

WILD-O-TRON 3000™

Game Type: Video Slot Game

Return to Player: 96.01%

Wild-O-Tron 3000™, the latest game from NetEnt™, is a simple yet unique 5-reel 3-row video slot featuring Wild substitutions, stacked symbols and the one-of-a-kind Wild-O-Tron feature.

Each spin there is a chance to activate the Wild-O-Tron feature. When it is activated, all occurrences of a given symbol are transformed into Wild symbols during the spin. With luck, it can do so for up to 6 symbols, literally filling the screen with Wilds and boosting the chances to win big!



Game Sheet Version: 1.0

Date: 2018-03-29

NETENT

ABOUT WILD-O-TRON 3000

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, 1
Default Min / Max Bet (€)	0.2 / 200
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	
	<ul style="list-style-type: none"> • Wild substitutions • Wild-O-Tron feature
PAYOUT	
Return to Player	96.01%
Default Maximum Win	€5 000 / 5 000 coins – on a single bet line
Hit Frequency	19.7%
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	wildotron3000_not_mobile (basic wallet) wildotron3000_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.

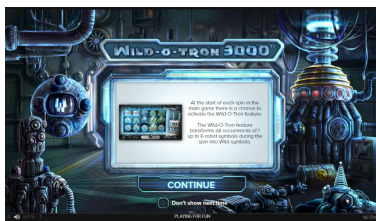
GAME DESIGN



Wild-O-Tron 3000™ Graphics



Big win celebration



Splash screen

Game Theme and Graphics

Wild-O-Tron 3000™ is set in a 1960s sci-fi style robot lab with a big electric machine beside the reels.

When the Wild-O-Tron feature is activated, the machine strikes lightning on the reels triggering the transformation of robots into Wild symbols.

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:

	<p>Clicking the plus and minus signs increases and decreases the bet level (i.e. number of coins per bet line) by 1.</p>
	<p>Clicking the Spin button starts a game round at the current bet level and coin value.</p>
	<p>MAX BET plays the game at the highest bet level and the current coin value.</p>
	<p>Clicking the plus and minus signs increases and decreases the coin value to the next level.</p>
	<p>Clicking AUTOPLAY automatically plays the game for the selected number of rounds.</p>



Wild symbol

Wild Substitutions

Wild symbol substitute for all symbols.

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



Wild-O-Tron feature

Wild-O-Tron Feature

At the start of each spin in the main game there is a chance to activate the Wild-O-Tron feature.

The Wild-O-Tron feature transforms all occurrences of 1 up to 6 robot symbols during the spin into Wild symbols. During the feature, the lamps on the Wild-O-Tron machine located beside the reels light up with the colors of the transformed symbols. Wild symbols are the highest paying symbols in the game. The feature is played with the same bet lines, bet level and coin value as the spin that activated it. Wild-O-Tron feature wins are added to the balance.



Wild-O-Tron feature



Wild-O-Tron feature

Bet Lines

The screenshot displays a slot machine interface with a central screen titled "WINNING BET LINES". The screen shows 20 numbered bet lines (1-20) on a 5-reel grid. Each bet line is represented by a 5x5 grid of squares, with blue squares indicating the winning symbols. The bet lines are:

- 1: Row 1, columns 1, 2, 3, 4, 5
- 2: Row 2, columns 1, 2, 3, 4, 5
- 3: Row 3, columns 1, 2, 3, 4, 5
- 4: Row 4, columns 1, 2, 3, 4, 5
- 5: Row 5, columns 1, 2, 3, 4, 5
- 6: Row 1, columns 1, 2, 3, 4, 5
- 7: Row 2, columns 1, 2, 3, 4, 5
- 8: Row 3, columns 1, 2, 3, 4, 5
- 9: Row 4, columns 1, 2, 3, 4, 5
- 10: Row 5, columns 1, 2, 3, 4, 5
- 11: Row 1, columns 1, 2, 3, 4, 5
- 12: Row 2, columns 1, 2, 3, 4, 5
- 13: Row 3, columns 1, 2, 3, 4, 5
- 14: Row 4, columns 1, 2, 3, 4, 5
- 15: Row 5, columns 1, 2, 3, 4, 5
- 16: Row 1, columns 1, 2, 3, 4, 5
- 17: Row 2, columns 1, 2, 3, 4, 5
- 18: Row 3, columns 1, 2, 3, 4, 5
- 19: Row 4, columns 1, 2, 3, 4, 5
- 20: Row 5, columns 1, 2, 3, 4, 5

Below the grid, the text reads: "Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules."

The interface also features a "CASH" display showing "Cash: €5,878.00", a "BET" display showing "Bet: €0.40", and a "WIN" display showing "Win: €68.00". The "NETENT" logo is visible in the bottom right corner.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total Game: 96.01%

HIT FREQUENCY

- Main Game: 19.7%
- Wild-O-Tron Feature: 5%

MAXIMUM PAYOUT

- Wild-O-Tron: €5 000 / 5 000 coins - on a single bet line
- Wild-O-Tron: €100 000 / 100 000 coins - max win in feature
- Main Game: €5 000 / 5 000 coins - on a single bet line
- Main Game: €60 000 / 60 000 coins - max coinciding 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.

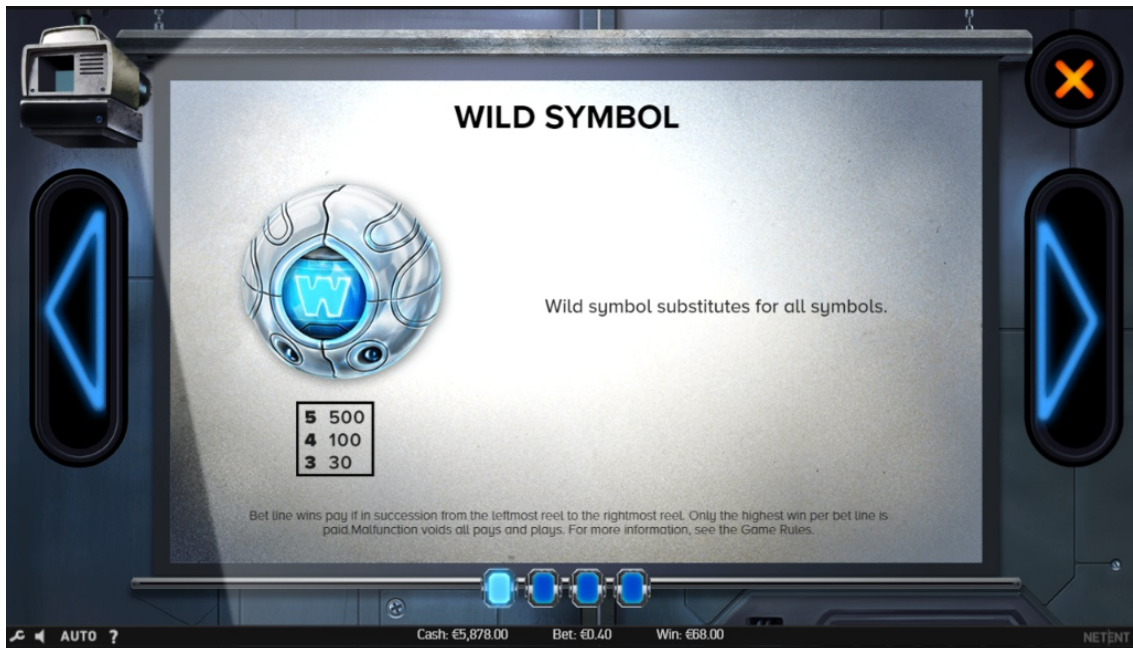
PAYOUT RULES IN MAIN GAME

- Bet line wins pay if in succession from the leftmost reel to the rightmost reel.
- 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.

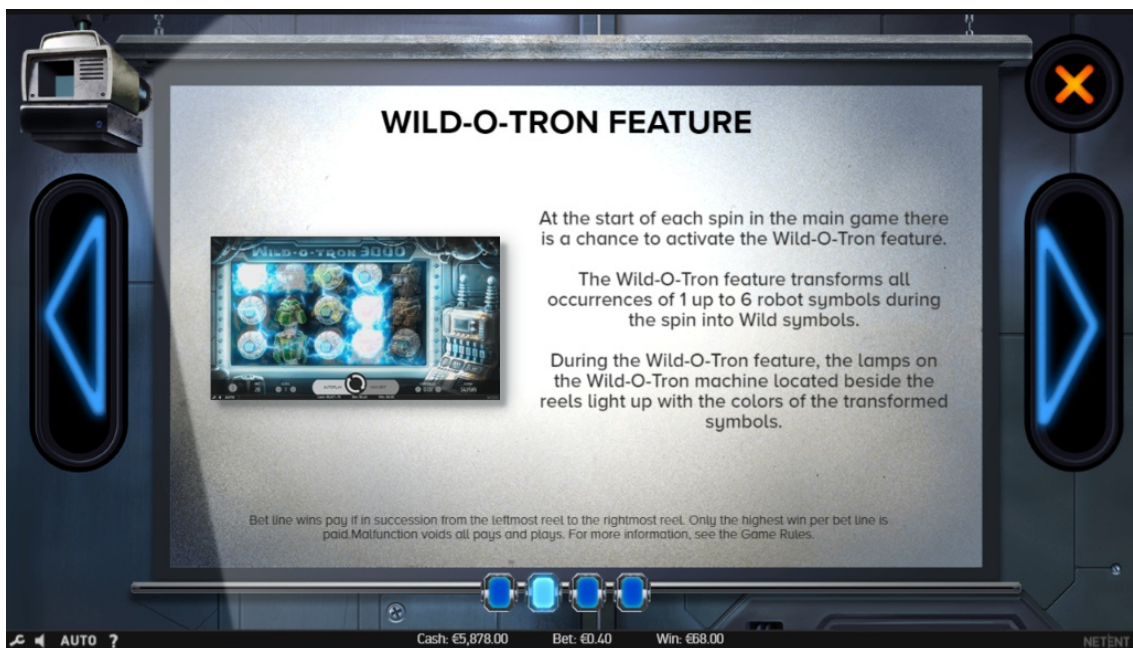
PAYOUT RULES IN THE WILD-O-TRON FEATURE

- The Wild-O-Tron feature is played with the same bet lines, bet level and coin value as the spin that activated the Wild-O-Tron feature.
- During the Wild-O-Tron feature, the lamps on the Wild-O-Tron machine located beside the reels light up with the colors of the transformed symbols.
- Wild-O-Tron feature wins are added to the balance.

Paytable










Paytable page 1



Paytable page 2

SYMBOL PAYOUT VALUES

						
5 300 4 100 3 30	5 120 4 50 3 20	5 100 4 40 3 15	5 80 4 30 3 10	5 60 4 25 3 10	5 50 4 20 3 5	5 40 4 15 3 5

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

PLAYING FOR FUN

Paytable page 3

WINNING BET LINES

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Bet line wins pay if in succession from the leftmost reel to the rightmost reel. Only the highest win per bet line is paid. Malfunction voids all pays and plays. For more information, see the Game Rules.

Cash: €5,878.00 Bet: €0.40 Win: €68.00

Paytable page 4

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

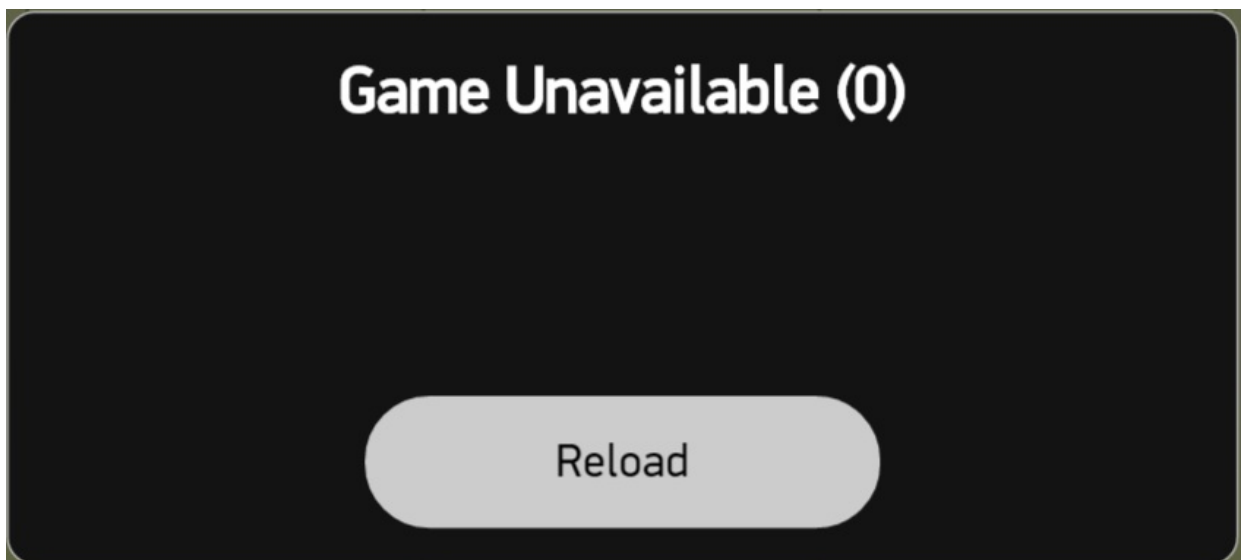
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

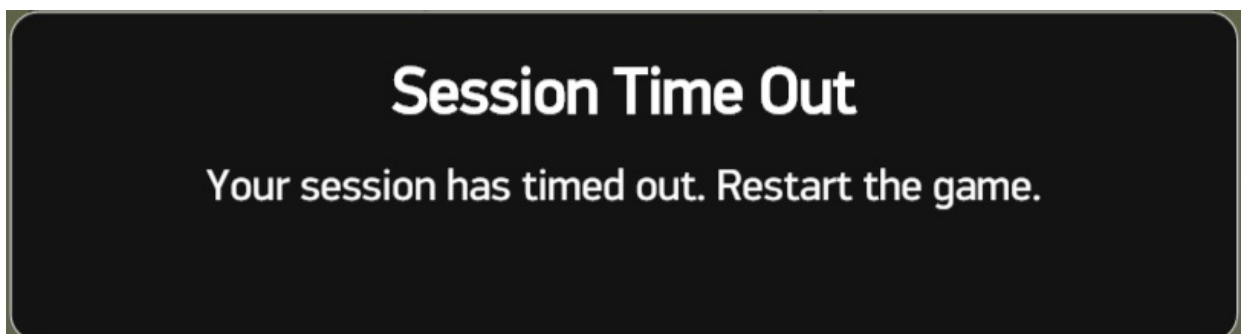
Malfunction Management

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.

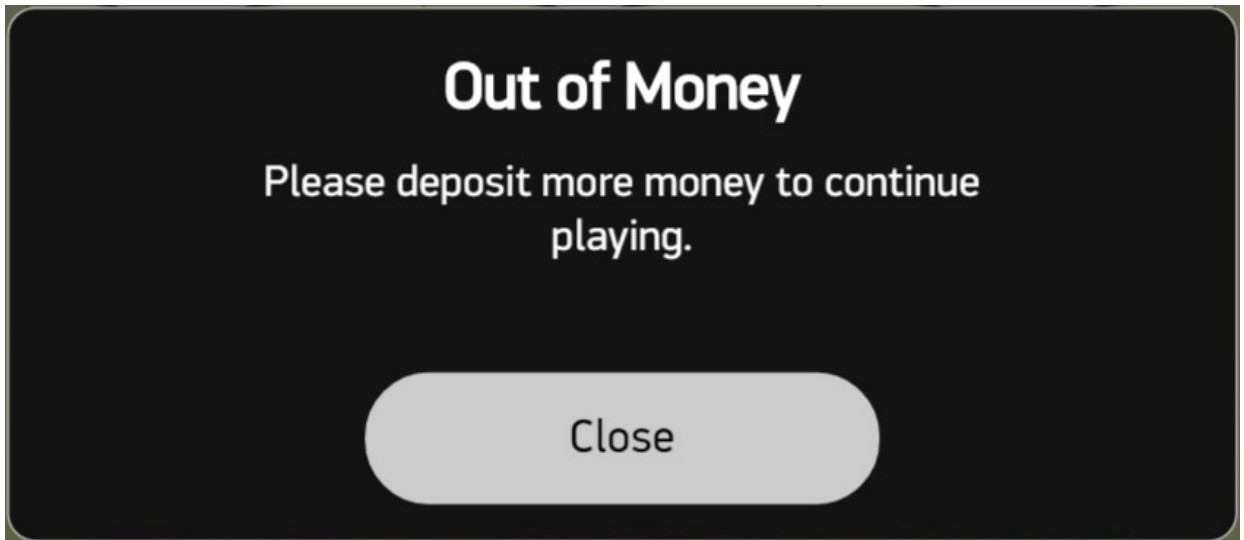
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-03-29	Version 1.0.