

COMMERCIAL DATA SHEET



Distribution: All Clients

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1 INTRODUCTION

Lucky Links is a 5 reel 4 row game with 20 lines Win Both Ways, stacked symbols, Linking Reels, Re-spins with locked reels and a massive build-up of excitement. The game visuals show modern and clean symbols representing luck in a game setting with inspiration from the sparkling lightshows at the casinos on Fremont Street. The music and the synchronized lights are the very heartbeat of the game and sets an exciting mood when the Lucky Links feature kicks in.

The Lucky Links feature will add stacks of linking symbols that will lock in place. The following Re-spins allows for the player to continue building the excitement and hopefully walk away with a huge win.



2 GAME DESCRIPTION

2.1 GENERAL INFORMATION

Game Theme	Lucky Symbols
Reels	5
Paylines	20 fixed betlines, Both Ways Win
Wild Symbol	No
Scatter Symbol	No
Bonus Trigger Symbol	No
Multipliers	No
Feature	Lucky Links that locks symbols in place and awards Re-Spins.
Free Spins	No
Gamble	N/A
Aspect Ratio	16:9
Language Support	English (en), Chinese Simplified (zh-cn), Finnish (fi), Dutch (nl), Norwegian (no), Russian (ru), Spanish (es), French (fr), German (de), Italian (it), Danish (da), Turkish (tr), Portuguese (pt), Greek (el), Japanese (ja), Swedish (sv)
File Size (MB)	Mobile – 3.2 MB, Desktop and Tablets – 9.7 MB
Screen Footprint	1334x750
Free Games	Free games will be supported

3 GAME FEATURES

1.1 LUCKY LINKS FEATURE INFORMATION

Trigger Condition	Lucky Links lines up horizontally adjacent
Re-Spin	If new Lucky Links ends up horizontally adjacent
Multiplier	None

1.2 GAMBLE FEATURE INFORMATION

Trigger Condition	N/A
Feature Type	N/A

4 STATISTICAL CHARACTERISTICS

4.1 MAXIMUM WIN UP TO VALUES BASED ON 90 BILLION SIMULATED ROUNDS

	Coins	Credits
Maximum Bet	17600	88000
Default Bet	3520	176

4.2 STATISTICAL INFORMATION

Payout Percentage	96.26%
Volatility	Low
Total Hit Frequency	20.1%

4.3 BETTING CHARACTERISTICS

Max Bet	250.00
Min Bet	0.10
Default Bet	0.50
Gamble Limit	N/A

5 GAME IMAGES

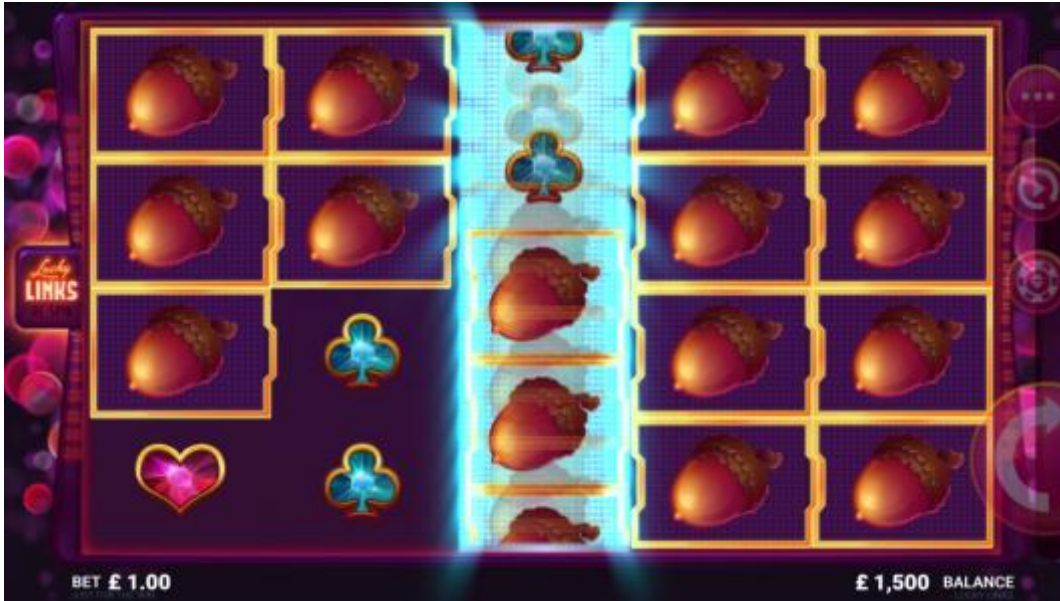
Base Game



Base Game with Lucky Links Feature active



Base Game Excitement Feature



Pay Table

PAYTABLE

LUCKY LINKS

At the start of every game round, one random type of symbol will have the LUCKY LINKS frame.



LUCKY LINKS frames lining up horizontally on adjacent reels will lock these reels and award a RE-SPIN.



An additional RE-SPIN is awarded if any new LUCKY LINKS frames lock during RE-SPIN.

The game round ends if no new LUCKY LINKS frames lock or all reels are already locked.

SYMBOL PAYOUT

A line win is calculated by multiplying the symbol win multiplier by the total bet.

	5 4 3	7.5x 2x 1x
	5 4 3	3x 1.5x 0.6x
	5 4 3	2.5x 1.2x 0.5x
	5 4 3	2x 1x 0.4x
	5 4 3	2x 1x 0.4x
	5 4 3	1.2x 0.6x 0.3x
	5 4 3	1.2x 0.6x 0.3x
	5 4 3	1.2x 0.6x 0.3x
	5 4 3	1.2x 0.6x 0.3x

LINES



Mullions void all plays and pays.

6 BUSINESS REASONS

1.	Mechanic that is easy to understand and that provides excitement by building better wins.
2.	New Math Model based on Player KPIs.
3.	Follow up on the successful reception of Goldwyn with a title that supports Free Games.

7 GAME RULES

7.1 GENERAL

- 7.1.1. LUCKY LINKS is a Video Slot with 5 reels, 4 rows, 20 lines and Win Both Ways.
- 7.1.2. Win on a line pays if 3 or more of the same symbol appear in succession, from the leftmost position to the right or the rightmost to the left according to the PAYTABLE.
- 7.1.3. A line win is calculated by multiplying the symbol win multiplier from the PAYTABLE by the total bet.
- 7.1.4. Only the highest win per line from both ways is paid.
- 7.1.5. Simultaneous wins on different lines are added.
- 7.1.6. Any payout for symbols featuring LUCKY LINKS frames is awarded only when the game round ends.
- 7.1.7. If winning symbols that are not in a LUCKY LINKS frame appear during a game round, these winnings are paid out immediately.

7.2 LUCKY LINKS FEATURE

- 7.2.1 At the start of every game round, one random type of symbol will have the LUCKY LINKS frame.
- 7.2.2 LUCKY LINKS frames lining up horizontally on adjacent reels will lock these reels and award a RE-SPIN.
- 7.2.3 An additional RE-SPIN is awarded if any new LUCKY LINKS frames lock during RE-SPIN.
- 7.2.4 The game round ends if no new LUCKY LINKS frames lock or all reels are already locked.