

PYRAMID: QUEST FOR IMMORTALITY TOUCH™

Game Type: Touch Game
Return to Player: 96.48%

The latest game from NetEnt™ will open the door into the ancient world of Pharaohs and Gods. It's a wondrous and breathtaking journey back in time. Pyramid: Quest for Immortality™ is a 720-bet way, 5-reel video slot that features Wild substitutions, Wild Generations, a Multiplier and the Avalanche™ feature.

The game takes players on a challenging quest that will lead to adventures never before imagined.



GENERAL INFORMATION	
Game Type	Touch Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 3x4x5x4x3 rows, 720 bet ways
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50, 1.0, 2.0
Default Min / Max Bet (€)	0.10 / 200
Default Free Round Values	Bet level 1, 720 bet ways, €0.01 coin value (cost €0.10)
GAME FEATURES	
	<ul style="list-style-type: none"> • Wild • Multiplier • Wild Generation
PAYOUT	
Return to Player (%)	96.48
Default Maximum Win	€7 200 000 / 3 600 000 coins – on a single bet way
Hit Frequency (%)	24.66%
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	pyramid_mobile_html (basic wallet) pyramid_mobile_html_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Compatible Operating Systems	iOS Android Windows
Display Resolution	1280x720
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Game Theme and Graphics



Main game



Game Theme and Graphics

On their quest for immortality, players will find themselves in a long-lost pyramid that abounds with treasures. Guarded by the ancient Gods of Light and Darkness, it welcomes players to dare take a step into the wondrous world of ancient Egypt.

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:

BET LEVEL	Dragging or tapping the slider increases and decreases the bet level (i.e. number of coins per bet way) by 1.
	Tapping the Spin button starts a game round at the current bet level and coin value.
COIN VALUE	Dragging or tapping the slider increases and decreases the coin value to the next level.
AUTOPLAY	Tapping the Autoplay button starts a game round automatically.
	Tapping the plus sign on the Quick Settings Menu button opens the quick settings menu. Player can choose to quick spin, and start autoplay without going to the settings menu.



Wild Symbol



Wild Generation

Wild Substitution and Wild Generation

Wild symbols substitute for all symbols.

Wild symbols substitute for the highest possible winning combination on a bet way according to the PAYTABLE.

A symbol that lands on the top of reels 2, 3 or 4 and is part of a winning combination, turns into a Wild symbol for the next Avalanche.

Wild symbols that are situated on the top of reels 2, 3 or 4 and that are involved in a winning combination will not disappear, but will remain being Wilds.



The Avalanche Multiplier

The Avalanche Multiplier

The Avalanche Multiplier increases by 1 with every 3 successive Avalanches containing at least one bet way win, up to a maximum multiplier of x10.

The multiplier remains at the maximum for the subsequent Avalanches until there are no more wins.



The Avalanche™ Feature

The Avalanche™ Feature

The symbols fall into position in the reels, instead of spinning.

A bet way win starts an Avalanche.



Symbols in winning combinations explode and disappear, leaving space for a second Avalanche of symbols for a chance of bigger wins.

The Avalanches continue until there are no more wins.

Bet Ways

PAYTABLE

BET WAYS

Matching symbols in any position on three or more adjacent reels, starting from leftmost reel to the rightmost reel is a winning combination.

Bet way wins pay if in succession from leftmost to right.
Only the longest matching combination per symbol is paid.
Malfunction voids all pays and plays.
For more information, see the Game Rules.

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total game: 96.48%

HIT FREQUENCY

- Hit frequency: 24.66%

MAXIMUM PAYOUT

- Main game: €7 200 000 / 3 600 000 coins - on a single bet way

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


PAYOUT RULES IN MAIN GAME

- Bet way wins pay if in succession from leftmost reel to right.
- Only the longest matching combination per symbol is paid.
- Simultaneous wins for different symbols are added.
- A bet way win in coins is equal to the value shown in the paytable multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

Paytable

PAYTABLE


WILD



Wild symbol substitutes for all symbols.

The Wild Generation: A symbol that lands on the top of reels 2, 3 or 4 and is part of a winning combination, turns into a Wild symbol for the next Avalanche.

AVALANCHE MULTIPLIERS



The Avalanche Multiplier increases by 1 with every 3 successive Avalanches containing at least one bet way win, up to a maximum multiplier of x10.

PAYTABLE

SYMBOL PAYOUT VALUES

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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

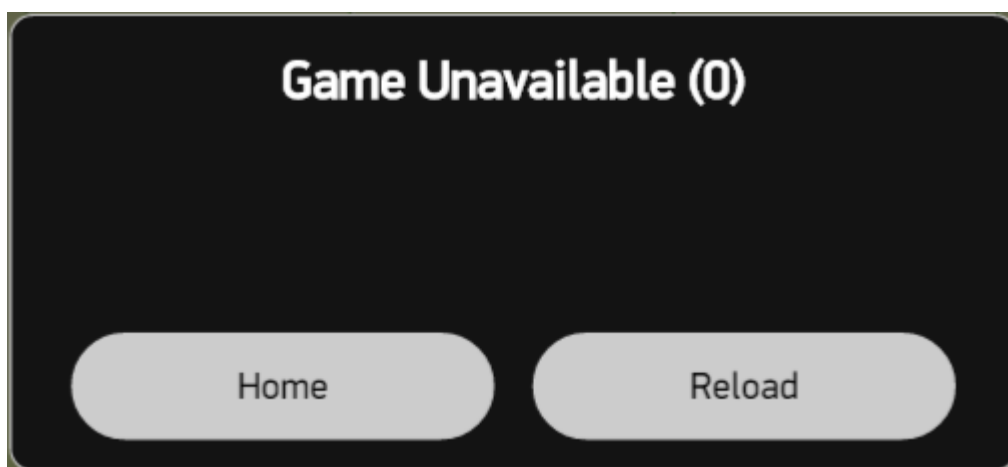
A reel represents an array of symbols where each symbol has an index ("a position").

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".

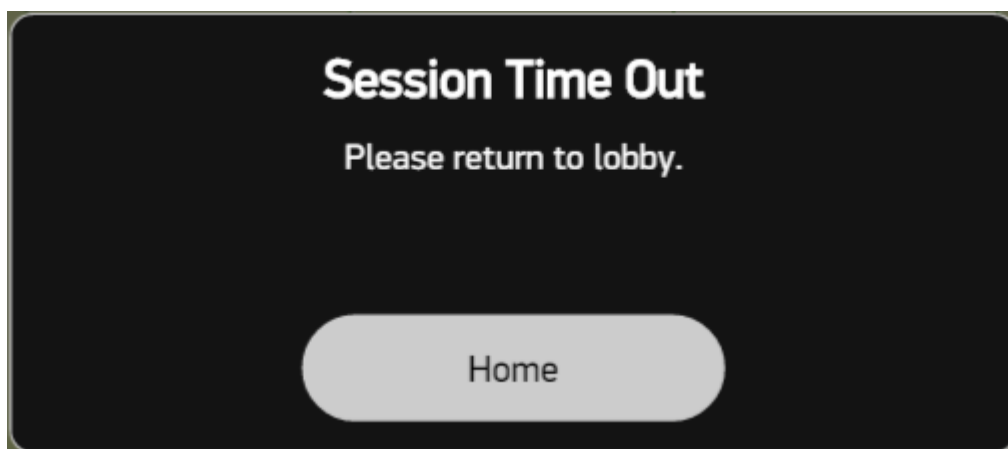
Malfunction Management

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.

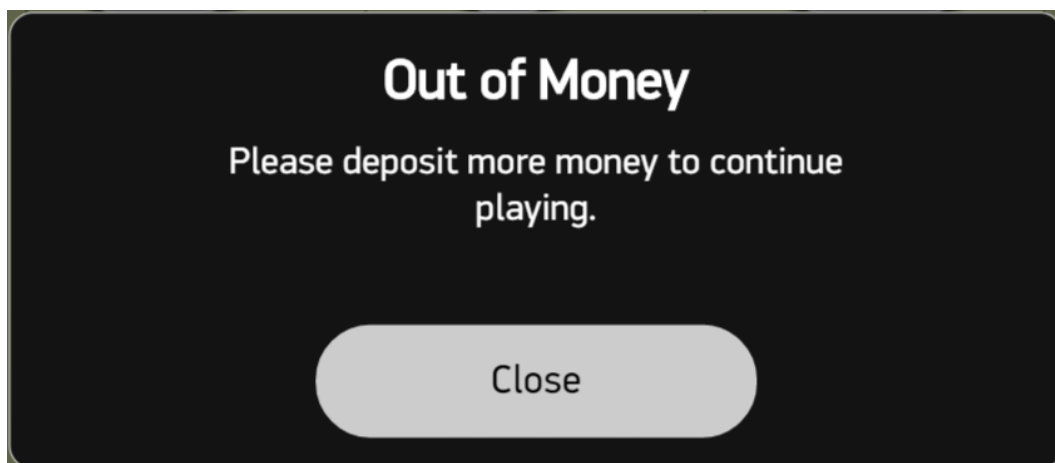
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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

Pyramid: Quest for Immortality Touch™ Game Sheet
Version 1.0, 2015-08-21

VERSION	WHEN	WHAT
1.0	2015-08-21	First version.