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

- There are no bet lines, the game uses Cluster Pays™ mechanic.
- A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.
- 6 or more symbols appearing in a cluster award a win according to the Paytable.
- Multiple clusters of the same symbol that are not adjacent to each other pay as separate clusters.
- Simultaneous wins from different clusters are added.
- A cluster win in coins is equal to the value shown in the Paytable multiplied by the bet level.
- A cluster win in currency is equal to the win in coins multiplied by the coin value.

#### PAYOUT RULES IN FREE SPINS

- Free Spins are played at the same bet level and coin value as the round that activated them.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated 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



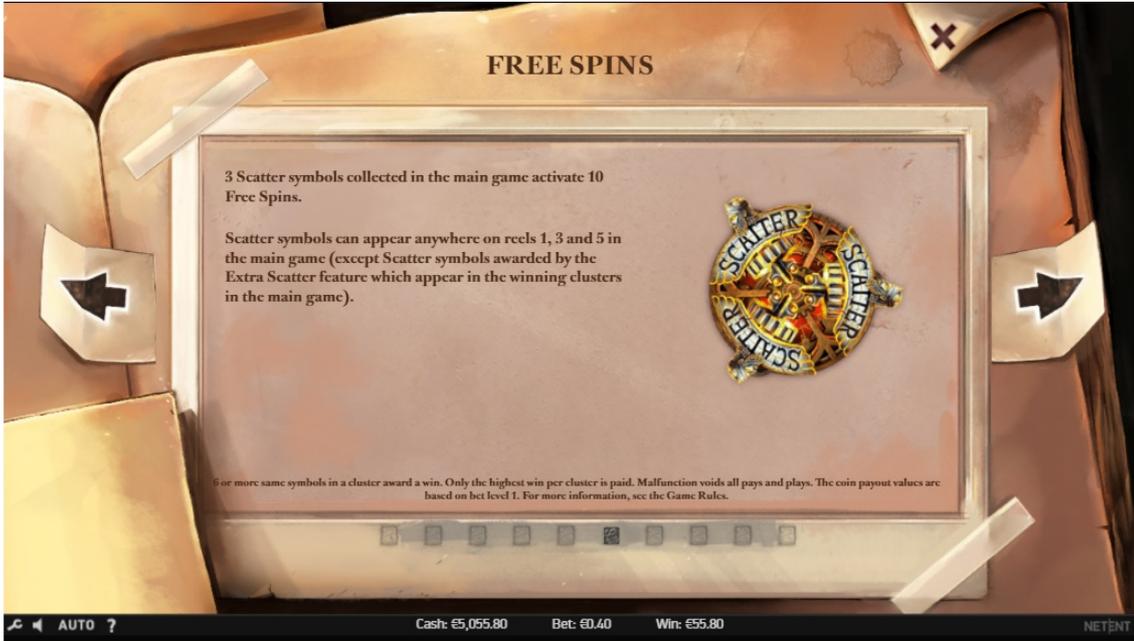
Paytable page 3



Paytable page 4



Paytable page 5



Paytable page 6



Paytable page 7



Paytable page 8



Paytable page 9



Paytable page 10

The screenshot shows a slot machine paytable titled "SYMBOL PAYOUT VALUES". The paytable is presented as a parchment document with arrows pointing left and right, and a close button (X) in the top right corner. The symbols are arranged in a row at the top: a golden snake, a golden ring, a green leaf, a blue sword, a red spade, a yellow heart, a green clover, and a blue diamond. Below the symbols is a grid of payout values for different combinations of symbols. The grid has 8 columns corresponding to the symbols and 9 rows for multiplier values from x6 to x16. The bottom of the screenshot shows a game interface with "AUTO ?" on the left, "Cash: €5,055.80", "Bet: €0.40", "Win: €55.80" in the center, and "NETENT" on the right.

	Snake	Ring	Leaf	Sword	Spade	Heart	Clover	Diamond
x16	1200	1200	400	400	200	200	200	200
x15	1000	1000	300	300	150	150	150	150
x14	800	800	250	250	120	120	120	120
x13	600	600	200	200	100	100	100	100
x12	420	420	160	160	80	80	80	80
x11	300	300	120	120	60	60	60	60
x10	220	220	80	80	30	30	30	30
x9	150	150	60	60	20	20	20	20
x8	100	100	40	40	10	10	10	10
x7	60	60	20	20	5	5	5	5
x6	20	20	10	10	2	2	2	2

Paytable page 11

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

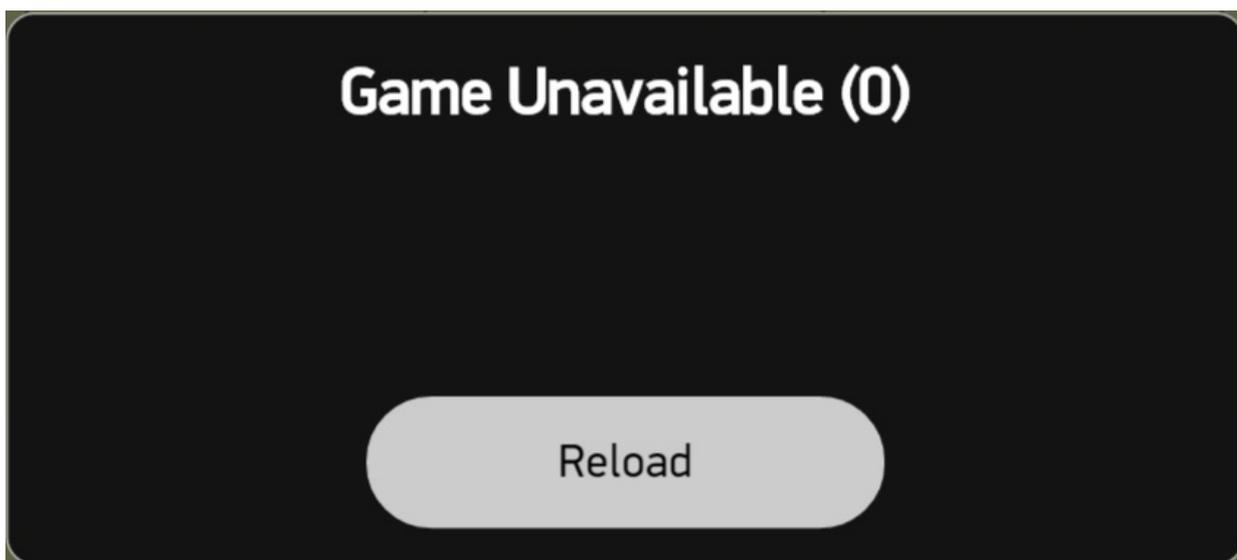
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

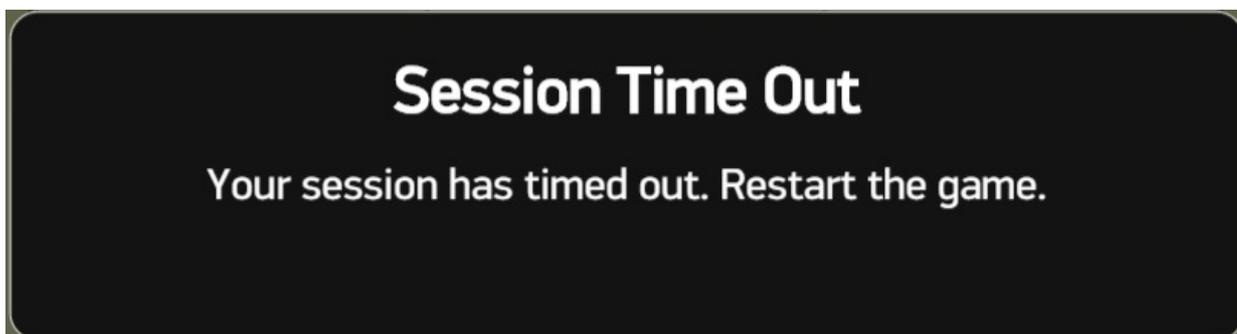
### Malfunction Management

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.

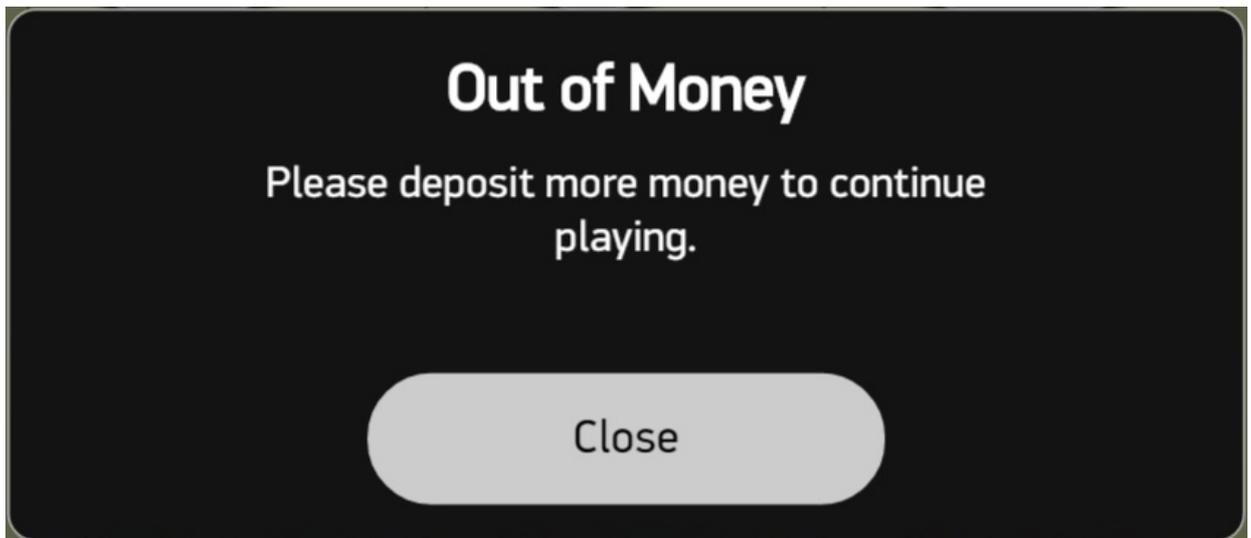
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-04-09	First version.