

# KING OF 3 KINGDOMS TOUCH™

Game Type: Touch Game

Return to Player: 96.88%

King of 3 Kingdoms Touch™ takes players back in time, to an era where the mighty Asian king conquered the three kingdoms. This 5-reel video slot with 243 bet ways gives players more chances to win than the traditional bet line slots. The game also features Free Spins and Wild substitutions. The ancient symbols, thrilling battle stills, and intense music blend perfectly with the historical Asian theme.



Game Sheet Version: 1.0

Date: 2019-07-05

**NETENT**

## ABOUT KING OF 3 KINGDOMS TOUCH™

### GENERAL INFORMATION

Game Type	Touch Game
Reel Type	Spinning Reels
Reels, Lines	5 reels, 3 rows, 243 - None bet ways
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.25 / 125
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 243 bet ways, €0.01 coin value (cost €0.25)

### GAME FEATURES

- Free Spins
- Wild substitutions

### PAYOUT

Return to Player	96.88%
Default Maximum Win	€22 500 / 45 000 coins – on a single bet way
Hit Frequency	42.55%

### 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>

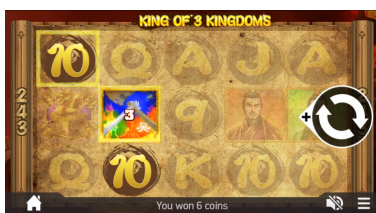
### TECHNICAL INFORMATION

Game ID	kingof3kingdoms_mobile_html (basic wallet) kingof3kingdoms_mobile_html_sw (seamless wallet)
Compatible Operating Systems	iOS Android Windows
Display Resolution	960 x 600
Aspect Ratio	16:10
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

## GAME DESIGN



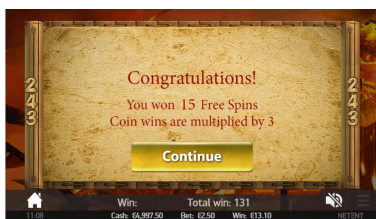
Wild symbol



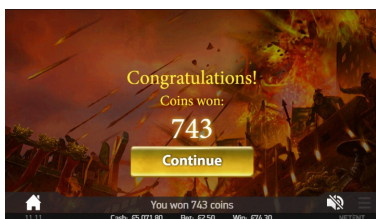
Wild symbol win



Free Spins symbol win



Free Spins win message



Total win

### Wild Substitution

The Wild symbol represents a map of 3 kingdoms. Whenever there is a win with the Wild symbol, the symbol shows a sword animation.

Wild symbol substitutes for any symbol. In both the main game and Free Spins, Wild symbols can only appear on reels 2 and 4.

### Free Spins

3 or more Free Spins symbols appearing randomly on the reels, in succession from the leftmost to the rightmost reel activate Free Spins. The slow beating of drums, war cries, and thrilling music mark the start of Free Spins round. Free Spins coin wins are tripled (x3).

Additional Free Spins can be won during Free Spins. 3 or more Free Spins symbols appearing anywhere on the reels in Free Spins, activate additional Free Spins. Free Spins wins are added to any bet way wins. The number of extra Free Spins is not multiplied by the Free Spins multiplier.

## PAYOUT

### Payout Summary

#### GAME RETURN TO PLAYER (RTP)

- Total game: 96.88%
- Main game: 66.45%
- Free Spins 30.44%

#### HIT FREQUENCY

- Main game: 42.55%
- Free Spins: 45.31%
- Into Free Spins: 0.68%

#### MAXIMUM PAYOUT

- Main Game: €7 500 / 15 000 coins - on a single bet way
- Main Game: €33 000 / 66 000 coins - max coinciding win
- Free Spins: €22 500 / 45 000 coins - on a single bet way



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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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## Paytable









Symbol Payout Values					
	5	1500		5	1000
	4	500		4	400
	3	100		3	50
	5	500		5	400
	4	200		4	100
	3	30		3	20


Paytable page 1







## PAYTABLE

	5	200		5	150
	4	80		4	40
	3	12		3	12
	5	100		5	100
	4	25		4	25
	3	6		3	6
	5	80		5	80
	4	25		4	25
	3	6		3	6
	2	3		2	3

**Winning Bet Lines**





**The coin payout values are based on bet level 1.**  
**Only the highest win per bet way is paid.**  
**Bet ways win when matching symbols appear anywhere on adjacent reels from leftmost to right.**  
**Malfunction voids all pays and plays.**

Paytable page 2

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

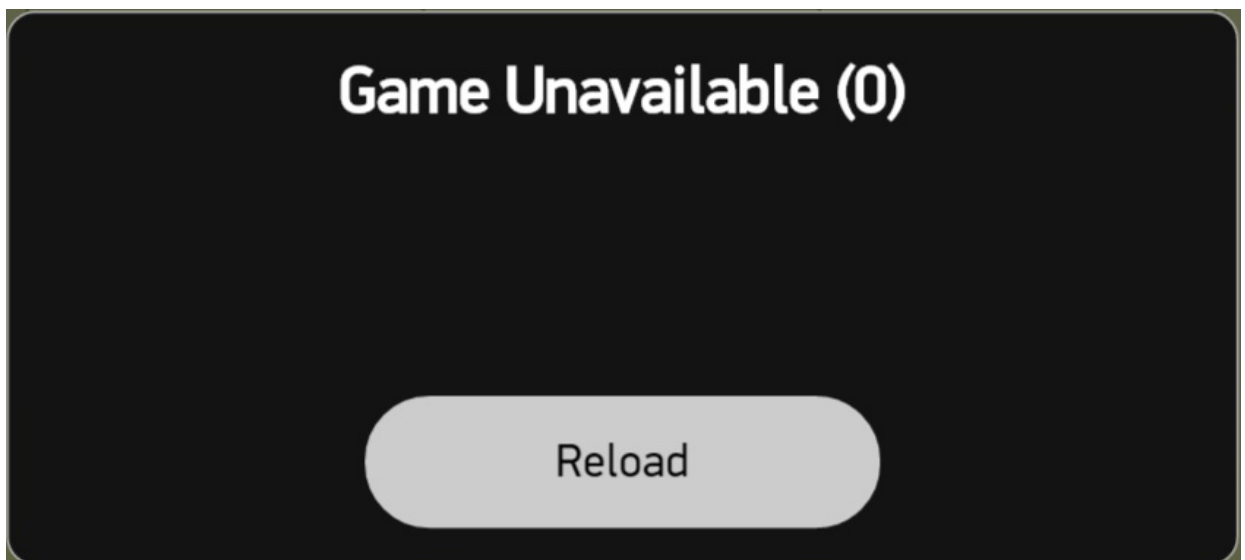
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

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.

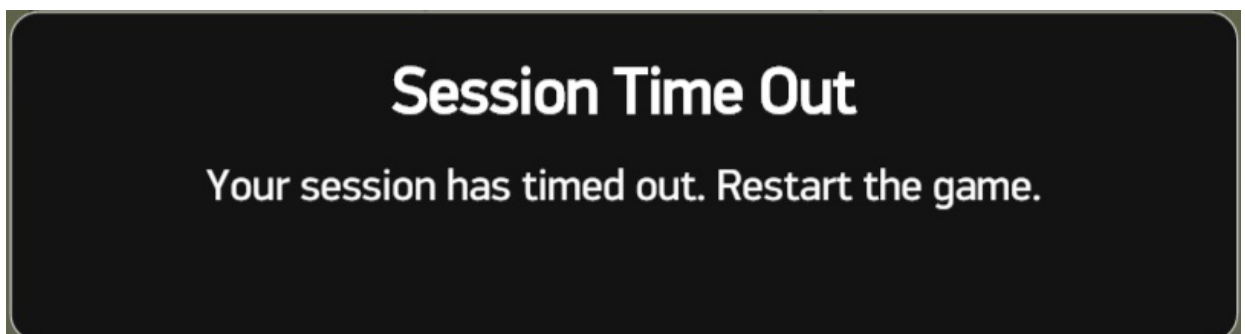
### Malfunction Management

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.

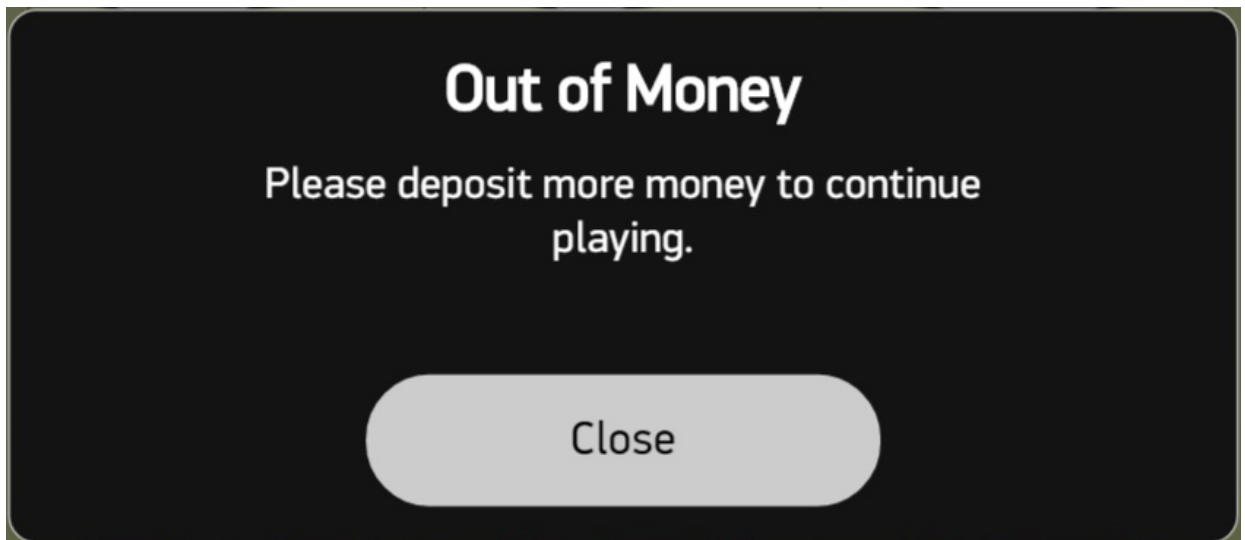
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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	2019-07-05	First version.