

# SCUDAMORE'S SUPER STAKES TOUCH

**Game Type:** Touch Game (OpenBet)

**Return to Player:** 96.11%-96.99%

And they're off! With Scudamore's Super Stakes Touch, players get to experience all the excitement a day at the races brings while playing the latest exciting video slot from NetEnt™. It's time to place your bet - who is going to take home the Peter's Classic Cup?

This 5-reel, 3-row, 20 bet lines video slot features Random Wilds, Peter's Classic Cup, and a Bet Slip feature. Additionally, in Peter's Classic Cup, the game becomes a 5-reel, 4-row video slot with 32 bet lines.

Enjoy all the racing action from the mounting yard to the winning post! With Scudamore's Super Stakes Touch, the going is always good!



Game Sheet Version: 1.0

Date: 2019-01-23

**NETENT**

## ABOUT SCUDAMORE SUPER STAKES

GENERAL INFORMATION	
Game Type	Touch Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 20 bet lines (fixed)
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 (€)	0.1 / 100
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.1)
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Random Wilds</li> <li>• Peter's Classic Cup</li> <li>• Bet Slip</li> </ul>
PAYOUT	
Return to Player	96.11%-96.99%
Default Maximum Win	€10 000 / 10 000 coins – on a single bet line
Hit Frequency	24.79%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Playing for real is restricted by player account funds (i.e. cannot play for credit).</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Play for Fun</li> <li>• Variable coin values</li> <li>• Variable bet levels</li> <li>• G4 mode</li> </ul>
TECHNICAL INFORMATION	
Game ID	netent_scudamore_mobile_html (basic wallet) netent_scudamore_mobile_html_sw (seamless wallet) netent_scudamore_f0_mobile (basic wallet) netent_scudamore_f0_mobile (seamless wallet) netent_scudamore_f1_mobile (basic wallet) netent_scudamore_f1_mobile (seamless wallet)
Compatible Operating Systems	iOS Android Windows
Display Resolution	960 x 540
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

## GAME DESIGN



Wild Symbol

### Wild Symbols

Wild symbols substitute for all symbols except for Scatter symbols in the main game, but not for the Bet Slip symbols.



Scatter Symbol

### Scatter Symbols

3 Scatter symbols appearing anywhere on reels 1, 3 and 5 in the main game activate Peter's Classic Cup.



Random Wilds

### Random Wilds

When this feature is activated, 2 to 5 horse shoe symbols are randomly placed on the reels turning the symbols they land on into Wilds.



Peter's Classic Cup

### Peter's Classic Cup

When this feature is activated, the reels are extended and bet lines are added. The player selects the winning horse and can win up to 5000 x the bet.



Bet Slip

## Bet Slip

In the main game, the Bet Slip tracks how many times a selected symbol appears during a selected number of spins and pays the multiplier times the bet value.

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- RTP Total: 96.11%
- RTP Bet Slip: 96.12 - 96.99%

#### HIT FREQUENCY

- Hit frequency: 24.79%
- Free Spin frequency: 0.40%
- Random Wild frequency: 1.54%

#### MAXIMUM PAYOUT

- Freespins: €2 500 / 2 500 coins - on a single bet line
- Freespins: €80 000 / 80 000 coins - max coinciding win
- Horse Race: €500 000 / 500 000 coins -
- Horse Race: €500 000 / 500 000 coins - max win in feature
- Main Game: €10 000 / 10 000 coins - on a single bet line
- Main Game: €200 000 / 200 000 coins - max coinciding win

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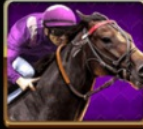

**Note:** The maximum win of a game round may be higher than the maximum coinciding win, since a game round may include several spins.

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Paytable

**PAYTABLE**

**HIGH VALUE SYMBOLS**

	5 250 4 75 3 25		5 200 4 60 3 20
	5 150 4 45 3 15		5 100 4 30 3 10

















Cash: €5,000.00    Bet: €10.00    Win: €0.00    NETENT

Paytable page 1

**PAYTABLE**

**LOW VALUE SYMBOLS**

	5 60 4 15 3 5		5 40 4 10 3 5
	5 30 4 10 3 5		5 20 4 10 3 5

Cash: €5,000.00    Bet: €10.00    Win: €0.00    NETENT

Paytable page 2

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

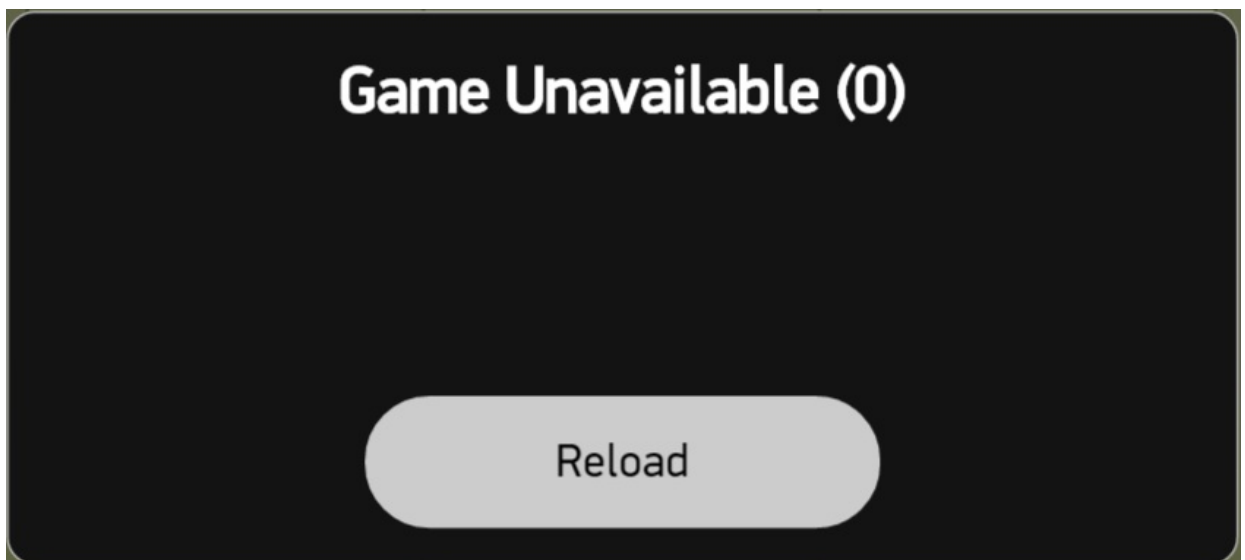
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

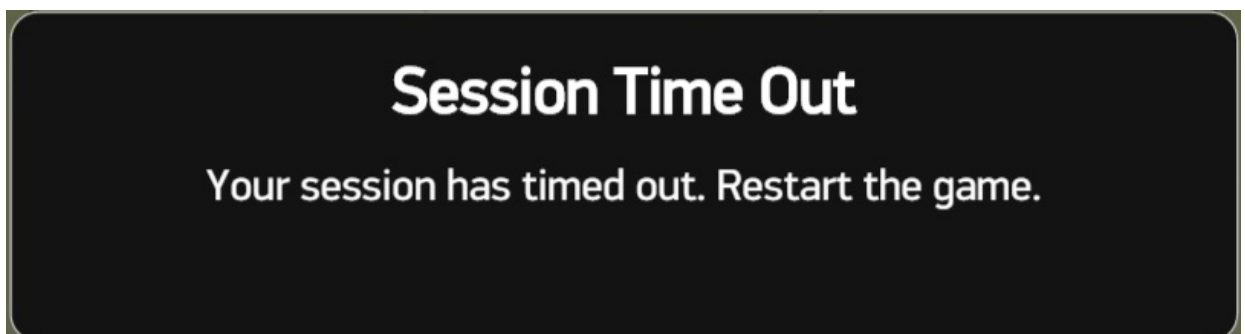
### Malfunction Management

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.

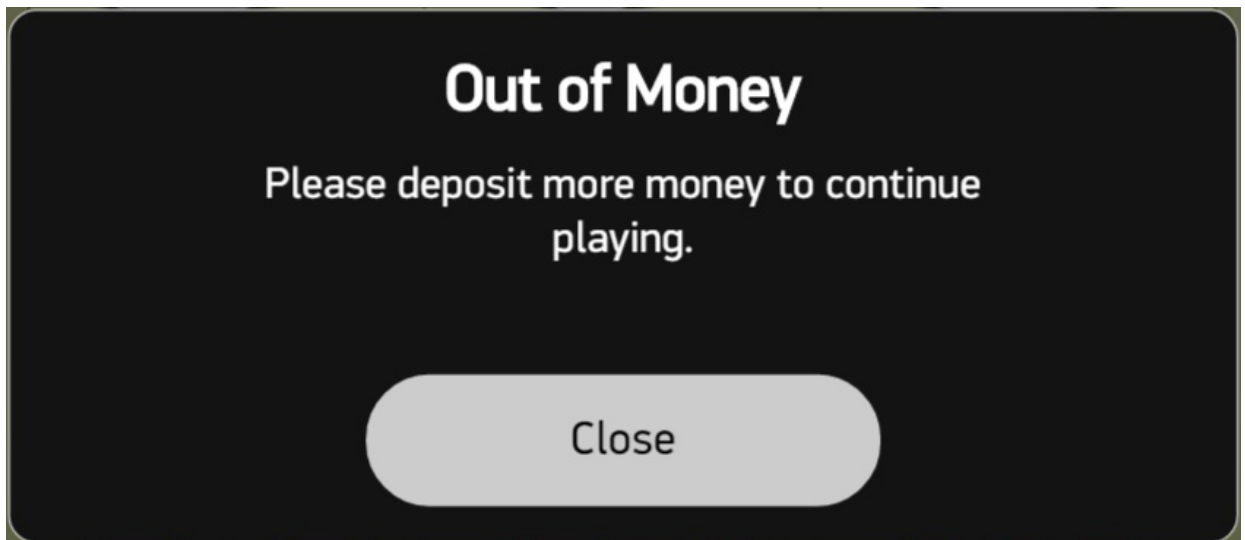
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



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/>



## DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.0	2019-01-23	First version