# THE REEL STEAL™

Game Type: Video Slot Game

Return to Player: 95.87%

The Reel Steal $^{\text{TM}}$  is a 5-reel, 3-row, 9-fixed bet lines, multiple-coin video slot that features Scatter wins, Wild substitutions, and Free Spins. The game images and sound effects immerse the player in the world of jewel heists and bank robberies.

The Reel Steal  $^{\text{TM}}$  offer casinos a good house edge and targets high rollers with a possibility of win.



Game Sheet Version: 1.0 Date: 2018-01-16



## **ABOUT REEL STEAL™**

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	
Default Min / Max Bet (€)	0.09 / 45	
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		
	<ul><li>Free Spins: 15-25 with x5 multiplier</li><li>Wild Substitution</li></ul>	
PAYOUT		
Return to Player	95.87%	
Default Maximum Win	€187 500 / 375 000 coins – on a single bet line	
Hit Frequency	22.64%	
RESPONSIBLE GAMING		
Player Limits	<ul> <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> <li>Play for Fun</li> <li>Variable coin values</li> <li>Variable bet levels</li> <li>G4 mode</li> </ul>	
TECHNICAL INFORMATION		
Game ID	reelsteal_not_mobile (basic wallet) reelsteal_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



Rows and reels and bet lines

## Game Theme & Graphics

The game creates a feeling of crime scene and underworld with the symbols like, bag of money, guns, and safes full of gold. Be the lucky one to crack the combination of bet level, bet lines, and coin values to make each spin exclusive and rewarding.

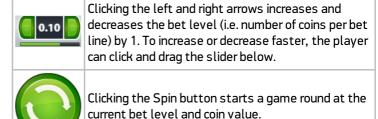
The game plunges into the crime world as the symbols and graphics in this mobster environment will keep you thrilled while you play the game.

#### 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.



and the current coin value.



MAX BET plays the game at the highest bet level



Clicking the left and right arrows increases and decreases the coin value to the next level.



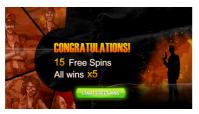
Clicking AUTOPLAY automatically plays the game for the selected number of rounds.



#### Wild Substitution

Reel Steal $^{\text{TM}}$  includes Wild symbols that substitute for any other symbol, except Scatters to complete the winning pattern.

- Wild wins in main game. Wins with Wild symbols pay 5 times the normal win.
- Wild wins in Free Spin games. Wins with Wild symbols pay 25 times the normal win.



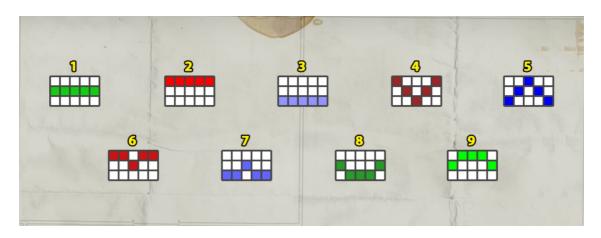
Free Spins mode

## **Scatters and Free Spins**

The Reel Steal™ features Scatter wins and Free Spins.

- Scatter wins. The main game pay on 2 or more Scatter symbols. These wins pay the multiplier displayed in the paytable multiplied by the total bet. The win anticipation is enhanced by reel acceleration when two Scatter symbols appear and there is still one or more reels to spin.
- Free Spins feature. When 3 or more Scatter symbols appear in any position, the player wins 15 or more Free Spins. The Free Spins are played at the same bet level as the game that triggered the Free Spins. A dynamic sign informs players on remaining number of Free Spins and the current multiplier applied to Free Spin wins.
- **Re-triggered Free Spins**. During Free Spins, each Scatter symbol gives an additional Free Spin.
- Free Spin wins. Wins during Free Spins pay five times the normal win. At the end of the Free Spins, the winnings are added to player's cash.

#### **Bet Lines**



## **PAYOUT**

## **Payout Summary**

#### **GAME RETURN TO PLAYER (RTP)**

Total: 95.87%Main game: 71.8%Free spins: 24.1%

#### HIT FREQUENCY

Base game: 22.6%Free Spins: 18.0%

#### **MAXIMUM PAYOUT**

Free spins: €187 500 / 375 000 coins - on a single bet line
Free spins: €201 250 / 402 500 coins - max coinciding win
Main Game: €37 500 / 75 000 coins - on a single bet line
Main Game: €56 675 / 113 350 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

- Medium and low value symbols pay when they appear in an unbroken sequence on a bet line from left to right.
- Wild symbols substitute for medium and low value symbols to complete winning bet lines.
- Winning bet lines with Wild symbols pay 5 times the normal win.
- Three or more Scatter symbols in any position give 15 or more Free Spins.

#### **PAYOUT RULES IN FREE SPINS**

- Winning bet lines without Wild symbols pay 5 times the normal win.
- Winning bet lines with Wild symbols pay 25 times the normal win.
- Each Scatter gives an additional Free Spin.

## **Paytable**



Paytable page 1



Paytable page 2

#### 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.

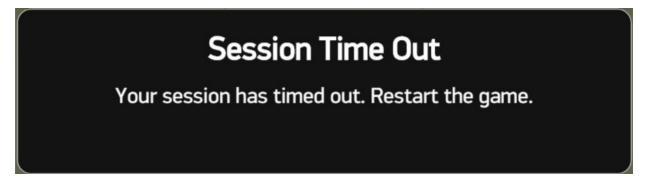
## **Malfunction Management**

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.

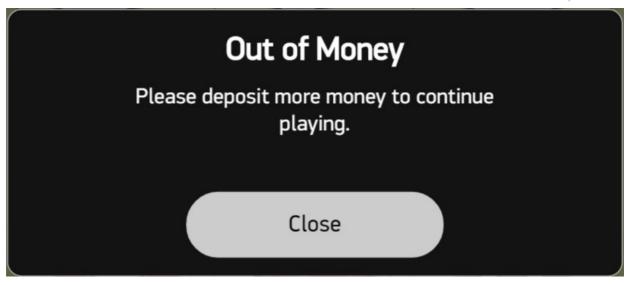
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-01-16	First version.