

JACK HAMMER™

Game Type: Video Slot Game (OpenBet)

Return to Player: 97.0%

Players are immersed in the gritty, glamorous underworld of the crime fighting private eye, Jack Hammer™. In this video slot, each symbol spins independently for a total of 15 spinning reels on 3 rows. The Sticky Win feature allows winning symbols to hang around like shady characters on a street corner as long as new wins occur.

Jack Hammer™ is one of the first games in Smart Range™ offering from NetEnt™, delivering the rich player experience you expect from NetEnt™ packaged in a reduced game download size.



GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels, Lines	15 reels, 3 rows, 25 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 (€)	0.25 / 250
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 25 bet lines, €0.01 coin value (cost €0.25)
GAME FEATURES	
	<ul style="list-style-type: none"> • Free Spins: 10-30 x 3 multiplier • Sticky wins with respin • Wild Substitution
PAYOUT	
Return to Player	97.0%
Default Maximum Win	€30 000 / 30 000 coins – on a single bet line
Hit Frequency	25.2%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> • 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).
Other	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	netent_jackhammer_not_mobile (basic wallet) netent_jackhammer_not_mobile_sw (seamless wallet)
Display Resolution	1280 x 720
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Video slot elements

Game Theme & Graphics

The game display comprises three main elements - video display area, keypad area, and game panel.

- **Video display area.** The main game reels and the Paytable button are displayed in this upper area.
- **Keypad area.** The keypad features selectors for bet level and coin value, and buttons for spin, MAX BET, and AUTOPLAY. The number of bet lines, number of coins bet, number of coins in the player's possession, and number of coins won in the current game round are also displayed here.
- **Game panel.** The game panel at the bottom houses the buttons for game settings, sound, and game rules. This area also displays the player's account information and alternates between showing the available cash, current bet, amount won, and player mode (when in Play for Fun mode).



Rows, reels and bet lines



15 reels spinning

Main Game

Players can select the coin value and bet level before spinning the reels.

- **Game actions.** The buttons on the key pad perform the following different game actions:

	Clicking the left and right arrows increases and decreases the bet level (i.e. number of coins per bet line) by 1. To increase or decrease faster, the player can click and drag the slider below.
	Clicking the Spin button starts a game round at the current bet level and coin value.
	Clicking this button changes the bet level to 10 and starts a game round.
	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.
	Players can open the Autoplay options window by clicking this button.

- **Game rounds.** When the player clicks the Spin button, the amount bet is debited from the current credit (available coins and credit). The reels automatically come to rest. When G4 mode is disabled, the player can stop the reels during the initial spin by clicking the spin button.
- **Game results.** At the end of the game round, the game highlights which lines are winners and how much has been won on each line. The total winnings are added together and shown in the Win box. The amount won is added to the cash and displays in the game panel.



Wild symbol

Wild Substitution

The animated Wild symbols substitute for all symbols except Free Spin symbols.



Car symbols stick and other reels respin



Sticky win ends with winning bet lines presentation

Sticky Win

Jack Hammer™'s Sticky Win feature gives players the chance to build upon a winning combination.

A winning combination is locked in place during the next spin, and changes in game behaviour tell the player that Sticky Win mode is active. If the player gets additional winning symbols or combinations during the next spin, these stick as well and the reels spin again. This continues as long as additional winning symbols or combinations appear. When no new wins are generated, Sticky win ends, and all active wins are paid out.



Free spin win trigger



Free Spins intro



Free spin end presentation

Free Spins

Jack Hammer™ features animated Free Spin symbols. Free Spins are activated when 5 or more Free Spin symbols appear in any position.

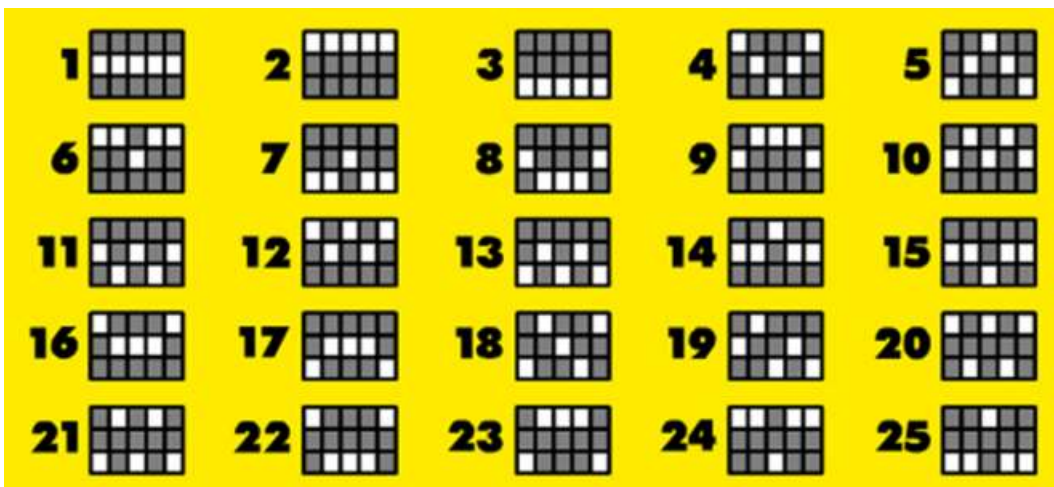
Free Spins are played at the same bet level as the round that activated the Free Spins. A dynamic sign informs players how many Free Spins are remaining.

Bet line coin wins during Free Spins are tripled (x3). At the end of the Free Spins the winnings are added to the player's cash.

During Free Spins, 5 or more Free Spin symbols give additional Free Spins.

Free Spins end with a win presentation window, after which the player is presented with the main game.

Bet Lines



Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total game: 97.0%
- Main game: 77.3%
- Free Spins: 19.7%

HIT FREQUENCY

- Total game: 25.2%
- Free Spins: 25.2%

MAXIMUM PAYOUT

- Free Spins: €30 000 / 30 000 coins - on a single bet line
- Free Spins: €750 000 / 750 000 coins - max coinciding win
- Main Game: €10 000 / 10 000 coins - on a single bet line
- Main Game: €250 000 / 250 000 coins - max coinciding win

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

PAYOUT RULES IN MAIN GAME

- Bet line wins pay if in succession from leftmost to right.
- Only the highest win per bet line paid.
- Simultaneous wins on different bet lines are added.
- Bet line wins are multiplied by the number of coins bet per bet line.
- The Free Spin symbol is a Scatter symbol.
- Wild symbol substitutes for all symbols except Free Spin symbols.
- A bet line win in coins is equal to the value shown in the Paytable multiplied by the bet level. This amount is also multiplied by any applicable multipliers.

PAYOUT RULES IN FREE SPINS

- 5 or more Free Spin symbols activate Free Spins according to the table below:

FREE SPIN SYMBOLS	FREE SPINS WON
9-15	30
8	25
7	20
6	15
5	10

- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Additional Free Spins can be won during Free Spins.
- Coin wins in Free Spins are tripled.
- Additional Free Spins won are not multiplied by the Free Spins multiplier.

Paytable

STICKY WIN™

A winning bet line, or 3 or more Free Spin symbols triggers the Sticky Win™ feature. The reels with winning symbols are held and all other reels re-spin for a chance of bigger wins.

The reels keep re-spinning as long as there are new wins.

When no new wins are generated and Sticky Win ends, all active wins are paid.

Only the highest win per bet line is paid.
Bet line wins pay if in succession from leftmost to right.
Malfunction voids all pays and plays.

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Paytable page 1

WILD!!

Wild symbol substitutes for all symbols except for the Free Spin symbol.

5 or more Free Spin symbols activate Free Spins.
Free Spin wins are tripled (x3)

9-15	30 FREE SPINS
8	25 FREE SPINS
7	20 FREE SPINS
6	15 FREE SPINS
5	10 FREE SPINS

FREESPIN!

Only the highest win per bet line is paid.
Bet line wins pay if in succession from leftmost to right.
Malfunction voids all pays and plays.

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Paytable page 2

JACK HAMMER
EVIL DR. WÜTEN

 5 1000 4 150 3 50	 5 300 4 100 3 50
 5 250 4 50 3 25	 5 200 4 50 3 15

Only the highest win per bet line is paid.
Bet line wins pay if in succession from leftmost to right.
Malfunction voids all pays and plays.

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Paytable page 3

JACK HAMMER
EVIL DR. WÜTEN

 5 125 4 30 3 15	 5 100 4 25 3 10	 5 75 4 15 3 5
 5 50 4 10 3 5	 5 40 4 10 3 5	

Only the highest win per bet line is paid.
Bet line wins pay if in succession from leftmost to right.
Malfunction voids all pays and plays.

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Paytable page 4

JACK HAMMER
EVIL DR. WÜTEN

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Only the highest win per bet line is paid.
Bet line wins pay if in succession from leftmost to right.
Malfunction voids all pays and plays.

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Paytable page 5

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

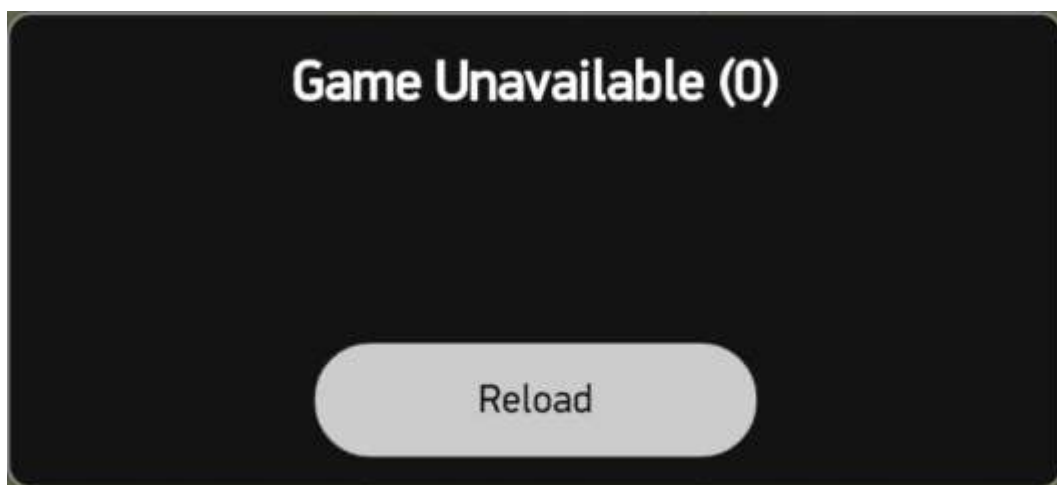
A reel represents an array of symbols where each symbol has an index ("a position").

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".

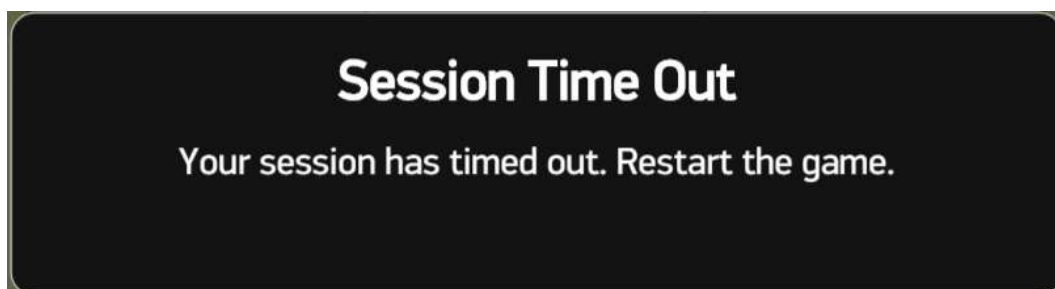
Malfunction Management

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.

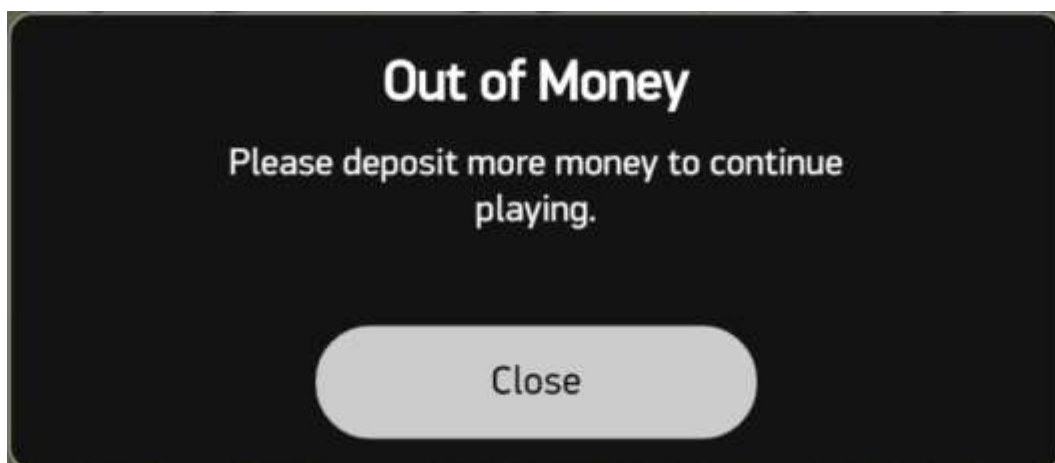
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



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

Jack Hammer™ (OpenBet) Game Sheet
Version 1.0, 2017-01-17

VERSION	WHEN	WHAT
1.0	2017-01-17	First version.