

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total game: 95,82% - 96,41%
- fi Main game: 77.43%
- fi Free Spins: 18.39% - 18.97%

HIT FREQUENCY

- Main game: 34.11%
- Scatter: 0.5423%

MAXIMUM PAYOUT

- fi \$193 650 / 387 300 coins






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






- Bet line wins pay if in succession from leftmost to right.
- Only the highest win per active bet line is paid.
- Simultaneous wins on different bet lines are added.
- Wild symbol substitutes for all symbols except Scatter symbols.
- All wins pay on selected bet lines only, except for wins with Scatter symbols.
- In the main game only, Scatter wins pay total bet x multiplier.
- In both the main game and Free Spins, bet line wins with Wild pay x3.

PAYOUT RULES IN FREE SPINS

- 3 or more Scatter symbols appearing randomly on the reels in the main game activates Free Spins.
- Each winning Scatter symbol shows a Free Spin and multiplier combination. The multiplier is applied to all wins in Free Spins. Choose one of the Scatter symbols to start playing Free Spins.
- Free Spins are played at the same number of bet lines, bet level and coin value as the round that activated Free Spins.
- Scatter symbols appearing on the reels during Free Spins only award additional Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins.

PAYOUT

	5 4 3 2	2000 300 25 5		5 4 3	1000 150 25
	5 4 3	750 125 20		5 4 3	400 75 20
	5 4 3	200 75 15			

	5 4 3	125 50 15		5 4 3	100 25 10
	5 4 3	75 20 5		5 4 3	60 15 5
	5 4 3	50 10 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".

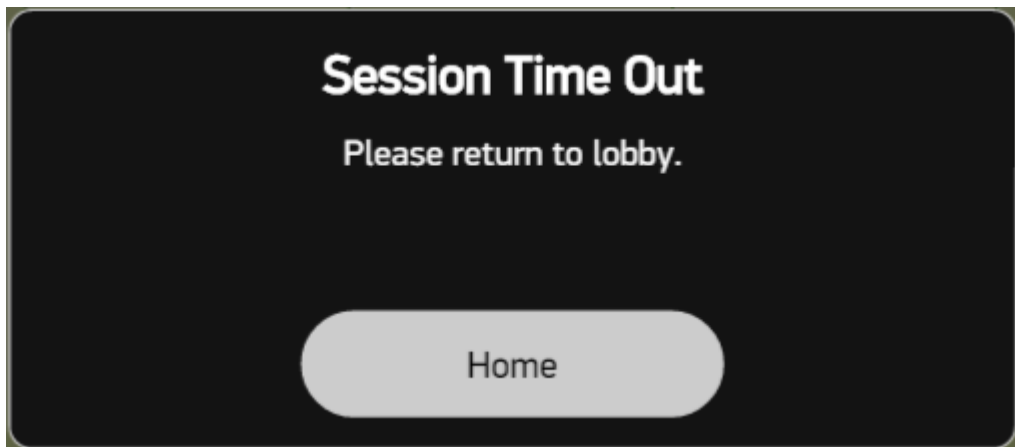
Malfunction Management

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.

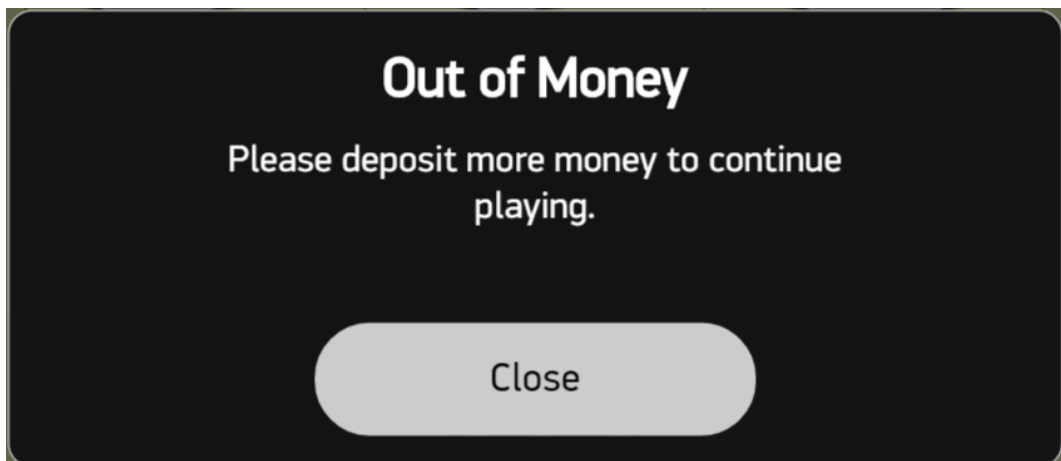
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

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/products/net-entertainment-touch/>

DOCUMENT VERSION HISTORY

Piggy Riches Touch™ Game
Sheet Version 1.5, 2022-06-10

VERSION	WHEN	WHAT
1.5	2022-06-10	Update for US Market.
1.4	2016-11-14	Updated RTP and Hit Frequency.
1.3	2016-01-26	Replaced Default Free Round Values with Minimum Free Round Values.
1.2	2014-05-21	New generic layout.
1.1	2013-05-20	Updated layout.
1.0	2014-05-27	First version.