

MAGIC MAID CAFE™

Game Type: Video Slot Game

Return to Player: 95.97%

NetEnt™ presents Magic Maid Cafe™: the Asian themed video slot inviting players to a magical cafe with beautiful maids and a variety of delicacies they serve.

The game is designed to entertain all kind of players with its beautiful animation and vibrant graphics. The game features are the highlight of the game and the players will surely want to experience this delicious magical treat at Magic Maid Cafe.



Game Sheet Version: 1.0

Date: 2019-10-03

NETENT

ABOUT MAGIC MAID CAFE™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1 - 5
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.2 / 50
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	
	<ul style="list-style-type: none"> • Avalanche System™ x1 - x5 • Free Falls with x3-x15 multiplier • Wild substitution
PAYOUT	
Return to Player	95.97%
Hit Frequency	41.1%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	magicmaidcafe_not_mobile (basic wallet) magicmaidcafe_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



Main game round

Avalanche™

The game mechanics is Avalanche™: symbols fall on the reels instead of spinning. After each win, winning symbols disappear, the Multiplier increases, and new symbols fall into the reels. The maximum Multiplier is 5 in the main game and 15 in Free Falls.



Free Fall start sequence

Free Falls

3 or more Free Fall symbols landing on the reels in the main game or in Free Falls activate 10 Free Falls.

Wild symbol substitutes for all Free Fall symbols.



Free Fall end sequence

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total game: 95.97%
- Bet lines in main game: 65.29%
- Bet lines in Free Falls: 30.68%

HIT FREQUENCY

- Main Game / Free Falls
- Any win: 41.10% / 54.4%

WIN INFORMATION

WIN AMOUNT	OCCURS	IN 1 MILLION GAME ROUNDS, WILL OCCUR APPROXIMATELY	CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BET SIZE (€500)
10,000 times bet or more	Once every 0 spins	0 times	€ 100,000
25,000 times bet or more	Once every 0 spins	0 times	€ 250,000
50,000 times bet or more	Once every 0 spins	0 times	€ 500,000
100,000 times bet or more	Once every 0 spins	0 times	€ 1,000,000
250,000 times bet or more	Once every 0 spins	0 times	€ 2,500,000
500,000 times bet or more	Once every 0 spins	0 times	€ 5,000,000

Note: Values obtained during a simulation of 300 billion game rounds.

Paytable

Magic Maid Cafe?

OTHER SYMBOLS

The win multiplier increases with each new Avalanche in a game round.

Symbol	5	4	3
Red-haired Maid	2500	250	50
Blue-haired Maid	1000	100	20
Brown-haired Maid	500	50	15
Ice Cream	200	25	10
Cake	100	20	5
Pudding	75	15	4
Cookie	50	10	3

Only the highest win per bet line is paid.
Bet lines win if the winning symbols are in succession from the leftmost reel to right.
Malfunction voids all pays and plays.

Game Interface: BET: 20, LEVEL: 1, AUTOPLAY, MAX BET, COIN VALUE: 0.10, COINS: 50000, WIN

Paytable page 1

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

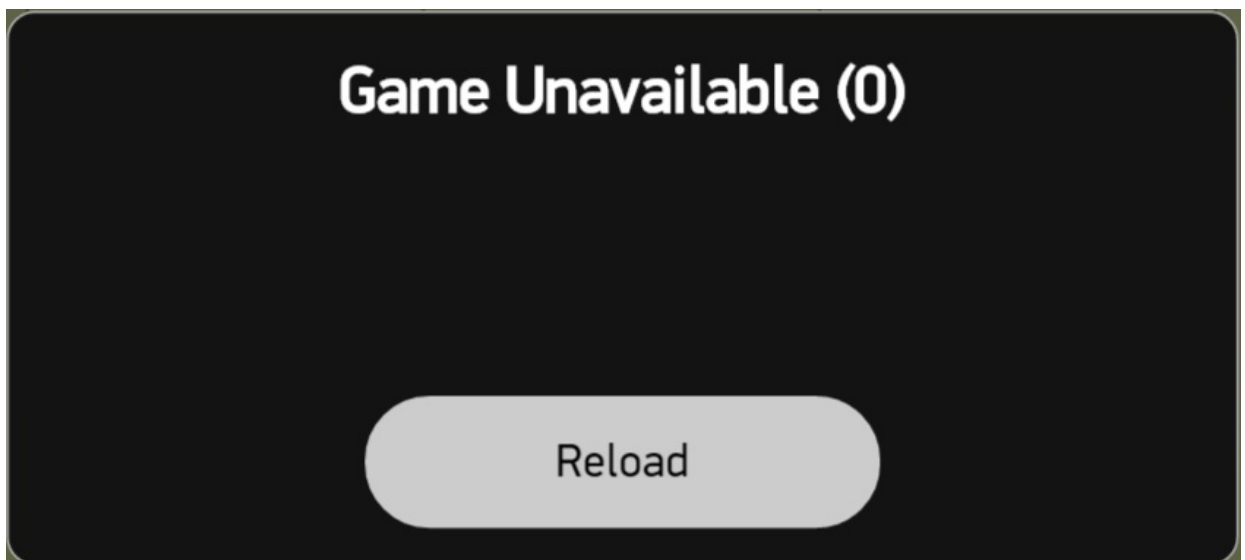
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

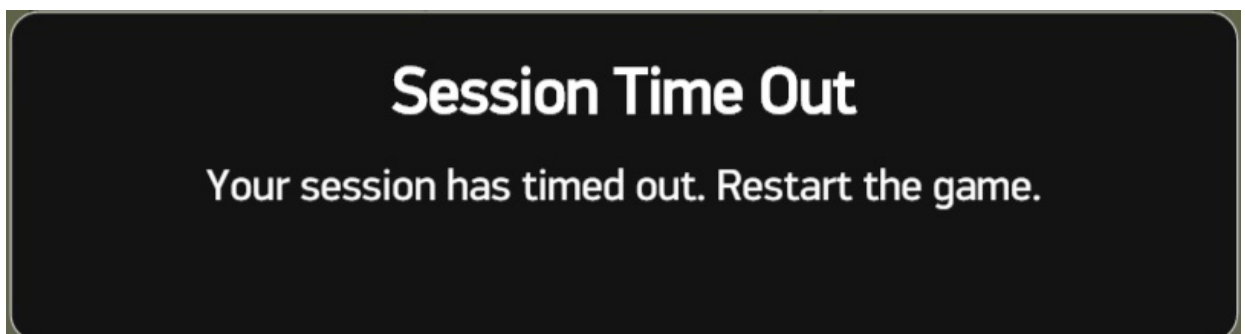
Malfunction Management

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.

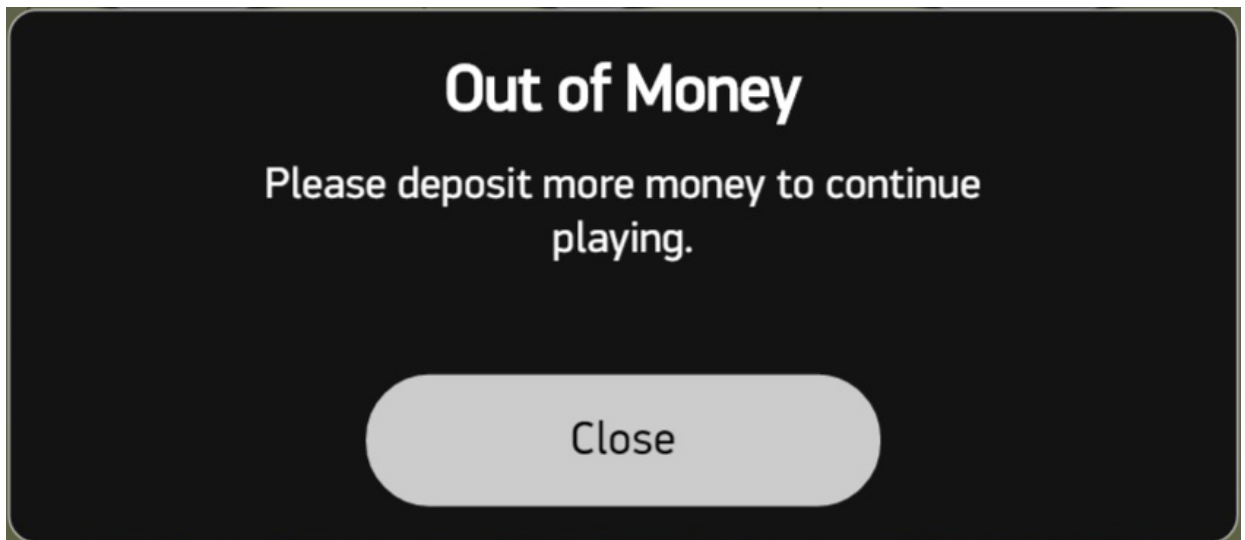
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-10-03	First version.