

THE LEGEND OF SHANGRI-LA: CLUSTER PAYS™

Game Type: Video Slot Game

Return to Player: 96.59%

The Legend of Shangri-La: Cluster Pays™ is the next installment in NetEnt™'s Cluster Pays™ series. This time, the wise monk accompanies you on the path to enlightenment. However, be careful of the dragon spirit on the mountain! It does not take trespassers lightly. With the monk by your side, together you will prevail.

The Legend of Shangri-La: Cluster Pays™ is a 6-reel, 5-row video slot with the Cluster Pays™ mechanic. The game features are Sticky Re-Spins, Random Substitutions, Nudge Reel, and Free Spins.



Game Sheet Version: 1.0

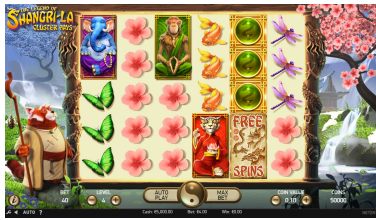
Date: 2017-07-31

NETENT

ABOUT THE LEGEND OF SHANGRI-LA: CLUSTER PAYS™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	6 reels, 5 rows, Clusters (no bet lines)
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1, 2
Default Min / Max Bet (€)	0.1 / 200
Minimum Free Round Values (Please check your current free round values)	Bet level 1, fixed bet 10 coins, €0.01 coin value (cost €0.1)
GAME FEATURES	
	<ul style="list-style-type: none"> • Random Substitutions • Sticky Re-Spins • Nudge Reel • Free Spins
PAYOUT	
Return to Player	96.59%
Default Maximum Win	€200 000 / 100 000 coins – coinciding
Hit Frequency	20.46%
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	shangrila_not_mobile (basic wallet) shangrila_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



Game Theme and Graphics

The game was designed with harmony and enlightenment in mind. Cherry blossoms, green valleys with tranquil shrines, and melodious music all build the world that is seen in The Legend of Shangri-La. These environmental effects and idle animations make the world feel alive.

The Free Spins feature is set atop an icy mountain where a vengeful dragon spirit awaits. A battle ensues between the dragon and the monk, which is represented by the Substitution Symbols that are added and removed from the reels.

Main Game

Players can select the coin value and bet level before starting the game round.

• Game actions.

The buttons on the keypad perform the following different game actions:

	<p>Clicking the Spin button starts a game round at the current bet level and coin value.</p>
	<p>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.</p>
	<p>MAX BET plays the game at the highest bet level and the current coin value.</p>
	<p>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.</p>
	<p>Clicking AUTOPLAY automatically plays the game for the selected number of rounds.</p>



Stacked Symbols

- Anywhere in the game, the Guru symbols and Free Spins symbols appear as stacked symbols on the reels.*
- During Sticky Re-Spins and when affected by Substitution symbols, the Guru symbols cover one position. If a Substitution symbol lands on a stacked Guru symbol and transforms, the exposed part of the Guru will transform into a single version. The Substitution symbol is not related to the symbol it covers.
- Stacked symbols will be fully or partially displayed depending on how the reel lands.



Substitution Symbol

- A Substitution Symbol transforms into an adjacent symbol in order to create the highest possible win. If no winning combination can be created by a Substitution Symbol, it will not transform.
- In the event that only Substitution Symbols are present on the reel area, they will transform into the highest value symbol.
- Substitution Symbols cannot substitute for Free Spin symbols.



Random Substitutions

- Random Substitutions can be activated when at least 2 clusters of the same symbol land in the main game. Each of these clusters must consist of at least 4 symbols.
- If the Random Substitutions feature is activated, at least 1 Substitution symbol is added to the reels, at positions adjacent to the existing clusters. More Substitution symbols will be added randomly, until a win is achieved.
- The Random Substitutions feature cannot be activated if there are 3 Free Spins symbols fully or partially present on the reels, or if Nudge Reel can be activated (for more information, see the Nudge Reel section).
- The Substitution symbols are added to positions adjacent to the existing clusters or other Substitution symbols, except for reels 1 and 6.
- The win is evaluated at the end of the spin.



Sticky Re-Spins

- At least 2 non-winning clusters of the same symbol, appearing anywhere on the reels, can activate the Sticky Re-Spins feature. If there are two symbols which each meet the condition, then the lowest paying symbol is chosen.
- Each initial cluster must consist of at least 5 symbols, and a maximum of 8 symbols.
- During Sticky Re-Spins, it is not possible to win on any other symbol than the symbol that activated the feature. This is referred to as the feature symbol.
- The Sticky Re-Spins feature cannot be activated if there is a win, or if any of the other features are activated.
- During Sticky Re-Spins, the feature symbols stick to the reels and all other symbols spin again.
- The symbols spin independently but simultaneously on the reels. This continues as long as new feature symbols land on the reels.
- The Sticky Re-Spins feature is played at the same bet level and coin value as the spin that activated the feature. The bet level and coin value cannot be changed during a re-spin.

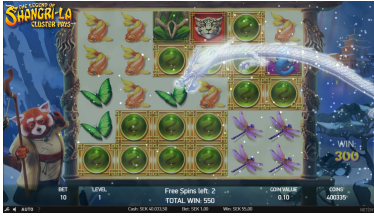


Nudge Reel

If 2 Free Spins symbols land on the reels and another Free Spins symbol lands to the right of them just outside the visible reel area, that third symbol can be nudged back onto the reels to activate Free Spins.

Nudge Reel will not trigger if the nudging can increase, decrease, or create a winning cluster. If Nudge Reel is activated, 1 Free Spins symbol is nudged back onto the reels, thus activating Free Spins. If there are several symbols that fulfill the criteria, the leftmost symbol is chosen.

Any cluster wins that are concurrent with the feature will be evaluated before the reel is nudged.



Free Spins

The Free Spin symbol is a Scatter symbol. 3 or more Free Spin symbols, fully or partially appearing anywhere on the reels in the main game, activate Free Spins.

- 3 Free Spins symbols = 5 Free Spins
- 4 Free Spins symbols = 6 Free Spins
- 5 Free Spins symbols = 7 Free Spins
- 6 Free Spins symbols = 8 Free Spins

In Free Spins, random Substitution symbols will be added to and removed from the reels each spin. The first 2 Substitution symbols will be randomly placed on the reels. The rest of the Substitution symbols during the Free Spins feature will be added to positions adjacent to clusters formed by the first 2 Substitution symbols.

1. After each spin and once the reels have stopped, between 2 and 6 Substitution symbols are added to the reels.
2. If the Substitution symbols can create a winning cluster, they will transform into the selected symbol.
3. Potential wins are added to the total Free Spins win amount.
4. The symbols that were originally Substitution symbols transform back into their original form.
5. Before the next spin, between 1 and 4 Substitution symbols are removed from the reels, from random positions. A minimum of 2 Substitution symbols will always remain on the reels between spins.

Extra Spin

- If the total win from the Free Spins round is less than 10 times the bet, 1 additional spin may be awarded.
- In this additional spin, no Substitution symbols are removed from the reels.
- The extra spin cannot be re-activated in the same Free Spins round.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total RTP: 96.59%
- RTP Base game, incl. Random Substitutions: 64.80%
- RTP Free Spins: 19.15%
- RTP Sticky Re-Spins: 12.63%
- RTP Random Substitutions: 6.28%

HIT FREQUENCY

- Total hit frequency: 20.46%
- Feature hit frequency (Free Spins): 0.41%
- Feature hit frequency (Sticky Re-Spins): 1.03%
- Feature hit frequency (Random Substitutions): 0.77%

MAXIMUM PAYOUT

- Main Game: €200 000 / 100 000 coins - max coinciding win
- Sticky Re-spins: €200 000 / 100 000 coins - max win in feature
- Free Spins: €200 000 / 100 000 coins - max coinciding win
- Random Substitutions: €200 000 / 100 000 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 FOR CLUSTER PAYS™ MECHANIC

- A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.
- 9 or more symbols appearing in a cluster award a win.
- Simultaneous wins from multiple clusters are added.
- Multiple clusters of the same symbol that are not adjacent to each other pay as separate clusters.
- A cluster win in currency is equal to the win in coins multiplied by the coin value.

PAYOUT RULES FOR FREE SPINS

The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins. Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

Paytable

CLUSTER PAYS™

A symbol is part of a cluster if it is horizontally or vertically adjacent to the same symbol.

9 or more of the same symbols appearing in a cluster award a win.

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 1

SUBSTITUTION SYMBOL

The Substitution Symbol transforms into the adjacent symbol that creates the highest possible winning combination in a cluster.

Substitution Symbols cannot substitute for Free Spin symbols.

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 2



Paytable page 3



Paytable page 4

STICKY RE-SPINS

At least 2 non-winning clusters of the same symbol, appearing anywhere on the reels, can activate the Sticky Re-Spins feature.

During Sticky Re-Spins, the feature symbols stick to the reels and all other symbols spin again.

The symbols spin independently but simultaneously on the reels. This continues as long as new feature symbols land on the reels.

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00

Paytable page 5

FREE SPIN SYMBOLS

3 or more Free Spin symbols, fully or partially appearing anywhere on the reels in the main game, activate Free Spins.

3 Free Spins symbols = 5 Free Spins
4 Free Spins symbols = 6 Free Spins
5 Free Spins symbols = 7 Free Spins
6 Free Spins symbols = 8 Free Spins

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00

Paytable page 6

THE LEGEND OF SHANGRI-LA CLUSTER PAYS™

NUDGE REEL

If 2 Free Spins symbols land on the reels and another Free Spins symbol lands to the right of them just outside the visible reel area, that third symbol can be nudged back onto the reels to activate Free Spins.

Any cluster wins that are concurrent with the feature will be evaluated before the reel is nudged.

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 7

THE LEGEND OF SHANGRI-LA CLUSTER PAYS™

FREE SPINS

In Free Spins, random Substitution symbols will be added to and removed from the reels each spin.

The first 2 Substitution symbols will be randomly placed on the reels. After each spin and once the reels have stopped, between 2 and 6 Substitution symbols are added to the reels.

Before the next spin, between 1 and 4 Substitution symbols are removed from the reels, from random positions.

If the total win from the Free Spins round is less than 10 times the bet, 1 additional spin may be awarded.

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40,000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 8

THE LEGEND OF SHANGRI-LA CLUSTER PAYS™

SYMBOL PAYOUT VALUES

							
x30	10000	5000	5000	2000	2000	2000	2000
x29	9000	4000	4000	1600	1600	1600	1600
x28	8000	3500	3500	1400	1400	1400	1400
x27	7000	3000	3000	1200	1200	1200	1200
x26	6000	2500	2500	1000	1000	1000	1000
x25	5000	2250	2250	800	800	800	800
x24	4000	2000	2000	600	600	600	600
x23	3500	1750	1750	500	500	500	500
x22	3000	1500	1500	400	400	400	400

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40.000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 9

THE LEGEND OF SHANGRI-LA CLUSTER PAYS™

SYMBOL PAYOUT VALUES

							
x21	2500	1200	1200	350	350	350	350
x20	2000	900	900	300	300	300	300
x19	1500	650	650	250	250	250	250
x18	1200	500	500	200	200	200	200
x17	900	400	400	150	150	150	150
x16	650	300	300	125	125	125	125
x15	500	250	250	100	100	100	100
x14	350	200	200	75	75	75	75
x13	250	150	150	50	50	50	50

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
*Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET 10 LEVEL 1 AUTO PLAY MAX BET COIN VALUE 0.10 COINS 400000

Cash: SEK 40.000,00 Bet: SEK 1,00 Win: SEK 0,00 NETENT

Paytable page 10

SYMBOL PAYOUT VALUES

Cluster Size	Tiger	Elephant	Monkey	Flower	Butterfly	Dragonfly	Fish
x15	500	250	250	100	100	100	100
x14	350	200	200	75	75	75	75
x13	250	150	150	50	50	50	50
x12	150	100	100	35	35	35	35
x11	100	60	60	20	20	20	20
x10	50	30	30	10	10	10	10
x9	30	20	20	5	5	5	5

*9 or more same symbols in a cluster award a win. *Only the highest win per cluster is paid.
 *Malfunction voids all pays and plays. *For more information, see the Game Rules.

BET: 10 LEVEL: 1 AUTO PLAY MAX BET COIN VALUE: 0.10 COINS: 400000
 Cash: SEK 40,000.00 Bet: SEK 1.00 Win: SEK 0.00 NETENT

Paytable page 11

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

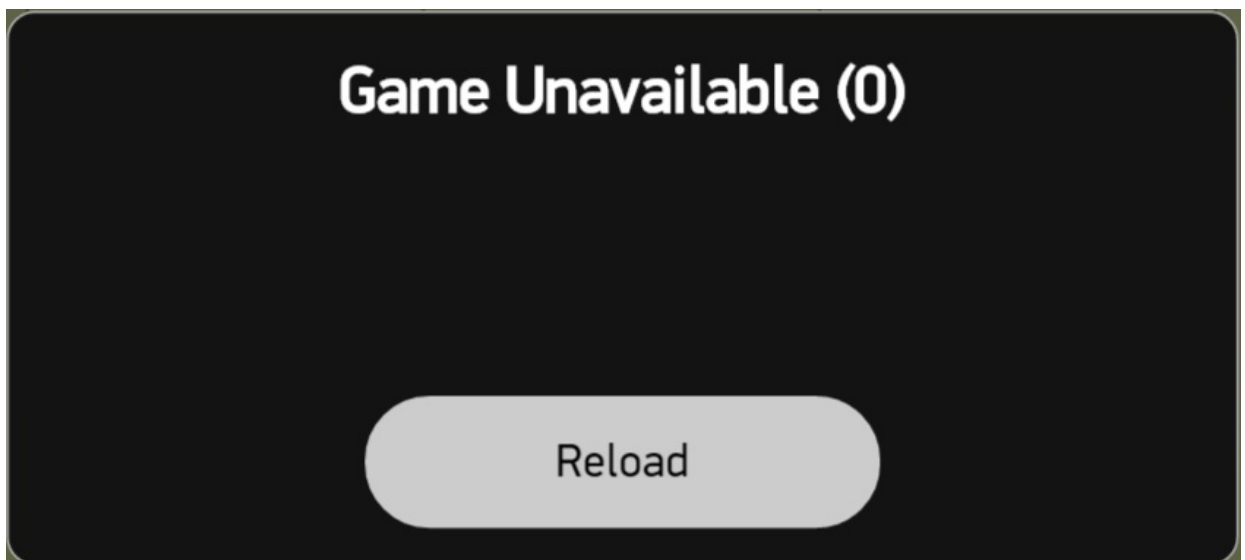
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

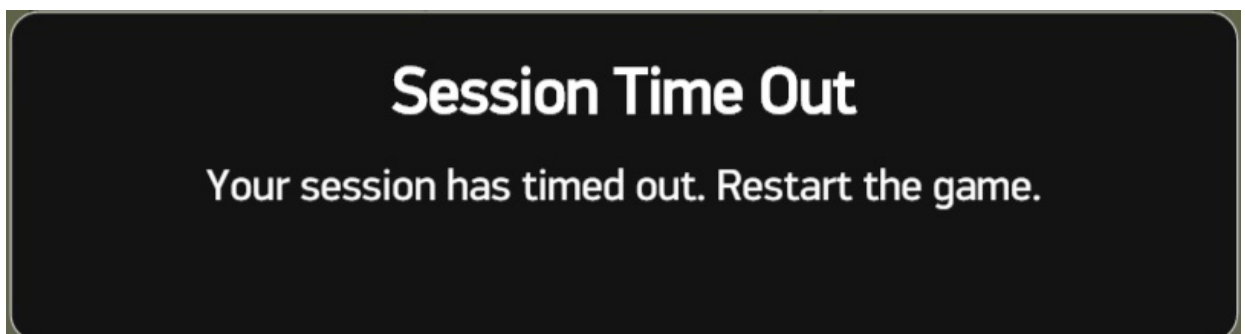
Malfunction Management

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.

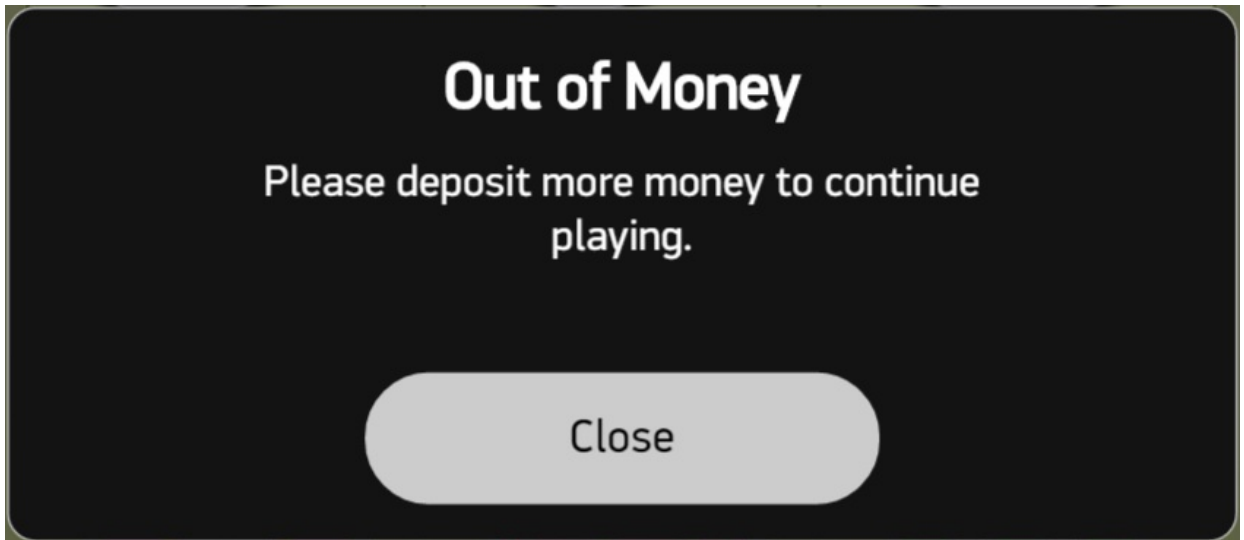
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2017-07-31	First version.