# TEMPLE OF NUDGES™

Game Type: Video Slot Game

Return to Player: 96.03%

Deep in the jungle, amidst the singing birds, where leaves sway in the wind, stands the Temple of Nudges. When the temple stirs to life, it can mean only one thing for the travelers that come from near and far: the promise of ancient gold!

Temple of Nudges<sup>TM</sup> is NetEnt's<sup>TM</sup> new 5x3 video slot with 243 bet ways. The game has a Nudge feature and a Re-Spin feature, which go together perfectly, potentially maximizing the win. Whenever there is a winning combination on the reels, the Nudge feature is activated, and with the long symbol stacks of Temple of Nudges<sup>TM</sup> there's a chance you could just sit back and watch the reels nudge again and again!



Game Sheet Version: 1.0 Date: 2019-02-04



# **ABOUT TEMPLE OF NUDGES ™**

GENERAL INFORMATION		
Game Type	Video Slot Game	
Reel Type	Spinning Reels	
Reels, Lines	5 reels, 3 rows, 243 bet ways	
Default Bet Levels	1 - 10	
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1	
Default Min / Max Bet (€)	0.25 / 250	
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 243 bet ways, €0.01 coin value (cost €0.25)	
GAME FEATURES		
	<ul><li>Nudge</li><li>Re-Spin</li></ul>	
PAYOUT		
Return to Player	96.03%	
Default Maximum Win	€90 / 90 coins – on a single bet way	
Hit Frequency	15.14%	
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 fo 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	templeofnudges_not_mobile (basic wallet) templeofnudges_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**







# Nudge

Each time there is a winning combination on the reels, the Nudge feature is activated. After the win count up, the reels move 1 symbol down and if there is a winning combination, the wins are evaluated again.

Nudge feature is activated for as long as there is a winning combination on the reels.







# Re-Spin

Re-Spin feature is activated if Re-Spin overlay appears on a symbol during a winning game round. During the Re-Spin feature, all symbols of the same type as the winning symbol stay on the reels and all other symbols re-spin.

### **PAYOUT**

## **Payout Summary**

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

• Total RTP: 96.03%

#### HIT FREOUENCY

• Base: 15.14%

• Re-Spin Feature: 4.5%

#### **MAXIMUM PAYOUT**

• Main Game: €90 / 90 coins - on a single bet way

• Main Game: €21 870 / 21 870 coins - max coinciding win

• Nudge: €90 / 90 coins - on a single bet way

• Nudge: €21 870 / 21 870 coins - max win in feature

**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

- Matching symbols in any position on three or more adjacent reels, starting from the leftmost reel to the rightmost reel, is a bet way win.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- A symbol win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- A bet way win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

# **Paytable**



Paytable page 1



Paytable page 2



Paytable page 3



Paytable page 4



Paytable page 5



Paytable page 6

### ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

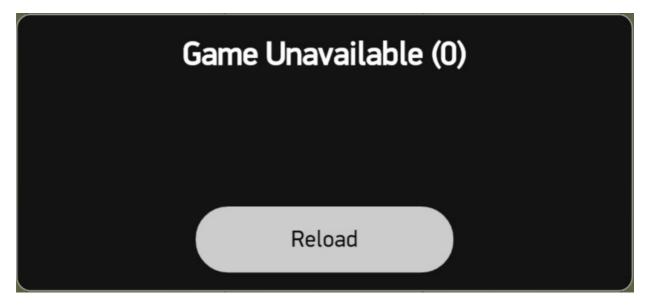
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

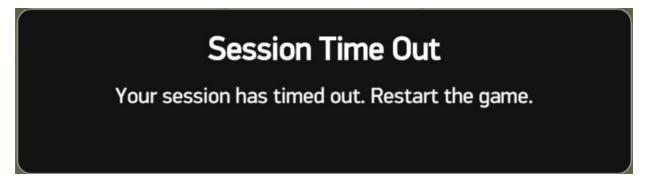
## **Malfunction Management**

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.

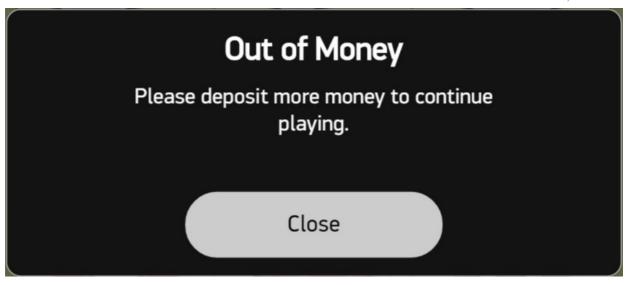
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-02-04	Approved by GPO on 1.02.2019