

JUMANJI TOUCH®

Game Type: Touch Game

Return to Player: 96.33%

Jumanji Touch® is the newest branded game by NetEnt™, based on the original Jumanji movie from 1995. NetEnt™ brings its own twist to the Jumanji universe by transforming the calamities that befell Alan into features with slot mechanics. The Board Game feature is unique and among the first of its kind as it combines elements of board games and Free Spins features. Jumanji® is a 5-reel video slot game with 4 random features, a Board Game with 4 different Free Spins, a Mystery Feature, coins wins, and extra dice rolls. The 5 reels are in a geometric form where the reels are 3, 4, 5, 4, 3 symbols high from left to right.



Game Sheet Version: 1.0
Date: 2018-04-25

NETENT

ABOUT JUMANJI TOUCH

| GENERAL INFORMATION | |
|---|---|
| Game Type | Touch Game |
| Reel Type | Spinning Reels |
| Reels, Lines | 5 reels, 3,4,5,4,3 rows, 36 bet lines (fixed) |
| Default Bet Levels | 1 - 10 |
| Default Coin Values (€) | 0.01, 0.02, 0.05, 0.1, 0.2, 0.5, 1, 2 |
| Default Min / Max Bet (€) | 0.1 / 200 |
| Minimum Free Round Values (Please check your current free round values) | Bet level 1, 36 bet lines, €0.01 coin value (cost €0.1) |
| GAME FEATURES | |
| | <ul style="list-style-type: none"> • Sticky Vines • Monsoon Wilds • Monkey Mayhem • Wild Stampede • Board Game • Vines Free Spins • Monsoon Free Spins • Monkey Free Spins • Stampede Free Spins • Mystery Feature |
| PAYOUT | |
| Return to Player | 96.33% |
| Default Maximum Win | €2 800 / 1 400 coins – on a single bet line |
| Hit Frequency | 24.6% |
| 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 | jumanji_mobile_html (basic wallet) jumanji_mobile_html_sw (seamless wallet) |
| Compatible Operating Systems | iOS Android Windows |
| Display Resolution | 960 x 540 |
| Aspect Ratio | 16:9 |
| Technology | HTML5 |
| Deployment | Refer to CasinoModule Help for information about launching CasinoModule games. |

GAME DESIGN



Sticky Vines

During the Sticky Vines feature, all symbols that are a part of a win and all Wilds from the initial spin (even if they are not part of a win) stick to the reels, and all other symbols spin again.



Monsoon Wilds

If the Monsoon Wilds feature is activated, one or two reels will be completely covered in Wilds while the reels spin.



Monkey Mayhem

If the Monkey Mayhem feature is activated, any potential wins are awarded once the reels have stopped. Then, all symbols are shuffled randomly to create a guaranteed win.



Wild Stampede

If the Wild Stampede feature is activated, rhinos will stampede across the screen while the reels spin, adding 4-9 Wilds.



Board Game

The player moves the token on the board by rolling the two six-sided dice. True odds for the dice rolls! Each Free Spin feature is located at each corner of the board game. When the token lands on one of the two locations in front of a feature, that feature will be activated. The Free Spin features correspond to the main game features (Sticky Vines and Vines Free Spins).



Mystery Feature

When the token lands on the Mystery Feature location, a carousel of Free Spin features, coin wins (x2 - x10 bet), and 2 extra dice rolls appears within the Jumanji® circle. The player is awarded with the one that the carousel stops on.

PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- RTP Total: 96.33%
- RTP Base Game: 52.5%
- Monkey Mayhem: 3.4%
- Wild Stampede: 5.4%
- Monsoon Wilds: 5.8%
- Sticky Vines: 4.1%
- RTP Board Game: 25.1%
- Monkey Free Spins: 5.0%
- Stampede Free Spins: 5.0%
- Monsoon Free Spins: 4.9%
- Vines Free Spins: 6.6%
- Coin wins: 3.9%

HIT FREQUENCY





- Hit frequency Total: 24.6 %
- Monkey Mayhem: 0.46% (1 in 217)
- Wild Stampede: 0.42% (1 in 239)
- Monsoon Wilds: 0.50% (1 in 199)
- Sticky Vines: 0.42% (1 in 239)
- Board Game hit frequency: 0.49%(1 in 204)

MAXIMUM PAYOUT

- Main Game: €2 800 / 1 400 coins - on a single bet line
- Main Game: €100 800 / 50 400 coins - max coinciding win
- Bonus Game: €100 800 / 50 400 coins - max win in feature
- Random features: €100 800 / 50 400 coins - max win in feature





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

Paytable

| PAYTABLE | | | | | |
|---|---|-----|--|---|----|
| SYMBOL PAYOUT VALUES | | | | | |
|  | 5 | 140 |  | 5 | 50 |
| | 4 | 20 | | 4 | 15 |
| | 3 | 6 | | 3 | 5 |
|  | 5 | 30 |  | 5 | 25 |
| | 4 | 10 | | 4 | 8 |
| | 3 | 4 | | 3 | 3 |

Cash: €5,000.00 Bet: €0.10 Win: €0.00 NETENT

Paytable page 1

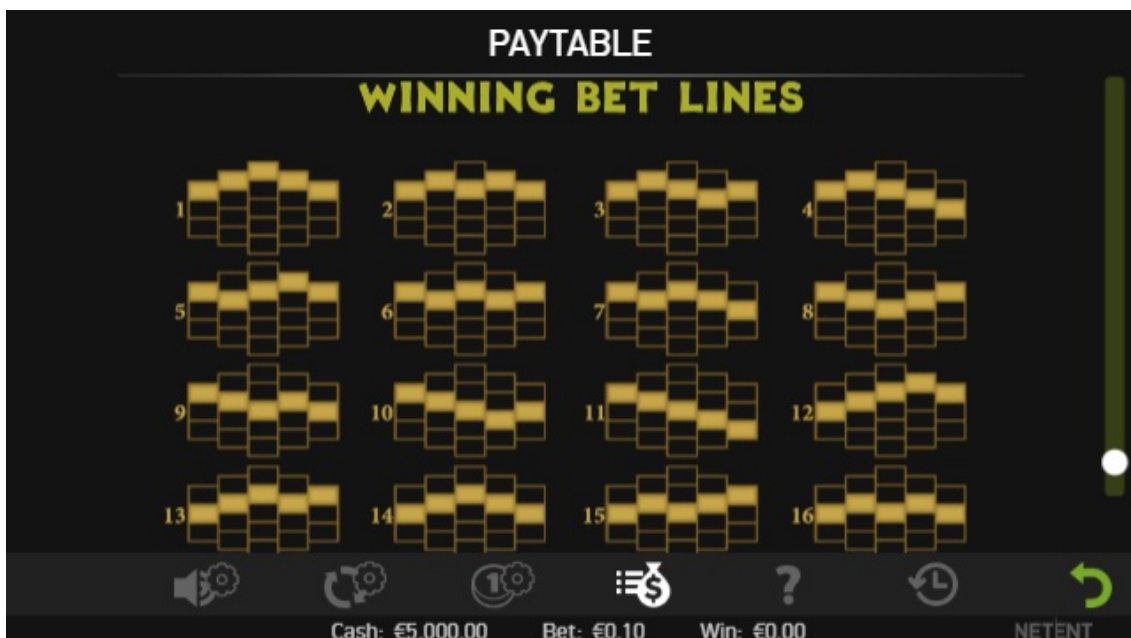
| PAYTABLE | | | | | |
|---|---|----|--|---|---|
|  | 5 | 10 |  | 5 | 9 |
| | 4 | 4 | | 4 | 4 |
| | 3 | 2 | | 3 | 2 |
|  | 5 | 8 |  | 5 | 7 |
| | 4 | 3 | | 4 | 3 |
| | 3 | 2 | | 3 | 2 |

Cash: €5,000.00 Bet: €0.10 Win: €0.00 NETENT

Paytable page 2



Paytable page 3



Paytable page 4

| PAYTABLE | | | |
|----------|--|----|--|
| 17 | | 18 | |
| 21 | | 22 | |
| 25 | | 26 | |
| 29 | | 30 | |
| 33 | | 34 | |
| | | 35 | |
| | | 36 | |

Cash: €5,000.00 Bet: €0.10 Win: €0.00 NETENT

Paytable page 5

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

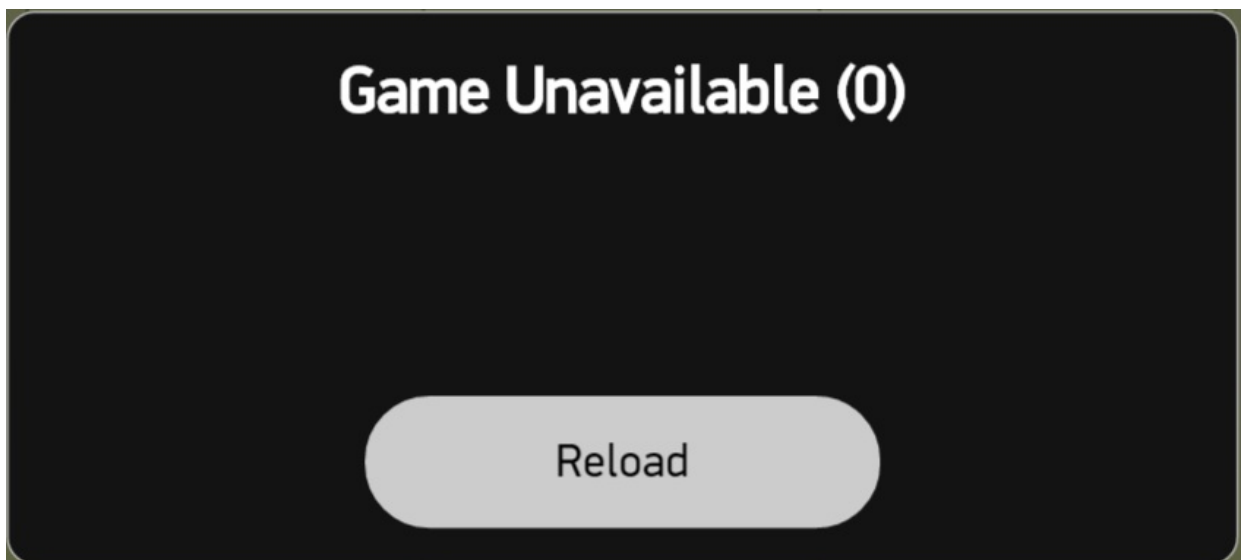
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

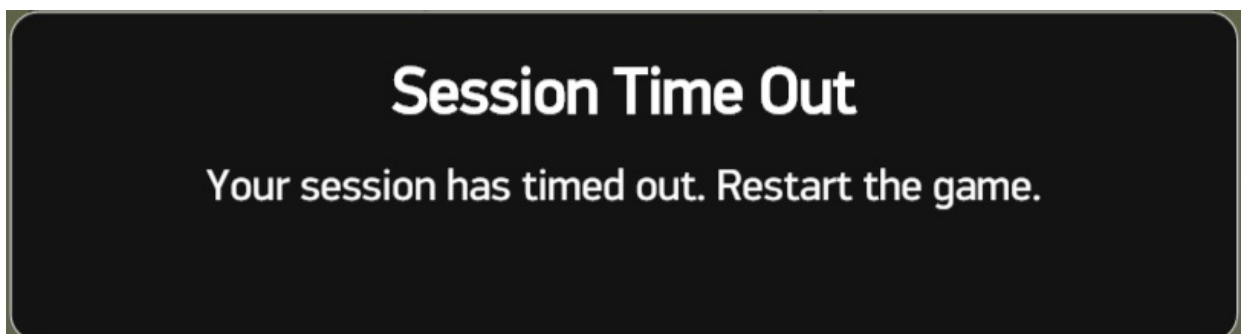
Malfunction Management

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.

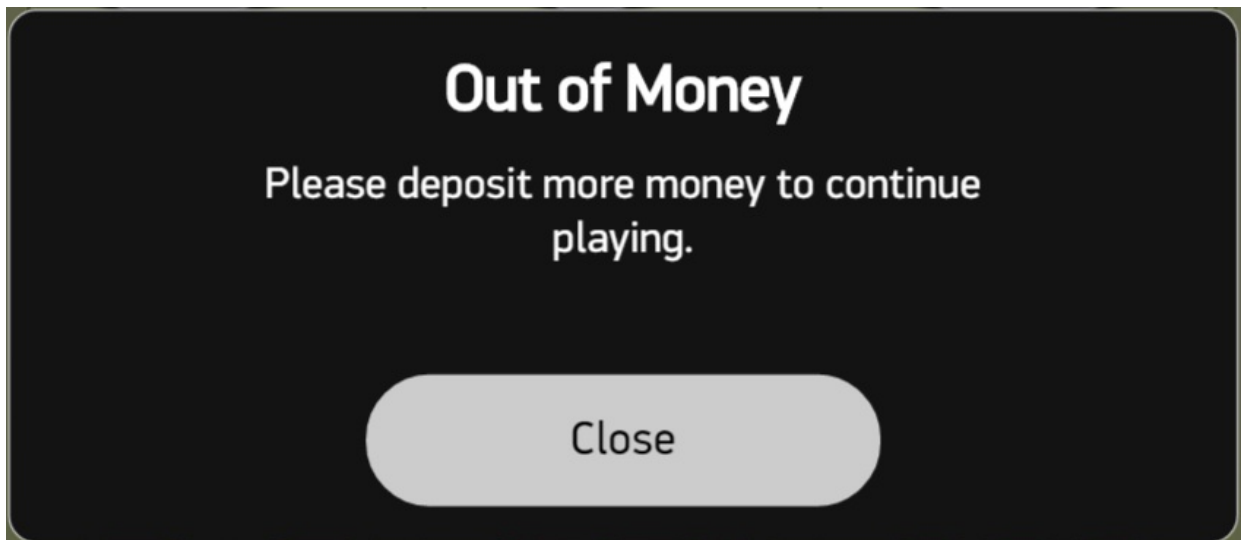
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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 | 2018-04-25 | First version. |