

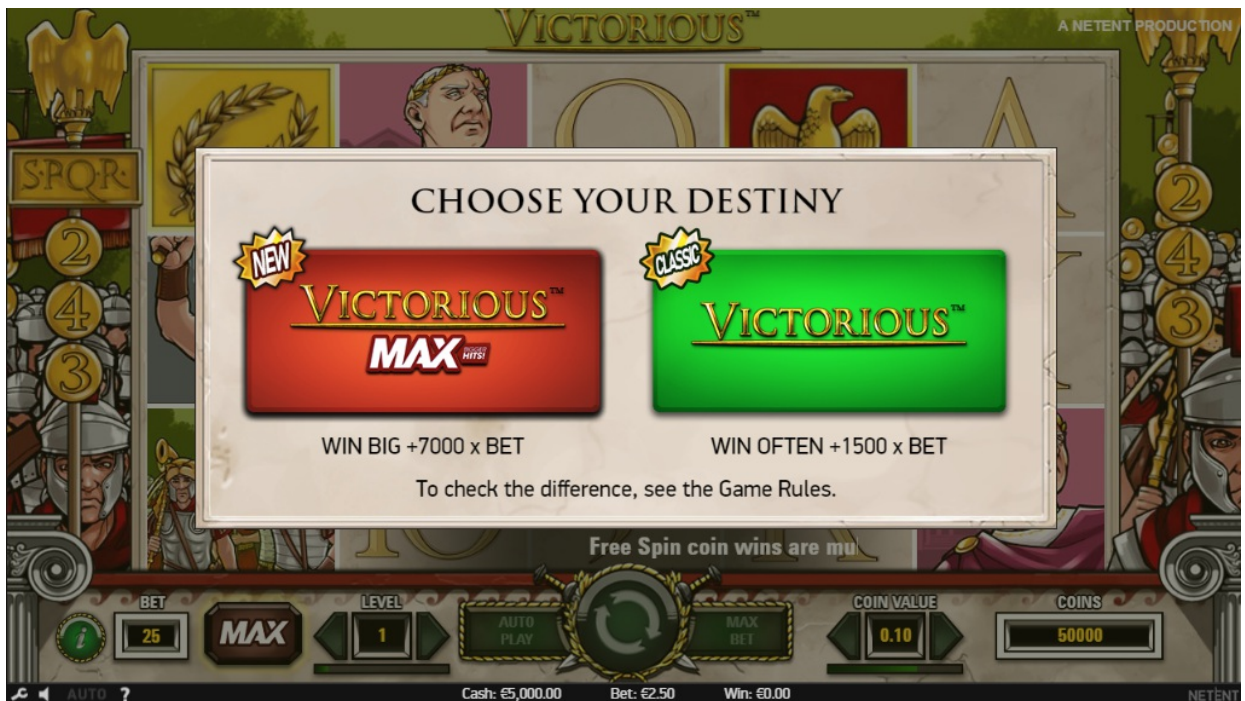
# VICTORIOUS™

**Game Type:** Video Slot Game

**Return to Player:** 96.88% - 96.95%

Victorious™ is set to be re-released as Victorious MAX™, part of NetEnt's MAX series of games. The slot allows you to choose between two volatility settings – classic and max. In the classic version of the game, you can win up to 1500 x bet. In the MAX version, you can win up to 7000 x bet.

Whether it is marching into battle to the sound of war-cries and battle drums, or celebrating the latest conquest, everything about Victorious MAX™ creates an atmosphere of victory! This 5-reel slot with a massive 243 bet ways to win will appeal to fans of bet ways or those looking for more ways to win than the traditional winning combinations of a slot. March to victory in NetEnt's classic slot Victorious MAX™. Roman glory awaits you – choose your game and give it a spin.



Game Sheet Version: 1.1

Date: 2019-07-19

**NETENT**

## ABOUT VICTORIOUS™

### GENERAL INFORMATION

Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 243 - None bet ways
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.25 / 125
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

- Free Spins
- Wild substitution

### PAYOUT

Return to Player	96.88% - 96.95%
Default Maximum Win	€150 000 / 300 000 coins – on a single bet way
Hit Frequency	40.43%-42.55%

### RESPONSIBLE GAMING

Player Limits	<ul style="list-style-type: none"> <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 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	victorious_not_mobile (basic wallet) victorious_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



Wild Substitution in MAX



Wild Substitution in Classic



Free Spins MAX



Free Spins Classic

### Wild Substitution

- **Regular Wild Substitution.** The Golden Eagle substitutes for all symbols, including the Golden Wreath symbol.

### Golden Wreath Symbol and Free Spins

- **Free Spins Activation.** Three or more Golden Wreath symbols, in succession from leftmost reel to right, start the Free Spins feature. 3, 4 and 5 symbols award 15, 20, and 25 Free Spins respectively.
- **Free Spins.** Free Spins are played at 243 bet ways and the same bet level and coin value as the game round that activated the Free Spins. In Classic mode all bet way wins in Free Spins are tripled (x3) and in MAX mode the multiplier is x6.
- **Additional Free Spins.** During the Free Spins, Golden Wreath symbols award additional Free Spins, the same amount of Free Spins as in the main game.

### Bet Ways



## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total Classic: 96.88%
- Main game Classic: 66.45%
- Free Spins Classic: 30.44%
- Total MAX: 96.95%
- Main game MAX: 53.57%
- Free Spins MAX: 43.38%

#### HIT FREQUENCY

- Main game Classic: 42.55%
- Free Spins Classic: 45.3%
- Into Free Spins Classic: 0.68%
- Main game MAX: 40.4%
- Free Spins MAX: 45.3%
- Into Free Spins MAX: 0.68%

#### WIN INFORMATION

- Main Game: €7 500 / 15 000 coins - on a single bet way
- Main Game: €33 000 / 66 000 coins - max coinciding win
- Free spins Classic: €22 500 / 45 000 coins - on a single bet way
- Free spins Classic: €96 000 / 192 000 coins - max coinciding win
- Main Game: €25 000 / 50 000 coins - on a single bet way
- Free spins Max: €150 000 / 300 000 coins - on a single bet way

---

**Note:** The maximum win of a game round may be higher than the maximum coinciding win, since a game round may include several spins.

---

## Paytable

**VICTORIOUS™** A NETENT PRODUCTION

	5 X50 25 FREE SPINS 4 X20 20 FREE SPINS 3 X5 15 FREE SPINS
---	--

3 or more Free Spin symbols activate Free Spins  
Free Spin symbols must appear in succession, starting from the leftmost reel.  
Free Spin symbol wins pay total bet x multiplier.  
Free spin coin wins are tripled (x3).

	<b>WILD</b>
---	-------------

Wild symbol substitutes for any symbol.  
In both the main game and Free Spins. Wild symbols only appear on reels 2 and 4.

Bet ways win when matching symbols appear anywhere on adjacent reels from leftmost to right.  
Only the highest win per bet way paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.



Paytable for Classic mode Page 1

**VICTORIOUS™** A NETENT PRODUCTION

	5 1500 4 500 3 100
	5 1000 4 400 3 50
	5 500 4 200 3 30
	5 400 4 100 3 20

Bet ways win when matching symbols appear anywhere on adjacent reels from leftmost to right.  
Only the highest win per bet way paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.



Paytable for Classic mode Page 2

**VICTORIOUS™** A NETENT PRODUCTION

	5 200 4 80 3 12		5 150 4 40 3 12		5 100 4 25 3 6
	5 100 4 25 3 6		5 80 4 25 3 6 2 3		5 80 4 25 3 6 2 3

Bet ways win when matching symbols appear anywhere on adjacent reels from leftmost to right.  
Only the highest win per bet way paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.



Paytable for Classic mode Page 3

**VICTORIOUS MAX** A NETENT PRODUCTION

	5	25 FREE SPINS
	4	20 FREE SPINS
	3	15 FREE SPINS

3 or more Free Spin symbols activate Free Spins  
Free Spin symbols must appear in succession, starting from the leftmost reel.  
Free Spin coin wins are multiplied by 6.

 **WILD**

Wild symbol substitutes for any symbol.  
In both the main game and Free Spins, Wild symbols only appear on reels 2 and 4.

A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right.  
Only the highest win per bet way paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

BET: 25 CLASSIC LEVEL: 1 AUTO PLAY MAX BET COIN VALUE: 0.10 COINS: 55788  
Cash: €5,578.80 Bet: €2.50 Win: €262.70

Paytable for MAX mode Page 1

**VICTORIOUS MAX** A NETENT PRODUCTION

	5	5000
	4	750
	3	150

	5	1500
	4	600
	3	75

	5	750
	4	300
	3	45

	5	600
	4	150
	3	30

A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right.  
Only the highest win per bet way paid.  
Malfunction voids all pays and plays.  
For more information, see the Game Rules.

BET: 25 CLASSIC LEVEL: 1 AUTO PLAY MAX BET COIN VALUE: 0.10 COINS: 55788  
Cash: €5,578.80 Bet: €2.50 Win: €262.70

Paytable for MAX mode Page 2

VICTORIOUS MAX			A NETENT PRODUCTION					
A	5	200	K	5	150	Q	5	100
	4	80		4	40		4	25
	3	12		3	12		3	6
J	5	100	10	5	80	9	5	80
	4	25		4	25		4	25
	3	6		3	6		3	6
			2	3	2	3		

A bet ways win happens when matching symbols appear anywhere on adjacent reels from leftmost to right. Only the highest win per bet way paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

Cash: €5,578.80    Bet: €2.50    Win: €262.70

Paytable for MAX mode Page 3

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

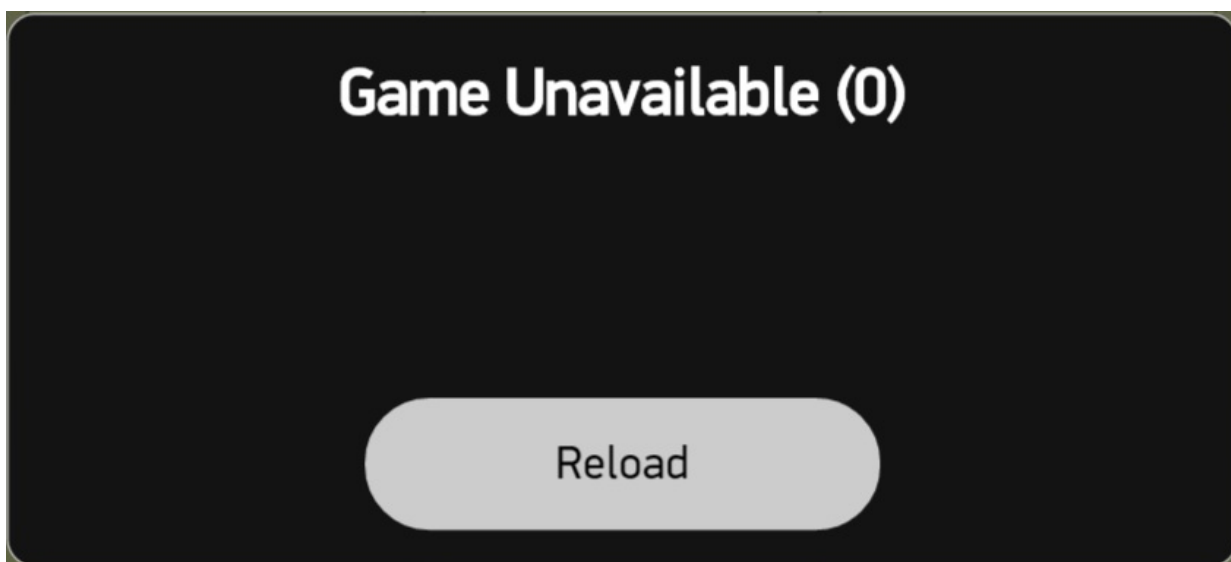
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

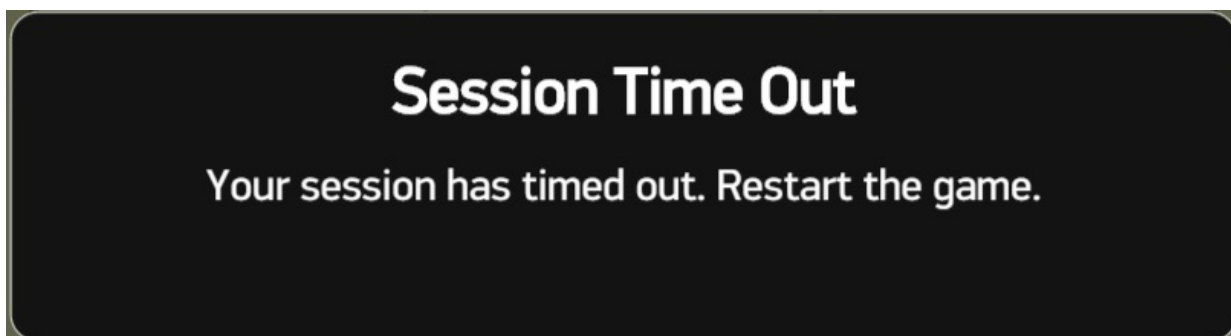
### Malfunction Management

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.

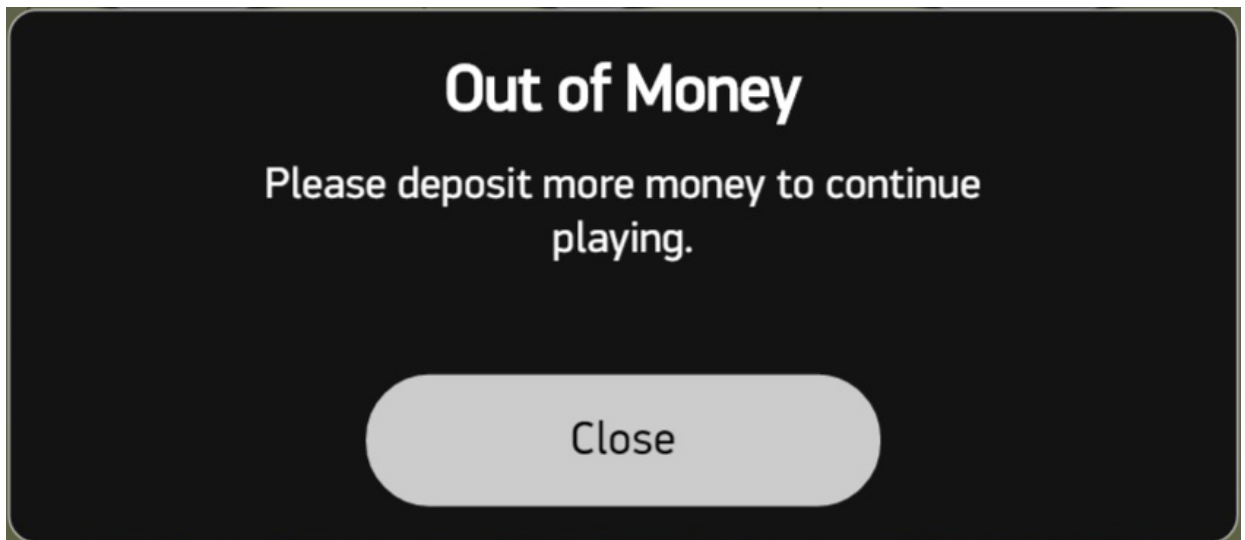


If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



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	2019-07-19	Approved By Josefin Uppeke.
1.0	2016-11-18	First version.