

MIDNIGHT MADNESS

GAME RULES

VERSION:

0.0.3

VERSION DATE:	13/5/2019
CREATED BY:	Kevin Corti (Head of Product)
OWNED BY:	Kevin Corti (Head of Product)
APPROVED BY:	Kevin Corti (Head of Product)
CONFIDENTIALITY	Proprietary

The information contained within this Document is private and confidential. Unless otherwise noted or with the prior written permission of the directors, all materials, including images, illustrations, designs, icons, photographs and written materials that appear as part of this Document (collectively, the “Contents”) are copyrights, trademarks and/or other intellectual properties owned, controlled or licensed by Spearhead Ltd. The contents of this Document may not be reproduced, published, distributed, displayed, modified or exploited in any way and remain the sole property of Spearhead Ltd.

CHANGELOG

VERSION	DATE	WHO	CHANGE SUMMARY
0.0.1	31/03/2019	KC	Document created
0.0.2	26/04/2019	CL	Content updated
0.0.3	13/05/2019	TC	Content updated

TABLE OF CONTENTS

1.0	DOCUMENT SCOPE
2.0	GAME RULES
2.1	DESCRIPTION
2.2	GAME MECHANICS
3.0	PAYTABLE
3.1	SYMBOLS
3.2	PAYLINES
4.0	GAME FUNCTIONS
4.1	USER INTERFACE
4.2	POP-UP MENUS
5.0	GAME SETTINGS AND REGULATORY
5.1	CURRENT TIME
5.2	REALITY CHECK
5.3	ADDITIONAL INFORMATION
6.0	GAME VERSIONS
7.0	MATH MODEL
8.0	TECHNICAL INFORMATION
9.0	ADDITIONAL INFORMATION

1.0 DOCUMENT SCOPE

The contents of this document serve to accurately describe the form, function, and characteristics of the game known as *MIDNIGHT MADNESS*.

2.0 GAME RULES

2.1 DESCRIPTION

MIDNIGHT MADNESS is a video slot with 15 independent, 3X1 slot machines in a single interface.

RTP: 96.00%

2.2 GAME MECHANICS

- The game is played with three reels, with one symbol displayed on each.
- There are 15 rows, each of which is an independent slot machine with its own bet and possible payout.
- Matching three identical symbols results in a prize win.
- The prize that can be won is determined by the paytable value of the symbol that appears on the first reel. This prize is displayed at the right hand side of the row.
- Any prizes won on individual lines will added and paid.
- If two matching symbols with a potential win multiple of at least X20 land on a payline on reels 1 and 2, there then follows a short randomisation animation on the third reel before the final symbol is revealed to build excitement.





3.0 PAYTABLE

3.1 SYMBOLS

There are a total of twelve symbols:

SEVEN	STAR	BAR	DIE
			
x3 15,000	x3 2,500	x3 200	x3 100

SUNGLASSES	SAXOPHONE	HEART	MELON
			
x3 50	x3 20	x3 10	x3 7.5

GRAPES	BANANA	LIME	LEMON
			
x3 4	x3 2.5	x3 2	x3 1

3.2 PAYLINES

Midnight Madness has a single payline, paying left to right, and only paying out if all three symbols match.

4.0 GAME FUNCTIONS

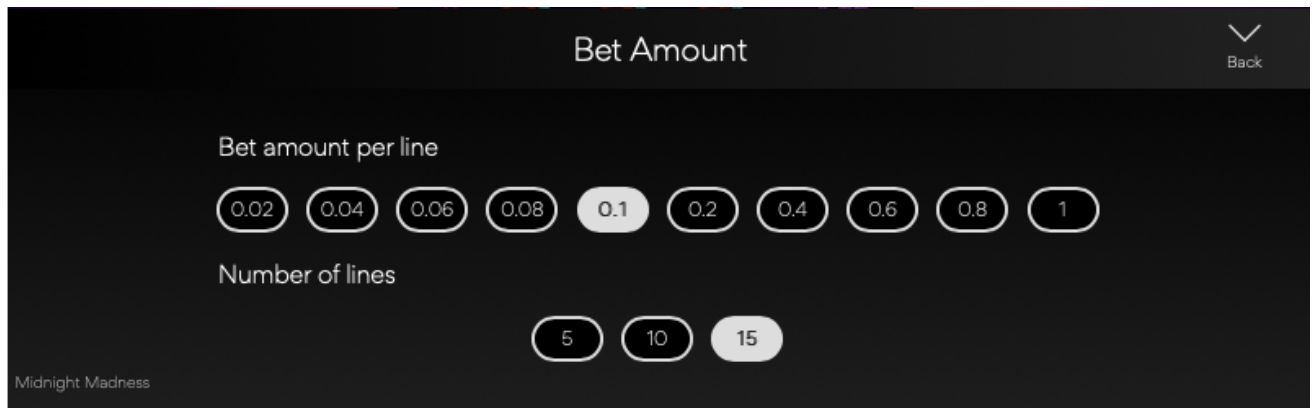
4.1 USER INTERFACE

The table, below, describes the behaviour of the user interface buttons in the game.

SPIN BUTTON	
Click to start a game round at the current bet amount.	
SPIN BUTTON (DURING SPIN)	
Click to rapidly stop the reel animations or any win animations.	
BET AMOUNT BUTTON	
Click to open the bet amount pop-up menu.	
TURBO BUTTON	
Click to switch between high and low spin speed	
MENU BUTTON	
Click to open the settings, paytable and game rules.	
AUDIO BUTTON	
Click to toggle all audio on/off.	

4.2 POP-UP MENUS

Bet amount and bet lines



The bet amount pop-up menu displays all available bet amounts and bet lines.

The currently-selected amount and currently-selected bet lines are highlighted white. If the player clicks on a different option, the menu is then hidden and the new selection is now displayed in the main game screen. The player can also click on the 'Back' icon, to return to the main game screen without making any changes to the bet amount.

Autoplay

There is no autoplay.

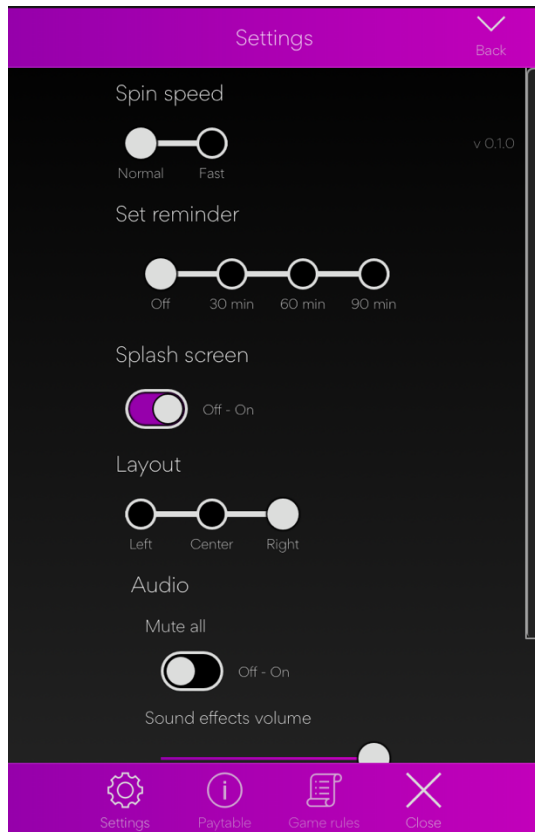
General menu



Clicking on the settings hamburger icon on the main game screen allows the player to access:

- The settings menu
- The paytable
- The game rules

Settings menu



The settings menu allows the player to:

- Set whether the splash screen should show on loading.
- Switch between normal and fast spin speed.
- Mute all audio
- Change the music volume.
- Change sound effects volume.
- Change the graphics quality

5.0 GAME SETTINGS AND REGULATORY

5.1 CURRENT TIME

The game client shows the current time at all times (in the bottom left of the screen). The time is acquired from the player's computer or device system clock.

5.2 REALITY CHECK

In case the operator does not provide this functionality, the player can choose to set a reminder for 30, 60 or 90 minutes from the settings menu.

To access this, the player:

1. Clicks/taps on the 'setting hamburger' icon.
2. The settings, payable, game rules, and close icons pop up from the bottom of the screen. On mobile, the home and mute buttons are also visible.
3. The player clicks/taps on the settings icon.
4. The settings pop-up menu is displayed.
5. Under 'Set Reminder', the player can select one of three possible options are enabled (30, 60 and 90 minutes).
6. The player clicks/taps on 'Close' to return to the game.
7. If the player is still playing after their chosen interval has been reached, then a pop up is displayed with a text reminder and the stated time interval. The popup screen contains:
 - a. Notice of selected reminder time interval having been reached
 - b. Link to return to the game
 - c. Link to exit the game

5.3 ADDITIONAL INFORMATION

The following processes may be subject to the terms and conditions of the gaming site.

- The process of managing unfinished game rounds.
- The time after which inactive game sessions are automatically ended.

In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.

6.0 GAME VERSIONS

Game ID: Midnightmadness

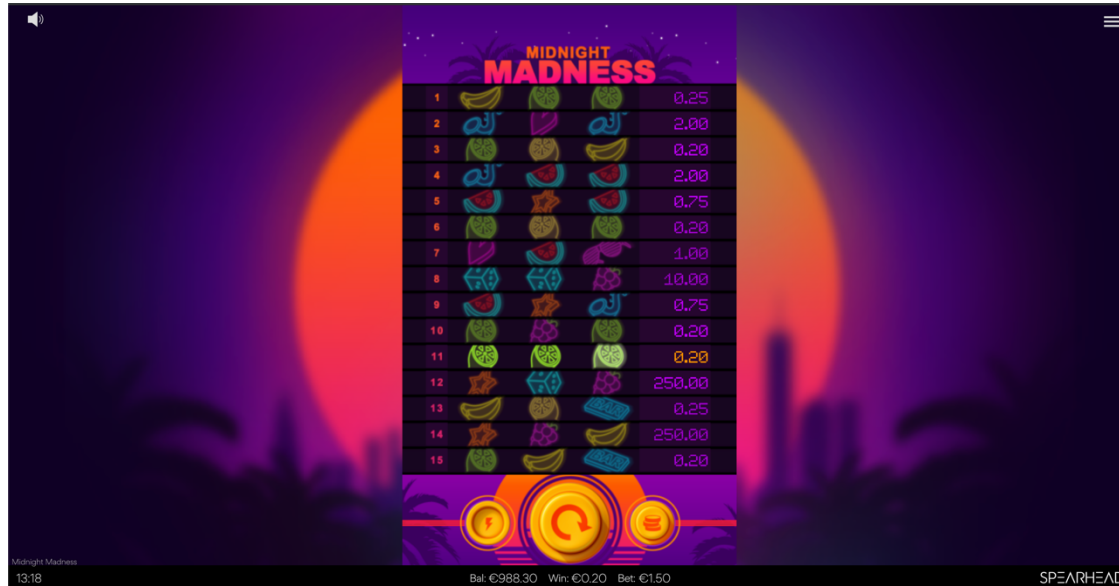


Fig 1: Desktop game screen



Fig 2: Mobile portrait game screens

7.0 MATH MODEL

NUMBER OF REELS:	3
NUMBER OF COINS:	n/a
NUMBER OF PAYLINES:	1
DENOMINATIONS:	0.02, 0.04, 0.06, 0.08, 0.10, 0.20, 0.40, 0.60, 0.80, 1.00
MINIMUM BET***	0.02/line (0.30 per game round)
MAXIMUM BET***:	1.00/line (15.00 per game round)
MAXIMUM EXPOSURE***:	15,000/line (225,000 per game round)
VOLATILITY:	Medium-High
DEMO GAMEPLAY AVAILABILITY:	Yes

- *Maximum exposure is a hard limit enforced by the game platform*
- A currency value is marked with asterisks (***) next to the caption in all tables.
- Values in **bold** can be changed by the operator.
- Underlined and **bold** values are default settings when there is a limited set of options for a setting.
- All currency values relate to a currency multiplier of 1 which is accurate for EUR, USD, and GBP. For other currencies, another multiplier might be used. For example: SEK has currency multiplier 10. All values related to currency should thus be multiplied by 10 for SEK. I.e. 10€ = \$10 = £10 = SEK100.
- For denomination based games such as video pokers and slot machines, the maximum win is based on the maximum bet which is the coins x lines (hands) x max denomination. The max denomination is not always turned on by default, so the default maximum win may be lower than stated.

Return to player configurations

BASE GAME	96.00%
FREESPINS	n/a
TOTAL	96.00%

8.0 TECHNICAL INFORMATION

NATIVE RESOLUTION	1920x1080
--------------------------	-----------

NATIVE ASPECT RATIO	16:9
TECHNOLOGY	JavaScript/HTML5
HTML5 CANVAS SUPPORT	YES
WEBGL SUPPORT	YES
DESKTOP BROWSER	YES
TABLET BROWSER	YES
MOBILE BROWSER	YES

9.0 ADDITIONAL INFORMATION

Translations of Game Terminology

Note: The following table is only applicable if you are playing in a language other than English.

ENGLISH TERM	TRANSLATED TERM
-	-