SIMSALABIM™

Game Type: Video Slot Game

Return to Player: 97.5%

Simsalabim™ brings magic to the reels with an abundance of features. With appeal for both play-for-fun and the more serious player, Simsalabim™ has it all.

The game features 5-reels, 25-bet lines, Wild substitutions and Scatter wins. The entertainment continues into Free Spins when 3 or more Scatters appear on the reels.

The fun goes on in the bonus game. With the wave of a wand players click on hats and find rabbits with coin wins.

There are no illusions about the chances of magical winnings here at the Simsalabim™ show!

NETENT

ABOUT SIMSALABIM™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 25 bet lines
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50, 1
Default Min / Max Bet (€)	0.01 / 250
Default Free Round Values	1 bet level, 25 bet lines, €0.01 coin value (cost €0.25)

GAME FEATURES	
	• Wild symbol substitutes for all symbols except Scatter and Bonus symbols.
	• Scatter wins pay up to 200x.
	• Free Spins wins are x3.
	• 3+ Scatter symbols activate Free Spins.
	• 3+ Bonus symbols activate the bonus game.

PAYOUT	
Return to Player (%)	97.5
Default Maximum Win	€2 25 000 / 2 25 000 coins – on a single bet line
Hit Frequency (%)	46.0

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	simsalabim (basic wallet) simsalabim_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
File Size (MB)	2.6
Screen Footprint	Optimised for 640x480 and 1024x768
Flash Player	Flash 9 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Game Theme & Graphics

The stage is set and the show begins here at Simsalabim™. Magic is the theme, with features like Free Spins, Wild substitutions and a bonus game to be won, Simsalabim™ gives players a magical experience on the reels.

- Graphics. Soft and colourful graphics create an atmosphere to remember.
- Sound. Whispers of amazement create the feeling of being in the crowd watching the magician's performance.

High, Medium and Low win symbols on the reels

Main Game

Special attention has been paid to the animations of Simsalabim™. All high win symbols animate when a winning combination is won.

- **Scatter symbol.** The magic box on the Scatter symbol animates when 2 or more Scatter symbols appear on any of the reels.
- **Bonus symbol.** The Bonus symbol animates with a rabbit disappearing in a puff of smoke and reappearing from within a hat.
- **Wild symbol.** In addition to the captivating animation of Wild symbols, players will be excited to see that if 2 to 5 Wilds appear on a winning bet line they can win up to an astounding 7500 coins!

Free Spins

Free Spins

Net Entertainment keeps the traditional Free Spins loved by so many. Free Spins in Simsalabim™ are as exciting as one would expect.

Free Spins starts when 3 or more Scatters appear.

The magic happens in Free Spins with bet line wins paying x3.

Bonus Game coin wins

Bonus Game

If 3 or more bonus symbols land on an active bet line, players are taken backstage for a chance at performing their own magic. This rabbit in the hat bonus game is sure to add valued excitement to game play.

- **Animations.** With the wave of a wand players can find coins in hats which are rewarded to the player by a rabbit.
- **Coin Wins.** Hats in the bonus game contain various amounts of coins. The more players bet in the main game the higher the coins wins are in the bonus game.
- **Outro.** If a player clicks a hat and a puff of smoke appears the bonus game ends.

Bet Lines

Payout Summary

GAME RETURN TO PLAYER (RTP)
- Total game: 97.5%
- Main game: 68.8%
- Free Spins: 15.9%
- Bonus game: 12.8%

HIT FREQUENCY
- Main game: 46.0%
- Free spins: 46.0%
- Into Bonus game: 1.87%

MAXIMUM PAYOUT
- Main game: €75 000 / 75 000 coins - on a single bet line
- Free spins: €225 000 / 225 000 coins - on a single bet line
- Bonus game: €50 500 / 50 500 coins
- Coinciding: €271 200 / 271 200 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
- Wins pay if in succession from leftmost to right, except Scatter and Bonus symbols.
- Bet line wins are multiplied by the number of coins bet per bet line.
- Only the highest win per active bet line paid.
- Simultaneous wins on different bet lines are added.
- Scatter wins are paid independent of bet lines selected.

PAYOUT RULES IN FREE SPINS
- Free Spins multipliers do not apply to bonus game winnings during Free Spins.
- Additional Free Spins won are automatically added to the current Free Spins.
- Free Spins are played at the same bet as the round activating Free Spins.

PAYOUT RULES IN BONUS GAME
- 3+ successive Bonus symbols on an active bet line from leftmost reel to right, activates the bonus game.
- The more you bet in the main game the higher the wins in the bonus game

Paytable

Paytable page 1

Paytable page 2

Paytable page 3

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.
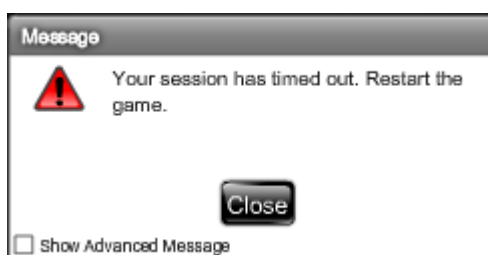2. The random number is added to the game as "the new reel position to use".

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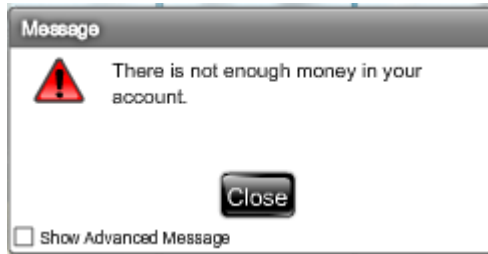
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

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/

DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.2	2014-05-21	New generic layout.
1.1	2013-05-20	Updated layout.
1.0	2011-11-08	First version.