



Game rules and information for:

WILD REELS™

VERSION:	0.3.4
VERSION DATE:	07/09/2018
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## Changelog

Version	Date	Who	Change summary
0.2	24/07/2018	KC	Updated for game certification
0.3	03/08/2018	KC	Final version for game certification
0.3.1	16/08/2018	KC	Updated following certification test report
0.3.2	21/8/2018	KC	Additional updates after certification testing
0.3.3	23/8/2018	KC	Updated to reflect updated autoplay functionality
0.3.4	07/09/2018	KC	Updated maximum win exposure

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## 1.0 Document scope

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

## 2.0 Game rules

*Wild Reels*™ is a video slot with a neon, disco theme. The game features wild substitutions and free spins.

The game is played with five reels, with three symbols displayed on each, and ten pay lines paying from left to right.

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

One coin is staked per pay line. The coin value is automatically set at one-tenth of the bet level. Winning combinations and payouts are made according to the payable.

Payline wins are multiplied by bet per line value. Simultaneous or coinciding wins on different pay lines are added

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

### Game Mechanic

The game has a game mechanic where at least one reel (and sometimes two or three reels) consist solely of wild symbols. Any reel or reels that will be the 'all wild' are displayed to the player before the remaining reels complete their spins.

### Game features

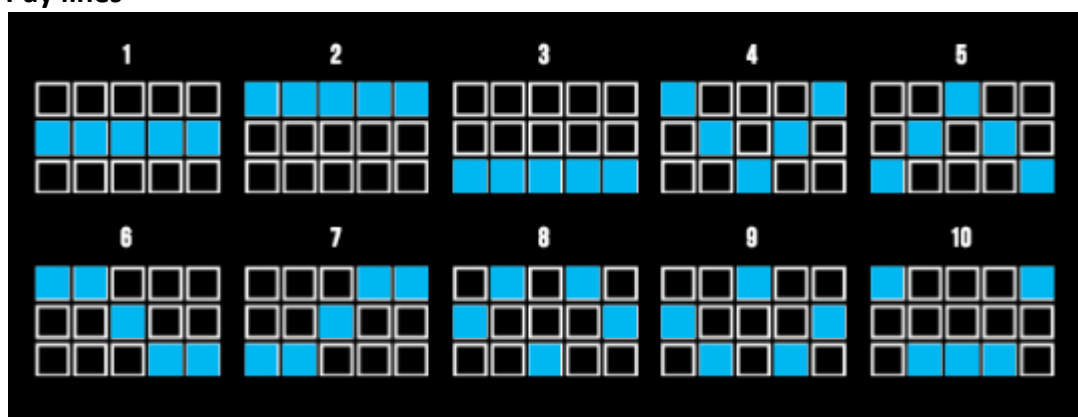
- There are nine regular symbols
  - Star, BAR, 77, Bells and Cherry
  - Four royals (Jack, Queen, King and Ace)
- Scatters ('disco ball'):
  - Three scatter symbols appearing anywhere on the reels triggers eight free spins.
  - Four scatter symbols appearing anywhere on the reels triggers fifteen free spins (base game only).
- Wilds ('gold disc'):
  - This substitutes for all regular symbols to produce the highest possible line win, except scatter.
  - In the base game, one or (occasionally) two reels contain only wild symbols for each spin.

## Wild Reels™ – Game rules & information

- During free spins, two or (occasionally) three reels contain only wilds for each spin.
- The wild is also a paying symbol.
- Free spins:
  - Free spins can be re-triggered.
  - On any free spin, three scatter symbols will extend the free spin sequence by a further eight free spins (until the maximum prize is won).

### 3.0 Pay lines & payable

#### Pay lines



Pay lines payout from left to right

#### Paytable

Symbol	X2	X3	X4	X5
HP1 (star)	-	40	100	500
HP2 (bar)	-	20	50	150
HP3 (77)	-	10	20	50
HP4 (bells)	-	8	16	40
HP5 (cherries)	-	8	16	40
LP1 (ace)	-	4	8	20
LP2 (king)	-	4	8	20
LP3 (queen)	-	4	8	20
LP4 (jack)	-	4	8	20
Wild	-	40	100	500

Payline wins: coins won are multiplied by the number of coins staked per line.

#### Symbols


There are a total of eleven different symbols in *Wild Reels*:

- The scatter
- The wild
- Five high-paying symbols
- Four low-paying symbols





**Scatter and wild symbols**

Scatter	Wild
	

**High-paying symbols**

HP1	HP2	HP3	HP4	HP5
				








**Low-paying symbols**

LP1	LP2	LP3	LP4	n/a
				n/a

## 4.0 Game functions

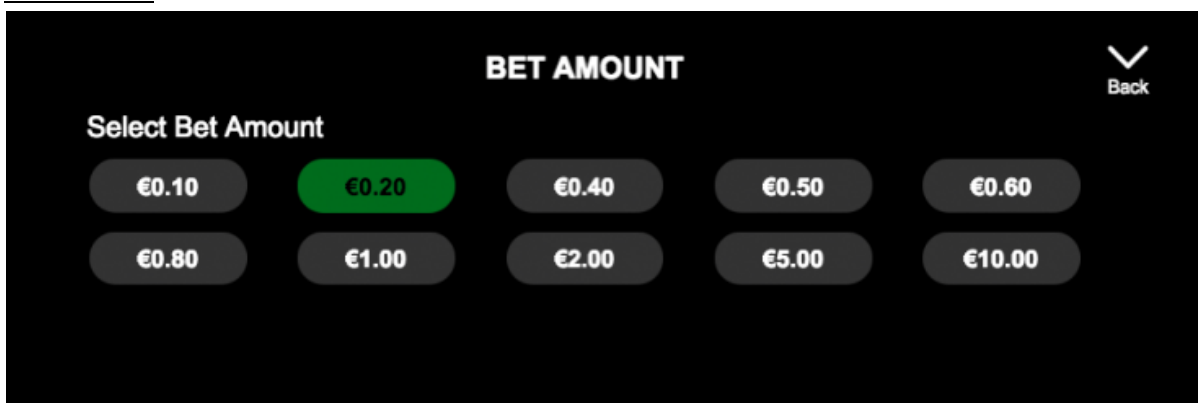
### User interface

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

	<p>Spin Button</p> <ul style="list-style-type: none"> <li>- Click to start a game round at the current bet level and coin value</li> </ul>
	<p>Spin Button (during spin)</p> <ul style="list-style-type: none"> <li>- Click to rapidly stop the reel animations or any win animations.</li> <li>- This does not stop autoplay.</li> </ul>
	<p>Autoplay button</p> <ul style="list-style-type: none"> <li>- Click to open the autoplay pop-up menu</li> </ul>
	<p>Autoplay button (with autoplay active)</p> <ul style="list-style-type: none"> <li>- The number displays how many autoplay spins remain</li> <li>- Click to stop autoplay</li> </ul>
	<p>Bet level button</p> <ul style="list-style-type: none"> <li>- Click to open the bet level pop-up menu</li> </ul>
	<p>Settings hamburger menu</p> <ul style="list-style-type: none"> <li>- Click to open the settings, payable and game rules</li> </ul>
	<p>Audio button</p> <ul style="list-style-type: none"> <li>- Click to toggle all audio on/off</li> </ul>

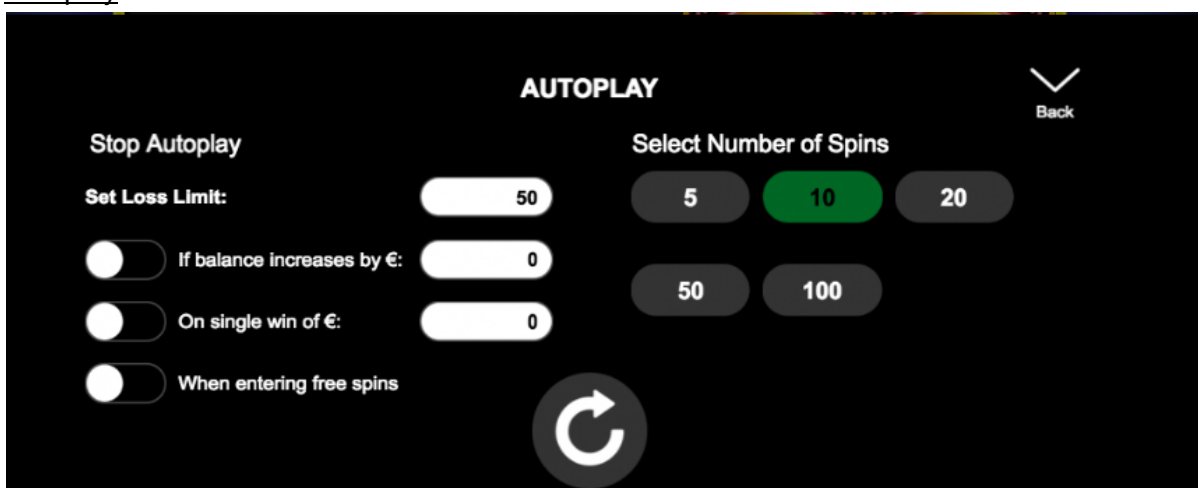
### Pop-up menus

### Bet amount



The bet amount pop-up menu displays all available bet amounts. The currently-selected amount is highlighted green. 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 clicks on one of the available spin number options. This button will then highlight green. The player must then set a loss limit (must be greater than 0) and 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 if the balance decreases by the amount the player specifies.
- Stop autoplay upon entering free spins

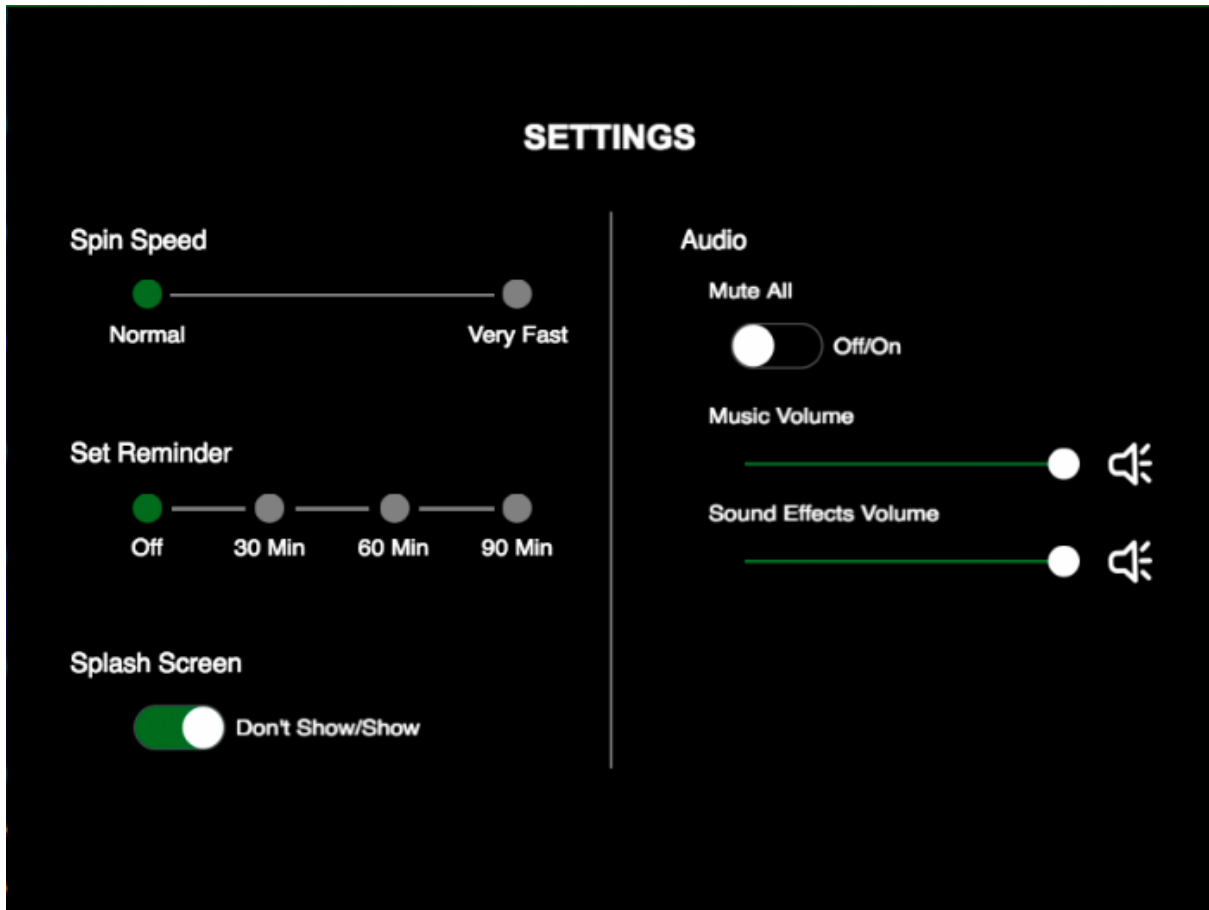
Note: If you are disconnected while playing, all autoplay settings will return to default when you reload the game.



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

- The settings menu
- The payable
- 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 music volume.
- Change sound effects volume.

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 centre 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 & regulatory

### 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.

### Reality check

In case that 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

### 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

### Desktop

Game ID:	WildReels
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Fig 1: Desktop game screen

### Mobile (if different)

Game ID:	n/a
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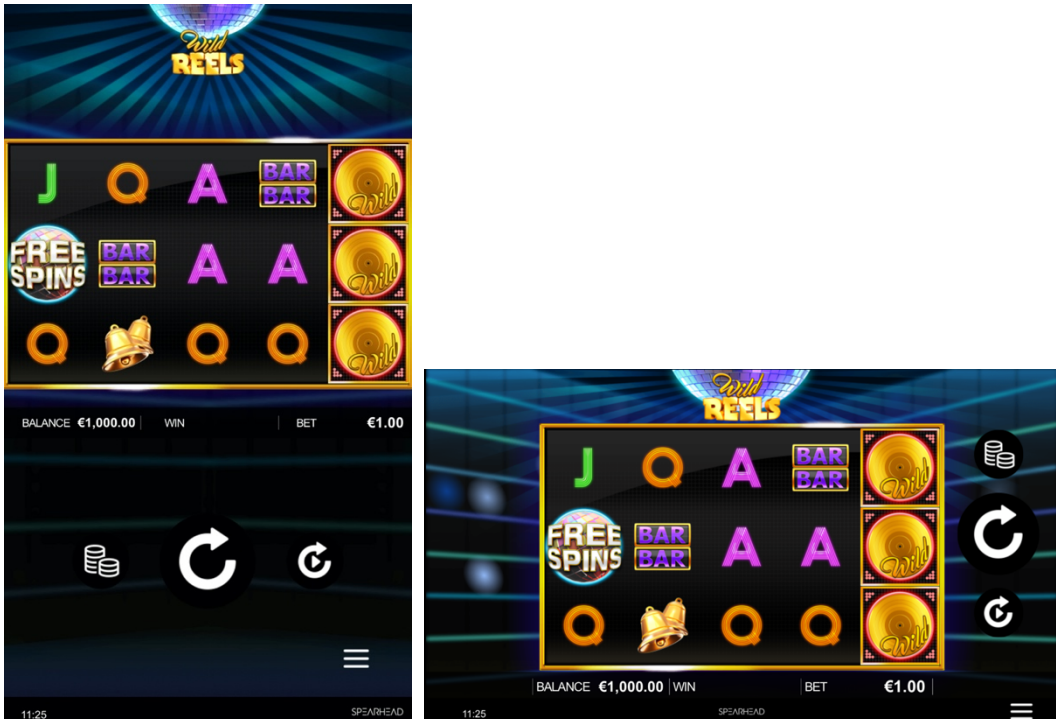


Fig 2 & 3: Mobile portrait & landscape game screens

## 7.0 Math Model

Number of reels:	5
Number of coins:	10
Number of paylines:	10
Denominations:	0.01, 0.02, 0.04, 0.05, 0.06, 0.08, <b><u>0.10</u></b> , 0.20, 0.50, 1.00
Minimum Bet***	<b>0.10</b>
Maximum Bet***:	<b>10.00</b>
Maximum exposure***:	<b>135,000</b>
Volatility:	Medium
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 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 poker 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

Default	<b>97.0 %</b>
Alternative #1	<b>n/a</b>
Alternative #2	<b>n/a</b>
Alternative #3	<b>n/a</b>

## 8.0 Technical information

Native Resolution	1280x720
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
Wild	Wild
All Wilds	All Wilds