

# JACKPOT 6000

**Game Type:** Classic Slot Game

**Return to Player:** 95.0% - 98.9%

Jackpot 6000 is a 3-reel, 5-fixed bet lines slot machine featuring Jokers, a heads or tails double up game as well as a Supermeter mode.

If you enjoy playing traditional slot machines, you will appreciate the genuine look and feel of the spinning reels. If you are the more adventurous type, then you will probably make good use of the heads or tails option providing you with the possibility to double every winning. And if that is not enough, head for a Supermeter mode.



Game Sheet Version: 1.0

Date: 2017-10-06

**NETENT**

## ABOUT JACKPOT 6000

GENERAL INFORMATION	
Game Type	Classic Slot Game
Reel Type	Spinning Reels
Reels, Lines	3 reels, 3 rows, 5 bet lines (fixed)
Default Bet Levels	2
Default Coin Values (€)	0.01, 0.05, 0.1, 0.2
Default Min / Max Bet (€)	0.1 / 2
Minimum Free Round Values (Please check your current free round values)	Bet level 2, 5 bet lines, €0.01 coin value (cost €0.1)
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Supermeter bonus game</li> <li>• Double-Up</li> </ul>
PAYOUT	
Return to Player	95.0% - 98.9%
Default Maximum Win	€1 200 / 6 000 coins – on a single bet line
Hit Frequency	9.6%
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> <li>• (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.</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	jackpot6000_not_mobile (basic wallet) jackpot6000_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.

## GAME DESIGN

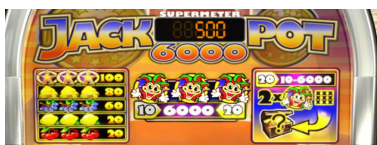


Jackpot 6000 graphics

### Game Theme & Graphics

Jackpot 6000 is a classic fruit machine, developed with impressive graphics and easy game-play. There are other game symbols like – lemons, stars, cherries, blueberries, and bells. It's a simple game, place a bet, spin the reels and watch the winning combos bring more and more coins.

The game offers a set of Bonus features, like the Double-up game, and a Supermeter mode in which player can win random jackpots



Supermeter mode

### Supermeter Mode

You get an option to enter Supermeter mode when you win in Jackpot 6000. Click SPIN to enter Supermeter mode, your winnings are added to Supermeter mode display at the top of the game and 20 coins are bet automatically.

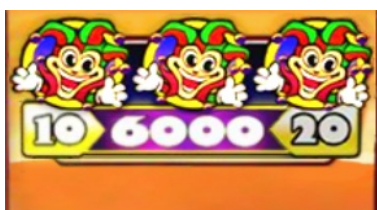


Main Paytable

### Paytable

The main paytable in Jackpot 6000 displays a standard slot machine wins on bet line. This paytable is located at the top left of the machine.






Jackpot 6000 also provides a Joker paytable located in the top middle of the machine, displaying winnings for three Jokers on a bet line.



Joker Paytable

## Game actions

The buttons on the keypad perform the following different game actions:

	Click to start a game round at the current bet level and coin value.
	Click to play heads.
	Click to play Tails.
	Click to add the winnings to the balance and return to the main game.
	Click once for each sum of 20 coins from the win amount you want to save.

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- 10 coins (max bet): 95.0% - 98.9%

#### HIT FREQUENCY

- Main game: 9.6%

#### MAXIMUM PAYOUT

- Main Game: €1 200 / 6 000 coins - on a single bet line
- Main Game: €1 200 / 6 000 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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## 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.

#### Algorithm for a Random Reel Position

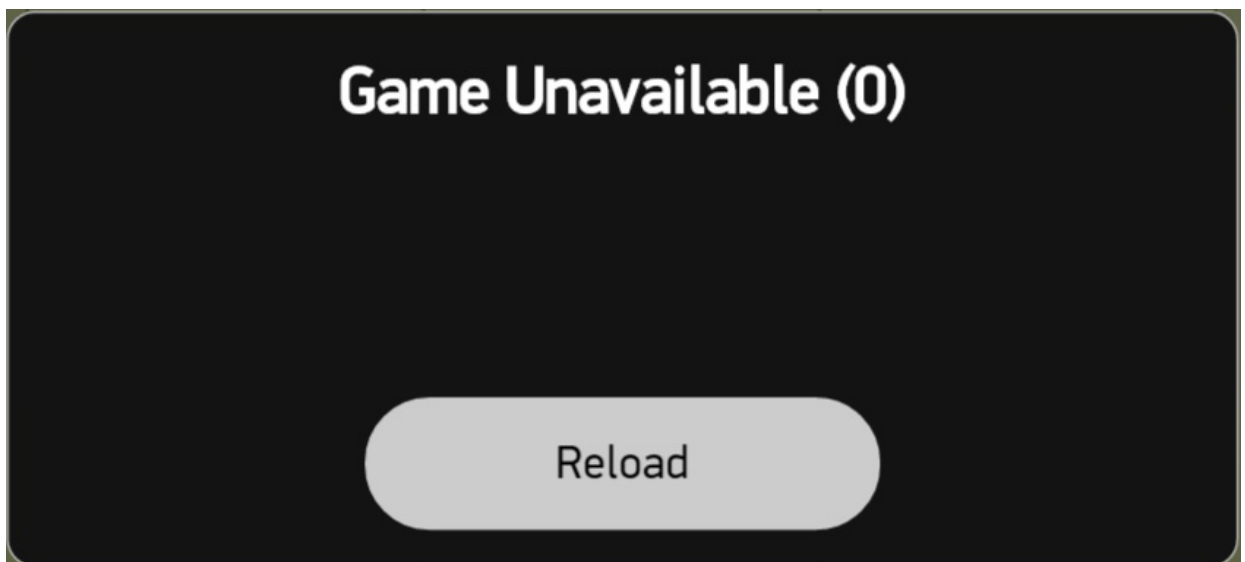
A reel represents an array of symbols where each symbol has an index ("a position").

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".

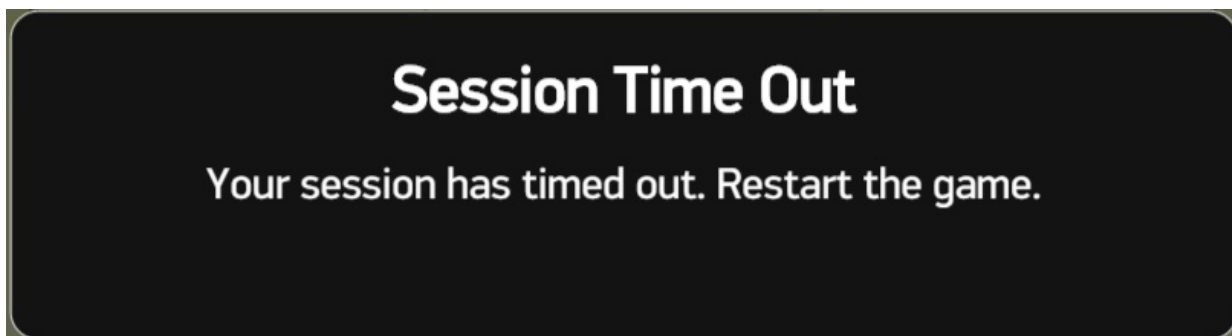
### Malfunction Management

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.

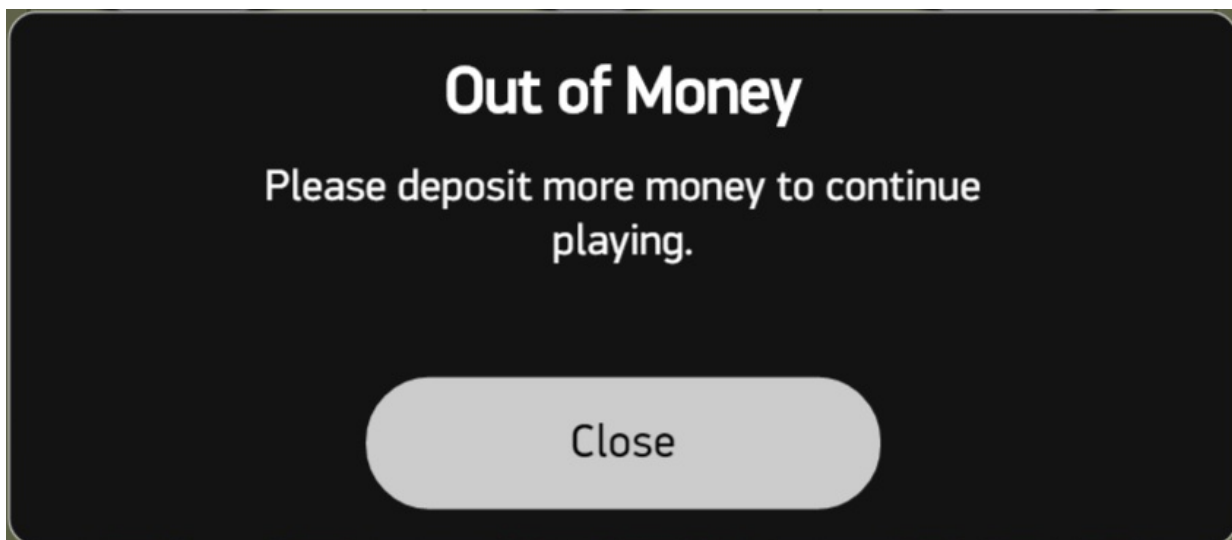
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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/games/>

## DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.0	2017-10-06	First version.