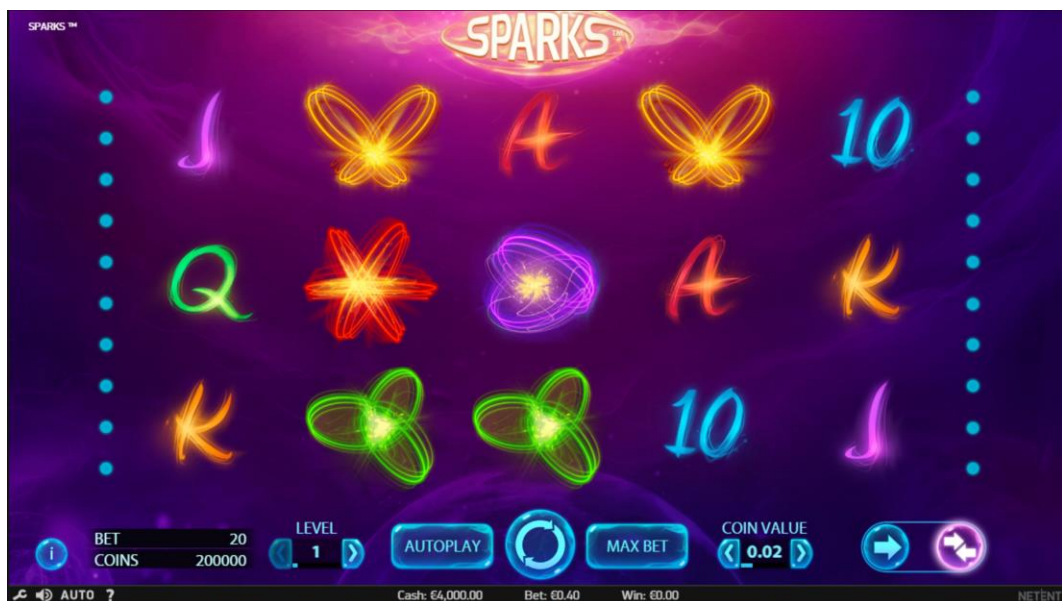# SPARKS™

Game Type: Video Slot Game
Return to Player: 96.54-96.56%

Sparks™ is the latest energy-filled video slot from NetEnt™. This 5-reel, 3-row, 20-line video slot features Win One Way mode and Win Both Ways mode, as well as Wild substitutions and an Expanding Cloning Wild!

This captivating and thrilling video slot guarantees players an exciting and electric time on the reels. The combination of mesmerizing sounds and sizzling neon-themed graphics makes sure that players will have the complete NetEnt gaming experience.

NETENT

ABOUT SPARKS™

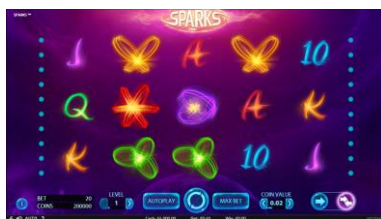| GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels	5 reels, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1.0, 2.0
Default Min / Max Bet (€)	0.20 / 400
Default Free Round Values	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.20)
GAME FEATURES	
	• Win One Way mode • Win Both Ways mode • Wild substitutions • Expanding Cloning Wild.
PAYOUT	
Return to Player (%)	96.54-96.56
Default Maximum Win	€8 000 / 4 000 coins – on a single bet line
Hit Frequency (%)	21.68-36.64
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 coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	sparks_not_mobile (basic wallet) sparks_not_mobile_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Display Resolution	1280x720
Aspect Ratio	16:9
Technology	HTML5 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Sparks™ graphics

Game Theme & Graphics

Sparks™ unique features include the Win One Way mode and the Win Both Ways mode, allowing players to interact and choose which mode of play to activate. Different background colours are used in each mode of play. Sparks™ also features Wild substitutions and the brand new Expanding Cloning Wild.

When the Expanding Cloning Wild appears on the reels, it creates electrifying excitement and suspense as players wait to see if it will expand, and which symbols will be cloned.

Main game

Win One Way!

Win Both Ways!

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:

LEVEL	Clicking the left and right arrows increases and decreases the bet level (i.e. number of coins per bet line) by 1. To increase or decrease faster, the player can click and drag the slider below.
	Clicking the Spin button starts a game round at the current bet level and coin value.
MAX BET	MAX BET plays the game at the highest bet level and the current coin value.
COIN VALUE	Clicking the left and right arrows increases and decreases the coin value to the next level. To increase or decrease faster, the player can click and drag the slider below.
AUTOPLAY	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.

Wild symbol

Expanding Cloning Wild symbol

Expanding Cloning Wild across the reels

Wild Substitution & Expanding Cloning Wild

Wild symbols can appear randomly anywhere on the reels and substitute for all symbols except for Expanding Cloning Wild symbols.

Expanding Cloning Wild symbols can appear anywhere on reels 2 and 4 only and substitute for all symbols.

Wild symbol and Expanding Cloning Wild substitution pays the highest possible winning combination on a bet line

The Expanding Cloning Wild clones the adjacent symbol/s from the reel on its left onto the reel to its right in both Win One Way and Win Both Ways modes.

When the Expanding Cloning Wild symbol appears on the reels, it will either stay the same, expand up or expand down, or expand in both directions.

If Expanding Cloning Wilds appear on reels 2 and 4 in the same spin and expand to appear on the same row, the first cloned symbol/s are cloned again onto the rightmost reel. For example, the original cloned symbol/s (from reel 1 to reel 3) can be cloned again (from reel 3 to reel 5).

The Expanding Cloning Wild symbols expand in the same way for the Win One Way mode and the Win Both Ways mode.

Bet Lines

Payout Summary

GAME RETURN TO PLAYER (RTP)
- Win One Way: 96.56%
- Win Both Ways: 96.54%

HIT FREQUENCY
- Win One Way: 21.68%
- Win Both Ways: 36.64%

MAXIMUM PAYOUT
- Main game: €8 000 / 4 000 coins - on a single bet line
- Coinciding: €1 60 000 / 80 000 coins

PAYOUT RULES IN MAIN GAME
- In Win One Way mode, bet line wins pay if in succession from the leftmost reel to the rightmost reel only.
- In Win Both Ways mode, bet line wins pay if in succession from both the leftmost reel to the rightmost reel and from the rightmost reel to the leftmost reel.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- In Win One Way mode, only the highest win per active betline is paid.
- In Win Both Ways mode, only the highest win per active bet line from both ways is paid.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only.
- When playing in Win One Way mode, or in Win Both Ways mode the applicable paytable is displayed in the game.

Paytable

Paytable page 1

Paytable page 2

Paytable page 3

Paytable page 4

Paytable page 5

Paytable page 6

Paytable page 7

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.

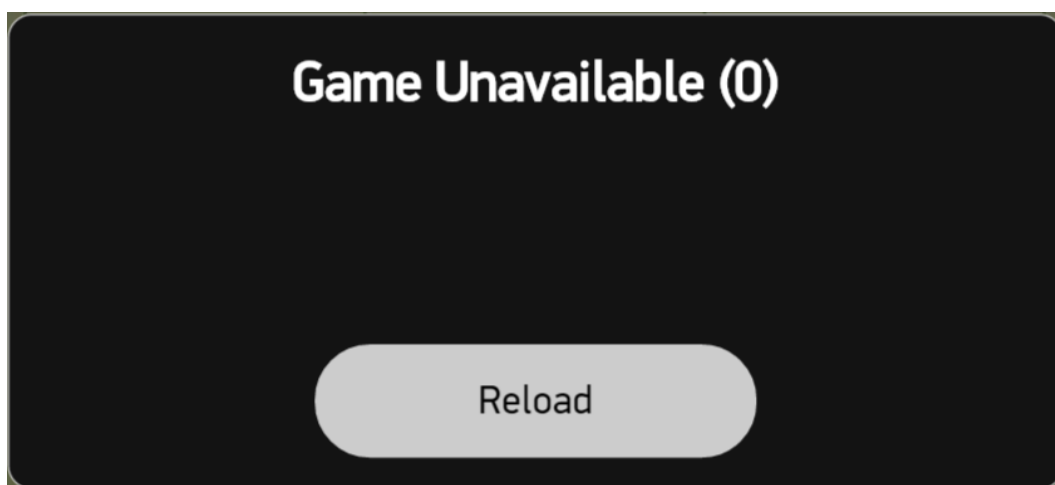### ALGORITHM FOR A RANDOM REEL POSITION

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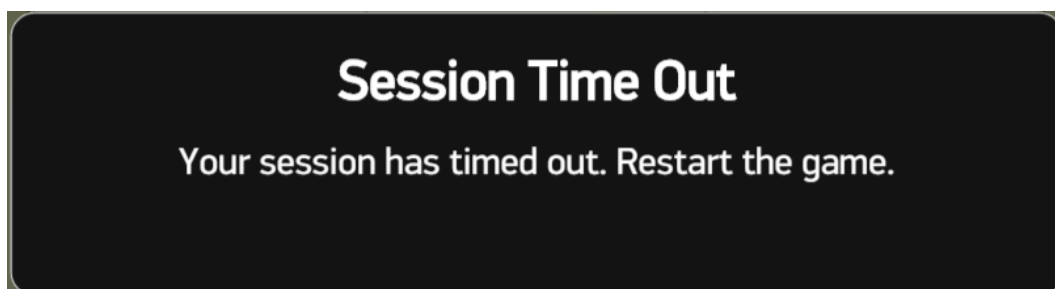2. The random number is added to the game as "the new reel position to use".

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.

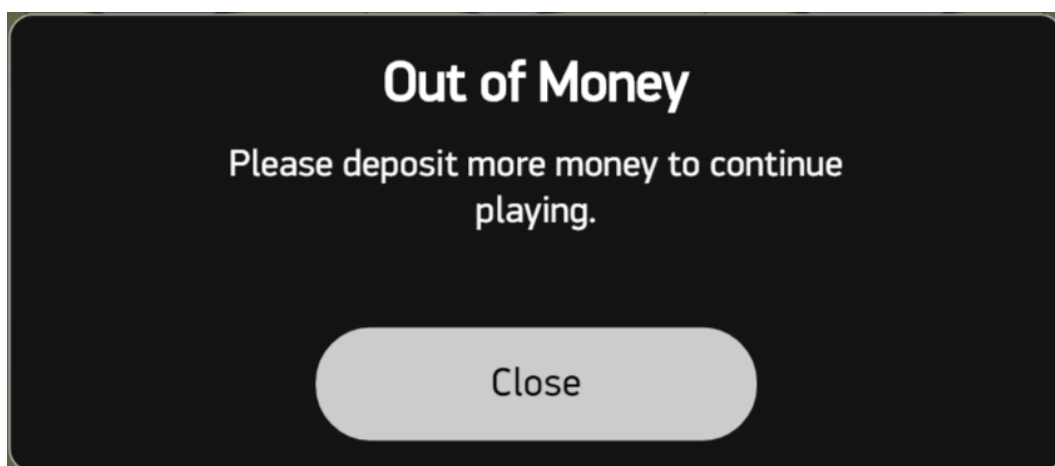In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

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.

Session Time Out

Your session has timed out. Restart 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.

Out of Money

Please deposit more money to continue playing.

Close

(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/

VERSION	WHEN	WHAT
1.3	2015-06-04	Corrected US English word.
1.2	2015-06-02	Republish- changed play One Way to Win One Way in one place.
1.1	2015-05-20	Tool fix
1.0	2015-05-20	First version.