SPEARHEAD.

POPSTAR™

GAME RULES

VERSION:	1.2.0
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CONFIDENTIALITY	Proprietary

CHANGELOG

VERSION	DATE	WHO	CHANGE SUMMARY
0.0.1	02/11/2018	PN	Document created
1.0.0	18/01/2019	PN	Content updated
1.1.0	07/02/2019	PN	Updates for certification
1.2.0	20/03/2019	PN	Denominations updated

TABLE OF CONTENTS

1.0   DOCUMENT SCOPE

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

2.0   GAME RULES

2.1   DESCRIPTION

POPSTAR™ is a video slot with a pop-singer reality TV talent show theme. The game features wild substitutions and free spins.

The game is played with five reels, with four symbols displayed on each, and 1024 way to win, paying from left to right.

The player selects a bet amount using the bet amount button on the main game screen.

Autoplay automatically plays the game with the selected number of rounds.

RTP: 96.70%

2.2   GAME MECHANICS

Once in free spins mode, the game has a point collection feature to prolong it:

 When entering this game mode, four empty counters of 6 point slots each will be displayed on the sides of the reels. Each counter corresponds to one of the four judge symbols. During each spin, on the reel, the judge symbols have the chance to land with a point, or "golden ticket", attached to them. At the end of each spin, right after all possible winnings are paid, all points on the reel will be put in their corresponding counter.

Whenever a counter is full, meaning the "judge" has received six "golden tickets", the corresponding judge symbols on the reels will be switched to Erik symbols. This also means that since that judge symbol has been replaced by the top value symbol on the reel, the symbols replaced will not have the chance to land with any more points. In addition, the player will be awarded two extra spins.

2.3 FEATURES

- There are eleven regular symbols
  - 'Erik' and the four judges ('Tony Tantrum', 'Spicy B', 'Fortuna' and 'B.Reel') acting as top symbols
  - Six royals (Nine, Ten, Jack, Queen, King, and Ace)
- Scatters ('golden microphone'):
  - During base mode, three scatter symbols appearing anywhere on the reels can award six to eight free spins, four scatter symbols nine to eleven, and five scatter symbols twelve to fourteen. Once these free spins granted, they will take the player to the Freespins Mode.
- Wilds ('neon wild'):
  - This substitutes for all regular symbols to produce the highest possible line win, except scatter.
  - The wild is not a paying symbol.
- Free spins:
  - Free spins can be re-triggered.
  - On Freespins Mode, two scatter symbols will extend the free spin sequence by a further three free spins, three scatter symbols will extend the free spin sequence by a further six free spins, four scatter symbols will extend the free spin sequence by a further nine free spins, and five scatter symbols will extend the free spin sequence by a further twelve free spins.

3.0 PAYTABLE

3.1 SYMBOLS

There are a total of eleven different symbols in *Popstar*™:
- Five high-paying symbols
- Six low-paying symbols

Collect 3 or more scatter symbols to gain free spins and enter the Freespins Mode. Once in the Freespins Mode collect 2 or more to gain more free spins.

Base Mode
x3 6, 7 or 8 Free Spins
x4 9, 10 or 11 Free Spins
x5 12, 13 or 14 Free Spins

Freespins Mode
x2 3 Free Spins
x3 6 Free Spins
x4 9 Free Spins
x5 12 Free Spins

WILD

Substitutes any other symbol except the Scatter Symbol

Symbol win values for bet amount of 1.00

ERIK

x5 **25.00**
x4 **5.00**
x3 **2.00**
x2 **0.50**

TONY TANTRUM	SPICY B	FORTUNA	B REEL
x5 **5.00**	x5 **5.00**	x5 **5.00**	x5 **5.00**
x4 **2.50**	x4 **2.50**	x4 **2.50**	x4 **2.50**
x3 **1.00**	x3 **1.00**	x3 **1.00**	x3 **1.00**

A	K	Q	J
x5 **3.00**	x5 **2.00**	x5 **2.00**	x5 **1.00**
x4 **1.50**	x4 **1.00**	x4 **1.00**	x4 **0.50**
x3 **0.75**	x3 **0.50**	x3 **0.50**	x3 **0.25**

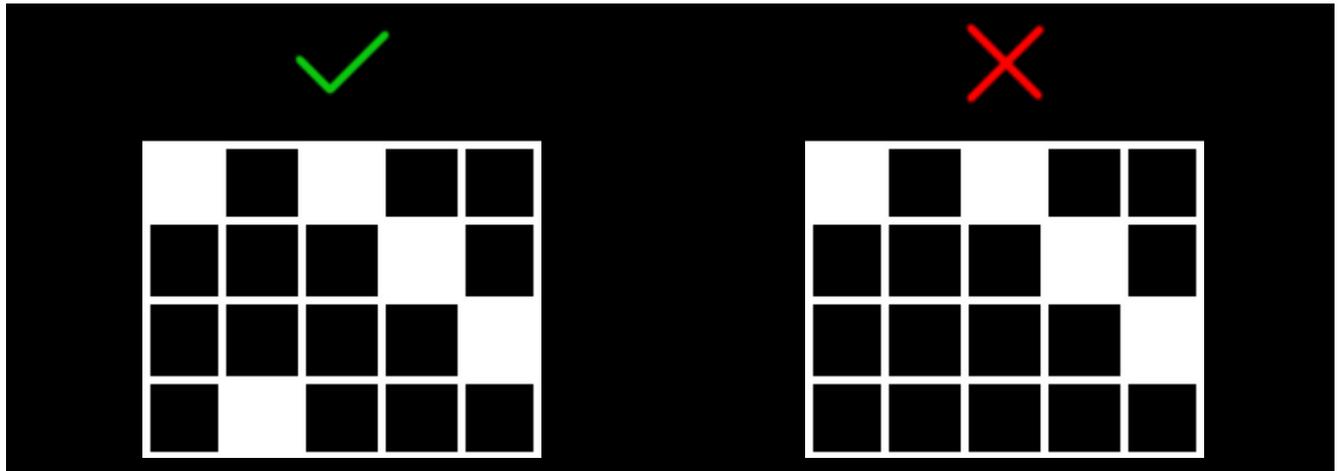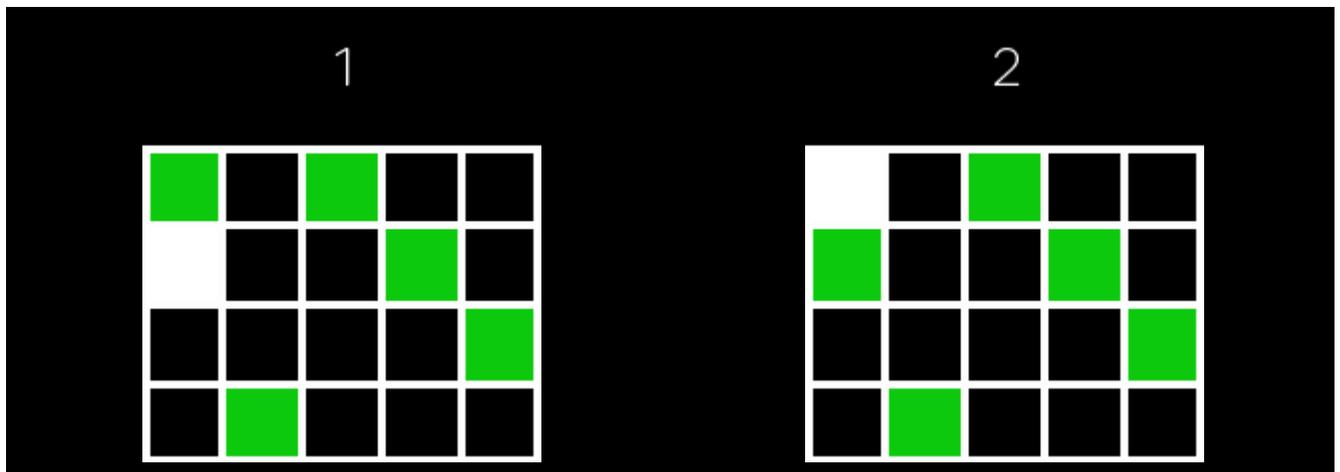| 10	9
x5 **1.00**	x5 **1.00**
x4 **0.50**	x4 **0.50**
x3 **0.25**	x3 **0.25**

3.2   WAYS

Unlike regular Paylines, Pay Ways will pay any combination of consecutive symbols from the furthermore left reel to the furthermost right one.

All possible combinations are paid.

4.0   GAME FUNCTIONS

4.1   USER INTERFACE

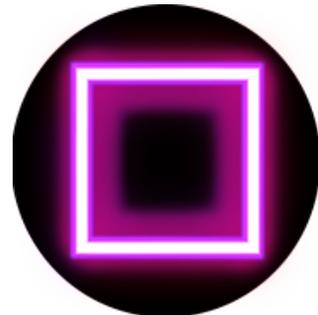The table, below, describes the behaviour of the user interface buttons in the game.

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.
This does not stop autoplay.

AUTOPLAY BUTTON

Click to open the autoplay pop-up menu.

AUTOPLAY BUTTON (WITH AUTOPLAY ACTIVE)

The number displays how many autoplay spins remain.
Click to stop autoplay.

BET AMOUNT BUTTON

Click to open the bet amount pop-up menu.

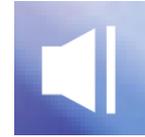## TURBO BUTTON

Click to switch between high and low spin speed

MENU BUTTON
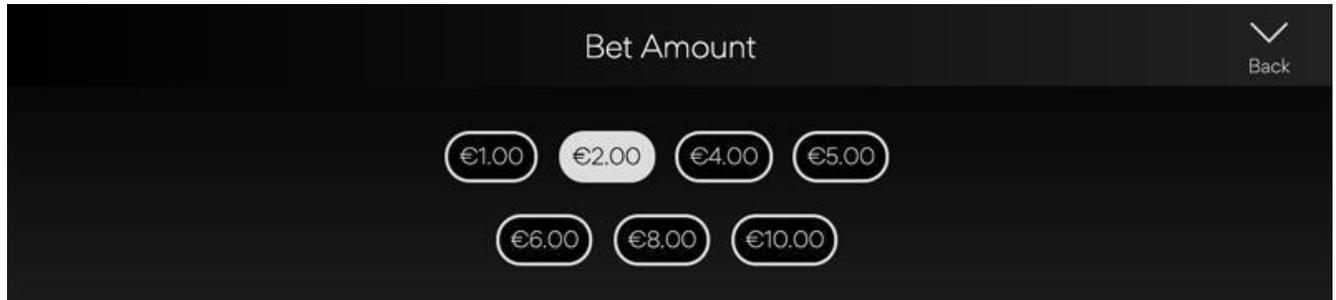
Click to open the settings, paytable and game rules.

AUDIO BUTTON

Click to toggle all audio on/off.

4.2   POP-UP MENUS

Bet amount

The bet amount pop-up menu displays all available bet amounts. The currently-selected amount is highlighted white. If the player clicks on a different amount, the menu is then hidden and the newly-selected bet amount 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
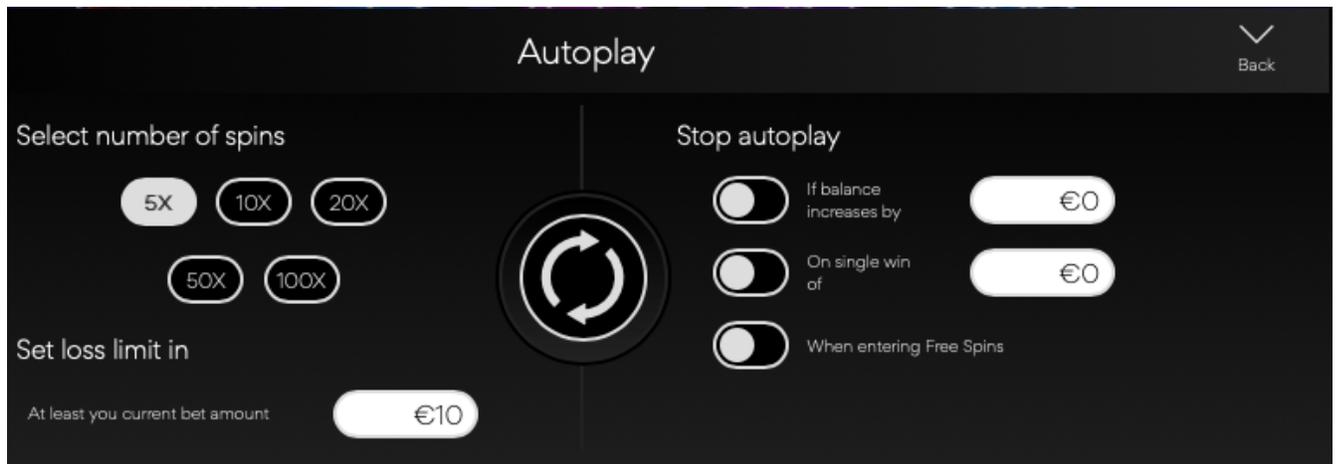
The autoplay pop-up menu allows the player to select a number of spins to autoplay. To do so, the player MUST FIRST CLICK on one of the available spin number options. This button will then highlight white. The player must then set a loss limit (WHICH must be greater than 0). THEY MUST then click on the spin button to confirm their intention. The menu is then hidden and the player is returned to the main game screen, with autoplay active.

The player may also choose to set optional conditions to automatically stop autoplay. These include:
- Stop autoplay on a single win of a player-stipulated value.
- Stop autoplay if the balance increases by the amount the player specifies.

- Stop autoplay upon entering free spins

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Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.

General menu

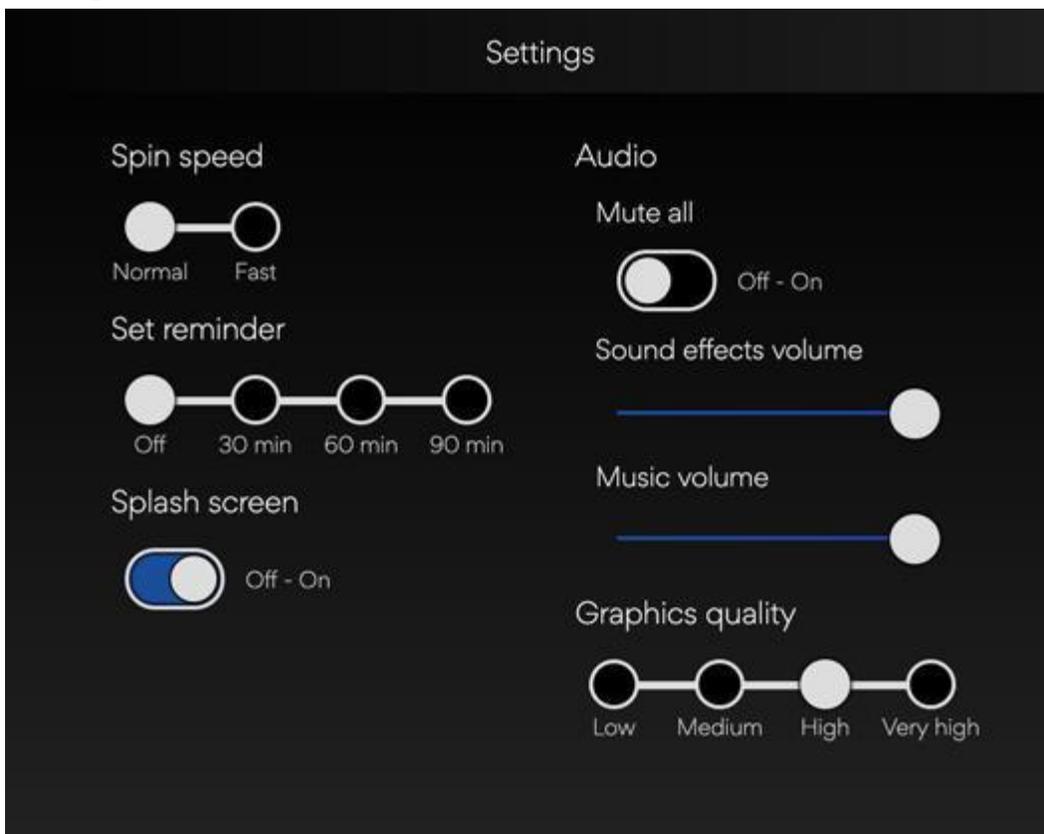Clicking on the settings hamburger icon on the main game screen allows the player to access:
- The settings menu
- The paytable
- The game rules

Settings menu

The settings menu allows the player to:
- Switch between normal and fast spin speed.
- Set a timed reminder (the 'Reality Check').
- Set whether the splash screen should show on loading.
- Mute all audio

- Change the music volume.

- Change sound effects volume.
- Change the graphics quality

When played in a mobile browser, the game settings also include an option to modify the orientation of some aspects of the UI for left, right or center viewing. This includes the spin, bet level and autoplay buttons on the main game screen, and also some aspects of the settings pop-up menu.

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, paytable, 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: Popstar

Fig 1: Desktop game screen

Fig 2 & 3: Mobile portrait & landscape game screens

7.0   MATH MODEL

NUMBER OF REELS:	5
NUMBER OF COINS:	10
NUMBER OF PAYLINES:	n/a
DENOMINATIONS:	**0.20, 0.40, 0.60, 0.80, 1.00,** <u>**2.00**</u>**, 4.00, 6.00, 8.00, 10.00, 20.00, 40.00, 60.00, 80.00** and **100.00**
MINIMUM BET***	**0.20**
MAXIMUM BET***:	**100.00**
MAXIMUM EXPOSURE***:	**400,000**
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.
- <u>Underlined</u> 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	**55.69%**
FREES PINS	**41.00%**
TOTAL	**96.70%**

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
-	-