

# TREASURE RAIN TOUCH™

Game Type: Touch Game

Return to Player: 95.97%

NetEnt™ presents Treasure Rain Touch™: the Asian themed video slot that invites players to the mysterious old cliffs with hidden ancient treasures. The game features Avalanche™, Free Falls wins, and Wild substitutions. The colorful graphics and crisp animation will surely take players on an exciting adventure.



Game Sheet Version: 1.0

Date: 2019-10-25

**NETENT**

## ABOUT TREASURE RAIN TOUCH™

GENERAL INFORMATION	
Game Type	Touch Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1 - 5
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.2 / 50
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	
	<ul style="list-style-type: none"> <li>• Avalanche™ x1 - x5 Multiplier</li> <li>• Free Falls with x3-x15 Multiplier</li> <li>• Wild substitution</li> </ul>
PAYOUT	
Return to Player	95.97%
Hit Frequency	41.10%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> <li>• Player and casino operator can set the following play limits: Bet &amp; 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	treasurerain_mobile_html (basic wallet) treasurerain_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.

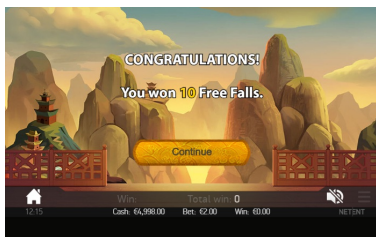
## GAME DESIGN



Avalanche™ x3 Multiplier

### Avalanche™

The game mechanics is Avalanche™: symbols fall on the reels instead of spinning. After each win, winning symbols disappear, the Multiplier increases, and new symbols fall into the reels. The maximum Multiplier is 5 in the main game and 15 in Free Falls.

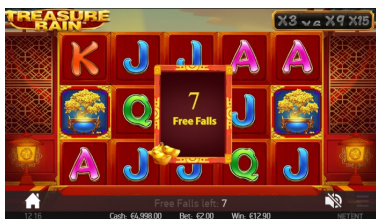


Free Falls start sequence

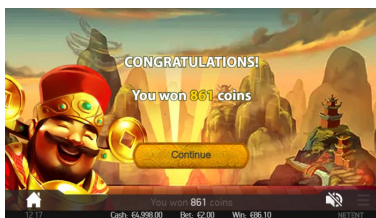
### Free Falls

3 or more Free Fall symbols landing on the reels in the main game or in Free Falls activate 10 Free Falls.

Wild symbol substitutes for all Free Fall symbols.



Free Falls



Free Falls wins

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total game: 95.97%
- Main game: 65.29%
- Free Falls: 30.68%

#### HIT FREQUENCY

- Main Game / Free Falls
- Any win: 41.10% / 54.4%

#### WIN INFORMATION

WIN AMOUNT	OCCURS	IN 1 MILLION GAME ROUNDS, WILL OCCUR APPROXIMATELY	CORRESPONDING CASH VALUE AT DEFAULT MAXIMUM BET SIZE (€500)
200 times bet or more	Once every 5,110 spins	196 times	€ 10,000
500 times bet or more	Once every 61,025 spins	16 times	€ 25,000
1,000 times bet or more	Once every 549,770 spins	1 times	€ 50,000
2,000 times bet or more	Once every 6,671,282 spins	0 times	€ 100,000

**Note:** Values obtained during a simulation of 300 billion game rounds.

Paytable

## PAYTABLE

### Symbol Payout Values

	5	2500		5	1000
	4	250		4	100
	3	50		3	20
	5	500		5	200
	4	50		4	25
	3	15		3	10
	5	100		5	75
	4	20		4	15
	3	5		3	4
	5	50			
	4	10			
	3	3			

### Winning Bet Lines

1  2  3  4  5 

6  7  8  9  10 

11  12  13  14  15 

16  17  18  19  20 

Paytable page 1

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

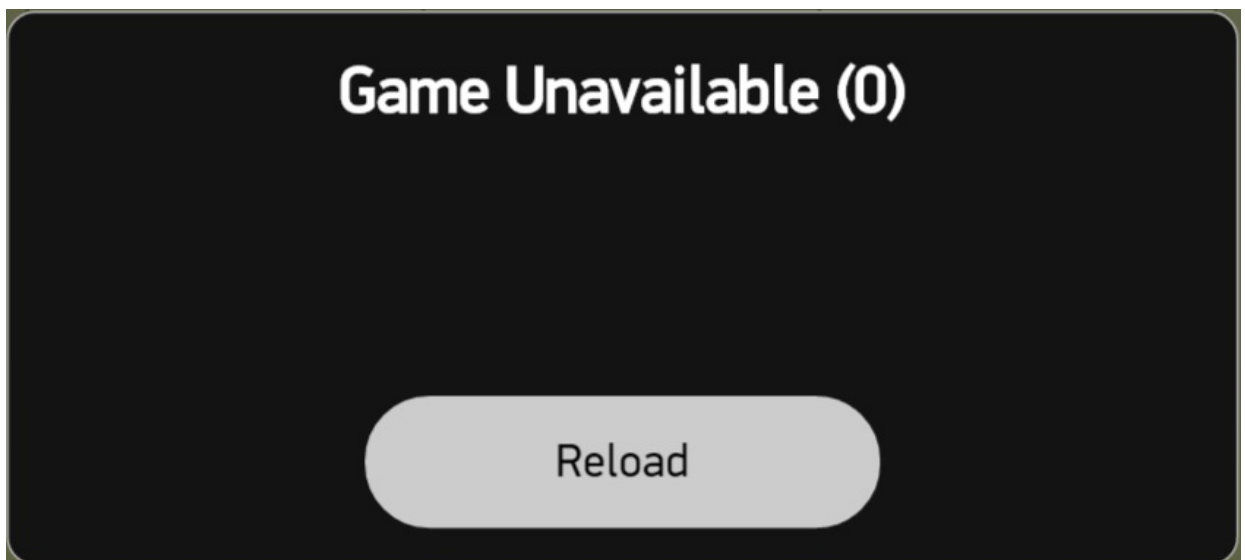
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

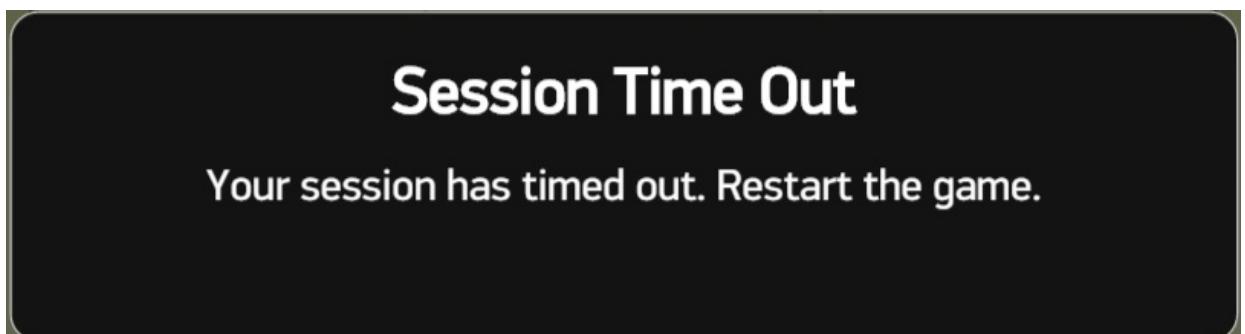
### Malfunction Management

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.

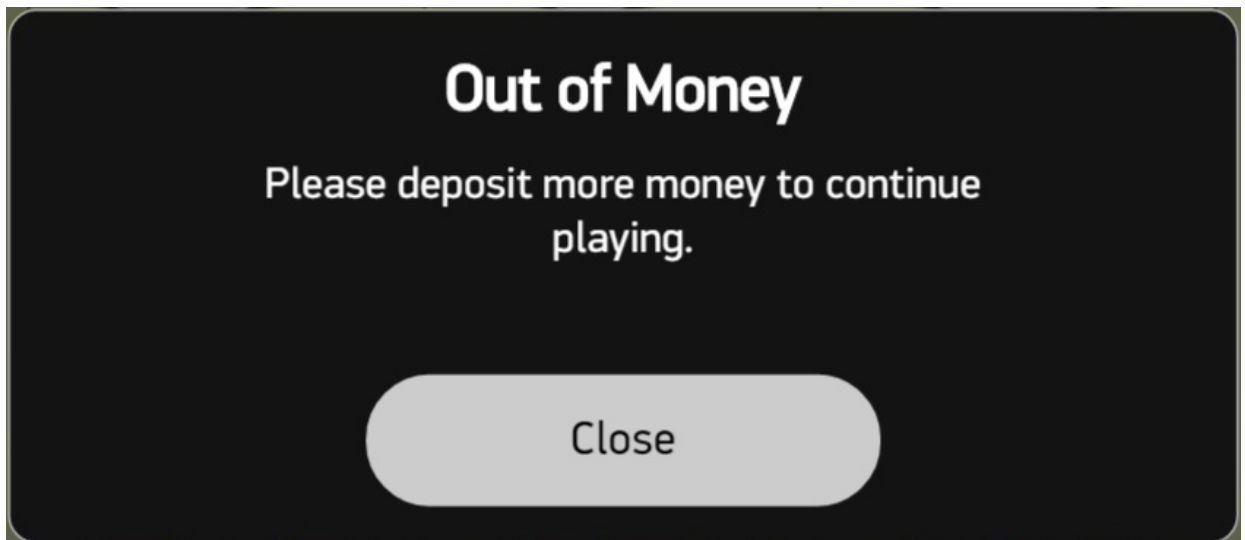
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-10-25	First version.