

DRIVE: MULTIPLIER MAYHEM TOUCH™

Game Type: Touch Game
Return to Player: 96.70%

Welcome to the future! Get set and be ready to race on the virtual streets with the latest game by NetEnt™ - Drive: Multiplier Mayhem Touch™!

This speedy car slot game provides an extraordinary experience with Jette racing to reach the finish line. Drive: Multiplier Mayhem Touch™ is an energetic 5-reel, 3 bet line video slot with Multiplier Wilds and Free Spins.

The game keeps the adrenaline high with bet line Multiplier that can reach a massive 120 X bet. Additionally in Free Spins Jette is up racing against three racing rivals, and adds even more excitement to this lively video slot! So, get set and go!



GENERAL INFORMATION

Game Type	Touch Game
Reel Type	Spinning Reels
Reels	5 reels, 3 rows, 15 bet lines (fixed)
Default Bet Levels	1-10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.10, 0.20, 0.50
Default Min / Max Bet (€)	0.15 / 75
Default Free Round Values	Bet level 1, 15 bet lines, €0.01 coin value (cost €0.15)

GAME FEATURES

- Multiplier Wilds
- Free Spins
- Nitro Collect Meter
- Free Spins with 3 levels

PAYOUT

Return to Player (%)	96.70
Default Maximum Win	€90 000 / 180 000 coins – on a single bet line
Hit Frequency (%)	28.72

RESPONSIBLE GAMING

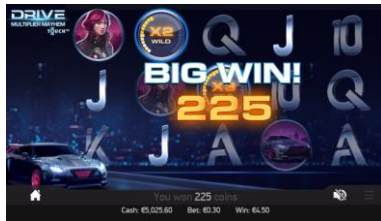
Player Limits	<ul style="list-style-type: none"> • Player and casino operator can set the following play limits: Bet @ loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes. • Playing for real is restricted by player account funds (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	multipliermayhem_mobile_html (basic wallet) multipliermayhem_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.



Drive: Multiplier Mayhem Touch™ graphics



Big Win

Game Theme and Graphics

With bustling bet lines, Drive: Multiplier Mayhem Touch™ is a video slot that keeps the adrenaline rushing throughout the game. The players will want to keep playing as they get Multiplier Wilds and face the opponents in Free Spins!



Drive: Multiplier Mayhem Touch™ offers players a terrific game experience with its unique gameplay triggering random Multiplier Wilds in the main game!

Free Spins takes the excitement to another level with the 3 opponents that Jette strives to beat to the finish line. Players will be thrilled to see the Nitro Collect Meter stacking up the Nitro symbols and taking them to race against the next opponent!

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 line) 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.



Multiplier Wilds

Multiplier Wilds

Multiplier Wild symbols can appear anywhere on reels 1-5 and substitute for all symbols, except Scatter symbols and Nitro symbols. These Multiplier Wilds have the same multiplier as the reel (1-5) they have landed on. Any bet line win with Multiplier Wild symbols multiplies the bet line win by 1-5 respectively.

If 2 or more Multiplier Wild symbols appear on the winning bet line, then the corresponding multipliers are multiplied. For example, a winning bet line with Multiplier Wild symbols on reels 2 (x2) and 4 (x4) multiply to give a x8 multiplier.



Free Spins splash screen

Free Spins

In the main game only, 3 Scatter symbols appearing anywhere on reels 2, 3 and 4, activate 10 Free Spins.

In Free Spins only, 3 Nitro symbols appearing anywhere on reels 2, 3, and 4, award additional Free Spins and overlay Multiplier Wilds.

The overlay Multiplier Wild symbols randomly appear anywhere on reels and act as a Multiplier Wild symbol only. Only one overlay Wild symbol can appear on a reel.



Nitro Collect Meter

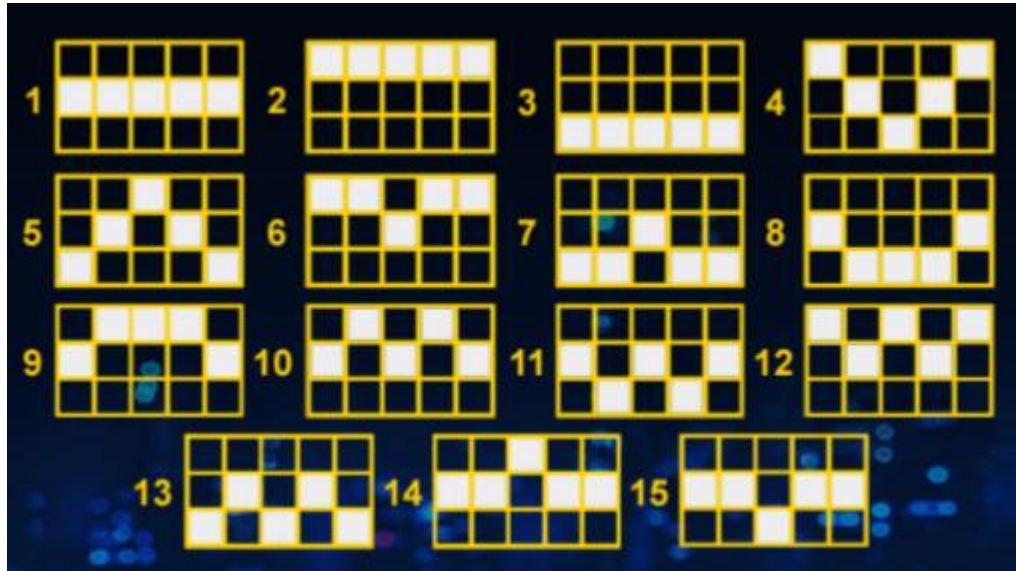
Collected Nitro symbols are stacked in the Nitro Collect Meter from bottom to top. The Free Spins start with the player racing against Twitch, the first opponent. After collecting 3 Nitro symbols, the game moves to the next level. The player wins a random overlay Multiplier Wild and the next racing opponent appears. If a player collects 2 Nitro symbols in one spin, and 3 Nitro symbols in the next spin, the 2 Nitro symbols remaining are carried forward and are accounted for in the next level.



Jette meets Twitch

After collecting the final 3 Nitro symbols when racing against Bruiser, the last opponent, the player races until the end of Free Spins.

Bet Lines



Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total: 96.70%
- Main Game: 72.35%
- Free Spins: 24.35%

HIT FREQUENCY

- Any win: 28.72%
- Feature: 0.4782% (1 in 209)

MAXIMUM PAYOUT

- Main game: €90 000 / 180 000 coins - on a single bet line
- Free Spins: €90 000 / 180 000 coins - on a single bet line
- Coinciding: €383 175 / 766 350 coins

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.
- All coin wins pay on bet lines only.

PAYOUT RULES IN FREE SPINS

- The Free Spin symbol is a Scatter symbol.
- In the main game only, 3 Scatter symbols appearing anywhere on reels 2, 3, and 4, activate 10 Free Spins.
- Free Spins are played at the same bet level and coin value as the round that activated Free Spins.
- Free Spin wins are added to any bet line wins.
- The total win field includes any wins during Free Spins added to any wins from the round that activated Free Spins.
- Additional Free Spins cannot be won during Free Spins.

Paytable

Multiplier Wilds




- The Multiplier Wilds are Wild symbols.
- Multiplier Wild symbols can appear anywhere on reels 1-5 and substitute for all symbols, except Scatter symbols and Nitro symbols.
- The Multiplier Wilds have the same multiplier as the reel (1-5) they have landed on.
- If 2 or more Multiplier Wild symbols appear on the winning bet line, then the corresponding multipliers are multiplied.

Free Spins







- In the main game only, 3 Scatter symbols appearing anywhere on reels 2, 3 and 4, activate 10 Free Spins.
- In Free Spins only, 3 Nitro symbols appearing anywhere on reels 2, 3, and 4, award additional Free Spins and overlay Multiplier Wilds.
- The overlay Multiplier Wild symbols randomly appear anywhere on reels and act as a Multiplier Wild symbol.
- Only one overlay Multiplier Wild symbol can appear on a reel.

Nitro Collect Meter



- Collected Nitro symbols are stacked in the Nitro Collect Meter from bottom to top.
- If a Nitro symbol appears above an overlay Multiplier Wild, it is counted as both a Nitro symbol and a Multiplier Wild symbol.
- The Free Spins start with the player racing against Twitch, the first opponent.
- After collecting 3 Nitro symbols, the game moves to the next level. The player wins a random overlay Multiplier Wild and the next racing opponent appears.
- Each new Free Spins round starts with an empty Nitro Collect Meter.
- If a player collects 2 Nitro symbols in one spin, and 3 Nitro symbols in the next spin, the 2 Nitro symbols remaining are carried forward and are accounted for in the next level.

- When reaching a new level, additional Free Spins are awarded along with another random overlay Multiplier Wild.
- Free Spins are awarded according to the table below:






Level	1	2	3	4
Free Spins	10	+4	+3	+2
Overlay Multiplier Wild	0	1	2	3
Racing Opponent	Twitch	Hamaki	Bruiser	Bruiser
				

- After collecting the final 3 Nitro symbols when racing against Bruiser, the last opponent, the player races until the end of Free Spins.

	5	150		5	90
	4	75		4	60
	3	25		3	15
	5	90		5	60
	4	60		4	45
	3	15		3	10
	5	60			
	4	45			
	3	10			

PAYOUT

Drive: Multiplier Mayhem Touch™ Game Sheet
Version 1.0, 2015-12-22

	5	30		5	30
	4	10		4	10
	3	5		3	5
	5	30		5	30
	4	10		4	10
	3	5		3	5
	5	30			
	4	10			
	3	5			

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

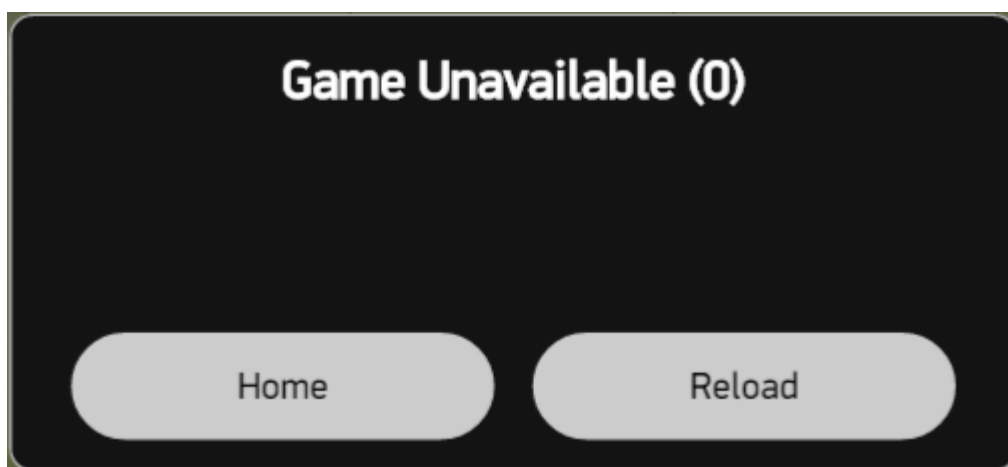
A reel represents an array of symbols where each symbol has an index ("a position").

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".

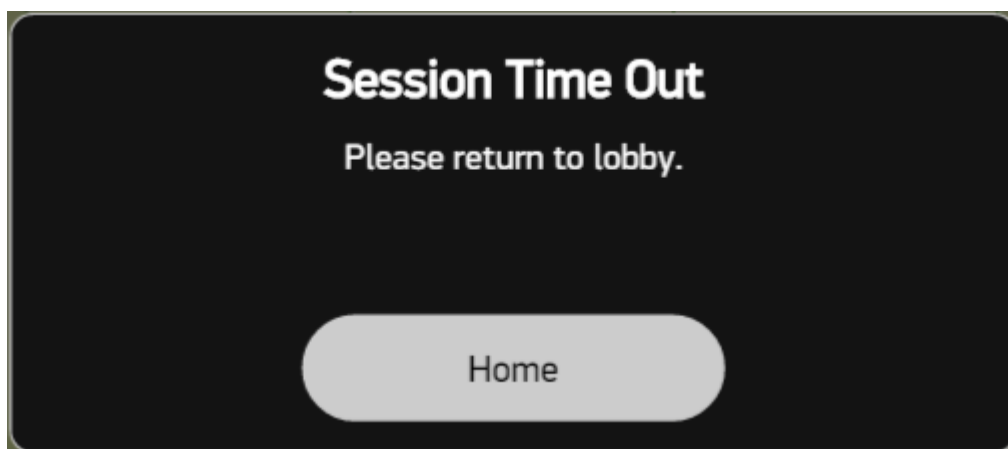
Malfunction Management

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.

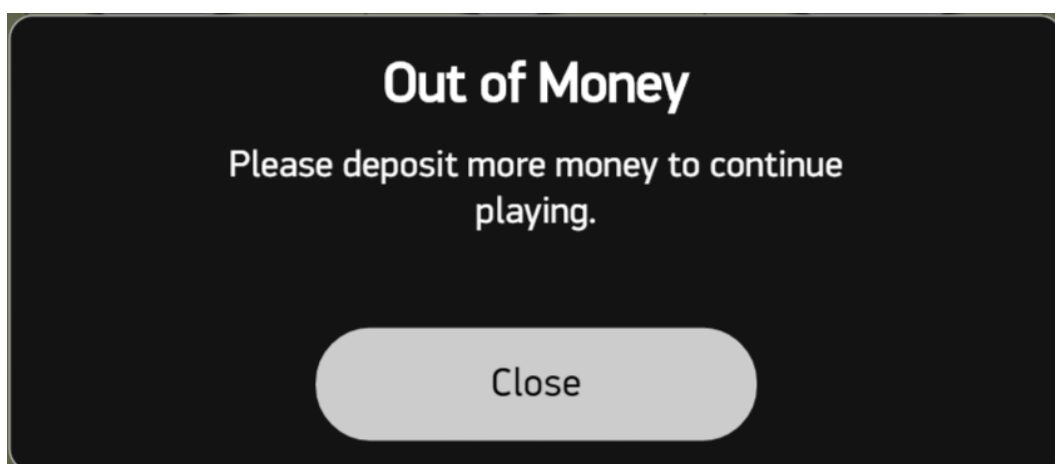
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



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

Drive: Multiplier Mayhem Touch™ Game Sheet
Version 1.0, 2015-12-22

VERSION	WHEN	WHAT
1.0	2015-12-22	First version.