

WILD BAZAAR™

Game Type: Video Slot Game

Return to Player: 96.15%

Come One! Come all, to the Wild Bazaar!

Among the scent of spices, colorful fabrics, bric-a-brac and traders haggling, Wild Bazaar™ - the latest video slot by NetEnt™ - takes players on a Wild Spin adventure like no other before.

This 5-reel, 4-row video slot features 4 Wild Spin features: Stacked Wilds, Colossal Wilds, Linked Wilds and X2 Multiplier Wilds, each one hidden in a colorful chest symbol.

So come looking for that special hidden treasure. Visit the Wild Bazaar for the bargain of a lifetime!



Game Sheet Version: 1.0

Date: 2018-09-03

NETENT

ABOUT WILD BAZAAR

GENERAL INFORMATION

Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 4 rows, 26 bet lines (fixed)
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 (€)	0.2 / 400
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 26 bet lines, €0.01 coin value (cost €0.2)

GAME FEATURES

- Wild Spins
- Stacked Wilds
- Colossal Wilds
- Linked Wilds
- X2 Multiplier Wilds

PAYOUT

Return to Player	96.15%
Default Maximum Win	€3 000 / 1 500 coins – on a single bet line
Hit Frequency	28.4%

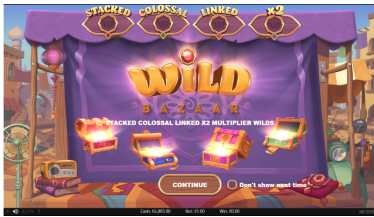
RESPONSIBLE GAMING

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	wildbazaar_not_mobile (basic wallet) wildbazaar_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 Spins

Wild Spins

Wild Bazaar™ features 4 Wild Spin features: Stacked Wilds, Colossal Wilds, Linked Wilds and X2 Multiplier Wilds.



Stacked Wilds

Stacked Wilds

When this feature is activated, Wilds appear on the reels in stacks of 4.



Colossal Wilds

Colossal Wilds

When this feature is activated, all Wilds appear as 2x2 Colossal symbols.



Linked Wilds

Linked Wilds

When this feature is activated, the two leftmost and rightmost Wilds appearing on the same horizontal row transform all symbols between them into Wilds.



Multiplier Wilds

X2 Multiplier Wilds

When this feature is activated, all wins including one or more Wilds are multiplied by 2.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- RTP Total: 96.15%

HIT FREQUENCY

- Total hit frequency: 28.4%
- Wild Spins: 4.4%

MAXIMUM PAYOUT

- Wild Spins: €156 000 / 78 000 coins - max coinciding win
- Main Game: €3 000 / 1 500 coins - on a single bet line

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

SYMBOL PAYOUT VALUES

	5 150 4 40 3 20		5 150 4 40 3 20
	5 150 4 40 3 20		5 150 4 40 3 20

Cash: €6,219.00 Bet: €1.00 Win: €8.00 NETENT

Paytable page 1

SYMBOL PAYOUT VALUES

	5 40 4 20 3 10		5 40 4 20 3 10
	5 40 4 20 3 10		5 40 4 20 3 10

Cash: €6,219.00 Bet: €1.00 Win: €8.00 NETENT

Paytable page 2

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

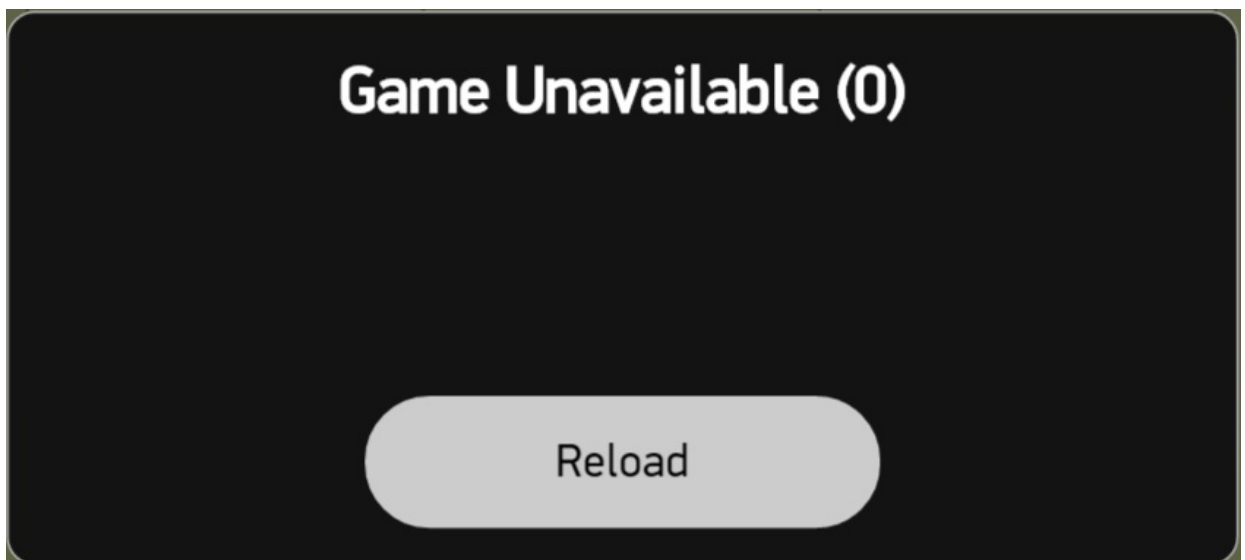
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

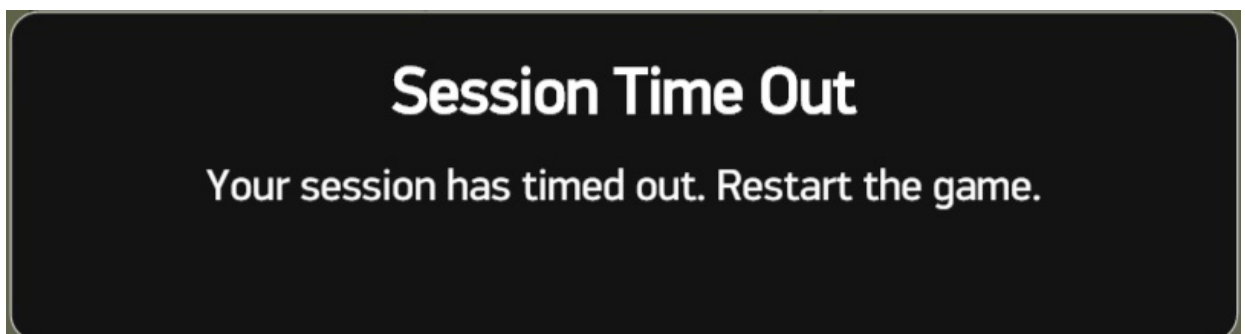
Malfunction Management

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.

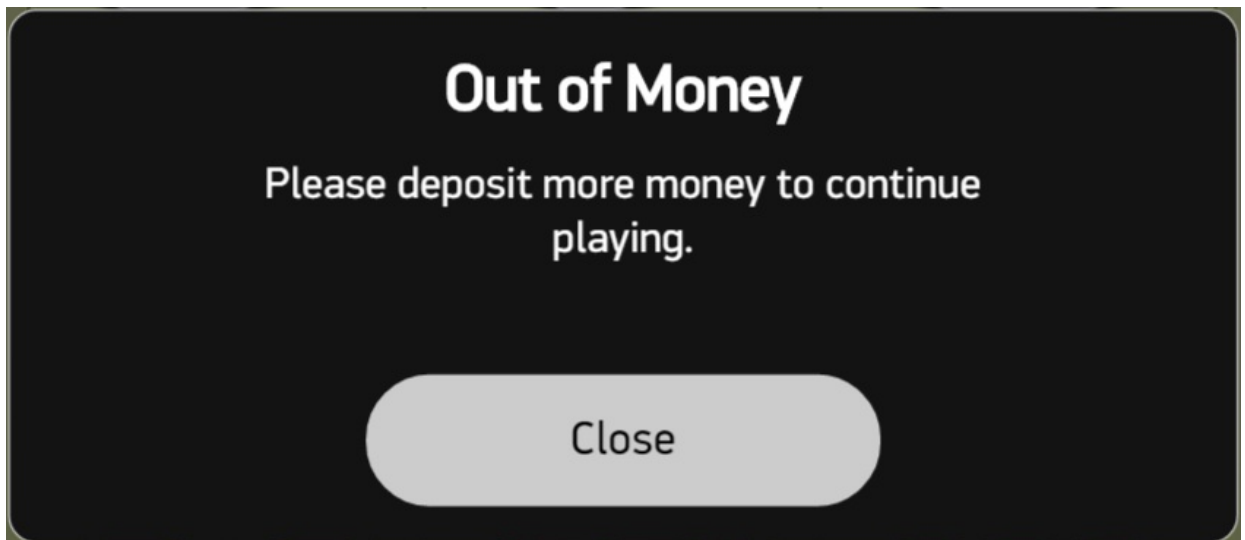
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2018-09-03	First version.