

Water Warriors

Casino Game Guide

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1 Operator Information

1.1 B2C Marketing Overview

1.1.1 Preview Text Standard

Seek deep-sea fortunes in *Water Warriors*, where the Wilds energize and spread across the reels! When the Kraken appears, the Water Warrior battle begins! All adjacent Tentacle Symbols turn into energized Wilds, providing huge win potential. During the *Free Spins Bonus*, choose your path to aquatic riches and witness the Water Warrior's guaranteed transformation on every spin!

1.1.2 Preview Text Short

Seek deep-sea fortunes in *Water Warriors*, where the Wilds energize and spread across the reels! When the Kraken appears, the Water Warrior battle begins! All adjacent Tentacle Symbols turn into energized Wilds, providing huge win potential.

1.1.3 Marketing Headlines

- This aquatic game is full of innovative and thrilling wins!
- The Water Warrior energizes symbols and turns them wild for huge wins!
- Seek deep-sea fortunes with energized Wilds!

1.1.4 SEO Keywords

[operator name] Water Warriors slot
30 paylines slots Water Warriors
Free spins bonus slots Water Warriors
Expanding Wild slots Water Warriors
Slots Water Warriors
Water Warriors game
Water Warriors online
Water Warriors mobile
Water Warriors mobile slot
Water Warriors mobile game

1.2 B2B Marketing Overview

1.2.1 General Features

- 4x5 reels
- 30 paylines

Expanding Wild Feature

- After the reel spin in the base game or in the *Free Spins Bonus*, Kraken Symbols in any position on the reels transform into Water Warrior Symbols and expand downward.
- The Water Warrior Symbol is Wild and substitutes for all symbols except for the Bonus Symbol.
- Tentacle Symbols vertically and horizontally adjacent to any Water Warrior Symbols transform into energized Wild Symbols.
- Tentacle Symbols vertically and horizontally adjacent to any energized Wild Symbols also transform into energized Wild Symbols.

Free Spins Bonus

- Triggered when 3 Bonus scatter symbols appear on reels 1, 3, and 5 in the base game.
- Select the number of free spins with multiplier to start the bonus:
 - 12 free spins, 1x multiplier
 - 6 free spins, 2x multiplier
 - 4 free spins, 3x multiplier
- During each free spin, a magical green frame appears around 1 random reel.
 - After the reel spin, the reel transforms into a Water Warrior Symbol.
- 3 Bonus Scatter Symbols appearing on reels 1, 3, and 5 award additional free spins at the same number and multiplier as the initial selection.
- Additional free spins are awarded even if appearing on a reel that is transformed into a Water Warrior Symbol.

1.2.2 Target Player and Differentiation

Target Player

- Novice players will be attracted to the action-packed *Expanding Wild* feature as well as the incredible art and animations that drive the game experience.
- Experienced players will enjoy the easily recognizable win potential in the *Expanding Wild* feature as well as the option to tailor their play experience with the bonus volatility picker.
- All players should love watching as the magical green glow engulfs the reels during high-value feature triggers.

Differentiation

The unique *Expanding Wild* feature and well-matched theme make this game a crowd-pleasing and exciting medium volatility game.

1.3 Similar Games

Medusa Queen of Stone
Sleepy Hollow
Temple of Fire

1.4 Slot Game Content Keys














Cost to Cover	60 coins (001/002/003) 12 coins (021/022/023)
Paylines	30
Bonus Features	1
Hit Frequency (any win)	1 in 8
Free Spins Hit Frequency	1 in 500.2
Payout Ratio	92.10% to 96.00%
Volatility Rating	Medium-Low – 2 of 5 Chili Peppers (🌶️🌶️🌶️🌶️🌶️)

1.5 The Ride

1.5.1 Average Experience in 100 Spins

# Wins > Bet	8
# Wins (>10x Bet)	2-3
Chance of Free Spins	18.14%

1.6 Paytable

Base Game and Free Spins Bonus Wins		
<p>Any combination of</p>  <p>5 = 300 4 = 100 3 = 30</p> <p>and/or</p> 		
 <p>5 = 150 4 = 50 3 = 20</p>	 <p>5 = 100 4 = 30 3 = 10</p>	 <p>5 = 100 4 = 30 3 = 10</p>
 <p>5 = 100 4 = 30 3 = 10</p>	 <p>5 = 100 4 = 30 3 = 10</p>	 <p>5 = 100 4 = 30 3 = 10</p>
 <p>5 = 50 4 = 15 3 = 5</p>	 <p>5 = 50 4 = 15 3 = 5</p>	 <p>5 = 50 4 = 15 3 = 5</p>
 <p>5 = 50 4 = 15 3 = 5</p>	 <p>5 = 50 4 = 15 3 = 5</p>	

1.7 Min and Max For-Wager Bets

The min and max **for-wager** bets shown are based on the game's min and max bet increments and all 30 paylines.

Paymodels 001/002/003

Min Bet 0.60
Max Bet 6000.00

Paymodels 021/022/023

Min Bet 0.12
Max Bet 1200.00

1.8 Bet Increment Information

Paymodels 001/002/003

Game:	Water Warriors
SWID:	200-1602-xxx
Paymodels (xxx)	001/002/003
CTC:	60
Denom:	0.01
Max Liability	27,000 times the coin value

Multiplier (x)	1	2	3	4	5	6	7	8	9	10
	Default Bet									
Line bet / Coin Value	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10
Total Bet	0.60	1.20	1.80	2.40	3.00	3.60	4.20	4.80	5.40	6.00
Possible Win	270.00	540.00	810.00	1,080.00	1,350.00	1,620.00	1,890.00	2,160.00	2,430.00	2,700.00

Multiplier (x)	15	20	25	30	40	50	100	200	300	400
Line bet / Coin Value	0.15	0.20	0.25	0.30	0.40	0.50	1.00	2.00	3.00	4.00
Total Bet	9.00	12.00	15.00	18.00	24.00	30.00	60.00	120.00	180.00	240.00
Possible Win	4,050.00	5,400.00	6,750.00	8,100.00	10,800.00	13,500.00	27,000.00	54,000.00	81,000.00	108,000.00

Multiplier (x)	500	600	700	800	900	1000	2000	3000	4000	5000
	Max Recommended									
Line bet / Coin Value	5.00	6.00	7.00	8.00	9.00	10.00	20.00	30.00	40.00	50.00
Total Bet	300.00	360.00	420.00	480.00	540.00	600.00	1,200.00	1,800.00	2,400.00	3,000.00
Possible Win	135,000.00	162,000.00	189,000.00	216,000.00	243,000.00	270,000.00	540,000.00	810,000.00	1,080,000.00	1,350,000.00

Multiplier (x)	10000
Line bet / Coin Value	100.00
Total Bet	6,000.00
Possible Win	2,700,000.00

Note: default bet is set as the first available multiplier, unless specially requested
For example: A new player launching this game for the first time, will be presented with a total wager of £ 0.60

Paymodels 021/022/023

Game:	Water Warriors
SWID:	200-1602-xxx
Paymodels (xxx)	021/022/023
CTC:	12
Denom:	0.01
Max Liability	5,400 times the coin value

Multiplier (x)	1	2	3	4	5	6	7	8	9	10
	Default Bet									
Line bet / Coin Value	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10
Total Bet	0.12	0.24	0.36	0.48	0.60	0.72	0.84	0.96	1.08	1.20
Possible Win	54.00	108.00	162.00	216.00	270.00	324.00	378.00	432.00	486.00	540.00

Multiplier (x)	15	20	25	30	40	50	100	200	300	400
Line bet / Coin Value	0.15	0.20	0.25	0.30	0.40	0.50	1.00	2.00	3.00	4.00
Total Bet	1.80	2.40	3.00	3.60	4.80	6.00	12.00	24.00	36.00	48.00
Possible Win	810.00	1,080.00	1,350.00	1,620.00	2,160.00	2,700.00	5,400.00	10,800.00	16,200.00	21,600.00

Multiplier (x)	500	600	700	800	900	1000	2000	3000	4000	5000
Line bet / Coin Value	5.00	6.00	7.00	8.00	9.00	10.00	20.00	30.00	40.00	50.00
Total Bet	60.00	72.00	84.00	96.00	108.00	120.00	240.00	360.00	480.00	600.00
Possible Win	27,000.00	32,400.00	37,800.00	43,200.00	48,600.00	54,000.00	108,000.00	162,000.00	216,000.00	270,000.00

Multiplier (x)	10000
Line bet / Coin Value	100.00
Total Bet	1,200.00
Possible Win	540,000.00

Note: default bet is set as the first available multiplier, unless specially requested
For example: A new player launching this game for the first time, will be presented with a total wager of £ 0.12

1.9 Maximum Liability

Paymodels 001/002/003

- Maximum liability is 27,000 times the coin value.

Paymodels 021/022/023

- Maximum liability is 5,400 times the coin value.

1.10 Award Caps

Note: Award cap is set at 250K and subject to jurisdiction.

1.10.1 Award Capping - 0.01 Denomination

AWARD CAPS ODDS per 100,000,000 trials
Odds of a transaction hitting the specified award cap at given bet levels

	Max Cap						
	100,000	125,000	250,000	300,000	500,000	1,000,000	
4.00	1 in 1,041.7K	1 in 7,142.9K	<1 in 100,000K	<1 in 100,000K	<1 in 100,000K	<1 in 100,000K	240.00
5.00	1 in 226.8K	1 in 1,041.7K	<1 in 100,000K	<1 in 100,000K	<1 in 100,000K	<1 in 100,000K	300.00
10.00	1 in 9.3K	1 in 21.7K	1 in 1,041.7K	1 in 5,000.0K	<1 in 100,000K	<1 in 100,000K	600.00
20.00	1 in 1.4K	1 in 2.3K	1 in 21.7K	1 in 48.8K	1 in 1,041.7K	<1 in 100,000K	1200.00
30.00	1 in 0.7K	1 in 1.0K	1 in 5.1K	1 in 9.3K	1 in 82.6K	1 in 14,285.7K	1800.00
50.00	1 in 0.3K	1 in 0.4K	1 in 1.4K	1 in 2.1K	1 in 9.3K	1 in 226.8K	3000.00
Coin Value							Total Bet

RTP LOSS FROM CAP per 100,000,000 trials
RTP loss at given bet levels with specified cap in place

	Max Cap						
	100,000	125,000	250,000	300,000	500,000	1,000,000	
4.00	0.005%	0.001%	-	-	-	-	240.00
5.00	0.023%	0.005%	-	-	-	-	300.00
10.00	0.542%	0.242%	0.005%	0.001%	-	-	600.00
20.00	3.190%	2.002%	0.242%	0.110%	0.005%	-	1200.00
30.00	6.056%	4.382%	0.953%	0.542%	0.066%	0.000%	1800.00
50.00	11.279%	8.692%	3.190%	2.194%	0.542%	0.023%	3000.00
Coin Value							Total Bet

1.10.2 Award Capping - 0.05 Denomination

AWARD CAPS ODDS per 100,000,000 trials
Odds of a transaction hitting the specified award cap at given bet levels

	Max Cap						
	100,000	125,000	250,000	300,000	500,000	1,000,000	
20.00	1 in 1.4K	1 in 2.3K	1 in 21.7K	1 in 48.8K	1 in 1,041.7K	<1 in 100,000K	1200.00
25.00	1 in 0.9K	1 in 1.4K	1 in 9.3K	1 in 18.4K	1 in 226.8K	1 in 50,000.0K	1500.00
50.00	1 in 0.3K	1 in 0.4K	1 in 1.4K	1 in 2.1K	1 in 9.3K	1 in 226.8K	3000.00
100.00	1 in 0.1K	1 in 0.2K	1 in 0.4K	1 in 0.6K	1 in 1.4K	1 in 9.3K	6000.00
150.00	1 in 0.0K	1 in 0.1K	1 in 0.2K	1 in 0.3K	1 in 0.7K	1 in 2.7K	9000.00
250.00	1 in 0.0K	1 in 0.0K	1 in 0.1K	1 in 0.1K	1 in 0.3K	1 in 0.9K	15000.00
Coin Value							Total Bet

RTP LOSS FROM CAP per 100,000,000 trials
RTP loss at given bet levels with specified cap in place

	Max Cap						
	100,000	125,000	250,000	300,000	500,000	1,000,000	
20.00	3.190%	2.002%	0.242%	0.110%	0.005%	-	1200.00
25.00	4.675%	3.190%	0.542%	0.283%	0.023%	0.000%	1500.00
50.00	11.279%	8.692%	3.190%	2.194%	0.542%	0.023%	3000.00
100.00	20.711%	17.445%	8.692%	6.883%	3.190%	0.542%	6000.00
150.00	29.515%	24.238%	13.609%	11.279%	6.056%	1.721%	9000.00
250.00	42.510%	36.851%	20.711%	18.014%	11.279%	4.675%	15000.00
Coin Value							Total Bet

1.10.3 Award Capping – 0.10 Denomination

AWARD CAPS ODDS per 100,000,000 trials

Odds of a transaction hitting the specified award cap at given bet levels

	100,000	125,000	250,000	300,000	500,000	Max Cap 1,000,000	
40.00	1 in 0.4K	1 in 0.7K	1 in 2.3K	1 in 3.6K	1 in 21.7K	1 in 1,041.7K	2400.00
50.00	1 in 0.3K	1 in 0.4K	1 in 1.4K	1 in 2.1K	1 in 9.3K	1 in 226.8K	3000.00
100.00	1 in 0.1K	1 in 0.2K	1 in 0.4K	1 in 0.6K	1 in 1.4K	1 in 9.3K	6000.00
200.00	1 in 0.0K	1 in 0.0K	1 in 0.2K	1 in 0.2K	1 in 0.4K	1 in 1.4K	12000.00
300.00	1 in 0.0K	1 in 0.0K	1 in 0.1K	1 in 0.1K	1 in 0.2K	1 in 0.7K	18000.00
500.00	1 in 0.0K	1 in 0.0K	1 in 0.0K	1 in 0.0K	1 in 0.1K	1 in 0.3K	30000.00
Coin Value							Total Bet

RTP LOSS FROM CAP per 100,000,000 trials

RTP loss at given bet levels with specified cap in place

	100,000	125,000	250,000	300,000	500,000	Max Cap 1,000,000	
40.00	8.692%	6.563%	2.002%	1.276%	0.242%	0.005%	2400.00
50.00	11.279%	8.692%	3.190%	2.194%	0.542%	0.023%	3000.00
100.00	20.711%	17.445%	8.692%	6.883%	3.190%	0.542%	6000.00
200.00	36.851%	31.087%	17.445%	14.995%	8.692%	3.190%	12000.00
300.00	46.943%	41.492%	24.238%	20.711%	13.609%	6.056%	18000.00
500.00	58.373%	53.545%	36.851%	32.105%	20.711%	11.279%	30000.00
Coin Value							Total Bet

1.11 Multi-Language Support

Canadian French	Greek
Danish	Italian
Dutch	Norwegian
English	Portuguese
Finnish	Romanian
French	Spanish
German	Swedish

* RGS supports more languages than the game. Contact your IGT Account Manager for more information.

1.12 Currencies

ARS	Argentine Peso	INR	Indian Rupee
AUD	Australian Dollar	MXN	Mexican Peso
BGN	Bulgarian Lev	NOK	Norwegian Krone
CAD	Canadian Dollar	NZD	New Zealand Dollar
CHF	Swiss Franc	PHP	Philippine Peso
COP	Columbian Peso	PLN	Polish Zloty
CZK	Czech Koruna	RON	Romanian New Leu
DKK	Danish Krone	SEK	Swedish Krona
EUR	Euro	USD	U.S. Dollar
GBP	Great Britian Pound Sterling	ZAR	South African Rand
HUF	Hungarian Forint		

2 Math Model

2.1 Return to Player

Paymodel	RTP	CTC
200-1602-001	96.00%	60 coins
200-1602-002	94.10%	60 coins
200-1602-003	92.10%	60 coins
200-1602-021	96.00%	12 coins
200-1602-022	94.10%	12 coins
200-1602-023	92.10%	12 coins

2.2 Game Model Provenance

- Paymodel 200-1602-001 – Reskin of 200-1500-001 Temple of Fire
- Paymodel 200-1602-002 – Reskin of 200-1500-002 Temple of Fire
- Paymodel 200-1602-003 – Reskin of 200-1500-003 Temple of Fire
- Paymodel 200-1602-021 – Reskin of 200-1500-021 Temple of Fire
- Paymodel 200-1602-022 – Reskin of 200-1500-022 Temple of Fire
- Paymodel 200-1602-023 – Reskin of 200-1500-023 Temple of Fire

2.3 Volatility

2.3.1 Volatility Rating

Medium-Low – 2 of 5 Chili Peppers (🌶️🌶️🌿🌿🌿)

Paymodel 001

Minimum Standard Deviation

Bonus 1 (12 spins at 1x)

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	26.35%	69.65%	122.35%
10,000	8.33%	87.67%	104.33%
43,410	4.00%	92.00%	100.00%
100,000	2.64%	93.36%	98.64%
500,000	1.18%	94.82%	97.18%
694,465	1.00%	95.00%	97.00%
1,000,000	0.83%	95.17%	96.83%
10,000,000	0.26%	95.74%	96.26%

Volatility Index*: 8.33
Std Dev: 5.07

**Maximum Standard Deviation
Bonus 3 (4 spins at 3x)**

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	28.14%	67.86%	124.14%
10,000	8.90%	87.10%	104.90%
49,492	4.00%	92.00%	100.00%
100,000	2.81%	93.19%	98.81%
500,000	1.26%	94.74%	97.26%
791,776	1.00%	95.00%	97.00%
1,000,000	0.89%	95.11%	96.89%
10,000,000	0.28%	95.72%	96.28%

Volatility Index*: 8.90
Std Dev: 5.41

Paymodel 002

**Minimum Standard Deviation
Bonus 1 (12 spins at 1x)**

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	26.20%	67.90%	120.30%
10,000	8.29%	85.81%	102.39%
19,728	5.90%	88.20%	100.00%
100,000	2.62%	91.48%	96.72%
500,000	1.17%	92.93%	95.27%
686,672	1.00%	93.10%	95.10%
1,000,000	0.83%	93.27%	94.93%
10,000,000	0.26%	93.84%	94.36%

Volatility Index*: 8.29
Std Dev: 5.04

**Maximum Standard Deviation
Bonus 3 (4 spins at 3x)**

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	28.01%	66.09%	122.11%
10,000	8.86%	85.24%	102.96%
22,538	5.90%	88.20%	100.00%
100,000	2.80%	91.30%	96.90%
500,000	1.25%	92.85%	95.35%
784,501	1.00%	93.10%	95.10%
1,000,000	0.89%	93.21%	94.99%
10,000,000	0.28%	93.82%	94.38%

Volatility Index*: 8.86
Std Dev: 5.38

Paymodel 003

**Minimum Standard Deviation
Bonus 1 (12 spins at 1x)**

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	26.04%	66.06%	118.14%
10,000	8.24%	83.86%	100.34%
10,867	7.90%	84.20%	100.00%
100,000	2.60%	89.50%	94.70%
500,000	1.16%	90.94%	93.26%
678,205	1.00%	91.10%	93.10%
1,000,000	0.82%	91.28%	92.92%
10,000,000	0.26%	91.84%	92.36%

Volatility Index*: 8.24
Std Dev: 5.01

**Maximum Standard Deviation
Bonus 3 (4 spins at 3x)**

Payback Volatility (90% Confidence Intervals)

Games Played	Maximum Deviation	Minimum %	Maximum %
1,000	27.79%	64.31%	119.89%
10,000	8.79%	83.31%	100.89%
12,373	7.90%	84.20%	100.00%
100,000	2.78%	89.32%	94.88%
500,000	1.24%	90.86%	93.34%
772,198	1.00%	91.10%	93.10%
1,000,000	0.88%	91.22%	92.98%
10,000,000	0.28%	91.82%	92.38%

Volatility Index*: 8.79
Std Dev: 5.34











2.3.2 Play Index Meter



CASUAL - BALANCED:

Frequent pays and moderately higher payout amounts than casual games.

2.3.3 Volatility Descriptions

Volatility	Chili Pepper Rating	Play Index Meter	Play Index Description
Low	 1 of 5		CASUAL Focus is on more frequent pays for longer play sessions. Allows for full immersion and more opportunities to trigger bonus features.
Medium-Low	 2 of 5		CASUAL-BALANCED Frequent pays and moderately higher payout amounts than casual games.
Medium	 3 of 5		BALANCED Blended games that can either be a jumping point to more aggressive ones or the perfect mix of hit frequency and payout.
Medium-High	 4 of 5		BALANCED-AGGRESSIVE Focus is on more opportunities to win large awards with a moderate hit frequency.
High	 5 of 5		AGGRESSIVE Aggressive games provide the best chance for winning big awards.

3 Available Formats

3.1 Screen Resolution

Channel	Resolution (Full HD)	Layout
Desktop	1920 x 1080	Landscape
Mobile	1920 x 1080	Portrait: 9:16 10:16 3:4
Tablet	1920 x 1080	Landscape: 16:9 16:10 4:3

3.2 Game Screens

3.2.1 Desktop

Base Game



Expanding Wild Feature



Free Spins Bonus



Big Win

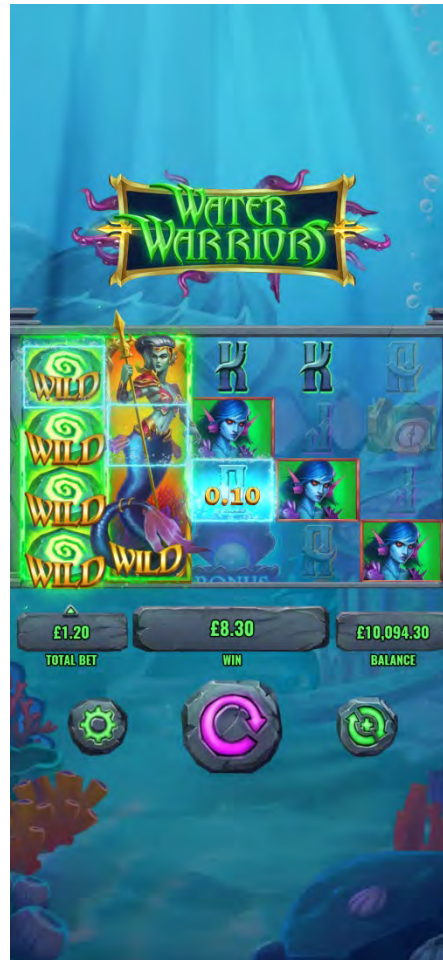


3.2.2 Mobile (Portrait)

Base Game



Expanding Wild Feature



Free Spins Bonus



Big Win



4 Protected Trademarks

The following are considered protected trademarks:

TM1: **Water Warriors** (text phrase and logo)

4.1 Trademark Marking

Due to the international access available via the Internet, IGT will no longer be using, or requiring, the marking of IGT trademarks with TM or ®. However, every game contains one or more phrases and/or logos that IGT intends to protect as trademarks in assorted jurisdictions.

TM or ® should only appear with a given trademark if specifically indicated above. 3rd party trademarks may or may not require TM or ® per the license holder's policies.

4.2 Trademark Scope

Some titles/phrases are only protected in logo form. Other titles/phrases are protected no matter how they are depicted, whether text, specialized for and/or logo form.

4.3 Full Legal Attributions

The following legal text shall accompany any document containing one or more trademarks, whether text and/or logo.

4.3.1 IGT Legal Line

Long version

© 2023 IGT. The trademarks and/or service marks used herein are either trademarks or registered trademarks of IGT, its affiliates or its licensors.

Short version

© 2023 IGT.

4.4 Use of Logos

The following lists primary logo or logos used in the game. The list may include logos that are not considered trademarks but still require proper logo treatment per the following restrictions.

TM1 (horizontal)



TM1 (stacked)



4.4.1 Logo Restrictions

- No logo may be altered or amended in any way
- No logo may be covered in any way by surrounding elements
- If a protected logo needs resizing, it must be scaled proportionately, keeping its aspect ratio intact
- No other versions of the logo may be used unless it is provided by IGT

4.5 In-line Trademark Marking

The first use of protected mark requires a discernible trademark symbol (TM or ® as displayed above).

It is optional as to whether or not to use the appropriate trademark symbol for every subsequent use after the first use. However, if trademark symbol appears in more than the first usage of a trademark, then every use of the trademark requires marking. In other words, either use the correct trademark symbol only once at the beginning or use it everywhere in the document. If the trademark symbol is only used at the beginning for trademarked text, then every subsequent use of this text must be in a font that differentiates the trademark text from surrounding text. There are numerous font treatments possible such as italic, bold, colouring, font size and/or font type. Whichever treatment is used, it should be used consistently throughout the document.

5 Approval Process

All marketing materials and assets that include IGT games must be approved by IGT, including game launch assets and marketing campaigns.

If you choose to create your own marketing materials, ads, etc. from the materials and assets provided by IGT, you must submit them to IGT for approval.

Please note that all changes made to the standard marketing asset package must be submitted for approval, regardless of the size of the change.

To ensure your materials are available and approved by the beginning of your campaign, submit all of your materials **at least 5 business days** before you need it.

To facilitate the approval of your work:

- Ensure that all proper trademarks, copyrights, and other legal symbols appear in your marketing materials.
- Show the game's disclaimer where applicable.

Unapproved assets or graphics contained in your marketing materials are not acceptable and will be rejected during the approval process.



DO NOT go live with assets unless you have written approval from IGT.

5.1 Licensed Brands

Licensed (third-party) brands require an additional level of approval from the licensor in addition to IGT approvals.

The licensor approval process can take **up to 15 working days** and can be very rigorous, depending on the licensor's requirements.

To facilitate the approval of your materials and assets, follow all third-party brand guidelines closely and submit your materials as early as possible.

5.2 IGT Contacts

Submit all materials to your IGT Marketing Representative for approval.

Contact your IGT Marketing Representative or Account Manager for any other questions.

5.3 Advertising

Please ensure all promotions adhere to the ASA Advertising Codes. For further information, please consult the ASA website: <https://www.asa.org.uk/codes-and-rulings/advertising-codes.html>.