

# LIGHTS TOUCH™

**Game Type:** Touch Game  
**Return to Player:** 96.1%

Lights™ Touch is a mesmerising 5-reel, 3-row, 9-line game featuring Free Spins and Floating Wilds. This Zen-like game is set in an Asian landscape at dusk, giving a sense of flow with a seamless gameplay. During every spin, fireflies swarm the reels and create Floating Wilds on top of existing symbols.

In Free Spin, as dusk turns into night, even more fireflies light up the game, forming extra Floating Wilds. So click the Spin button and follow these radiant flying jewels illuminated path to big win chances in every spin!



**GENERAL INFORMATION**

Game Type	Touch Game
Reel Type	Spinning Reels
Reels	5 reels, 3 rows, 9 bet lines (fixed)
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50, 1
Default Min / Max Bet (€)	0.09 / 90
Default Free Round Values	Bet level 1, 9 bet lines, €0.01 coin value (cost €0.09)

**GAME FEATURES**

- Wild substitutions
- Free Spins
- Overlay wilds

**PAYOUT**

Return to Player (%)	96.1
Default Maximum Win	€10 000 / 10 000 coins – on a single bet line
Hit Frequency (%)	29.3

**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 bet levels/coin values</li> <li>• G4 mode</li> </ul>

**TECHNICAL INFORMATION**

Device Platform	iOS Android
Game ID	fireflies_mobile_html (basic wallet) fireflies_mobile_html_sw (seamless wallet)
Game Version	1.0
Paytable Version	1.0
Web Browser	Safari Chrome Partial support for Android stock browser
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.



Lights graphics



Even more Wilds form during Free Spins



Scatter symbol

### Game Theme & Graphics

Lights™ Touch is a captivating game with its smooth movements and glimmering fireflies that transition from one Wild symbol to another. The backdrop for this game is a beautiful valley with an Asian overtone and the lantern-shaped symbols offer high wins with their warm glow. Chances for even bigger wins intensify as the fireflies float the reels, illuminating symbols with the wild feature.

### Floating Wild

During every spin fireflies swarm the reels and randomly create Floating Wilds on top of the symbols.

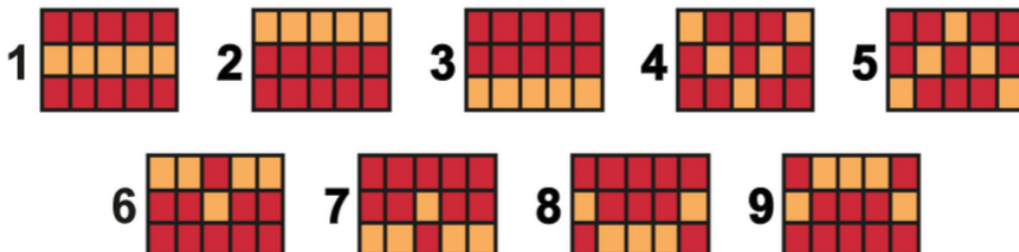
In the main game between 2 and 4 Floating Wilds are created every time. In Free Spins the odds of winning increase even more - between 3 and 6 Floating Wilds form every time the reels spin!

### Free Spins

Scatter symbols in both the main game and in Free Spins activate the Free Spins feature and pay out according to the table below.

FREE SPIN SYMBOLS	FREE SPINS WON
3	10
4	20
5	30

### Bet Lines



## Payout Summary

### GAME RETURN TO PLAYER (RTP)

- Total: 96.1%
- Base: 71.7%
- Free Spins: 24.4%

### HIT FREQUENCY

- Any win 29.3%
- Into Free Spins 0.54%

### MAXIMUM PAYOUT

- Main game: €10 000 / 10 000 coins - on a single bet line
- Free spins: €10 000 / 10 000 coins - on a single bet line
- Coinciding: €90 000 / 90 000 coins

**Note:** The maximum win of a game round is 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 the leftmost reel to the rightmost reel.
- A bet line win in coins is equal to the value shown in the PAYTABLE multiplied by the bet level.
- A bet line win in currency is equal to the win in coins multiplied by the coin value.
- Only the highest win per bet line is paid.
- Simultaneous wins on different bet lines are added.

### PAYOUT RULES IN FREE SPINS

- Free Spins are played at the same bet level and coin value as the round that activated the Free Spins.
- Free Spin wins are added to any initial bet line wins.
- Additional Free Spins won are automatically added to the current Free Spins.
- At the end of Free Spins, the game returns to the round that activated Free Spins.

Paytable

**FLOATING WILD**

During every spin fireflies swarm on the reels activating Floating Wilds.



Between 2 and 4 Floating Wilds appear randomly in every spin.

Wild symbols substitute for all symbols except Scatter symbols.

**FREE SPINS**

In Free Spins between 3 and 6 Floating Wilds appear randomly in every spin.



3 or more Scatter symbols appearing anywhere on the reels in the main game and in Free Spins activate Free Spins.

3 Scatters = 10 Free Spins

4 Scatters = 20 Free Spins

5 Scatters = 30 Free Spins

Additional Free Spins can be won during Free Spins.

PAYOUT



5 1000  
4 200  
3 15



5 750  
4 150  
3 15



5 500  
4 100  
3 9



5 400  
4 75  
3 9



5 300  
4 50  
3 9



5 100  
4 15  
3 3



5 75  
4 15  
3 3



5 50  
4 15  
3 3



5 40  
4 15  
3 3



5 30  
4 15  
3 3

### 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

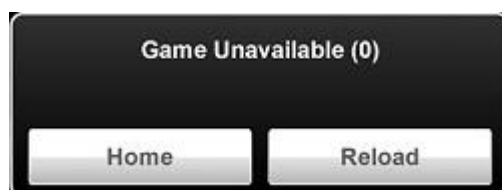
A reel represents an array of symbols where each symbol has an index ("a position").

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".

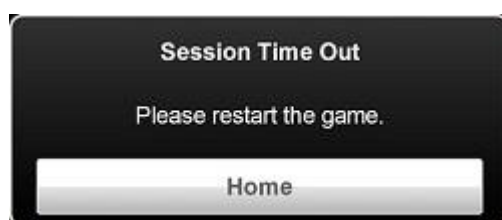
### Malfunction Management

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.



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

Lights Touch™ Game Sheet  
Version 1.2, 2014-05-28

VERSION	WHEN	WHAT
1.2	2014-05-28	New generic layout.
1.1	2014-05-22	New generic layout.
1.0	2014-02-28	First version.