

# TWIN SPIN™

Game Type: Video Slot Game  
Return to Player: 96.6%

Twin Spin™ pairs old-style Las Vegas excitement with the most sophisticated video-slot technology. Each spin starts with identical, adjacent twin reels that are linked together. During the spin the twin reels can expand to become triplet, quadruplet or even quintuplet reels. The unique reel synchronising and linking feature that appears on every single spin and the 243 ways to win ensures that players enjoy Twin Spin™.



**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, 0.10, 0.20, 0.50
Default Min / Max Bet (€)	0.25 / 125
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 243 ways to win, €0.01 coin value (cost €0.25)

**GAME FEATURES**

- 243 Ways to Win
- Wild Substitutions
- Twin Reel Feature

**PAYOUT**

Return to Player (%)	96.6
Default Maximum Win	€1 35 000 / 2 70 000 coins – coinciding
Hit Frequency (%)	27.8

**RESPONSIBLE GAMING**

Player Limits	<ul style="list-style-type: none"> <li>• Player and casino operator can set the following play limits: Bet &amp; 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 for 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 style="list-style-type: none"> <li>• Play for Fun</li> <li>• Variable coin values</li> <li>• Variable bet levels</li> <li>• G4 mode</li> </ul>

**TECHNICAL INFORMATION**

Game ID	twinspin_not_mobile (basic wallet) twinspin_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.



Game Feature on the Intro Screen

### Game Theme & Graphics

Twin Spin™ offers players a Las Vegas experience combined with video-slot technology and 243 ways to win. The Las Vegas slot style symbols and music take players back to when they played the more traditional slot machines. But Twin Spin™ is no traditional slot. Every single spin sees at least two of the reels synchronised and linked together! Animations on every spin enhance the gaming experience for players. After any spin, the winning symbols light up with LED-style lights adding to the energy and intensity, giving a glimpse of Vegas casinos.



Main Game Keypad and Game Panel

### 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. To increase or decrease faster, the player can click and drag the slider below.
	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.



Standard Twin Spin



Triplet Spin



Quadruplet Spin



Quintuplet Spin



Wild Symbol

## Twin Reel Feature

Every single spin sees at least two of the reels cloned and linked together! As the reels begin to spin, so does the excitement for the player; will the spin be a twin, triplet, quadruplet or even a quintuplet spin?

## Wild Substitutions

Wild symbols appear on reels 2, 3, 4 and 5 and substitute for all symbols.



Examples of Ways to Win

### Ways to Win

Twin Spin™ has 243 ways to win and no bet lines. A winning bet way consists of matching symbols appearing in any position on three or more adjacent reels, starting from leftmost reel to right.

## Payout Summary

### GAME RETURN TO PLAYER (RTP)

- Total game: 96.6%
- RTP twin-spin: 55.1%
- RTP triplet-twin: 17.8%
- RTP quadruplet-twin: 15.8%
- RTP quintuplet-twin: 7.8%

### HIT FREQUENCY

- Main game: 27.8%

### MAXIMUM PAYOUT

- Coinciding: €1 35 000 / 2 70 000 coins

### PAYOUT RULES IN MAIN GAME

- Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.
- Simultaneous wins for different symbols are added.
- Only the longest matching combination per symbol is paid.
- 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.
- The total win in currency is equal to the total win in coins multiplied by the coin value.
- For the total symbol win, multiply the number of matching symbols appearing on one reel by the number of matching symbols on each other reel in the longest winning combination. Multiply the result by the coin win amount for the longest winning symbol combination according to the **PAYTABLE**. The total win for the spin is the sum of symbol wins for each symbol type.

Paytable

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### Twin Reel Feature

Each spin starts with identical, adjacent twin reels that are linked together.

During the spin the twin reels can expand to become triplet, quadruplet or even quintuplet reels.

At the beginning of each spin, the identical twin reels can appear adjacently on any of the 5 reels.

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.  
Only the longest matching combination per symbol is paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

Paytable page 1

**TWIN \$PIN™** A NETENT PRODUCTION

<p>Wild symbols substitute for all symbols.</p>	5 1000	5 500	
	4 250		4 150
	3 50		3 30
	5 400		
	4 100		4 75
	3 15		3 10
	5 250		4 75
	3 10		3 10

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Paytable page 2



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 For more information, see the Game Rules.

← ↺ →





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

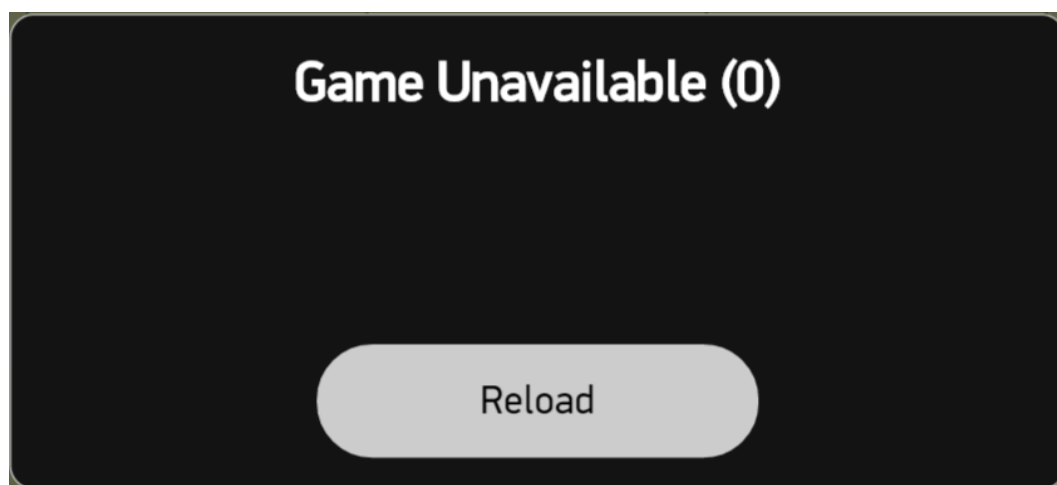
A reel represents an array of symbols where each symbol has an index ("a position").

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".

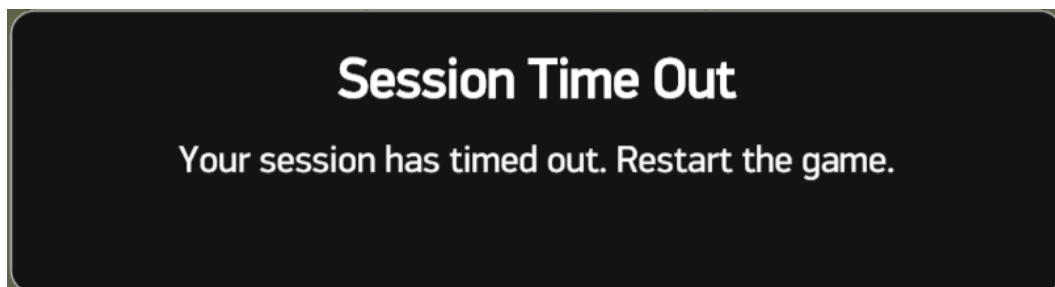
### Malfunction Management

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.

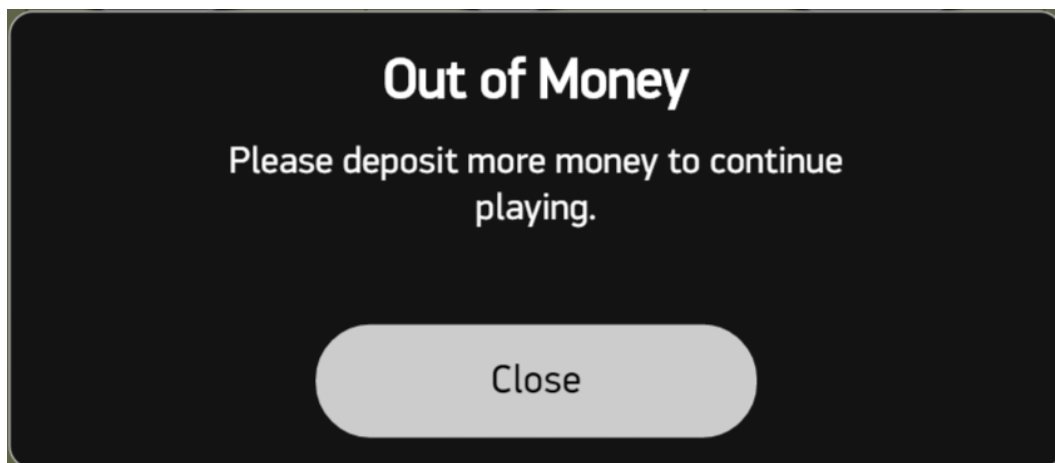
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



(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

Twin Spin™ Game Sheet  
Version 1.0, 2016-03-10

VERSION	WHEN	WHAT
1.0	2016-03-10	First version.