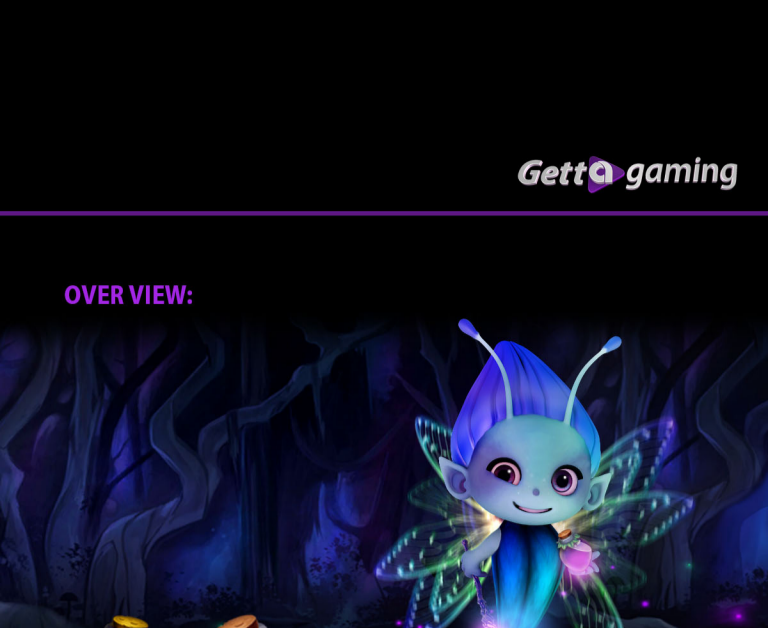
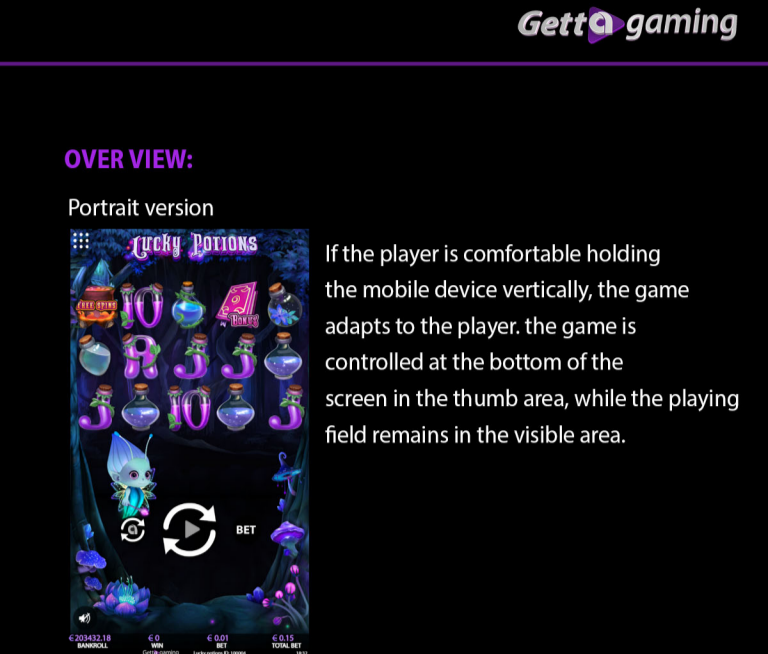


Video Slot game
96.99% RTP

Lucky Potions



OVER VIEW:



If the player is comfortable holding the mobile device vertically, the game adapts to the player. The game is controlled at the bottom of the screen in the thumb area, while the playing field remains in the visible area.

OVER VIEW:

Portrait version



If the player is comfortable holding the mobile device vertically, the game adapts to the player. The game is controlled at the bottom of the screen in the thumb area, while the playing field remains in the visible area.

landscape version (desktop)



GENERAL INFORMATION:

Game Type:

Slot game

Reel Type:

Spinning Reels

Reels, Lines:

5 Reels . 3 rows, 15 lines

Default bet (local currency)

0.01 - 0.03 - 0.05 - 0.06 - 0.10 - 0.25 - 0.50 - 1 - 2 - 3 - 4 - 5 - 7 - 8 - 9 - 10

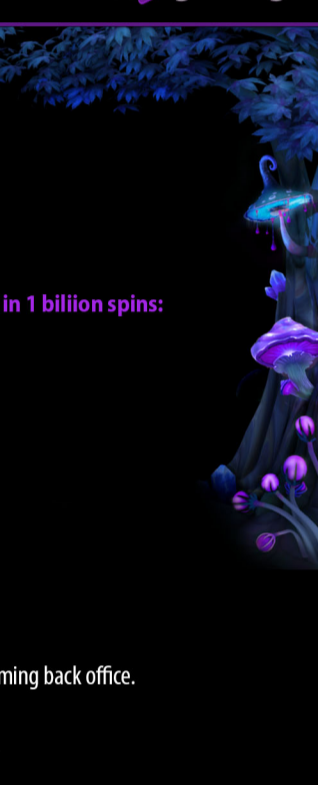
Default Min / Max Total Bet (local currency)

0.15/150

GAME FEATURES:

Scatter symbol • Bonus Symbol • Sticky Wild

Free spins • Bonus Game



PAYOUTS INFORMATION:

Return to player (%)

96.99%

Max payout for times total bet observed in 1 billion spins:

504

Hit Frequency (%)

64.78%

Volatility:

6,06 - Medium/high

LIMITATIONS :

Player Limits: Regulated by the Getta Gaming back office.

Other: Play for fun • Variable bet values

TECHNICAL INFORMATION:

Game ID: 100000

User interface: adaptive

Screen footprint: 1280x720 desktop/ mobile



GAME THEME & GRAPHICS

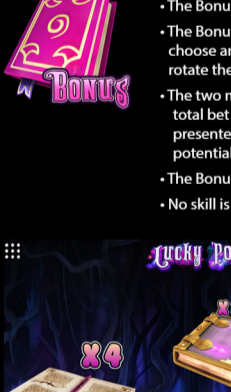
The symbols are carefully matched to the theme. High symbols are characterized as potions bottles of glass. The low symbols are test tubes of glass in shapes of A-10 characters. The environment - an enchanted forest where the fairies live.

GAME CONTROL PANEL:

Button	Functionality
	Click on the Spin button to spin the reels in the selected bet.
	Click on the Stop button in order to stop the spin.
	Click on the Auto Play button in order to select the Auto Play value. This button will open a selection of predefined values. Once the value is selected the Auto Play will commence.
BET	Click on the BET button will open bet options to set accordingly via a number of predefined values.
	Pressing on the + and - buttons will increase and decrease the bet accordingly via a number of predefined values.
	Auto play selection menu. Note that the Until Stop option is shown only in jurisdictions that permit it. Auto play pauses for special features, such as Bonus Rounds and Free Spin. Auto play can be stopped at any time by re-pressing the Spin (Stop) button.
	Pressing on this button opens the Paytable and game rules.

GAME CONTROL PANEL:

Pop up with Autoplay button



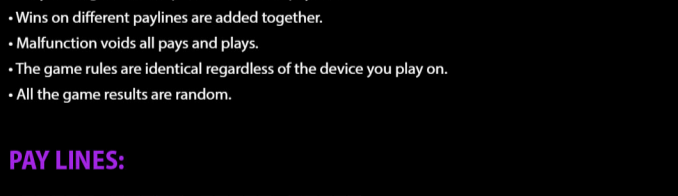
Pop up with Bet (stake value) button



GAME BAR

bankroll amount - win amount - Bet per line amount

Total bet amount , game numer ID . Time clock

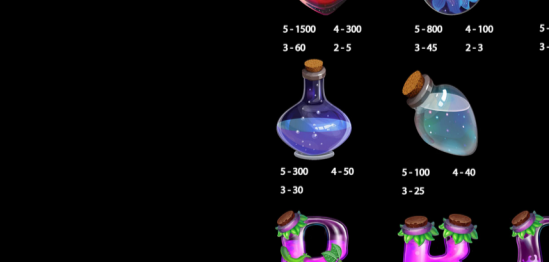


GAME FEATURES:

• The Wild symbol substitutes any symbol except for the Bonus and the FREE SPINS symbols.
• The Wild symbol does not pay any wins by itself.

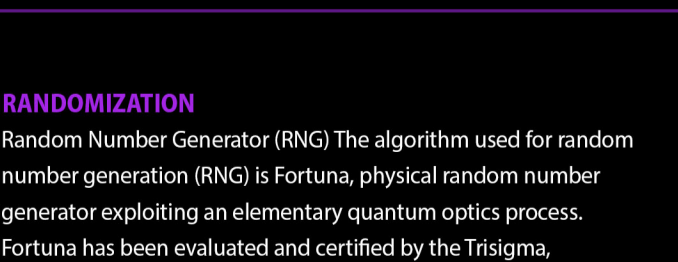
• 3 or more Free Spins symbols anywhere on the reels trigger free spins.
• The Free Spins symbol does not pay any wins by itself.
• The more of Free Spins symbols you have on the reels, the higher the chance of getting a larger number of free spins.
• It is not possible to win more Free Spins during free spin rounds.
• Free spins will play the same bet per line as the main game.

• While in Free Spins, randomly WILD symbols that will app screen during a round and will transform into Sticky Wild which will then stay on the reels for a random number of rounds and will pay out just like a regular Wild symbol.
• The Sticky Wild will pay out starting with the round at th which they appear on the screen and ending with the rou of which they disappear from the screen.
• Any other additional in-round wins with or without on-sc Wilds will also pay similarly to the main game's payout ru



GAME FEATURES:

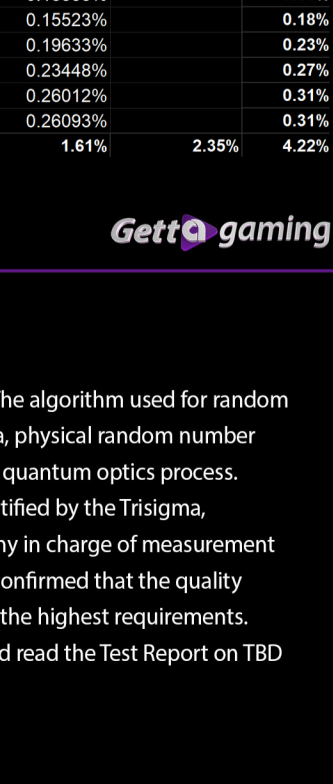
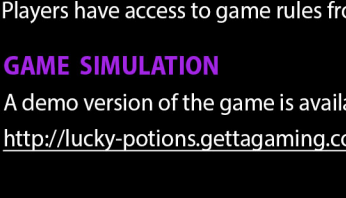
• 3 Bonus symbols anywhere on reels 2,3 and 4 trigger the bonus game.
• The Bonus symbol does not pay any wins by itself.
• The Bonus Game has 2 stages In the first stage the player must choose an item. In the second stage the player hits the SPIN button to rotate the wheel. Each of the winning items will reveal a multiplier.
• The two multipliers are multiplied between each other, then by the total bet of the round which triggered the Bonus Game and then presented as the Bonus Game's final win along with any other potential wins from the corresponding round.
• The Bonus round cannot be triggered during Free Spins.
• No skill is required or involved.



GENERAL RULES:

- All wins are multiplied by the bet per line.
- All symbols pay from left to right on consecutive reels starting from the leftmost reel.
- Only the highest win is paid on an active payline.
- Wins on different paylines are added together.
- Malfunction voids all pays and plays.
- The game rules are identical regardless of the device you play on.
- All the game results are random.

PAY LINES:



GAME PAYTABLE:

	5 in a row	4 in a row	3 in a row	2 in a row	
High1	0.00015%	0.00456%	0.04434%	0.50640%	0.56%
High2	0.00110%	0.01166%	0.08787%	0.89607%	1.00%
High3	0.00146%	0.01545%	0.10892%	0.94585%	1.07%
High4	0.00199%	0.01750%	0.12571%		0.15%
High5	0.00231%	0.01869%	0.13555%		0.16%
A	0.00301%	0.02100%	0.15523%		0.18%
K	0.00431%	0.02807%	0.19633%		0.23%
Q	0.00514%	0.03348%	0.23448%		0.27%
J	0.00643%	0.03919%	0.2612%		0.31%
T	0.00681%	0.03895%	0.26093%		0.31%
	0.03%	0.23%	1.61%	2.35%	4.22%

RANDOMIZATION

Random Number Generator (RNG) The algorithm used for random number generation (RNG) is Fortuna, physical random number generator exploiting an elementary quantum optics process. Fortuna has been evaluated and certified by the Trisigma, the recognized Netherlands company in charge of measurement science, testing and compliance. It confirmed that the quality of its random output complies with the highest requirements. See the Certificate of Conformity and read the Test Report on TBD <http://www.idquantique.com/>

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.

INFORMATION TO THE PLAYER

Players have access to game rules from within the game at all times.

GAME SIMULATION

A demo version of the game is available at <http://lucky-potions.gettagaming.com>