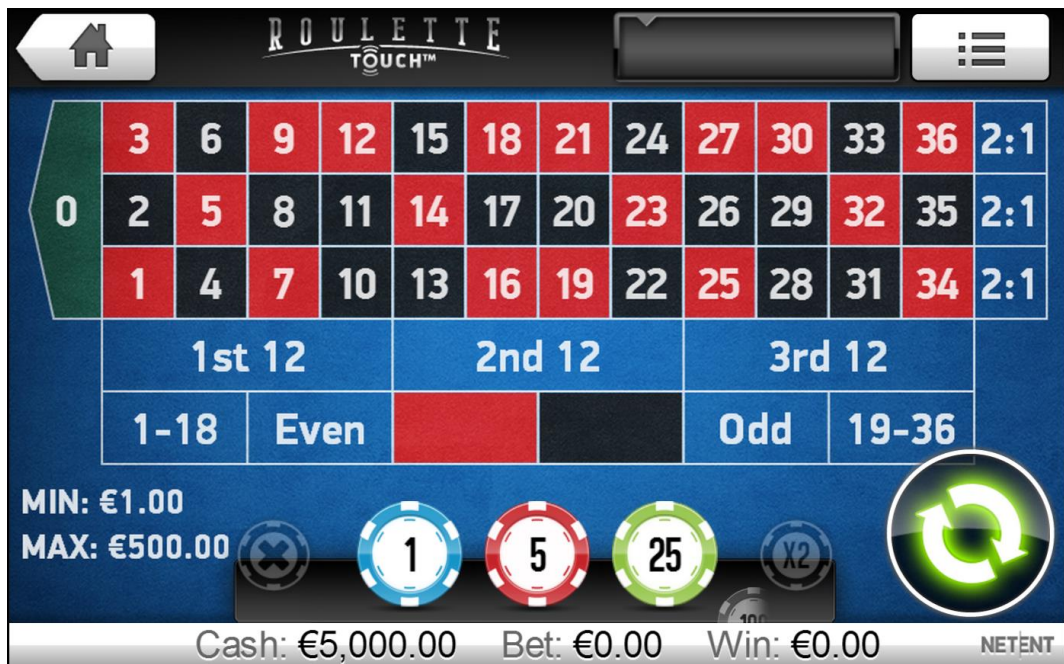# ROULETTE TOUCH™

Game Type:	Touch Game
Return to Player:	97.3%

The latest contribution to Net Entertainment's wide range of games for mobile devices is Roulette Touch™. Based on the popular online game Roulette Advanced™ the game has a modern and simple interface that will satisfy the most sophisticated tastes.

ABOUT ROULETTE TOUCH™

GENERAL INFORMATION	
Game Type	Touch Game
Default Chip Values (€)	1, 5, 25, 100
Default Min / Max Bet (€)	1 / 500
GAME FEATURES	
	• Autoplay. • Double all bets. • Reuse same bet.
PAYOUT	
Return to Player (%)	97.3
Default Maximum Win (€)	4 620
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 • G4 mode
TECHNICAL INFORMATION	
Device Platform	iOS Android
Game ID	roulette_s_mobile_html (basic wallet) roulette_s_mobile_html_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Web Browser	iOS: Safari Android: Stock Android Browser
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Game table with a selected bet area

Game Theme and Graphics

The Roulette Touch™ interface is fresh and elegant, while also being simple and intuitive for players of all levels of experience. The table has a modern look and feel and information about current bets or active bet areas is conveniently provided to the player through popups and highlighting.

Roulette wheel

Outcome of the game round

Placing Bets

Players can choose between inside bets and outside bets, or combinations of the two. Inside bets are placed on numbers on the table whereas outside bets are placed on the boxes surrounding the numbers.

In Roulette Touch™ there are two ways to place a bet. The player can drag and drop a chip to a bet area. The bet area will then be selected and the corresponding bet will be placed. If the player prefers, it is also possible to first touch a bet area to select it and then tap one or more chips in the chip tray. The corresponding bet will be placed. Bets can then be doubled or cleared.

The player can choose to have the bets from the previous round placed automatically for subsequent rounds. Before spinning the wheel, the player can modify or remove the placed bet.

Once the desired bets are placed, the player taps the spin button. The roulette wheel appears on top of the table and starts spinning. When the ball has landed in one of the wheel's 37 slots, the game round ends and a small window appears showing the outcome: the winning number and colour, the winning amount, and whether the winning number is high or low, odd or even.

Configurable number of chips

Configurable Number of Chips

In Roulette Touch™, the operator can have the number of available chips configured. The number of chips is adapted to the chosen min/max bet for the table.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)
- 97.3%

MAXIMUM PAYOUT – EURO
- 4 620

Paytable

Bet	Pays	Max Bet
Straight	35:1	€10.00
Split	17:1	€20.00
Three Line (Street)	11:1	€30.00
Corner	8:1	€40.00
Six Line	5:1	€60.00
Column	2:1	€200.00
Dozen	2:1	€200.00
Red/Black	1:1	€500.00
Even/Odd	1:1	€500.00
1-18/19-36	1:1	€500.00

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 ROULETTE NUMBER

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 roulette wheel is acquired.
2. The random number is added to the game as "the number 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.
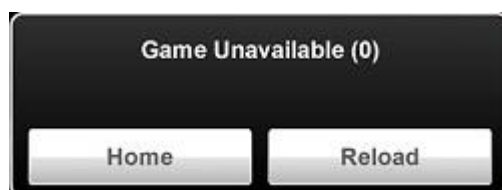
If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.
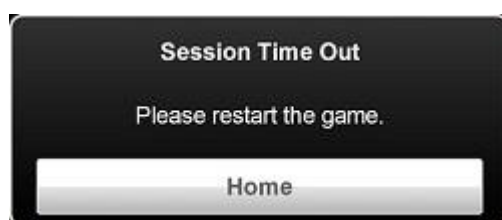
In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.

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/products/net-entertainment-touch/

VERSION	WHEN	WHAT
1.1	2014-05-28	New generic layout.
1.1	2013-05-20	Updated layout.
1.0	2013-04-15	First version.