

WOLF CUB TOUCH™

Game Type: Touch Game
Return to Player: 96.34%

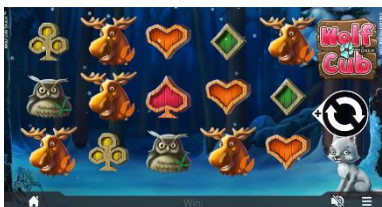
Join the journey of a wolfling in the winter forest of Wolf Cub Touch™ - the latest offering from NetEnt™!

This snowy 5-reel, 3-row, 20-fixed line video slot features Wild substitutions, Scatter symbols and Free Spins with the Blizzard Feature.

Howl at the full moon, and it will show you the way to Free Spins, where the magical blizzard will bring you more chances to win!



GENERAL INFORMATION	
Game Type	Touch Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 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
Default Min / Max Bet (€)	0.2 / 200
Minimum Free Round Values (Please check your current free round values)	Bet level 1, fixed bet 20 coins, €0.01 coin value (cost €0.20)
GAME FEATURES	
	<ul style="list-style-type: none"> • Free Spins • Blizzard Feature
PAYOUT	
Return to Player (%)	96.34%
Default Maximum Win	€ 400 000 / 400 000 coins – coinciding
Hit Frequency (%)	27.07%
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	wolfcub_mobile_html (basic wallet) wolfcub_mobile_html_sw (seamless wallet)
Compatible Operating Systems	iOS Android Windows
Display Resolution	960 x 600
Aspect Ratio	16:1
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Wolf Cub Touch™ graphics



Big Win

Game Theme and Graphics

Accompany a wolf cub in its journey through snowy woods together with other friendly foresters: a bear, a moose, a lynx and an owl, in the Wolf Cub™ video slot.

Snow covers paw prints, so the wolf cub needs to follow the full moon to find its way to the Free Spins.



In the Free Spins, on the top of a mountain, the moon shines down over the windy Blizzard Feature.

The snowfall increases when you win, making this video slot perfect for all winter lovers!

Main Game

Players can select the coin value and bet level before spinning the reels.

- **Game actions.** The buttons on the keypad perform the following different game actions:

BET LEVEL	Dragging or tapping the slider increases and decreases the bet level (i.e. number of coins per bet line) by 1.
	Tapping the Spin button starts a game round at the current bet level and coin value.
COIN VALUE	Dragging or tapping the slider increases and decreases the coin value to the next level.
AUTOPLAY	Tapping the Autoplay button starts a game round automatically.
	Tapping the plus sign on the Quick Settings Menu button opens the quick settings menu. Player can choose to quick spin or start autoplay without going to the settings menu.



Wild symbol



Scatter symbol



Free Spins intro



Free Spins



Blizzard Feature

Wild Substitution

Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols.

Wild symbol substitutions pay the highest possible winning combination on a bet line according to the Paytable.

Free Spins

3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.

Once the Free Spins are activated, all the reels with Scatter symbols spin with numbers of Free Spins on them.

When the reels stop, the player is awarded a number of Free Spins equal to the sum of all the Free Spins numbers visible on the reels.

The maximum amount of Free Spins the player can be awarded is 115.

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

Additional Free Spins can not be won during Free Spins.

At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

At the end of Free Spins, the game returns to the round that activated Free Spins.

Blizzard Feature

During Free Spins, if one symbol lands fully stacked on reel 1, all matching symbols on the other reels will spread towards reel 1, filling all spaces in the row between them and the matching symbols on reel 1.

Wild symbols take part in the Blizzard Feature only if they landed fully stacked on reel 1.

Bet Lines

PAYTABLE

Winning Bet Lines

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

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.34%
- Main game: 65.5%
- Free Spins: 30.9%

HIT FREQUENCY

- Total: 27.07%
- Blizzard Feature: 0.749%

MAXIMUM PAYOUT

- Free Spins: €20 000 / 20 000 coins - coinciding
- Free Spins: €400 000 / 400 000 coins - max coinciding win
- Main Game: €20 000 / 20 000 coins - coinciding
- Main Game: €400 000 / 400 000 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.
- Bet level is the number of coins bet per bet line.
- 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 FREE SPINS

- 3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.
- Additional Free Spins cannot be won during Free Spins.


Paytable

PAYTABLE

<p>WILD</p>  <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="padding-right: 10px;">5</td> <td>2000</td> </tr> <tr> <td style="padding-right: 10px;">4</td> <td>500</td> </tr> <tr> <td style="padding-right: 10px;">3</td> <td>100</td> </tr> </table> <p>Wild symbols can appear anywhere on the reels in the main game and Free Spins and substitute for all symbols except for Scatter symbols.</p>	5	2000	4	500	3	100	<p>FREE SPINS</p>  <p>3 or more Scatter symbols appearing anywhere on the reels in the main game activate Free Spins.</p>
5	2000						
4	500						
3	100						

PAYTABLE


FREE SPINS



Once the Free Spins are activated, all the reels with Scatter symbols spin with numbers of Free Spins on them. When the reels stop, the player is awarded a number of Free Spins equal to the sum of all the Free Spins numbers visible on the reels.

PAYTABLE



Blizzard Feature



During Free Spins, if one symbol lands fully stacked on reel 1, all matching symbols on the other reels will spread towards reel 1, filling all spaces in the row between them and the matching symbols on reel 1.
Wild symbols take part in the Blizzard Feature only if they landed fully stacked on reel 1.





PAYTABLE

Symbol Payout Values

	5 600 4 250 3 50		5 300 4 100 3 25
	5 250 4 80 3 20		5 200 4 60 3 15
	5 150 4 40 3 10		

PAYTABLE

Symbol Payout Values

	5 80		5 80
	4 20		4 20
	3 5		3 5
	5 80		5 80
	4 20		4 20
	3 5		3 5

Randomisation

RANDOM NUMBER GENERATOR (RNG)

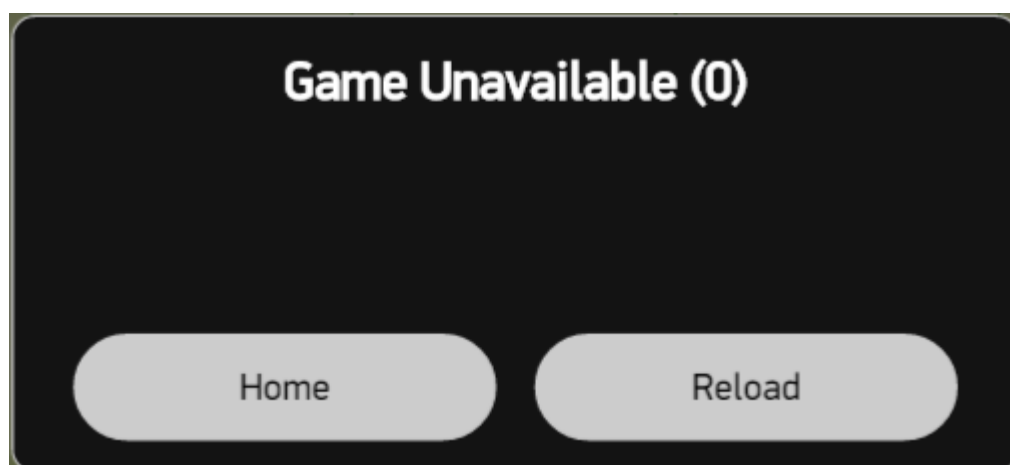
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

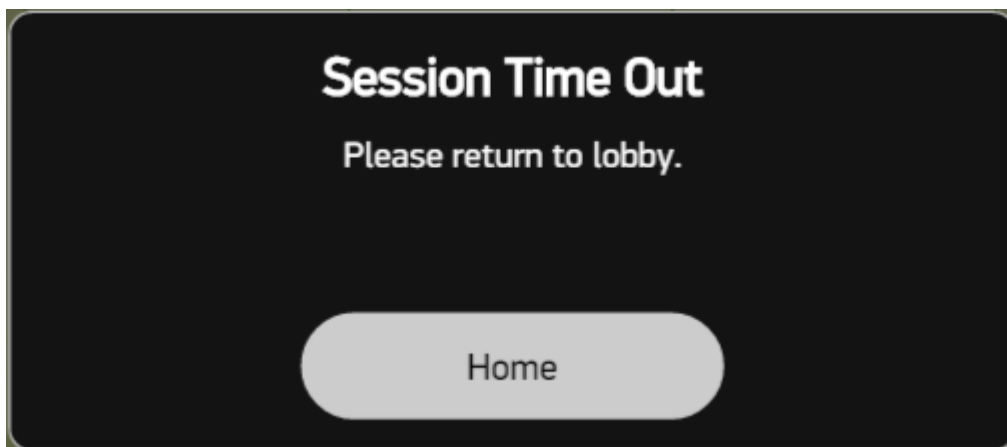
Malfunction Management

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.

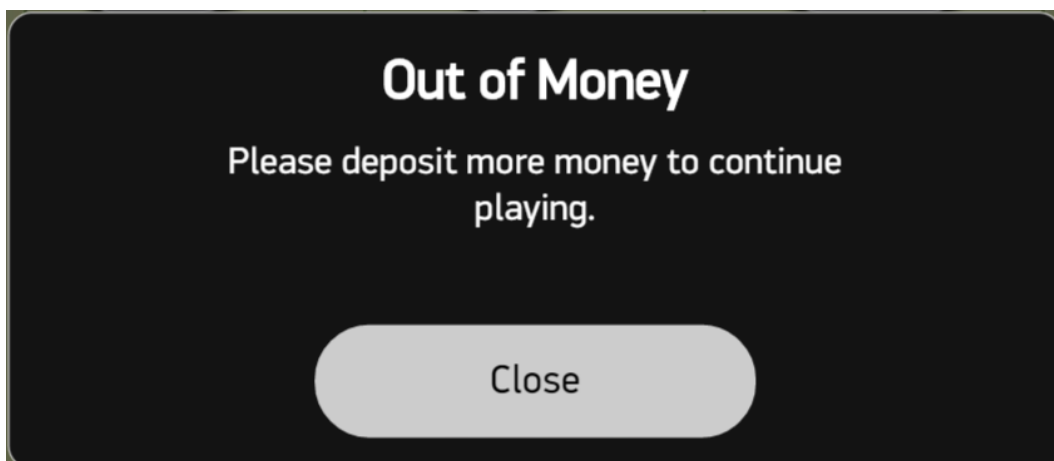
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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/products/net-entertainment-touch/>

DOCUMENT VERSION HISTORY

Wolf Cub Touch™ Game Sheet
Version 1.0, 2016-12-28

VERSION	WHEN	WHAT
1.0	2016-12-28	First version.