

MENTAL 2

Insanity is doing the same thing over and over again expecting a different outcome. Mental defined, is a person or their behavior, is extreme or illogical in some way. Put them together and you've got murderous, deranged daughter who butchered her parents.

She gets shipped off the asylum where someone very special is waiting for her!



HIGHLIGHTS

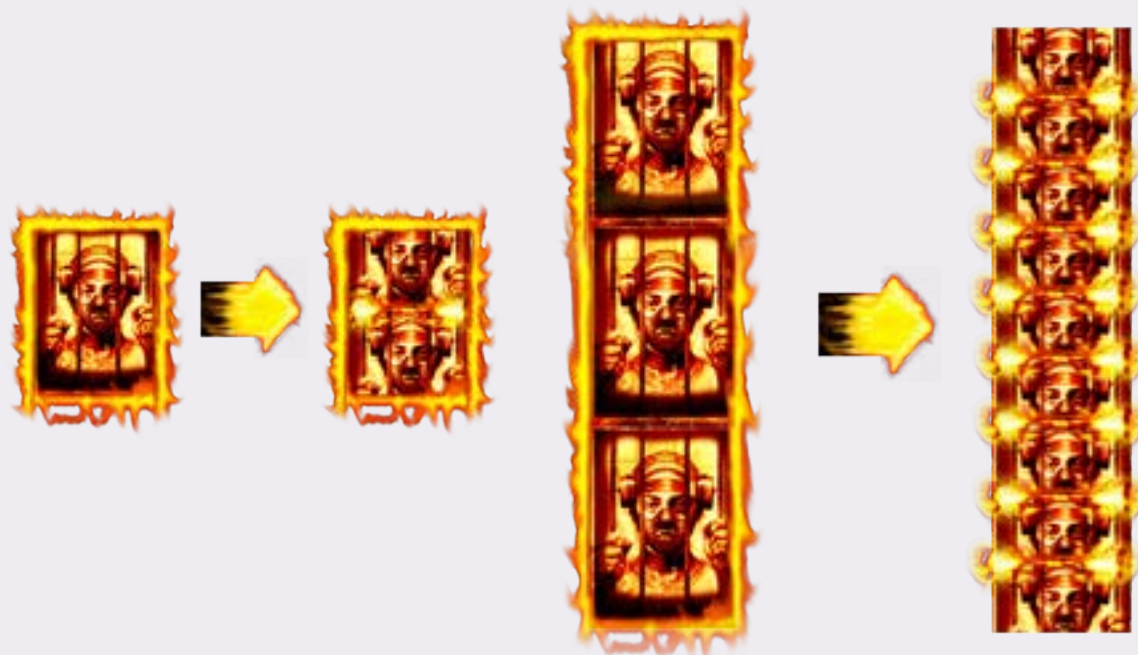
- xMental™ | xHole™ | xNudge® | xGod® | xWays® | xBet™ | xSplit®
- Bloodletting Spins | Surgery Spins | ExperiMENTAL Spins | God Mode
- 99,999x Max Win

GENERAL INFORMATION

RTP Options	96.06% , 95.23% (DX0), 94.04% (DX1), 92.02% (DX2)
RTP Base Game / Bonus Mode(s)*	57.82% / 38.24%
Volatility	12 (Insane)
Max Win	99,999x (1 in ~16M spins with the 96.06% RTP Option)
Free Spin Frequency	1 in 269 Spins
Win 100x Bet	1 in 993 Spins
Min Bet / Max Bet	€£\$ 0.20 / €£\$ 100
Reels x Rows	3-2-3-2-3
NLC Direct GameID	Mental2 / Mental2DX0 / Mental2DX1 / Mental2DX2 / Mental2DX4**
OSS Table ID	mental2000000000 / mental2dx0000000 / mental2dx1000000 / mental2dx2000000 / mental2dx4000000**

**Bonus RTP includes any possible upgrades* ** DX4 is for use in DE Market only*

GAME FEATURES



Fire Frames & Fire Reels

Fire Frames: Randomly, 1 to 13 positions on the reels in the main game may turn into a Fire Frame. Any symbol that lands in a Fire Frame will **split into 2 parts**.

Fire Reels: Randomly, 1 to 5 reels in the game may turn into a Fire Reel. Any symbol that lands in a Fire Reel will **split into 3 parts**.



Enhancer Cells

Enhancer Cells are located at the bottom of reels 2, 3, and 4. **The more Fire Frames that appear, the more Enhancer Cells get activated:**

- **4 Fire Frames** activate the **Reel 2 Enhancer Cell**.
- **6 Fire Frames** activate **Reel 2** and **Reel 4 Enhancer Cells**.
- **8 Fire Frames** activate **all 3 Enhancer Cells** (on reels 2, 3, and 4).

A Fire Reel is considered as 2 or 3 Fire Frames for the Enhancer Cell activation, depending on the size of the reel it's on.

Each Enhancer Cell can reveal one of below symbols:

- **Wild:** The regular Wild symbol.
- **xSplit®:** Splits one symbol on each reel and double those symbols, it splits itself into 2 Wilds.
- **xNudge® Wild:**
 - Always nudges to fully visible on the reel.
 - For every step the Nudge® Wild nudges, the win multiplier increases by 1.
 - Several Wild multipliers add to each other for a total Wild multiplier.
 - When an xNudge® Wild is split by an xSplit®, the multiplier on the Nudge® Wild increases by 1.
- **Patient Symbol:** One of the 5 Patient symbols.
- **xWays®:**
 - Reveals 3 symbols of the same kind and expand the reel(s) height.
 - It can reveal any paying symbol.
 - If more than one xWays® symbol, then all xWays® symbols will reveal the same symbol.



Dead Patients

Gets activated when there are **2 Dead Patient symbols**.

It reveals one of the Patient symbols with a random multiplier: **x5, x10, x15, x30, x50, x100, x200, x500, x1,000, x9,999**.

Multiplier value reflects the symbol count on that reel.



GAME FEATURES



xHole™

Activated when **xHole™** symbol lands in a **Fire Frame** or a **Fire Reel** on the **second position** of the **third reel**.

Only regular paying symbols and the Wild symbol are drawn from the main reels, then scattered to random positions and their current sizes are multiplied by either **x2, x4 or x8**. In case of **xNudge® Wild**, it only modifies it's win multiplier. **xHole™ then converts to Wild**.

Winning symbols before xHole™ sucks, **goes back to the same position**.

If xHole™ **lands outside** a Fire Frame or a Fire Reel then **it will not activate**.

Saved **Dead Patient** multipliers **will not** be applied after xHole™ feature.



Mental Transform

Landing **Disembodied Scatter symbol** on reel 2 or reel 4 in the game triggers the **Mental Transform** feature.

Disembodied Scatter symbol gets **transformed** to one of the following symbols: **xWays®, xSplit®, Dead Patient, Wild or Patient symbol**.



xMental™

Activated when an **xMental™** symbol lands in a **Fire Frame** or a **Fire Reel** anywhere on the reel area. This triggers an extra spin with the following features:

- All reel positions will get **Fire Frames**.
- Enhancers will reveal **xWays®, xNudge® Wild, or xSplit®**
- Possibility of triggering **xHole™**.

If xMental™ **lands outside** a Fire Frame or a Fire Reel then **it will not activate**.



GAME FEATURES



Scatters

Cognitive Scatter symbols can only appear on **reels 1, 3, and 5** in the main game.

Disembodied Scatter symbols can only appear on **reels 2 and 4**.

Scatter Symbol Combinations:

- Landing **3 Cognitive Scatter symbols** triggers **8 Bloodletting Spins**.
- Landing **3 Cognitive Scatter symbols** and **1 Disembodied Scatter symbol** triggers **9 Surgery Spins**.
- Landing **3 Cognitive Scatter symbols** and **2 Disembodied Scatter symbols** triggers **10 Experimental Spins**.

Extra Spins for bonus rounds:

- Each Scatter symbol landing in a **Fire Frame** awards **+1 spin**.
- Each Scatter symbol landing in a **Fire Reel** awards **+2 spins**.



Bloodletting Spins

Fire Frames and **Fire Reels** remain sticky throughout the bonus round.

Landing **1 Disembodied Scatter symbol** upgrades the remaining spins to **Surgery Spins** and awards **+1 spin**.

Landing **2 Disembodied Scatter symbols** upgrades the remaining spins to **Experimental Spins** and awards **+2 spins**.



GAME FEATURES



Surgery Spins

In addition to the Bloodletting Spins features, **Disembodied symbol gets sticky and triggers Mental Transform feature for each spin.**

Dead Multiplier: The **highest Multiplier** from each Dead Patient Symbol is **collected** with its 'Count'. **Count** signifies the number of a particular **Patient symbols revealed**.

For example: If 3 Patient (1) symbols are revealed with Multipliers x5, x10 and x15 a then Patient(1) would get collected with Multiplier: x15 and Count: 3.

Once collected, the **Dead Multiplier** would be **transferred** to their respective **Patient symbols** based on the Count when a new collected Patient symbol appears on the reels.

For example: If Patient (1) has a Multiplier: x15 and Count: 3, first 3 occurrences of Patient (1) gets x15 Multiplier.

Every time a Dead multiplier is transferred to a Patient symbol, the **Count decrements by 1**. Dead multiplier **does not** transfer to a symbol revealed from Dead Patient symbol

Landing 1 new Disembodied Scatter symbol **upgrades** the remaining spins to **Experimental Spins** and awards **+1 spin**.



Experimental Spins

In addition to the Surgery Spins features, **both Disembodied symbols gets sticky and triggers Mental Transform feature for each spin.**

The **Dead Multiplier** count for the Patient symbols **does not decrement** after its transfer to a Patient symbol. It **keeps building up** with new Dead Patient symbol reveal.



GAME FEATURES



xBet™ (Nolimit Booster)

At a cost of **1.4 times the base bet**, the player is **guaranteed** a Cognitive Scatter symbol on reel 1.



xHole™ (Nolimit Booster)

At a cost of **99 times the base bet**, the player is **guaranteed** to activate xHole™.



Fire Frames (Nolimit Booster)

At a cost of **6 times the base bet**, the player is **guaranteed** Fire Frames on all reel positions.



xMental™ (Nolimit Booster)

At a cost of **3,200 times the base bet**, the player is **guaranteed** to activate xMental™.

GAME FEATURES



God Mode

Chase the Max Win (Death Is Just The Beginning) by landing **xGod® symbol on each reel** at a cost of **6,666 times the base bet**.



Death Is Just The Beginning

The max payout of the game is **99,999 times the base bet**.

When the total win exceeds this amount the game round will end and 99,999 times the base bet is awarded.

The Max Win **can also be achieved** instantly in the main game by landing **one xGod® symbol on each reel in a single spin**.



GAME FEATURES

Nolimit Bonus Buy



Buy your way straight into the different bonus features, ranging from **100 to 6,666 times the base bet**.

The Nolimit Bonus feature may however be removed in some regulated markets.

- **Bloodletting Spins** can be bought for **100 times bet**, maximum possible bet is €100.00.
- **Surgery Spins** can be bought for **250 times bet**, maximum possible bet is €100.00.
- **Experimental Spins** can be bought for **1,800 times bet**, maximum possible bet is €100.00.
- **Lucky Draw (50% / 40% / 10%)** can be bought for **330 times bet**, maximum possible bet is €100.00.
- **God Mode** can be bought for **6,666 times bet**, maximum possible bet is €100.00.

Nolimit Booster



Buy a specific game feature in the Nolimit Bonus tool.

The total cost for the activated feature will be charged from your balance for each spin.



- **xBet™** can be activated for **1.4 times bet**, maximum possible bet is €100.00.



- **Fire Frames** can be activated for **6 times bet**, maximum possible bet is €100.00.



- **xHole™** can be activated for **99 times bet**, maximum possible bet is €100.00.



- **xMental™** can be activated for **3,200 times bet**, maximum possible bet is €100.00.

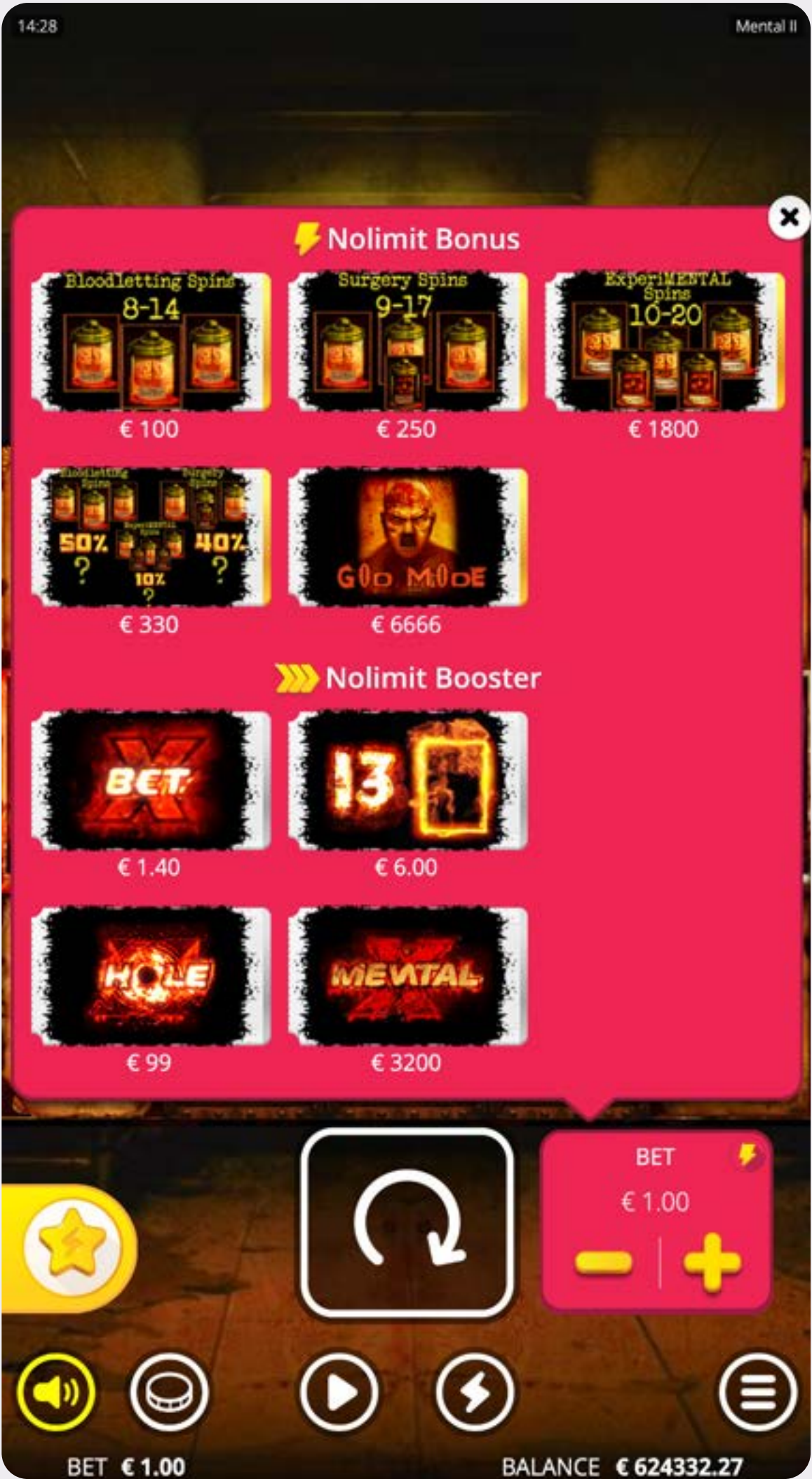
Nolimit Action Spins



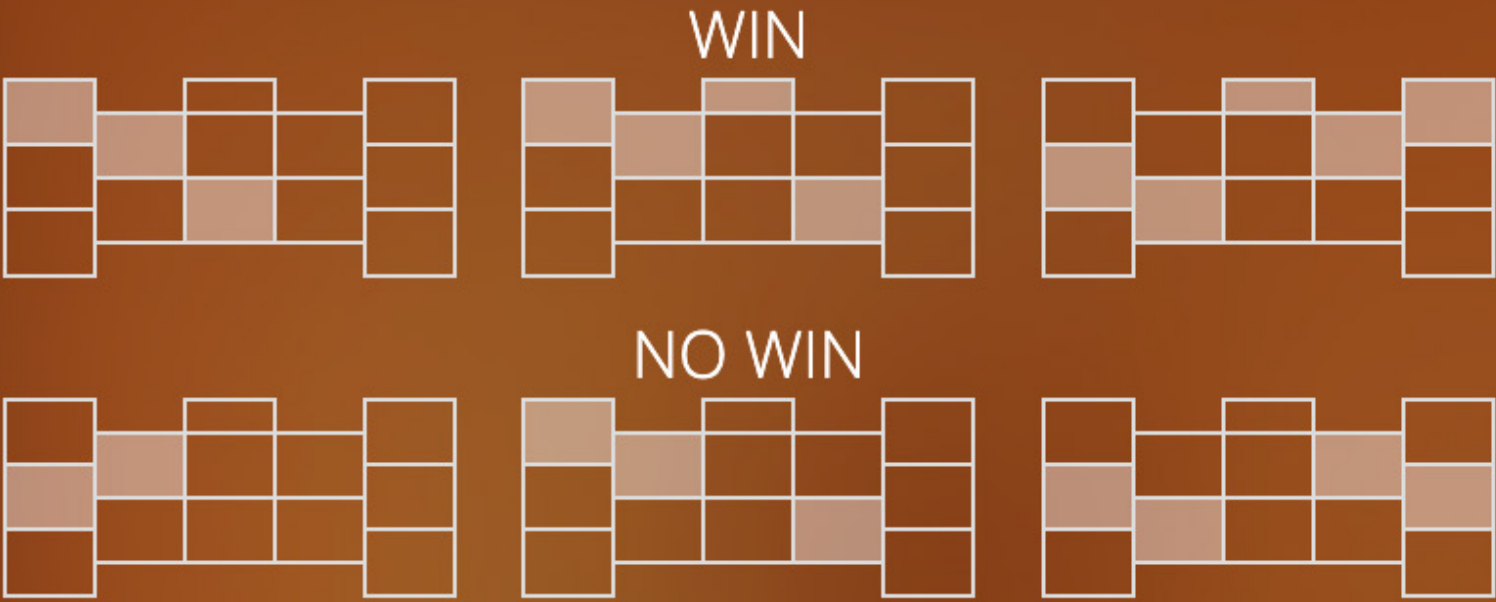
Get your adrenaline flowing and play your regular bonus rounds in HYPER MODE!

‘Action Spins’ is a new *optional* feature that ushers in an innovative way to play a high volume of rounds of the Base Game or Multiple Bonus rounds in a rapid and exhilarating way!

The Action Spins feature may however be removed in some regulated markets.



108+ WIN WAYS



GAME IDs & RTPs

DESKTOP + MOBILE

NLC Direct Game ID	Description	OSS Game Type	OSS Table ID	RTP
Mental2	Standard Version	mental2	mental2000000000	96.06%
Mental2DX0	DX0 Version	mental2	mental2dx0000000	95.23%
Mental2DX1	DX1 Version	mental2	mental2dx1000000	94.04%
Mental2DX2	DX2 Version	mental2	mental2dx2000000	92.02%
Mental2DX4	DX4 Version*	mental2	mental2dx4000000	84.01%

For Evolution One Stop Shop (OSS) integration, please use the "OSS Game Type" and "OSS ID"

* DX4 is for use in DE Market only

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<https://www.nolimitcity.com/operator/>

