

CREATURE FROM THE BLACK LAGOON TOUCH™

Game Type: Touch Game

Return to Player: 96.47%

NetEnt™ presents : Creature from the Black Lagoon Touch™, a 5-reel, 20-line (fixed) monster video slot in cooperation with Universal©. The game features Wild substitutions, Spreading Wilds, Sticky Wilds, Free Spins, and Re-Spins.

Creature from the Black Lagoon Touch™ is set in the heart of the misty Amazon, where a Creature lurks in the dark waters. The prehistoric, half-fish, half-human Creature makes his appearance in Free Spins, capturing Kay and taking her to his underwater lair.

Follow the team on their expedition on an old-fashioned steamer to rescue Kay and win up to 20 Free Spins.

Unlock new levels when the Target symbols appear and the Creature gets shot. With each new level on the Health Meter, the chance to unlock new Spreading Wilds and Re-Spins increases. Reach the maximum amount of collected Target symbols and unlock 10 additional Free Spins!



Game Sheet Version: 1.0

Date: 2019-11-08

NETENT

ABOUT CREATURE FROM THE BLACK LAGOON™

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
Default Min / Max Bet (€)	0.2 / 100
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.2)

GAME FEATURES

- Wild substitutions
- Spreading Wilds
- Sticky Wilds
- Free Spins
- Re-Spins

PAYOUT

Return to Player	96.47%
Hit Frequency	27.91%

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). • (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.
Other	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode

TECHNICAL INFORMATION

Game ID	blacklagoon_mobile_html (basic wallet) blacklagoon_mobile_html_sw (seamless wallet)
Compatible Operating Systems	iOS Android
Display Resolution	960 x 600
Aspect Ratio	16:10
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

GAME DESIGN



Wild symbol

Wilds

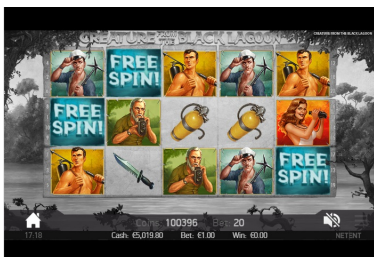
Wild symbols can appear randomly anywhere on the reels in the main game and substitute for all symbols except for Free Spins symbols and target symbols.



Sticky Wilds

Sticky Wilds

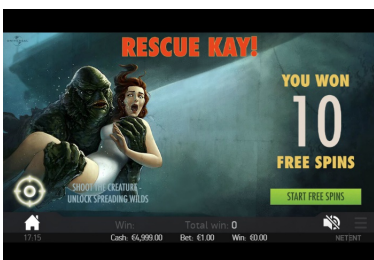
When a Wild symbol appears on the reel in the main game and in Free Spins, it acts as a Sticky Wild and remains on the reels for subsequent Re-Spins.



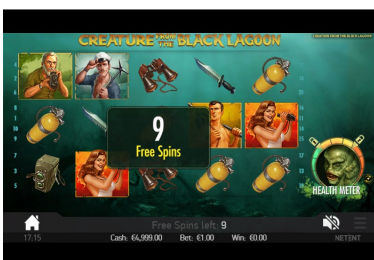
Free Spins symbol win

Free Spins

Free Spins round gives players a chance to rescue Kay and unlock new Spreading Wilds. 3 or more Free Spins symbols, appearing randomly anywhere on the reels in the main game, activate Free Spins. In Free Spins, a Target symbol appears randomly anywhere on reel 5 only.



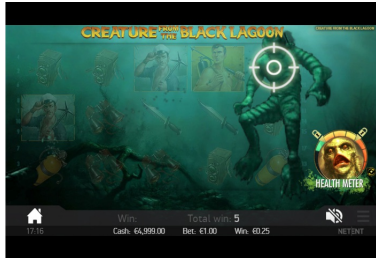
Free Spins start



Free Spins round



Health Meter



Creature getting shot

Health Meter

When a Target symbol appears, the Creature appears on the right hand side of the screen and gets shot. A Health Meter on the bottom right hand corner of the screen displays the Creature's health status.

As more Creature hits occur, and a new level is reached on the Health Meter, the players get a chance to unlock 2 extra Spreading Wilds. The first Spreading Wild is activated at level 2 and expands horizontally one position to the left. The second Spreading Wild is activated at level 3 and expands horizontally for 1 position both to the left and right.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.47%
- Base: 67.5%
- Free Spins: 29.1 %

HIT FREQUENCY

- Any win: 27.9%
- Into Free Spins: 0.67%





WIN INFORMATION

WIN AMOUNT	OCCURS	IN 1 MILLION GAME ROUNDS, WILL OCCUR APPROXIMATELY	CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BET SIZE (€ 400)
250 times bet or more	Once every 6,482 spins	154 times	€ 100,000
625 times bet or more	Once every 77,597 spins	13 times	€ 250,000
1,250 times bet or more	Once every 2,007,987 spins	0.5 times	€ 500,000

Note: Values obtained during a simulation of 400 billion game rounds.









Paytable

14 44


















PAYTABLE

Symbol Payout Values

<i>Kay</i> 	5 750 4 250 3 25	<i>David</i> 	5 600 4 200 3 20
<i>Carl</i> 	5 500 4 150 3 15	<i>Lucas</i> 	5 400 4 100 3 10
	5 125 4 40 3 5		5 125 4 40 3 5
	5 100 4 30 3 4		5 100 4 30 3 4

Symbol Payout

Winning Bet Lines

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

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

Winning Bet Lines

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

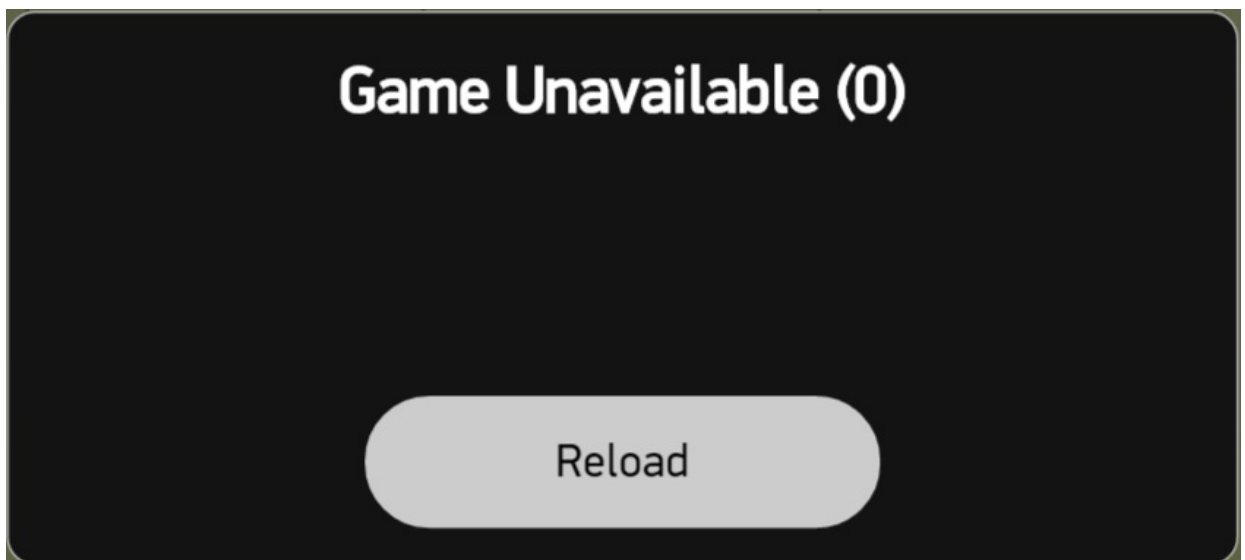
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

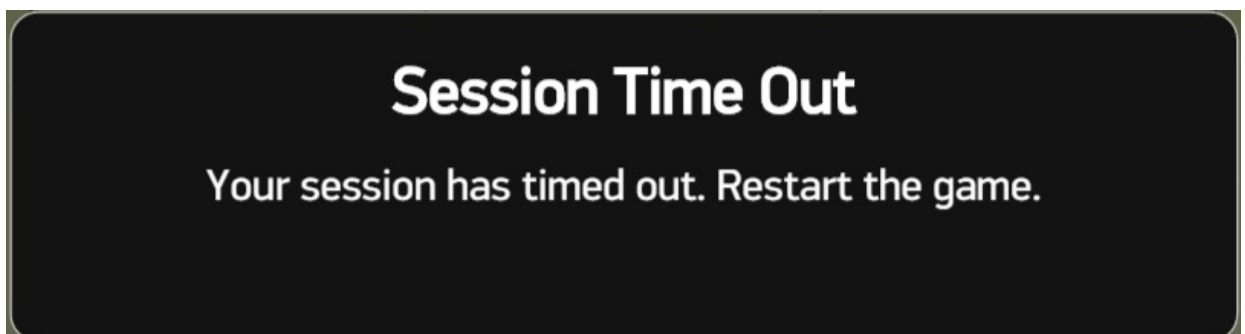
Malfunction Management

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.

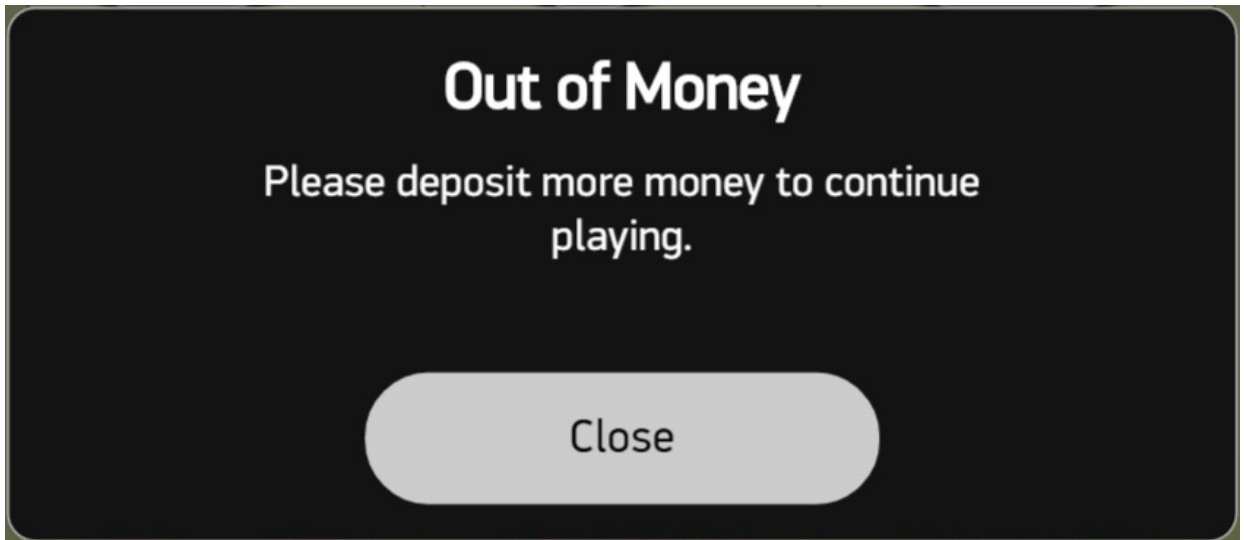
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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.



(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/games/>

DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.0	2019-11-08	First version.