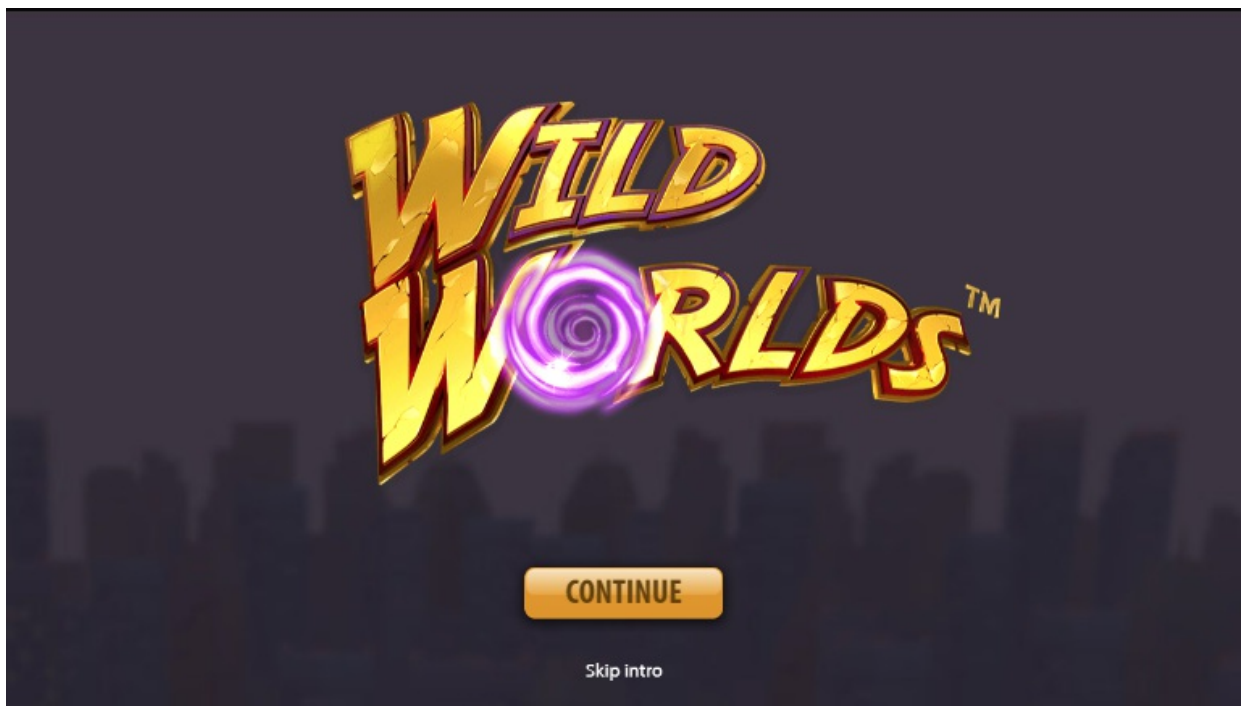


WILD WORLDS™

Game Type: Video Slot Game

Return to Player: 96.47%

A new generation of superheroes is upon us! Save worlds and fight monsters together with NetEnt™ in its latest video slot Wild Worlds™. The fun begins with the Destroy Feature which removes from the reels symbols of all colors but one. While experiencing the game, players will be also awarded with the Hero Wilds feature, where a win on the Hero symbols turns them into Wilds. Travel through different Free Spins worlds, where every world welcomes players with special Wild features and be sure: saving worlds has never been more fun. So without further ado, press spin and buckle up for an epic journey full of fun!



Game Sheet Version: 1.0
Date: 2019-01-24

NETENT

ABOUT WILD WORLDS™

GENERAL INFORMATION

Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 5 rows, Clusters (no bet lines)
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, fixed bet 20 coins, €0.01 coin value (cost €0.2)

GAME FEATURES

- Hero Wilds
- Destroy Feature
- Free Spins
- Heavy Wilds
- Random Wilds
- Spreading Wilds

PAYOUT

Return to Player	96.47%
Default Maximum Win	€100 000 / 50 000 coins – coinciding
Hit Frequency	20.52%

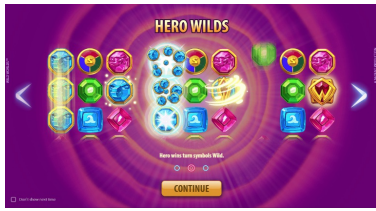
RESPONSIBLE GAMING

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	wildworlds_not_mobile (basic wallet) wildworlds_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



Hero Wilds

Hero Wilds

When there's a win on a Hero symbol, all remaining symbols of the same type turn into Wilds.



Hero Wilds



Destroy Feature

Destroy Feature

In this feature, symbols of only one color remain on the reels, all of the other symbols are destroyed (except for Scatters).



Destroy Feature



Scatter



Free Spins Wheel

Free Spins

3 Scatter symbols appearing anywhere on the reels in the main game, activate 8 Free Spins. There are 3 Free Spins worlds, each with their own features: Dark Forest (Spreading Wilds), Ice World (Heavy Wilds) and Fire Lands (Random Wilds). At the beginning of Free Spins, the players spin the wheel to see what Free Spins world they will get into.



Pink Bird

Heroes and Monsters

There are Heroes and Monsters present in Free Spins. The Heroes attack Monsters.



Green Bird



Blue Bird



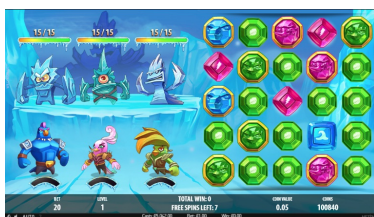
Monsters



Ice World Boss



Fire Lands Captains



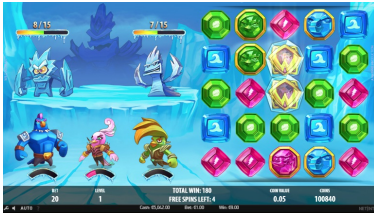
Ice World

Free Spins Features

To activate the Free Spins feature, the Heroes need to destroy any of the Captains or any of the Boss' weak spots.

Heavy Wilds

A stack of 2 Heavy Wild symbols is randomly placed on the reels. If taking part in a winning combination, they will complete it, and will then be destroyed. If they don't take part in the winning combination, they will disappear with the new Avalanche™.



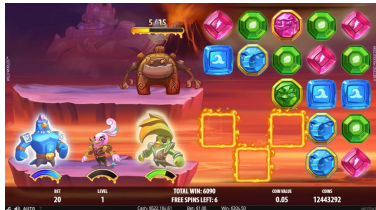
Heavy Wilds



Boss Fight



Fire Lands with the Random Wilds feature



Random Wilds



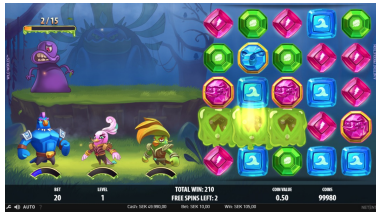
Boss Fight

Random Wilds

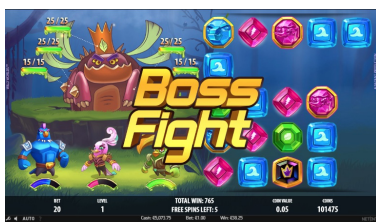
2 to 4 Random Wild symbols are randomly placed on the reels. If completing a win situation, the Random Wild symbols explode along with the other symbols. New symbols that land on the place of the previously destroyed Random Wild symbols, will turn into Wilds. If the Random Wild symbols didn't complete the win situation, but there has been a win on other symbols, Random Wilds will remain on the reels for the next Avalanche™.



Dark Forest



Spreading Wilds



Boss Fight



Dark Forest Boss



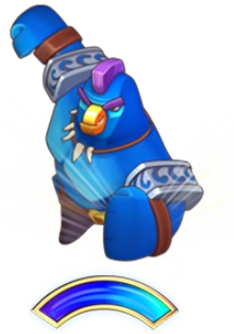
Dark Forest Captains

Spreading Wilds

A Spreading Wild is randomly placed on the reels. If the Spreading Wild completes a win situation, it explodes along with the other symbols. New Spreading Wild symbols are then generated on adjacent positions to the previously exploded Spreading Wild symbol. Every Spreading Wild can generate up to 2 Spreading Wild symbols.

Monsters

There are 2 types of Monsters in the game: 3 Captains and the Boss. For each Captain that is destroyed, the Free Spin feature of the current Free Spins world is activated. The Boss can only be damaged, if all Captains have been destroyed.



Hero Attacks

Hero Attacks

Each of the Heroes has a corresponding low and medium win symbol which will be used to activate their Hero Attack and charge their Hero Meters. Each Hero makes a random and individual Hero Attack against a Monster.



Hero Meters

Hero Meters + Hero Special Attacks

There are 3 special Hero Meters, 1 for each Hero. 3 charges are required to fill each Hero Meter. If after all regular attacks a Hero Meter is full, the corresponding Hero Special Attack will be activated. The Blue Hero Special Attack - 1 damage point to all Monsters. The Pink Hero Special Attack - 1 damage point 4 times to randomly selected Monsters. The Green Hero Special Attack - 4 damage points to one random Monster.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- 96.47%

HIT FREQUENCY

- Total Hit Frequency: 20.5%

MAXIMUM PAYOUT

- Free Spins: €10 000 / 5 000 coins - coinciding
- Free Spins: €100 000 / 50 000 coins - max coinciding win
- Main Game: €10 000 / 5 000 coins - coinciding
- Main Game: €100 000 / 50 000 coins - max coinciding win
- Destroy feature: €10 000 / 5 000 coins -
- Destroy feature: €100 000 / 50 000 coins - max win in feature

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

HIGH WIN SYMBOLS	
	
WILD SYMBOL	HIGH WIN SYMBOL
5 2000	5 2000
4 500	4 500
3 100	3 100

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. 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 1

MEDIUM WIN SYMBOLS		
		
5 300	5 300	5 300
4 100	4 100	4 100
3 20	3 20	3 20

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. 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 2



LOW WIN SYMBOLS		
		
5 80	5 80	5 80
4 20	4 20	4 20
3 5	3 5	3 5

Only the highest win per win match is paid. At least 3 matching symbols in a row, horizontally or vertically, appearing anywhere on the reels is a win. 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 3

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

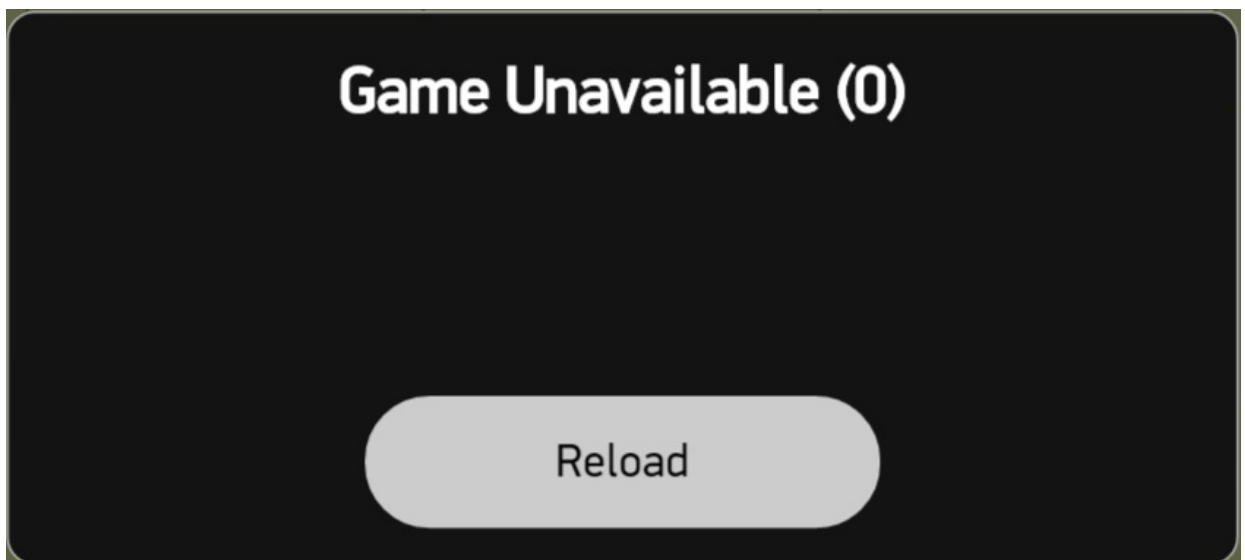
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

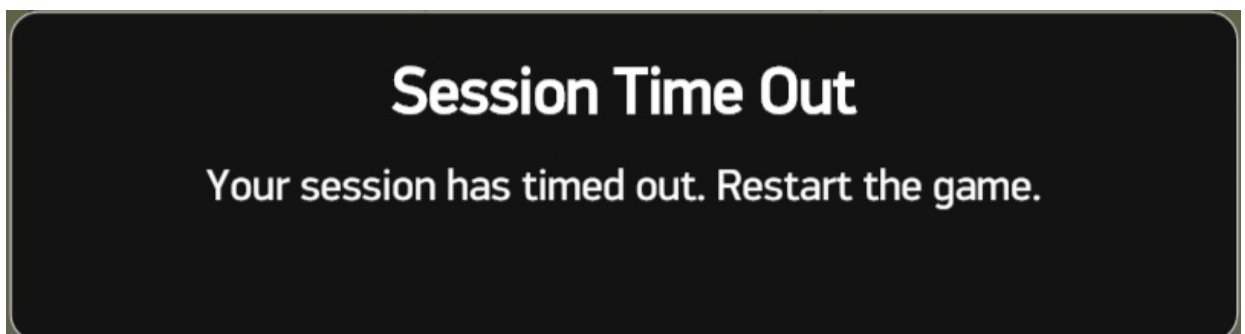
Malfunction Management

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.

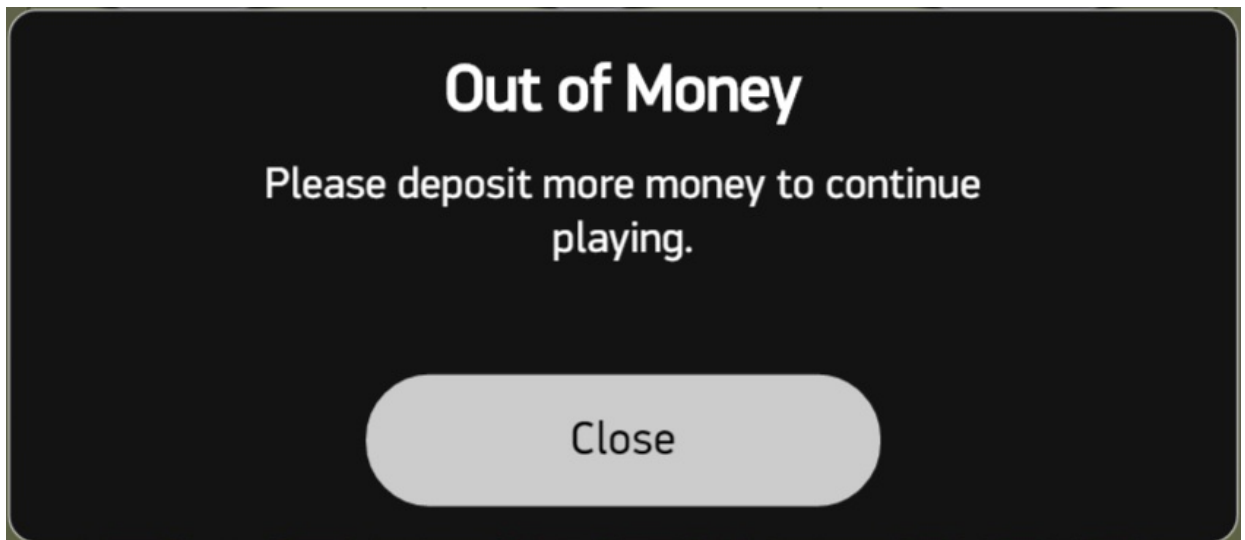
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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
1.0	2019-01-24	First version.