

WARLORDS: CRYSTALS OF POWER™

Game Type: Video Slot Game

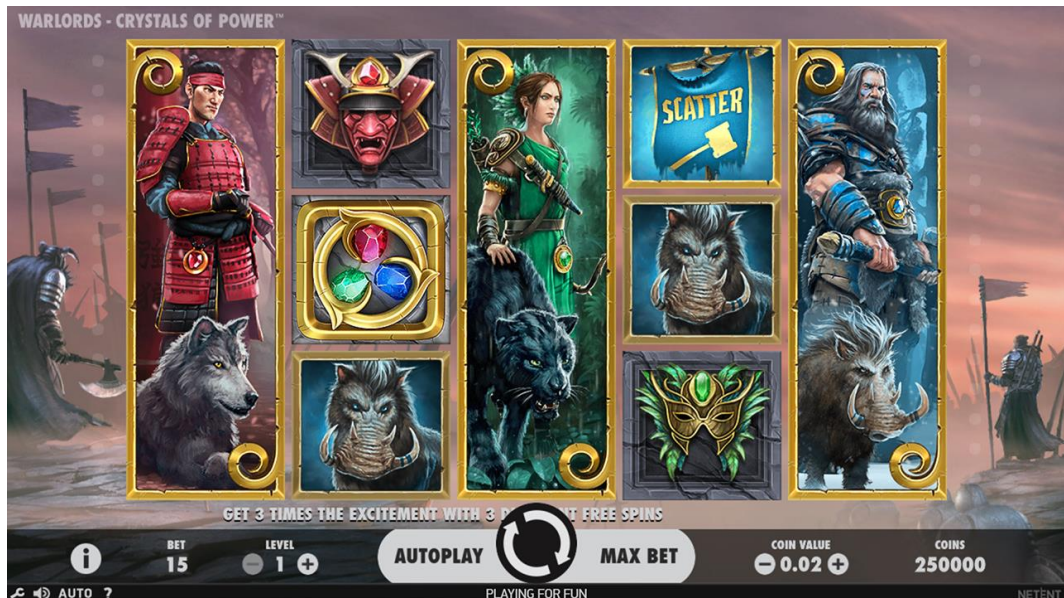
Return to Player: 96.89%

Get closer to conquering the world in Warlords - Crystals of Power™, the latest game by NetEnt™! The story takes place in a time where rulers went out of their way to conquer land and riches. After years of war and pillaging only three rulers remain: The Barbarian, The Priestess and The Samurai. They are now left to defeat each other, capturing everything for themselves!

Warlords - Crystals of Power™ is a 5-reel, 3-row, 30-line (fixed) video slot featuring Wild substitutions, Stacked symbols, Scatter symbols, Re-Spins, Free Spins and Random Features.

In Warlords you get 3 times the excitement with 3 different Free Spins each corresponding to one of the 3 different types of Scatter symbols: The Barbarian, The Priestess and The Samurai. Getting different Scatter symbols activates the Scatter battle between the three warlords, and the game begins.

So which Warlord are you? The Barbarian, The Priestess or the Samurai?



GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 30 bet lines (fixed)
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 (€)	0.15 / 150
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 30 bet lines, €0.01 coin value (cost €0.15)
GAME FEATURES	
	<ul style="list-style-type: none"> • Barbarian Free Spins • Priestess Free Spins • Samurai Free Spins • Final Chance feature • Battle feature • Wild substitutions • Re-Spins • Random Overlay Wild • Stacked symbols • Scatter symbols
PAYOUT	
Return to Player	96.89%
Default Maximum Win	€3 000 / 3 000 coins – on a single bet line
Hit Frequency	33.3%
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	warlords_not_mobile (basic wallet) warlords_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.



Warlords - Crystals of Power™ graphics

Game Theme and Graphics

Warlords - Crystals of Power™ is a game that takes players back to the medieval ages, where rulers went out of their way to conquer land and riches.

With its high-end 3D, cool animations, camera close-ups and shadings, it gives players an intense game experience accompanied by a mixture of medieval and modern elements in the sound. This epic story takes video slots to a higher level!



Main Game

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 AUTO PLAY automatically plays the game for the selected number of rounds.



Random Overlay Wild Feature

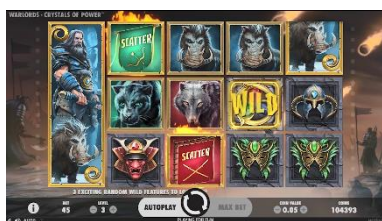
Random Overlay Wild

During every spin in the main game, a Random Overlay Wild feature can be activated. The Random Overlay Wild feature uses a different reel set to the main game with no scatters on the reels.

There are 3 different types of Random Overlay Wilds. The Barbarian hammer feature, awarding 4 Wild symbols in the shape of a square on reels 1 to 4. The Priestess arrow feature, awarding 2 to 5 Wild symbols on reels 1 to 5. The Samurai sword feature, awarding 2 to 5 Wild symbols on reels 1 to 4.

After the feature is activated, random symbols will be replaced by Overlay Wild symbols.

Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.



Scatter Symbol

Scatter Symbol

The game features 3 different Scatter symbols with each Scatter symbol having a Free Spins game associated with it. The blue Scatter symbol with the Barbarian Free Spins, the green Scatter symbol with the Priestess Free Spins and the red Scatter symbol with the Samurai Free Spins. In the main game, the initial Scatters each reward its corresponding game feature which is either 3 Free Spins, x1 Multiplier or 1 Sticky Wild.

The Free Spins game awarded to the player will be determined by the type of Scatter symbols appearing on the reels and, in the case of the Samurai Free Spins, the position of the Scatter symbols on the reels.

In the main game, Re-Spins are awarded when 2 or more Scatter symbols appear on the reels. Scatter symbols appear on reels 2, 3 and 4 only, and can appear on all 5 reels during Re-Spins.

If the Scatter symbols are of the same type, the Re-Spin starts immediately. However, if the Scatter symbols differ, they randomly transform so that all Scatter symbols are of the same type before the Re-Spin starts.



Battle Feature

The Battle Feature

If 2 different Scatter symbols appear on the reels, 1 Scatter symbol is randomly chosen after a battle, to transform into the other symbol so that they are both the same before the Re-Spins start. There is a 50/50 chance of which symbol will be chosen as the active Scatter symbol.

If 2 Scatter symbols of the same type appear on the reels with 1 Scatter symbol of a different type, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is a 75% chance that the symbol with 2 Scatter symbols will be the active symbol.

If 3 different Scatter symbols appear on the reels, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is an equal chance that each symbol has of being the active symbol.



Re-Spins

Re-Spins

If 2 or 3 Scatter symbols of the same type appear on the reels, the Re-Spins start immediately.

During the Re-Spin or Re-Spins, the active Scatters will stay in their position with all other symbols being inactive, only the active Scatter symbols will spin.

There are no additional bet-line wins during Re-spins.

Additional Re-Spins can be activated after the initial Re-Spin if a new Scatter symbol appears of the same type as the one that is already active.

3 or more Scatter symbols activate Free Spins. If Free Spins are not activated after Re-Spins, the player has one final chance to activate them.



Final Chance Feature

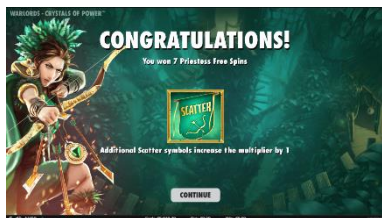
The Final Chance Feature

If the Re-Spins are triggered with 2 Scatter symbols and no additional Scatter symbols appear during the Re-Spins, the player will receive a random feature that will reveal either a coin win ranging from 3 to 100 times the bet or a Scatter symbol at a random position on the reels.

If the random feature reveals a Scatter symbol, the new Scatter symbol will be randomly placed on the reels and Free Spins will begin, meaning no additional Re-Spins are awarded.

When no more Re-Spins are activated, if there are 3 or more of the same type of active Scatter symbols on the reels, Free Spins will start.

Coins won from the random feature are added to any bet line wins.



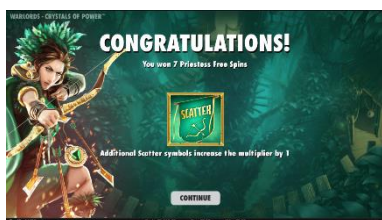
Free Spins Activated



Reels during Free Spins



Barbarian Free Spins



Priestess Free Spins

Free Spins

There are 3 different types of Free Spins, each corresponding to one of the 3 different types of Scatter symbols: The Barbarian Free Spins, the blue Scatter symbol, awards a minimum of 9 Free Spins. The Priestess Free Spins, the green Scatter symbol, awarding 7 Free Spins. The Samurai Free Spins, the red Scatter symbol, awarding 5 Free Spins. Each Free Spin game uses its own set of reels which contains only the same type of Scatter symbol as the one that activated the Free Spins round.

During Free Spins, additional Scatter symbols appearing on the reels will activate a feature depending on the Free Spins Game.

Free Spin and Random Wild wins are added to any bet line wins.

Free Spins are played at the same bet level and coin value as the round that activated Free Spins.

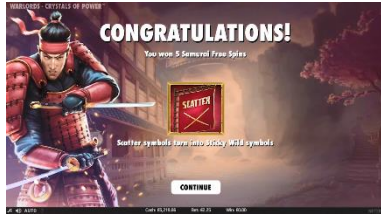
During Free Spins, features won from additional Scatter symbols appearing occur immediately and before calculating winnings for that spin. If multiple Scatter symbols appear at the same time then the feature occurs once for each new Scatter symbol.

The Barbarian Free Spins

In the Barbarian Free Spins, only warlord and animal symbols are present and a new Scatter symbol appearing on the reels adds 3 extra Free Spins.

The Priestess Free Spins

In the Priestess Free Spins, additional Scatter symbols increase a multiplier by x1 for each Scatter symbol.

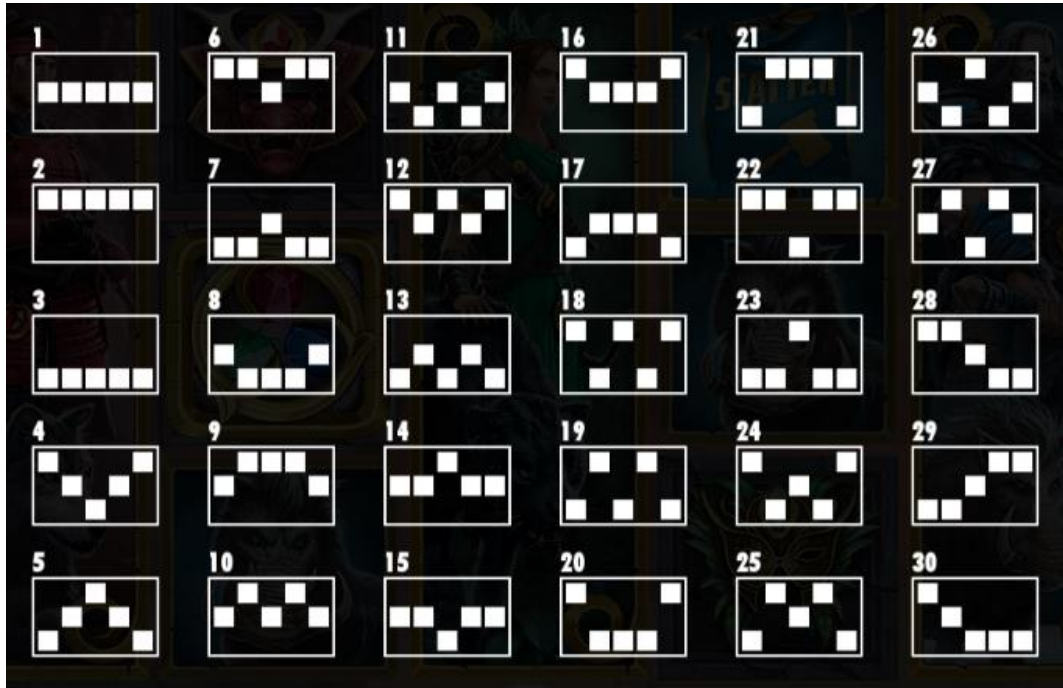


Samurai Free Spins

The Samurai Free Spins

In the Samurai Free Spins, the Scatter symbol becomes a Sticky Wild for the duration of the Free Spins.

Bet Lines



Payout Summary

GAME RETURN TO PLAYER (RTP)

- RTP: 96.89%
- Base: 64.0%
- Random wilds: 8.7%
- Freespins: 28.4%
- (Extra FS): 9.9%
- (Extra multiplier): 9.5%
- (Sticky Wilds): 9.1%
- Coin win: 4.5%

HIT FREQUENCY

- Hit frequency: 33.25%
- Two scatter frequency: 1.10%
- Freespin hit frequency: 0.654% (1 in 152)
- Game1 (extra spins): 0.265%
- Game2 (multiplier): 0.228%
- Game3 (sticky wilds): 0.161%
- Random Wild hit Frequency: 1.11% (1 in 90)

MAXIMUM PAYOUT

- Final Chance: €15 000 / 15 000 coins - total win
- Barbarian FreeSpins: €3 000 / 3 000 coins
- Barbarian FreeSpins: €90 000 / 90 000 coins - total win
- Base game: €3 000 / 3 000 coins - on a single bet line
- Base game: €90 000 / 90 000 coins - total win
- Samurai FreeSpins: €3 000 / 3 000 coins
- Samurai FreeSpins: €90 000 / 90 000 coins - total win
- Random wilds: €3 000 / 3 000 coins
- Random wilds: €90 000 / 90 000 coins - total win
- Priestess FreeSpin: €135 000 / 135 000 coins
- Priestess FreeSpin: €1000 000 / 1000 000 coins - total win

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 if in succession from the leftmost reel to the rightmost reel only.
- A bet line win in coins is equal to the value shown in the paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.
- 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.
- Wild symbol substitution pays the highest possible winning combination on a bet line according to the PAYTABLE.
- All coin wins pay on bet lines only, except for wins with the Final Chance

feature.

- The maximum total win is capped at 100000 times bet level coins.

PAYOUT RULES IN FREE SPINS




- Free Spin and Random Wild wins are added to any bet line wins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- During Free Spins, features won from additional Scatter symbols appearing occur immediately and before calculating winnings for that spin. If multiple Scatter symbols appear at the same time, then the feature occurs once for each new Scatter symbol.

PAYOUT RULES IN THE FINAL CHANCE FEATURE

- If the Re-spin is triggered with 2 scatters and no additional Scatters appear during the Re-spin, the player will receive a random feature that will reveal either a coin win or a Scatter symbol at a random position on the reels.
- Coins won from the random feature are added to any bet line wins.

Paytable

SYMBOL PAYOUT VALUES

	5 300 4 60 3 15		5 200 4 50 3 12		5 150 4 45 3 10
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Paytable page 1

	5 120 4 40 3 5		5 90 4 35 3 5		5 75 4 30 3 5
	5 60 4 25 3 3		5 50 4 20 3 3		5 40 4 15 3 3

Paytable page 2

WILD SYMBOL

Wild symbols substitute for all symbols except Scatter symbols.

	5 300 4 60 3 15
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Paytable page 3

RANDOM OVERLAY WILD

During every spin in the main game, a Random Overlay Wild feature can be activated. The Random Overlay Wild feature uses a different reel set to the main game with no scatters on the reels.

There are 3 different types of Random Overlay Wilds. The Barbarian hammer feature, awarding 4 Wild symbols in the shape of a square on reels 1 to 4. The Priestess arrow feature, awarding 2 to 5 Wild symbols on reels 1 to 5. The Samurai sword feature, awarding 2 to 5 Wild symbols on reels 1 to 4.

After the feature is activated, the symbols will be replaced by Overlay Wild symbols.



Paytable page 4

SCATTER



The game features 3 different Scatter symbols with each Scatter symbol having a Free Spins game associated with it. The blue Scatter symbol with the Barbarian Free Spins, the green Scatter symbol with the Priestess Free Spins and the red Scatter symbol with the Samurai Free Spins. In the main game, the initial Scatters each reward its corresponding game feature which is either 3 Free Spins, 1 Multiplier or 1 Sticky Wild.

The Free Spins game awarded to the player will be determined by the type of Scatter symbols appearing on the reels and, in the case of the Samurai Free Spins, the position of the Scatter symbols on the reels.

Paytable page 5

In the main game, Re-Spins are awarded when 2 or more Scatter symbols appear on the reels. Scatter symbols appear on reels 2, 3 and 4 only, and can appear on all 5 reels during Re-Spins.

If the Scatter symbols are of the same type, the Re-Spin starts immediately. However, if the Scatter symbols differ, they randomly transform so that all Scatter symbols are of the same type before the Re-Spin starts.

Paytable page 6

THE BATTLE FEATURE

If 2 different Scatter symbols appear on the reels, 1 Scatter symbol is randomly chosen after a battle, to transform into the other symbol so that they are both the same before the Re-Spins start. There is a 50/50 chance of which symbol will be chosen as the active Scatter symbol.

If 2 Scatter symbols of the same type appear on the reels with 1 Scatter symbol of a different type, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is a 75% chance that the symbol with 2 Scatter symbols will be the active symbol.

If 3 different Scatter symbols appear on the reels, the Scatter symbols will, after a battle, transform into the same type before the Re-Spins start. In this situation, there is an equal chance that each symbol has of being the active symbol.

Paytable page 7

RE-SPINS

If the Scatter symbols are of different types they will transform so that all Scatters will be of the same type before the Re-Spins start.

If 2 or 3 Scatter symbols of the same type appear on the reels, the Re-Spins start immediately.

During the Re-Spin or Re-Spins, the active Scatters will stay in their position with all other symbols being inactive.

There are no additional bet-line wins during Re-spins.

Additional Re-Spins can be activated after the initial Re-Spin if a new Scatter symbol appears of the same type as the one that is already active.



Paytable page 8

Re-Spins will use a different reel sets to the base spin.


3 or more Scatter symbols activate Free Spins. If Free Spins are not activated after Re-Spins, the player has one final chance to activate them.

Paytable page 9

THE FINAL CHANCE FEATURE

3 or more Scatter symbols trigger Free Spins. If Free Spins are not triggered after Re-Spins, the player has one final chance to activate them.

If the Re-Spins are activated with 2 Scatter symbols and no extra Scatter symbols appear during the Re-Spins, the Final Chance feature is awarded to the player. The Final Chance feature reveals either a coin win or a Scatter symbol. If the Final Chance feature reveals a Scatter symbol, the new Scatter will be randomly placed on the reels containing no other Scatter symbols and Free Spins will begin, meaning no additional Re-Spins are awarded.



Paytable page 10

If the Re-Spins are triggered with 2 scatters and no additional Scatters appear during the Re-Spins, the player will receive a random feature that will reveal either a coin win ranging from 3 to 100 times the bet or a Scatter symbol at a random position on the reels.

If the random feature reveals a Scatter symbol, the new Scatter symbol will be randomly placed on the reels and Free Spins will begin, meaning no additional Re-Spins are awarded.

When no more Re-Spins are activated, if there are 3 or more of the same type of active Scatter symbols on the reels, Free Spins will start.

Paytable page 11

FREE SPINS



There are 3 different types of Free Spins, each corresponding to one of the 3 different types of Scatter symbols: The Barbarian Free Spins, the blue Scatter symbol, awarding a minimum of 9 Free Spins. The Priestess Free Spins, the green Scatter symbol, awarding 7 Free Spins. The Samurai Free Spins, the red Scatter symbol, awarding 5 Free Spins. Each Free Spin game uses its own set of reels which contains only the same type of Scatter symbol as the one that activated the Free Spins round.

During Free Spins, additional Scatter symbols appearing on the reels will activate a feature depending on the Free Spins Game.

Paytable page 12

During Free Spins, additional Scatter symbols appearing on the reels will activate a feature depending on the Free Spins Game.

In the Barbarian Free Spins, only warrior and animal symbols are present and a new Scatter symbol appearing on the reels adds 3 extra Free Spins.

In the Priestess Free Spins, additional Scatter symbols increase a multiplier x1 for each Scatter.

In the Samurai Free Spins, the Scatter symbol becomes a Sticky Wild for the duration of the Free Spins.

Paytable page 13

Only the highest win per bet line is paid. Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Malfunction voids all pays and plays. For more information, see the Game Rules. The coin payout values are based on bet level 1.

Paytable page 14

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

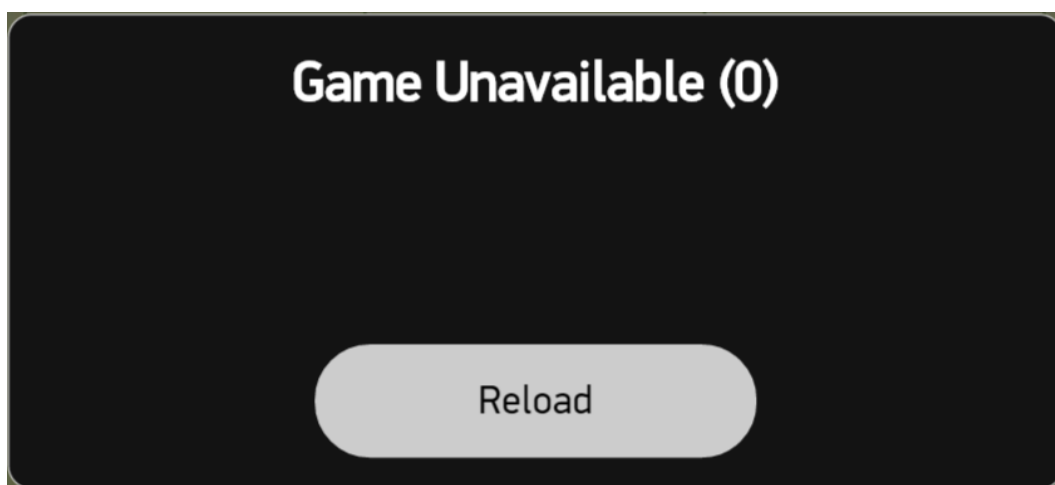
A reel represents an array of symbols where each symbol has an index ("a position").

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".

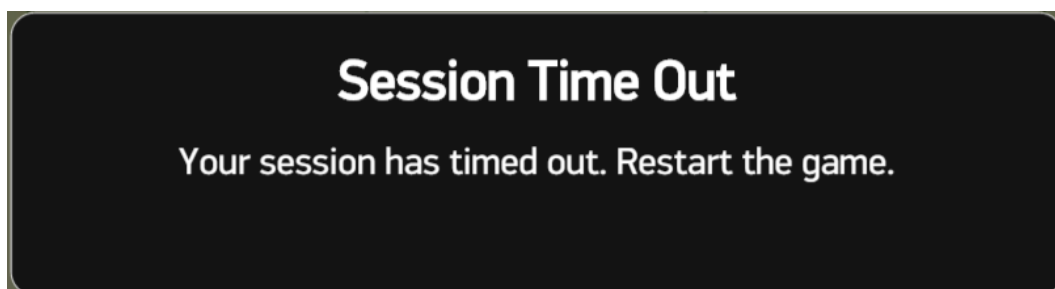
Malfunction Management

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.

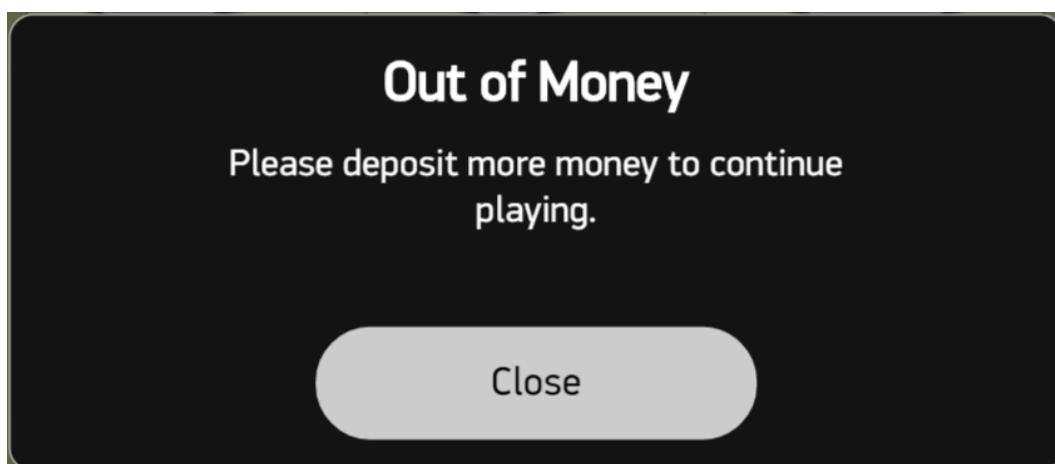
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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

Warlords: Crystals of Power™ Game Sheet
Version 1.0, 2016-10-17

VERSION	WHEN	WHAT
1.0	2016-10-17	First version.