GONZO'S QUEST™

Game Type: Video Slot Game
Return to Player: 96.0%

NetEnt™ proudly presents Gonzo's Quest™; a game designed to entertain both new and seasoned players alike. Gonzo's Quest; begins with a short film featuring Gonzo, the conquistador. Based on the historical character of Gonzalo Pizarro, our conquistador sets off to find the lost city of gold - El Dorado.

ABOUT GONZO'S QUEST™

GENERAL INFORMATION	
Game Type	Video Slot 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 €0.20)
GAME FEATURES	
	• Avalanche System™ x1 - x5 • Free Falls with x3-x15 multiplier • Wild substitution
PAYOUT	
Return to Player	96.0%
Default Maximum Win	€93 750 / 187 500 coins – on a single bet line
Hit Frequency	41.1%
RESPONSIBLE GAMING	
Player Limits	• 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	• Play for Fun • Variable coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	eldorado_not_mobile (basic wallet) eldorado_not_mobile_sw (seamless wallet)
Display Resolution	1280 x 720
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

Video slot elements
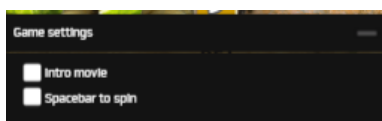
Game settings options

Game Theme & Graphics

The game display comprises three main elements - video display area, keypad area, and game panel.

- **Video display area.** The main game reels and the Free Spin reels are displayed in this upper area. In addition, the Information button and information about the maximum possible coin win are shown. The multipliers are visible throughout the game in the top right of the display.

- **Keypad area.** The keypad shows the current bet level (i.e. number of coins wagered per bet line), the current number of bet lines, the available cash in coins, and the current coin value. This area also contains the main game buttons used to select the bet level, bet lines, coin value, and start the game.

- **Game panel.** The game panel at the bottom houses the buttons for game settings, audio, autoplay menus, and the game rules. This area also displays the player's account information and alternates between showing the available cash, current bet, amount won, and player mode (when in Play for Fun mode).

- **Game settings menu.** Gonzo's Quest™ features a new game settings menu that gives the player improved control over their play environment. If their computer and network connection are top-notch, the player can set the Quality for the game as 'High'. In addition, they can choose to enable or disable the game animations and the intro film sequence when they next start the game.

Video slot elements

Film Intro, animations and Sound

Gonzo's Quest™ has been designed to be more than just another video slot - high quality 3D graphics and animation sequences have been created to bring a 16th century story to life for the player. To complement the stunning visuals, we have added game sounds that blend perfectly with the background recording of the beautiful ambience of the Amazon rainforest.

The 30 second intro movie sets the scene for our intrepid explorer, Gonzo. Based on true historical events of 1541, Gonzo follows the footsteps of the conquistador, Gonzalo Pizarro, who set off from his coastal base in Peru to find the lost city of gold known as El Dorado. In our story though, Gonzo is greedy, and decides to take the map and find the treasure for himself.

The player can skip the Intro movie and go straight to the game. The player can also disable the intro movie from the game panel so that they don't have to watch it again when they next start the game.

These animations include:

- 3 random actions for Gonzo during the resting state
- 5 random actions for Gonzo when a bet line win occurs
- 1 special Big Win animation which is triggered when a player has a big win (15x bet amount)
- Symbol animations
- Special symbol animations at the start of the Free Falls feature

- Waterfall feature at the side of the game reels

To speed up game play, these animations can be disabled by the player in the Game settings panel.

Symbols dropping into place

Win value presentation

Main Game

- **Game actions.** The buttons on the keypad perform the different game actions:

	Clicking one of the numbered buttons changes the bet level (i.e. number of coins per bet line).
	Clicking this button starts a game round with the current coin value and bet level.
	Clicking this button starts a game round at the current coin value with the maximum bet level selected.
	Clicking the left and right arrows increases and decreases the coin value. To increase or decrease faster, the player can click and drag the slider below.
	Clicking AUTOPLAY automatically plays the game for the selected number of rounds.

Basic game round

Avalanche™

The game round is made up of a series of Avalanches and if won, a number of Free Falls.

After the player has clicked the Start button, the initial Avalanche of symbols starts the game round. When the symbols have come to rest, winning bet lines are highlighted. If the player has a winning bet line, the win amount is added to the win field, the multiplier is increased, and the second Avalanche of symbols occurs.

There is no limit to the number of avalanches a player may experience in a game round; however, the maximum multiplier is 5 in the basic game and 15 in the Free Fall feature.

Free Fall symbol

Free Fall start sequence

Free Fall end sequence

Free Fall keypad detail

Free Fall Feature

Gonzo's Quest™ has an animated Free Fall symbol that gives the player a chance to enter the Free Fall feature.

- **Free Fall feature.** When 3+ Free Fall symbols appear in succession on a bet line, starting from the leftmost reel, 10 Free Falls are won. If 3+ Free Fall symbols appear on two bet lines then 20 Free Falls are won.
- **Animation.** A short animation sequence sees the symbols part, as if they were a gateway. Gonzo walks through the gate and heads towards the golden pyramid. The keypad changes and the symbols take on a more golden hue for the duration of the Free Falls feature. A dynamic sign informs players how many Free Falls remain.
- **Re-triggered Free Fall.** During Free Fall, 3 or more Free Fall symbols give additional Free Falls.
- **Free Fall wins.** Wins during Free Fall are multiplied by the multiplier displayed at the top of the game. The maximum multiplier in Free Falls is x15.
- **Free Fall end sequence.** At the end of Free Fall, a short animation sequence plays to signal the end of the Free Fall feature and the return to the main game. The coins won during Free Fall are shown in the Win display. The game round continues where it left off when Free Fall was won, and any additional winnings are added to the Win display. At the end of the game round, a win presentation dialogue appears that shows the total coin amount won during that game round, including Free Fall winnings.

Wild symbol

Wild Substitution

Gonzo's Quest™ has a Wild symbol that animates when displayed on a winning bet line.

Regular Wild substitution. The Wild symbol substitutes for any symbol, including Free Fall symbols, to complete winning Bet lines.

The Wild symbol changes its look to mimic whichever symbol it is replacing on the winning bet line.

Paytable page 1

Paytable page 2

Paytable page 3

Paytable

The comprehensive 3-page paytable gives details about the win multipliers for each Avalanche, as-well-as the usual information about each symbol and multiplier.

Avalanche multipliers. A simple table on the first page shows what the win multiplier will be in each Avalanche for both the basic game and Free Fall feature.

Free Fall and Wild symbols. Details about these symbols are shown on page 2.

Medium and Low value symbols. Their multipliers per bet line are presented on page 3.

For a combination of symbols to be a winning combination, at least 1 of the symbols must be displayed on the first reel, and the remaining symbols must be next to each other.

Players click Information button to display the paytable.

To return to the game, players click the return to game arrow.

Bet Lines
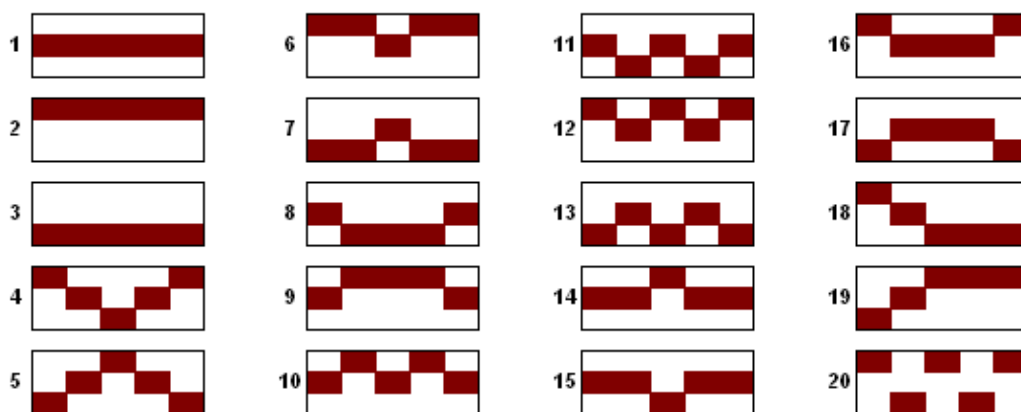
Payout Summary

GAME RETURN TO PLAYER (RTP)
- Total game: 96.0%
- Bet lines in main game: 65.3%
- Bet lines in Free Falls: 30.7%

HIT FREQUENCY
- Main Game / Free Falls
- Any win: 41.1% / 54.4%
- Avalanche 1 – Any win: 12.5% / 25.2%
- Avalanche 2 – Any win: 3.1% / 11.5%
- Avalanche 3 – Any win: 0.5% / 4.7%
- Avalanche 4 – Any win: 0.03% / 1.7%
- Avalanche 5 – Any win: 0.003% / 0.6%
- Avalanche 6 – Any win: - / 0.2%
- Avalanche 7 – Any win: - / 0.05%
- Avalanche 8 – Any win: - / 0.007%

MAXIMUM PAYOUT
- Coinciding: € 113 715 / 227 430 coins

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

PAYOUT RULES IN MAIN GAME
- The win multiplier increases with each new Avalanche within a game round.
- Maximum win multiplier x5.

PAYOUT RULES IN FREE FALL
- Free Falls pay win x Multiplier. Maximum win multiplier is 15.
- The win multiplier increases with each Avalanche in a Free Fall.
- Additional Free Falls can be won during Free Falls.

Paytable

Paytable page 1

Paytable page 2

Paytable page 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.
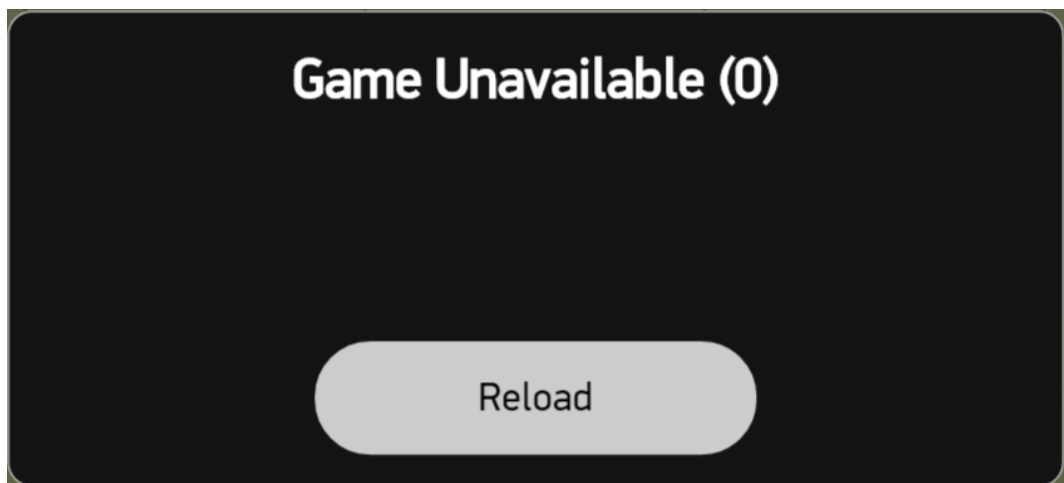
If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.
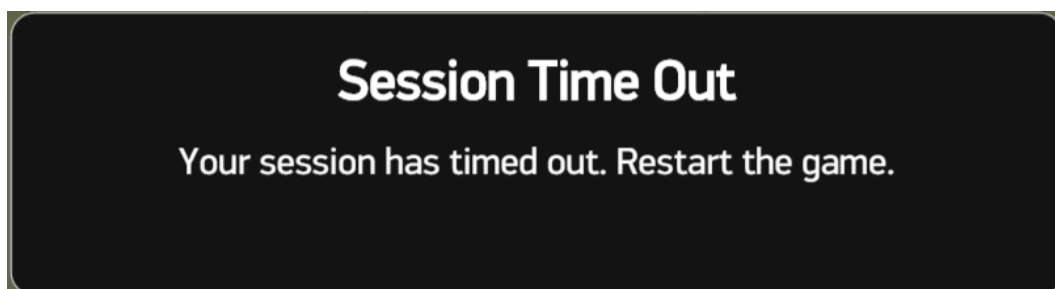
In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.
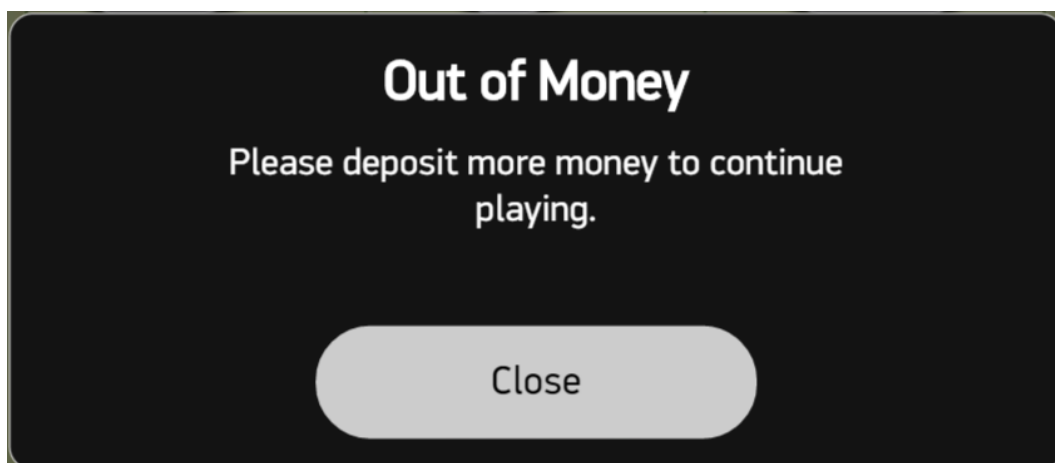
(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

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/

VERSION	WHEN	WHAT
1.0	2016-05-20	First version.