WONKY WABBITS™

Game Type: Video Slot Game

Return to Player: 96.5%

Wonky Wabbits™ is a 5-reel, 15-line video slot featuring Win Both Ways and a Wild duplication feature where any Wild that appears on the reel duplicates and appears on the area on the reels that results in the best possible win for the player.

Wonky Wabbits™ takes place in a vegetable garden where hungry rabbits wait for Wilds to appear on the reels. Whenever a Wild appears on the reels, the excitement starts because Wild duplication is about to happen! During Wild duplication, a rabbit will move from the Wild symbol and burrow under the reels, appearing on the symbol where the best possible win will occur. Wild symbols can appear on all reels. Two stacked Wilds can appear on reels 2 and 4 only. This means that a maximum of 14 Wilds can appear on the reels after Wild Duplication occurs. More Wilds mean more hungry rabbits and bigger wins!

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GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels	5 reels, 3 rows, 15 bet lines (fixed)
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50
Default Min / Max Bet (€)	0.30 / 150
Default Free Round Values	Bet level 1, 15 bet lines, €0.01 coin value (cost €0.30)

GAME FEATURES	
	• Win Both Ways • Wild Duplication Feature

PAYOUT	
Return to Player (%)	96.5
Default Maximum Win	€15 000 / 30 000 coins – on a single bet line
Hit Frequency (%)	23.0

RESPONSIBLE GAMING	
Player Limits	• 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	• Play for Fun • Variable bet levels/coin values • G4 mode

TECHNICAL INFORMATION	
Game ID	rabbits (basic wallet) rabbits_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Screen Footprint	Optimised for 640x480 and 1024x768
Flash Player	Flash 10 or higher
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Wonky Wabbits™ graphics

Game Theme & Graphics

Players will never look at their humble vegetable gardens the same way again after playing Wonky Wabbits™! The authentic sound effects that come with being in a vegetable garden and quirky music make players feel like they are tending to their own vegetable patch outside but there is a cheeky resident of this garden that is just waiting to appear and start munching on some symbols. If a Wild symbol appears on the reels, the rabbit burrows under the reels to appear under a symbol where the best possible win will occur. The rabbit promptly eats the symbol and it turns Wild.

With the possibility of 2 stacked Wilds appearing on rows 2 and 4 and 14 Wilds appearing in total on the reels after Wild duplication occurs, the potential for big wins is huge. The realistic sound effects coupled with the hungry rabbit that is just waiting to eat symbols and turn them Wild ensures that after playing Wonky Wabbits™ players will feel the hunger for big wins.

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:

LEVEL	Clicking the left and right arrows increases or decreases the bet level by 1. To increase or decrease faster, the player can click and drag the slider below.
LINES	Clicking on the left and right arrows increases and decreases the number of bet lines by 1. To increase or decrease faster, the player can click and drag the slider below (alternatively, clicking a bet line number in the video display area selects the corresponding number of bet lines).
	Clicking the Spin button starts a game round at the current bet level and coin value.
MAX BET	Clicking MAX BET plays the game at the highest bet level and the current coin value.
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.
AUTOPLAY	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.

Spin before Wild duplication occurs with 3 Wilds

After Wild duplication there are 6 Wilds. 3 Wilds were added in the best area for wins.

Wild Duplication

If a Wild symbol appears on the reels, it is duplicated to the position that creates the highest possible win. Wild symbols can appear on all reels. Two stacked Wilds can appear on reels 2 and 4 only. This means that a maximum of 14 Wilds can appear on the reels after Wild Duplication occurs.

Bet Lines

Payout Summary

GAME RETURN TO PLAYER (RTP)
- Total game: 96.5%

HIT FREQUENCY
- Main game: 23.0%
- Feature - Wild Feature: 9.9

MAXIMUM PAYOUT
- Main game: €15 000 / 30 000 coins - on a single bet line
- Coinciding: €195 000 / 390 000 coins

PAYOUT RULES IN MAIN GAME
- Bet line wins pay when in succession from both leftmost to right and rightmost to left.
- 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 from each way is paid.
- Simultaneous wins on different bet lines are added.

Paytable

Paytable page 1

Paytable page 2

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.
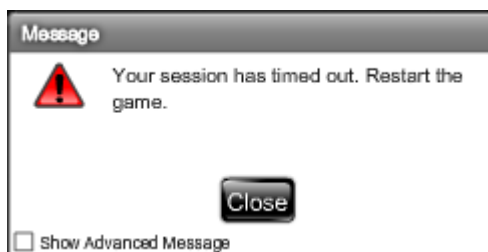2. The random number is added to the game as "the new reel position to use".

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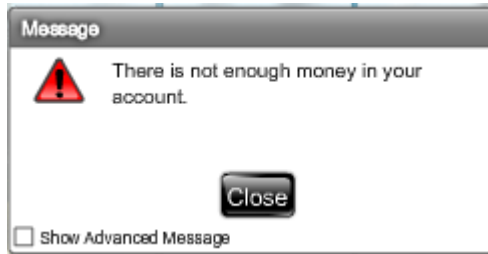
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.

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.

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/

VERSION	WHEN	WHAT
1.2	2014-05-27	New generic layout.
1.1	2014-05-15	New generic layout.
1.0	2013-09-16	First version.