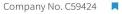
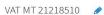


# [PEARL HEART]

Game Info









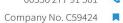
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## **Document History**

| Version | Date   | Author   | Comment         |
|---------|--------|----------|-----------------|
| 1.0     | {DATE} | {AUTHOR} | Initial Version |









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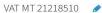
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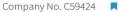


#### **GAME CARD**

| GAME NAME           | Pearl Heart   |
|---------------------|---|
| RTP                 | 94.08%  |
| LINES               | 10  |
| REELS & ROWS        | 5x3   |
| GAMBLE              | Yes / Black - Red   |
| SUPPORTED PLATFROMS | Android / iOS / Windows   |
| GAME RESOLUTION     | 1920x1080, 1280 x 720 or 1024 x 576<br>Custom values can be used as long as the<br>aspect ratio is kept at 16:9 |
| SUPPORTED BROWSERS  | <b>C O O O</b>  |

#### **SORT DESCRIPTION**

The underwater kingdom is the dwelling place of lovely and mysterious creatures; yet, there is a precious secret to discover. Pearl Heart is the home of beautiful mermaids but also dangerous sharks, therefore the player will be totally immersed in an exotic and beautiful destination, full of animated characters that will help you find a magnificent treasure. The stunning interface will render your undersea experience simply extraordinary, while enjoying colorful features, symbols and outstanding winnings. You will be able to explore the endless sea with exquisite creatures, curious fish and lovely mermaids. There are also plenty of tropical icons and many incredible bonuses in store for the most courageous and successful player! Pearl Heart employs 5-reels and multiple paylines.







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## 1 GAME DESCRIPTION

Pearl Heart is a 5-reel, 3-rows, 10-payline game. The number of lines is fixed.

The different symbols on each reel pay (according to the paytable) if the same symbol appears in a line from left to right. For instance, if symbol KING appears on the first, second and third position of line 5, this is awarded as a 3-of-a-kind KING win. Only the highest win of each line is awarded, and all wins are added together.

The game has two mutually exclusive Bonus features:

- Freespin Bonus feature: triggered by 3, 4 or 5 SCAT symbols appearing anywhere on the reels, awards 5, 10 or 15 freespins respectively. Additional freespins cannot be won during bonus feature.
- Super Freespin Bonus feature: triggered by 3 BONUS symbols appearing only on reels 1, 3, 5, awards a random number of freespins (5, 8, 10, 20, 30) with a randomly chosen win multiplier (2x, 3x, 5x, 7x, 10x, 20x times the win on the line). Additional Super Freespins cannot be won during bonus feature.





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| PLATIN GAMING<br>GAME DEVELOPMENT |  |
|-----------------------------------|--|

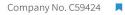
| Button                       | Image        | Function  |
|------------------------------|--------------|---|
| Main Controlbar Elements and | Descriptions |   |
| Autoplay Button              |              | Opens autoplay settings.  |
| Max Bet Button               |              | Clicking this button starts a game round at the current coin value with the maximum bet level selected. |
| Gamble Button                |              | Clicking this button start a gamble game  |
| Spin Button                  | C,           | Starts a single spin using current bet settings.  |
| Stop Button                  |              | Stops the spin quickly.   |
| Collect Button               |              | Clicking this button collect current earns, if has a win.   |

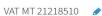


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| Button                   | lma                 | ge     | Function   |
|--------------------------|---------------------|--------|--|
| Main Controlbar Elements | and Descriptiptions |        |  |
| Quick Spin Button        |                     |        | Plays the game in quick spin mode.   |
| Line Stepper             | 10 LIN              |        | Clicking one of the numbered buttons changes the line values. To increase or decrease faster, the player can click and drag the slider below.              |
| Coin Value Stepper       | O.10                |        | 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. |
| NavigationBar            |                     |        | Allows navigating the paytable pages.  |
| Toolbar Elements and Des | criptions           |        |  |
| <b>Button Name</b>       | Button S            | States | Description  |
| Fullscreen Button        | 88                  | 932    | Gets the game to the maximize / minimize.  |
| Mute Button              | (X)                 |        | Turn the sound off / on  |
| Paytable Button          | ាំ                  |        | Opens the paytable   |
| Help Button              | 3                   |        | Open game rules  |
| Settings Button          | (8)                 | +)     | Opens the game settings list.  |





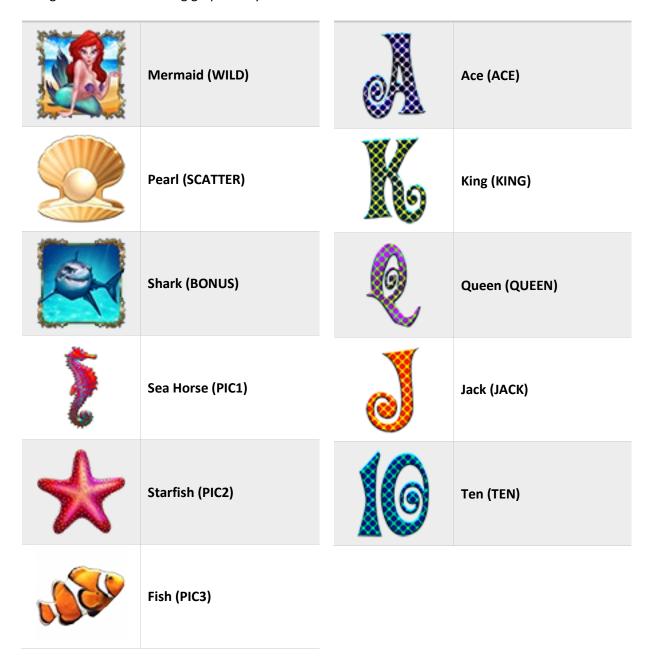




## **2 GAME OVERVIEW**

## 2.1 Symbols

This game has the following graphical symbols:









# 2.2 Scatter Symbol

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In the Base Game, 3 or more Scatter symbols trigger the free spins.

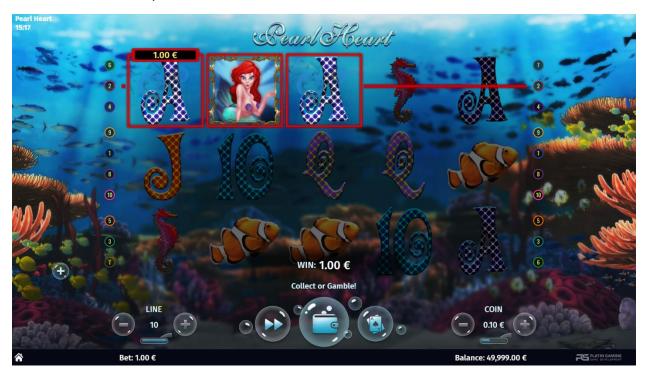




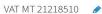
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## 2.3 Wild Symbol

The Wild symbol substitutes for any other symbols in the Base Game and Super Freespin Game, except for the Scatter, Bonus symbol.



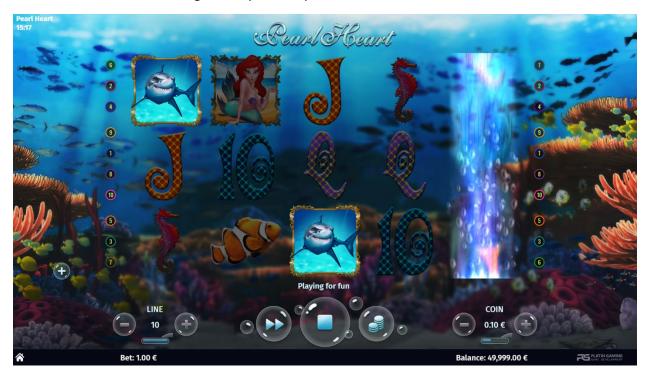






## 2.4 Bonus Symbol

In the Base Game, 3 or more Bonus symbols trigger the bonus game, Bonus symbols only appears 1th, 3th, 5th columns. After bonus game, Super Freespin will start.





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#### 2.4 Denomination

The denomination of the game (value of 1 credit) is set to 0.01 €.

All currency related values in the game are always displayed and formatted according to the denomination, using the dot "." as separator for the cents (e.g. a win of one and a half euros will be displayed as 1.50).

#### 2.5 Bet Options

The number of paylines on which the player can bet is variable between 1 and 10.

The total bet is defined as the number of paylines (1-10) multiplied by the bet-multiplier, which is the amount of credits bet on each payline.

Allowed values for the bet-multiplier are: 1, 2, 3, 5, 10, 15, 30, 50, 100, 200, 300, 500, 750, 1000

This corresponds to the following minimum and maximum bet:

Minimum bet: 0.01 €

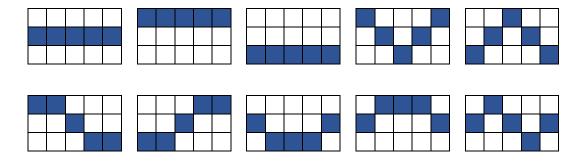
Maximum bet: 100.00 €

#### 2.4 Game Configuration

RTP: 94.08%

#### 2.5 Paylines

Game has 10 Predefined paylines



## 2.6 Paytable

The paytable shown in the game is dynamic: that is all values corresponds to the amount paid to the player for the selected bet.

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#### **3 RANDOM MODEL**

In the base game the engine draws one random number in the [0-1) range to select a set of reels, then it uses 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

#### 3.1 Freespins

If Free Spins Bonus is triggered, 5 random numbers will be used on every spin to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

Example outcome with trigger: 0.3,6,3,4,1,1

#### 3.2 Super Free Spin / Bonus

If the Super Free Spin Bonus is triggered, the engine draws one random number in the [0-1) range to select the number of freespins of the bonus according to the following table:

| Prob. Ranges | N. Spins |
|--------------|----------|
| [0,0.54]     | 5        |
| (0.54, 0.77] | 8        |
| (0.77, 0.94] | 10       |
| (0.94, 0.98] | 20       |
| (0.98 , 1]   | 30       |

Then the game will consume one random number in the [0-1) range to select the win line multiplier for the bonus game, according to the following table:

| Prob. Ranges  | Win Multiplier |
|---------------|----------------|
| [0,0.35]      | 2              |
| (0.35 , 0.66] | 3              |
| (0.66 , 0.85] | 5              |
| (0.85 , 0.96] | 7              |
| (0.96 , 0.99] | 10             |
| (0.99 , 1]    | 20             |

On every spin the game engine will draw 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the [0, d-1] domain where d is the length of the reel.

Example outcome with trigger: 0.3,13,5,9,2,6



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#### 3.2 Gamble Feature

To draw the outcome of the gamble feature one integer random number (0=gamble won, 1=gamble lost) is used.





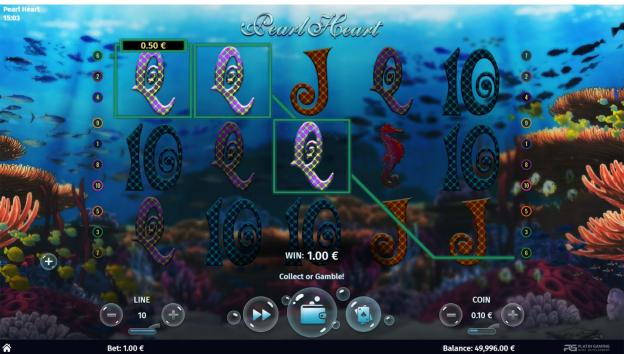




## **4 SCREEN OF ALL GAME PHASES**

#### 4.1 Base Game







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#### 4.3 Gamble

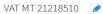






















## **5 INFORMATION AND HELP SCREENS**

## 5.1 Paytable

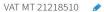
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## 5.2 Bonus

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#### 5.3 Rules

