

THE INVISIBLE MAN™

Game Type: Video Slot Game

Return to Player: 96.3%

NetEnt™ together with Universal Studios presents its latest branded game, packed with features and delivering the excitement synonymous with all NetEnt™ slots!

The Invisible Man™ is a 5-reel, 3-row, 20-line (fixed) win-both-ways video slot with Re-Spins, Free Spins, Wild substitutions, Walking Wilds and 2 Bonus Features.

There are 2 enticing Bonus Features for players. The first is the Griffin's Rage Bonus Game where players join the hunt for the Invisible Man in 3 locations with an exciting Pick & Click style game delivering coin prizes and multipliers. The second feature is Police Spins where the Police close in on the Invisible Man during three bonus spins with 5 Burning Wilds appearing randomly on the reels meaning huge wins are bound to happen!



Game Sheet Version: 1.1

Date: 2016-09-16

NETENT

ABOUT THE INVISIBLE MAN™

GENERAL INFORMATION

Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	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
Default Min / Max Bet (€)	0.2 / 100
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.2)

GAME FEATURES

- Re-Spins
- Wild substitutions
- Free Spins
- Police Spins
- Pick and Click Bonus Game

PAYOUT

Return to Player	96.3%
Default Maximum Win	€5 000 / 10 000 coins – on a single bet line
Hit Frequency	29.00%

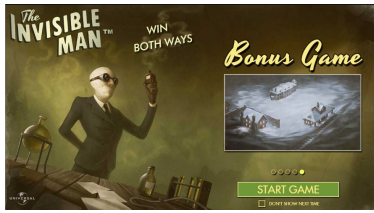
RESPONSIBLE GAMING

Player Limits	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode

TECHNICAL INFORMATION

Game ID	invisibleman_not_mobile (basic wallet) invisibleman_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



The Invisible Man™ graphics



Main game

Game Theme & Graphics

Take a journey back in time with The Invisible Man™ and visit a small town gripped by terror: an Invisible Man is on the loose! Based on the classic movie from 1933, The Invisible Man™ makes for a captivating experience on the reels. Authentic sounds, voices and animations combine perfectly to create a truly unique gaming experience for players.


The game is packed with features, with Re-Spins including Walking Wilds in the main game that can activate Free Spins when the Wilds collide and merge on the reels. Anticipation rises during Free Spins as players wait to see which of the bonus features are triggered. Will it be the Police Spins or the Griffin's Rage Bonus Game? Either way there are huge wins on offer!

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:

	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 plays the game at the highest bet level and the current coin value.
	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.



A Police Wild symbol on the reels



A Griffin Wild symbol on the reels



A burning Wild symbol during
Police Spins

Police Wild, Griffin Wild & Burning Wild

In both the main game, in Free Spins and during Police Spins each Wild symbol substitutes for all symbols, and pay the highest winning combination on a bet line.

Police Wilds appear on reel 1 and move horizontally one reel to the right at the start of each re-spin while Griffin Wilds appear on reel 5 and move one place to the left at the start of each Re-Spin.

If a Griffin Wild and a Police Wild are in the same position on the reels, the Wilds will lock into that position and merge together. At the end of the current spin and after any potential bet line wins are awarded, Free Spins are activated.

Burning Wilds behave as regular Wild symbols and appear on the reels during the Police Spins bonus feature.



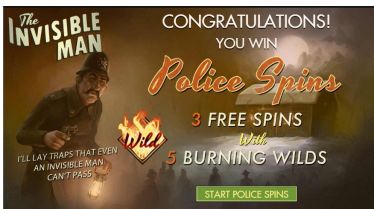
Police and Griffin Wilds merge



Graphics for Free Spins



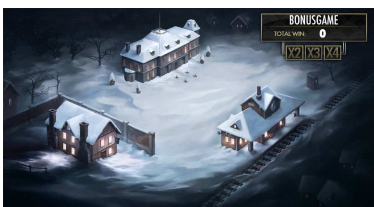
Meter at the top of Free Spins Panel



Intro screen for Police Spins



Graphics for Police Spins



Map for Bonus Game

Free Spins

A Police Wild and a Griffin Wild merging together on the reels in the main game activates 10 Free Spins. If any additional Wild merging happens on the same spin, 4 extra Free Spins are added for each Wild merger.

During Free Spins both Griffin and Police Wilds can appear anywhere on the reels

During Free Spins, 2 meters appear above the reels. The meters correspond to the Wilds that appear on the reels during Free Spins

When a Griffin or Police Wild moves off the reels it fills 1 space on the corresponding meter. Each meter has 8 spaces.

If 1 of the meters is filled before Free Spins ends, a corresponding bonus feature is awarded that starts at the end of the Free Spin session.

Police Spins bonus feature

The Police Spins bonus feature is activated when the Police Spins meter is filled during Free Spins

The Police Spins bonus feature consists of 3 spins where 5 randomly placed Wilds appear on the reels. The 5 Wilds will appear in random positions for each spin during this bonus feature.

During the Police Spins bonus feature, no Wilds are on the reel set before the 5 random Wilds appear on the reels.

Griffin's Rage Bonus Game

The Griffin's Rage bonus feature is activated when the Bonus Game Meter is filled during Free Spins.

The Griffin's Rage Bonus Game takes place in 3 locations where a player clicks on 1 of 5 items to reveal their prize. The 5 items that a player chooses from in each location are: 3 coin wins of various amounts, 1 multiplier increase and 1 end of stage item.

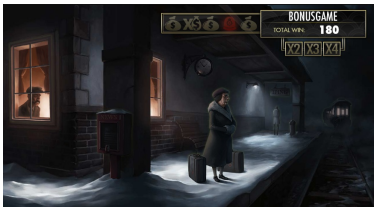
When a player picks a coin win it is added to their running coin total for the Bonus Game. The player can have another pick from the remaining items in the location they are in.



Players click on items in the bar to reveal their prize



Players click on items in the living room to reveal their prize



Players click on items at the train station to reveal their prize

The multiplier starts at 1 at the beginning of the Bonus Game. When a player picks the multiplier increase symbol their multiplier increases by 1. They may then make another pick from the remaining items in their location.

At the end of the Bonus Game, all collected coin wins from the Bonus Game are multiplied by the final multiplier amount. The maximum possible multiplier is 4.

When a player clicks on an end of stage item they end the current stage and move onto the next one. If the player clicks on the end of stage item while in stage 3 the Bonus Game ends.

Bet Lines

The screenshot displays the 'The Invisible Man' game interface. At the top left is the logo 'The INVISIBLE MAN™'. The main area is titled 'PAYTABLE' and shows 20 numbered bet lines (1-20) with various patterns of gold squares. To the left of the paytable, the text 'WIN BOTH WAYS' is displayed. Below the paytable, a row of five diamonds is shown, followed by the text: 'Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.' At the bottom, there is a control bar with the following elements: a green 'i' icon, 'BET 20', a 'LEVEL 1' selector, an 'AUTO PLAY' button, a green circular refresh icon, a 'MAX BET' button, a 'COIN VALUE 0.05' selector, and 'COINS 100000'.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.3%
- Main Game: 50.9%
- Free Spins: 31.7 %
- Police Spins: 6.9%
- Griffin's Rage Bonus: 6.9%

HIT FREQUENCY

- Any win: 29%
- Into Re-Spins: 10%
- Into Free Spins: 0.91%
- Into any Bonus Game: 0.33%
- Into any Bonus Game from Free Spins: 36.7
- Into Griffin's Rage Bonus: 0.169
- Into Police Spins Bonus: 0.164

WIN INFORMATION

- Police Spins: €5 000 / 10 000 coins -
- Police Spins: €45 000 / 90 000 coins - max win in feature
- Free game: €5 000 / 10 000 coins - on a single bet line
- Free game: €100 000 / 200 000 coins - max coinciding win
- Main Game: €5 000 / 10 000 coins - on a single bet line
- Main Game: €100 000 / 200 000 coins - max coinciding win
- Griffin Bonus: €18 800 / 37 600 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

- Bet line wins pay when in succession from both leftmost to right and rightmost to left.
- 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.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.
- All coin wins pay on bet lines only, except for wins during the Bonus Games.

PAYOUT RULES IN THE BONUS FEATURES

- Only 1 bonus feature can be active at a time, which means additional Bonus Games cannot be won within Bonus games.
- The bonus feature activated is determined by the meter that fills up first during Free Spins, as shown on the PAYTABLE.
- The coin wins in the bonus feature are proportional to the bet level in the round that activated the Bonus Games.
- There are 2 bonus features: a Police Spins feature or a Griffin's Rage Bonus Game.
- The Police Spins bonus feature is activated when the Police Spins meter is filled while the Griffin's Rage bonus feature is activated when the Bonus Game Meter is filled.
- The Griffin's Rage Bonus Game takes place in 3 locations where a player clicks on 1 of 5 items to reveal their prize. The 5 items that a player chooses from in each location are: 3 coin wins of various amounts, 1 multiplier

increase and 1 end of stage item.

- When a player picks a coin win it is added to their running coin total for the Bonus Game. The player can have another pick from the remaining items in the location they are in.
- The multiplier starts at 1 at the beginning of the Bonus Game. When a player picks the multiplier increase symbol their multiplier increases by 1. They may then make another pick from the remaining items in their location. At the end of the Bonus Game, all collected coin wins from the Bonus Game are multiplied by the final multiplier amount. The maximum possible multiplier is 4.
- When a player clicks on an end of stage item they end the current stage and move onto the next one. If the player clicks on the end of stage item while in stage 3 the Bonus Game ends.
- The first item chosen in Stage 1 cannot be an end of stage item.
- The Police Spins bonus feature consists of 3 spins where 5 randomly placed Wilds appear on the reels. The 5 Wilds will appear in random positions for each spin during this bonus feature.
- During the Police Spins bonus feature, no Wilds are on the reel set before the 5 random Wilds appear on the reels.
- The maximum win in the Griffin's Rage Bonus Game is 37,600 coins.
- The maximum win for each spin during the Police Spins feature is 90000 coins. As there are 3 spins the total maximum win is 270000 coins.

PAYOUT RULES IN WILD RE-SPINS

- After a Wild symbol appears on the reels and all bet wins are awarded for that spin, each Wild shifts one place horizontally on the reels and a Re-Spin is awarded.
- There are 2 different types of Wild symbols: Police Wilds and Griffin Wilds.
- Police Wilds appear on reel 1 and move horizontally one reel to the right at the start of each re-spin while Griffin Wilds appear on reel 5 and move one place to the left at the start of each re-spin.
- When both Police and Griffin Wilds are on the reels at the same time Griffin Wilds move first and Police Wilds move second.
- If a Griffin Wild and a Police Wild are in the same position on the reels, the Wilds will lock into that position and merge together. At the end of the current spin and after any potential bet line wins are awarded, Free Spins are activated.
- After Free Spins, any Wilds not part of the Wild interaction that activated the Free Spins remain on the reels and continue to activate re-spins until they disappear from the reels. The Wilds that activated Free Spins disappear on the next spin and no more re-spins are activated. After an initial Free Spin awarding, Wilds on the reels may interact during the re-spin and award subsequent Free Spins.

PAYOUT RULES IN FREE SPINS

- A Police Wild and a Griffin Wild merging together on the reels in the main game activates 10 Free Spins. If any additional Wild merging happens on the same spin, 4 extra Free Spins are added for each Wild merger.
- During Free Spins both Griffin and Police Wilds can appear anywhere on the reels
- If Griffin and Police Wilds merge during Free Spins, an additional 4 Free Spins will be added. As with the main game, after this merging occurs, the Wilds that activated the Free Spins will disappear from the reels.
- During Free Spins, 2 meters appear above the reels. The meters correspond to the Wilds that appear on the reels during Free Spins.
- When a Griffin or Police Wild moves off the reels it fills 1 space on the corresponding meter. Each meter has 8 spaces.
- If 1 of the meters is filled before Free Spins ends, a corresponding bonus feature is awarded that starts at the end of the Free Spin session.
- If 1 of the Bonus Game or Police Spins meters become full, it is not possible for the other meter to fill up.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

Paytable



The INVISIBLE MAN™

PAYTABLE

Police Wild
Police Wilds appear on reel 1 and move one place to the right on the reels at the start of each Re-Spin

Griffin Wild
Griffin Wilds appear on reel 5 and move one place to the left on the reels at the start of each Re-Spin.

Wild Symbols appear on reels 1 and 5 in the main game and all reels during Free Spins
Wild symbol substitutes for all symbols.

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 1



The INVISIBLE MAN™

PAYTABLE

Free Spins

A Police Wild and a Griffin Wild merging together on the reels in the main game activates **10** Free Spins..
A Police Wild and Griffin Wild merging together on the reels during Free Spins activates **4** additional Free Spins..
After this merging occurs, the Wilds that activated the Free Spins will disappear from the reels..
During Free Spins, both Griffin and Police Wilds can occur anywhere on the reels.

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 2

The INVISIBLE MAN™

PAYTABLE

Free Spins

BONUS GAME **POLICE SPINS**

During Free Spins, 2 meters appear above the reels. The meters correspond to the Wilds that appear on the reels during Free Spins.

When a Griffin or Police Wild moves off the reels it fills 1 space on the corresponding meter. Each meter has **8** spaces.

If 1 of the meters is filled before Free Spins ends, a corresponding bonus feature is awarded that occurs at the end of the Free Spin session.

There are 2 bonus features: a Police Spins feature or a Griffin's Rage Bonus Game

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET: 20 LEVEL: 1 AUTO PLAY MAX BET COIN VALUE: 0.05 COINS: 100000

Paytable page 3

The INVISIBLE MAN™

PAYTABLE

Police Spins

The Police Spins bonus feature is activated when the Police Spins meter is filled

The Police Spins bonus feature consists of **3** spins where **5** randomly placed standard Wilds appear on the reels.

The 5 Wilds will appear in random positions for each spin during this bonus feature.

During the Police Spins bonus feature, no Wilds are on the reel set before the 5 random Wilds appear on the reels.

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET: 20 LEVEL: 1 AUTO PLAY MAX BET COIN VALUE: 0.05 COINS: 100000

Paytable page 4

The INVISIBLE MAN™

PAYTABLE

Bonus Game

The Griffin's Rage Bonus Game takes place in 3 locations where a player clicks on 1 of 5 items to reveal their prize.

When a player picks a coin win it is added to their running coin total for the Bonus Game.

The player can have another pick from the remaining items in the location they are in.

When either the Bonus Game or Police Spins meters are filled during Free Spins, the corresponding bonus feature is activated after the Free Spins are completed.

The 5 items that a player chooses from in each location are:

-  Lions Head Inn
-  The Mansion
-  Spinning Station

3 coin wins of various amounts

X2 → X3 → X4

1 multiplier increase



1 Police Hat (End of Stage Item)

◆◆◆◆◆◆◆◆◆◆

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 5

The INVISIBLE MAN™

PAYTABLE

Bonus Game

The multiplier starts at 1 at the beginning of the Bonus Game. When a player picks the multiplier increase symbol their multiplier increases by 1. They may then make another pick from the remaining items in their location. At the end of the Bonus Game, all collected coin wins from the Bonus Game are multiplied by the final multiplier amount. The maximum possible multiplier is 4.

X2 X3 X4

◆◆◆◆◆◆◆◆◆◆

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 6

The INVISIBLE MAN™ PAYTABLE

				
<i>Flora Cranley</i>	<i>Arthur Kemp</i>	<i>Dr Cranley</i>	<i>Mr Hall</i>	<i>Mrs Hall</i>
5 500	5 400	5 300	5 200	5 150
4 150	4 100	4 80	4 60	4 50
3 20	3 15	3 10	3 5	3 5

◆◆◆◆◆◆◆◆◆◆

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 7

The INVISIBLE MAN™ PAYTABLE

A	K	Q	J	10
5 100	5 75	5 60	5 60	5 60
4 30	4 25	4 20	4 15	4 15
3 4	3 3	3 3	3 2	3 2

◆◆◆◆◆◆◆◆◆◆

Only the highest win per bet line is paid. Bet line wins pay when in succession from both leftmost to right and rightmost to left. Malfunction voids all pays.

BET 20 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.05 COINS 100000

Paytable page 8

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

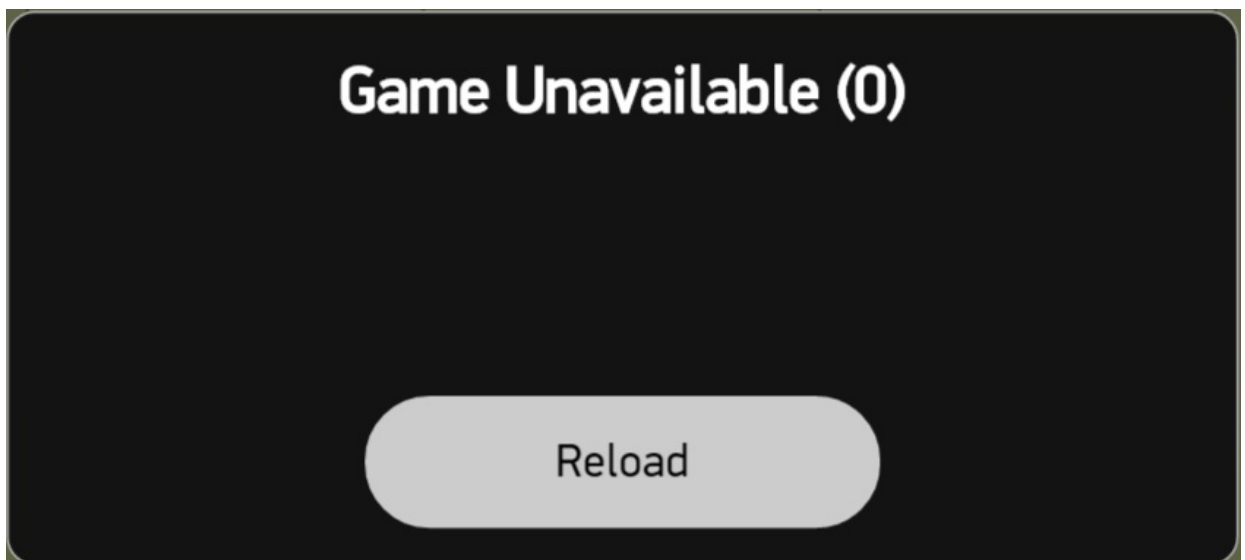
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

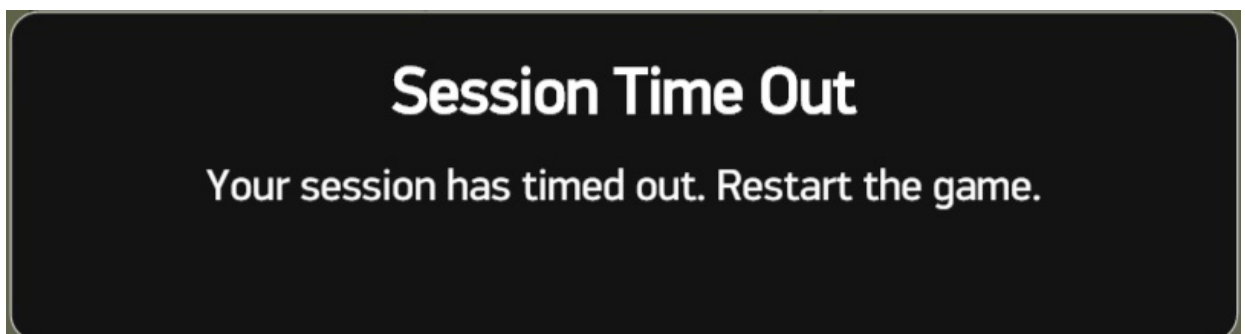
Malfunction Management

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.

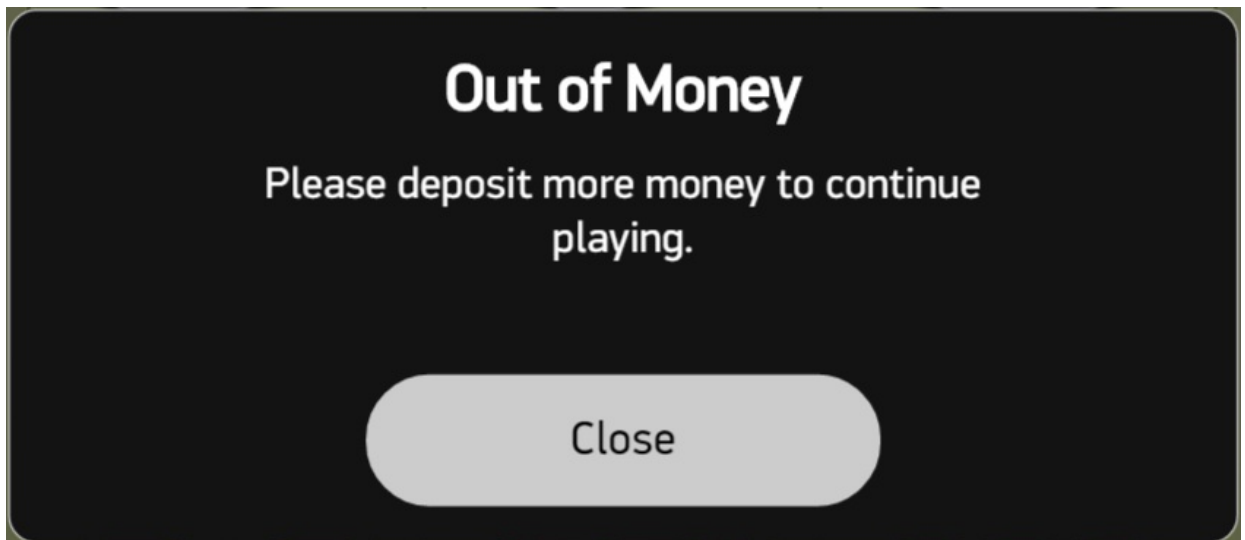
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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
1.1	2016-09-16	Updated RTP figure to 96.3
1.0	2014-10-07	First version.