

DEAL or
NODEAL

Live

 **Evolution**



ONE-OF-A-KIND GAME BASED ON WORLD FAMOUS GAME SHOW

Deal, or no deal? That is the question posed by the Banker, a mysterious, unseen entity at the heart of this unique product. Evolution's take on the world-famous game show will test your wit and nerve – and provide heaps of entertainment along the way!

Combining elements of RNG with live-hosted gameplay, Deal or No Deal consists of multiple stages that build up to the final game show. This final stage takes place inside a meticulously designed studio complete with a sparkling host.

The game is bursting with TV show panache; it's premium, innovative, stylish, and contains a whopping 500x bet payout-potential. Specially selected dealers wise crack their way through the game, breaking the tension as the briefcases are opened.

What number will be inside the final briefcase? Should you accept the Banker's offer or keep holding on until the final briefcase? And ultimately, what is your final choice: deal or no deal?

- KEY BENEFITS**
- Mega-brand attraction
 - High payouts; prize multipliers; maximum engagement
 - Specially selected dealers that complete the game-show experience.

RETURN TO PLAYER (OPTIMAL)
95.42%

ALSO AVAILABLE IN FIRST PERSON:



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HOW TO PLAY

QUALIFYING FOR THE GAME SHOW

The first objective of Deal or No Deal is to qualify for the Game Show. In the initial phase, players are presented with a wheel that is made up of three rings. Players spin the wheel to try to align a sequence of golden segments in the upper sector of the wheel.

Each spin sets the amount of money in the biggest-prize briefcase by 75x-500x the amount of the player's bet. Select any of the briefcases to be the briefcase containing the biggest prize.

To increase the chance of qualification, players can lock gold panels in place by adjusting the difficulty level. Normal is a standard bet. Easy locks one ring in place, Very Easy locks two. Selecting Instant awards instant qualification. Difficulty levels come at different costs. The Instant qualification option will increase the amount for the bet by 18x.

When players have filled the locked zone with gold panels, they gain entry into the Game Show, but must still wait for the previous game show to finish before entering. They therefore enter the Top Up Stage.





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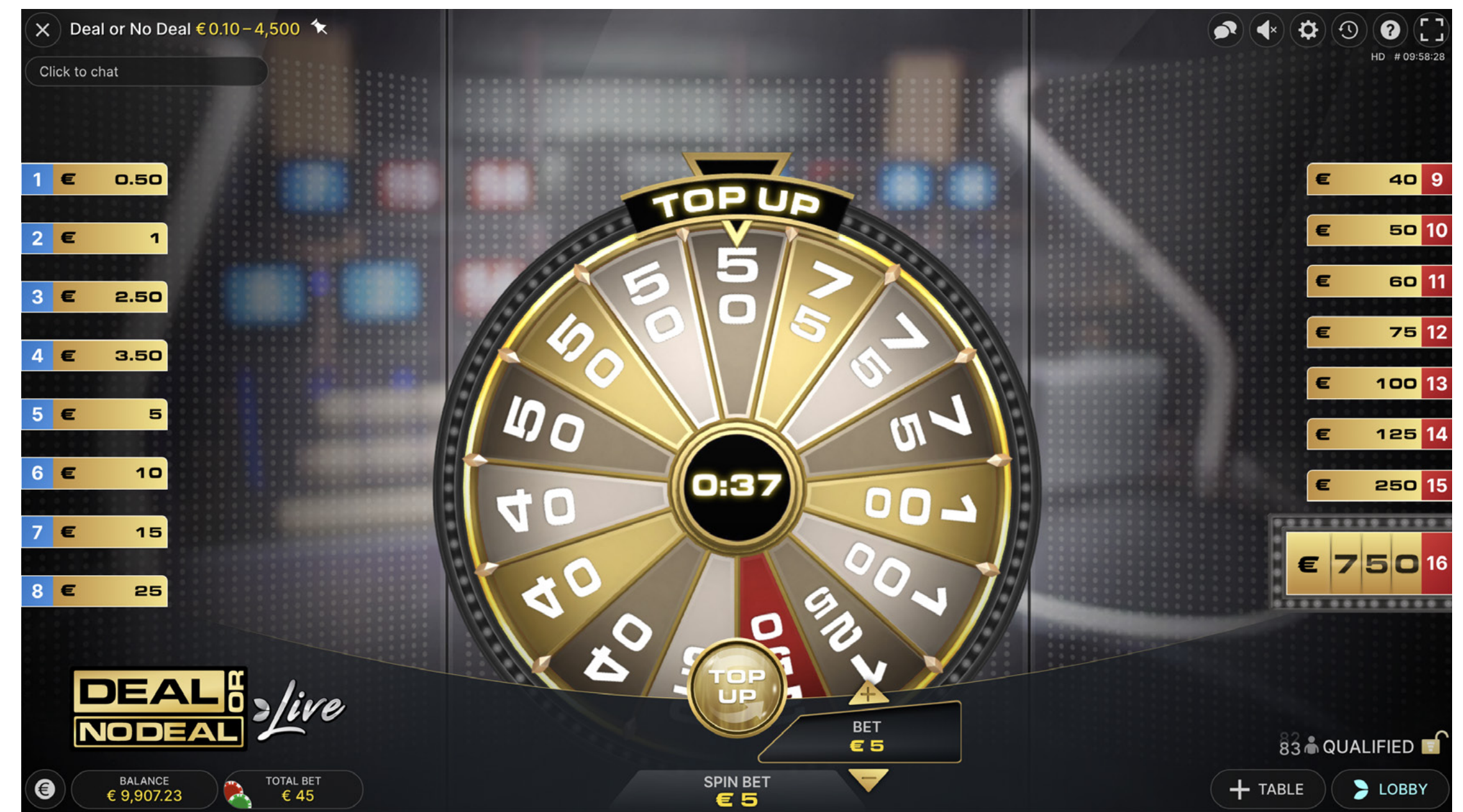


TOP UP STAGE

After having passed the initial qualification round, players can top up the blue and red briefcases at the side of their screen while waiting for the game show to begin. A timer counts down to the start of the game show. Having briefcases that contain high amounts of money increases players' chances of winning big in the subsequent Game Show stage.

The briefcases are on the side of the screen, labelled 1 - 16. Players select the briefcase/s they wish to top up and spin the wheel. The wheel offers a number of amounts that are proportional to the player's bet – players will hope to land the highest amount after the spin. Increasing the bet increases the amounts of cash the wheel offers. These briefcases and their 'contents' will be carried on into the Game Show stage of the game.

Players can top up as many briefcases as they want before the next game show begins, right up until the timer runs out.





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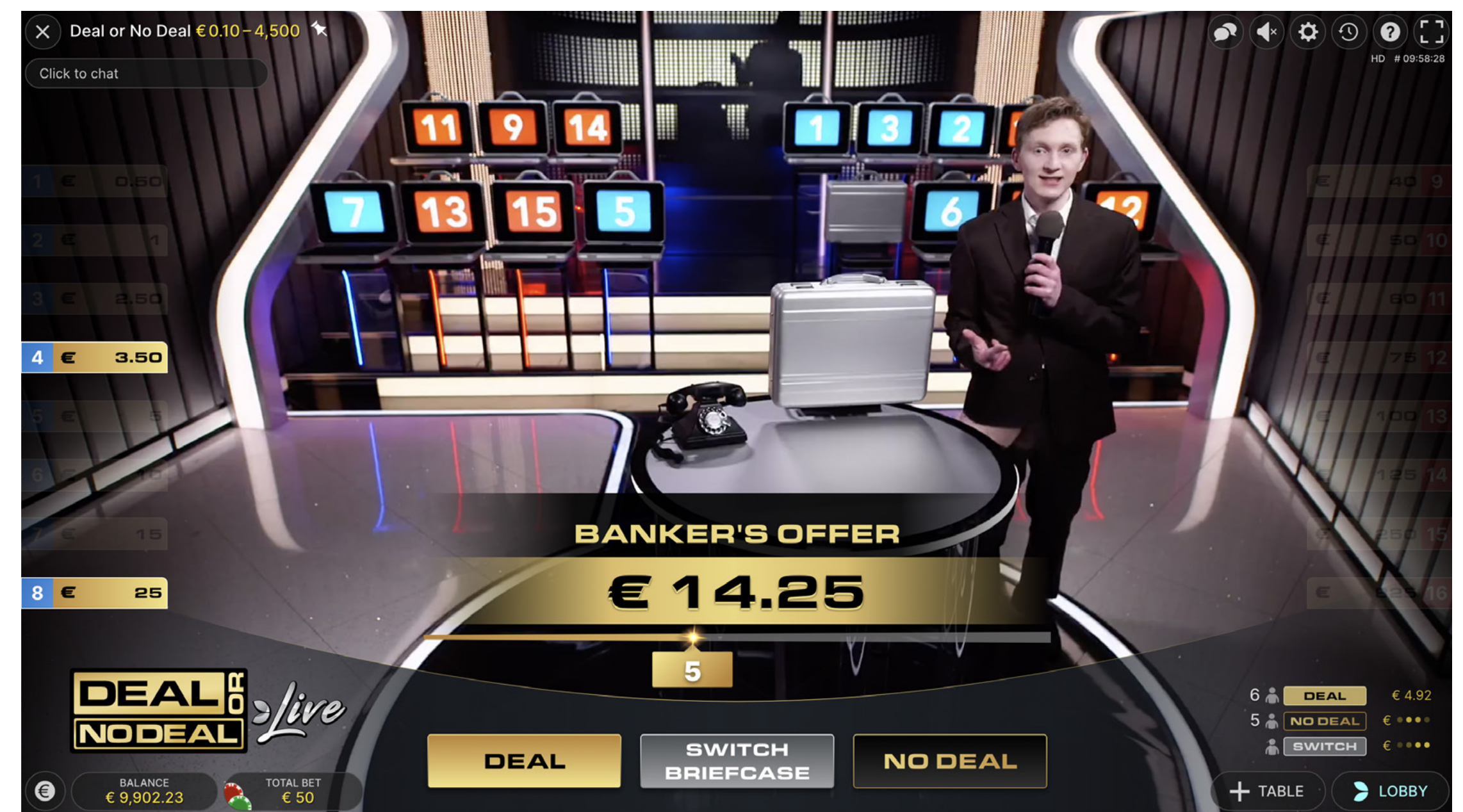


THE GAME SHOW

The Game Presenter takes centre stage when the game show begins. The player can see all 16 briefcases arranged behind the Game Presenter. One briefcase is in the foreground, on a table beside the Game Presenter. This is the final and most significant briefcase. The briefcases in the background are opened in batches, displaying numbers that correspond to the player's numbered briefcases (shown on the side of the screen). Once the Game Presenter reveals a number in a briefcase, the player's corresponding briefcase disappears from the side of the screen.

Each time a batch of briefcases is opened, the player is offered a sum of money and given a chance to cash out. Does the player risk not taking the money and carrying on with the game until the final briefcase is revealed? Will the final briefcase be more profitable than the Banker's offer? The player is offered a deal each time a new batch of briefcases is opened (there are four offers in total).

When only two briefcases remain, the player is given the chance to switch the two briefcases before the final briefcases are opened. The final briefcase represents the sum of money that the player keeps (assuming that the player hasn't accepted the Banker's deal at any point). The player hopes that the number of the final briefcase corresponds with a briefcase that contains a large amount of money.





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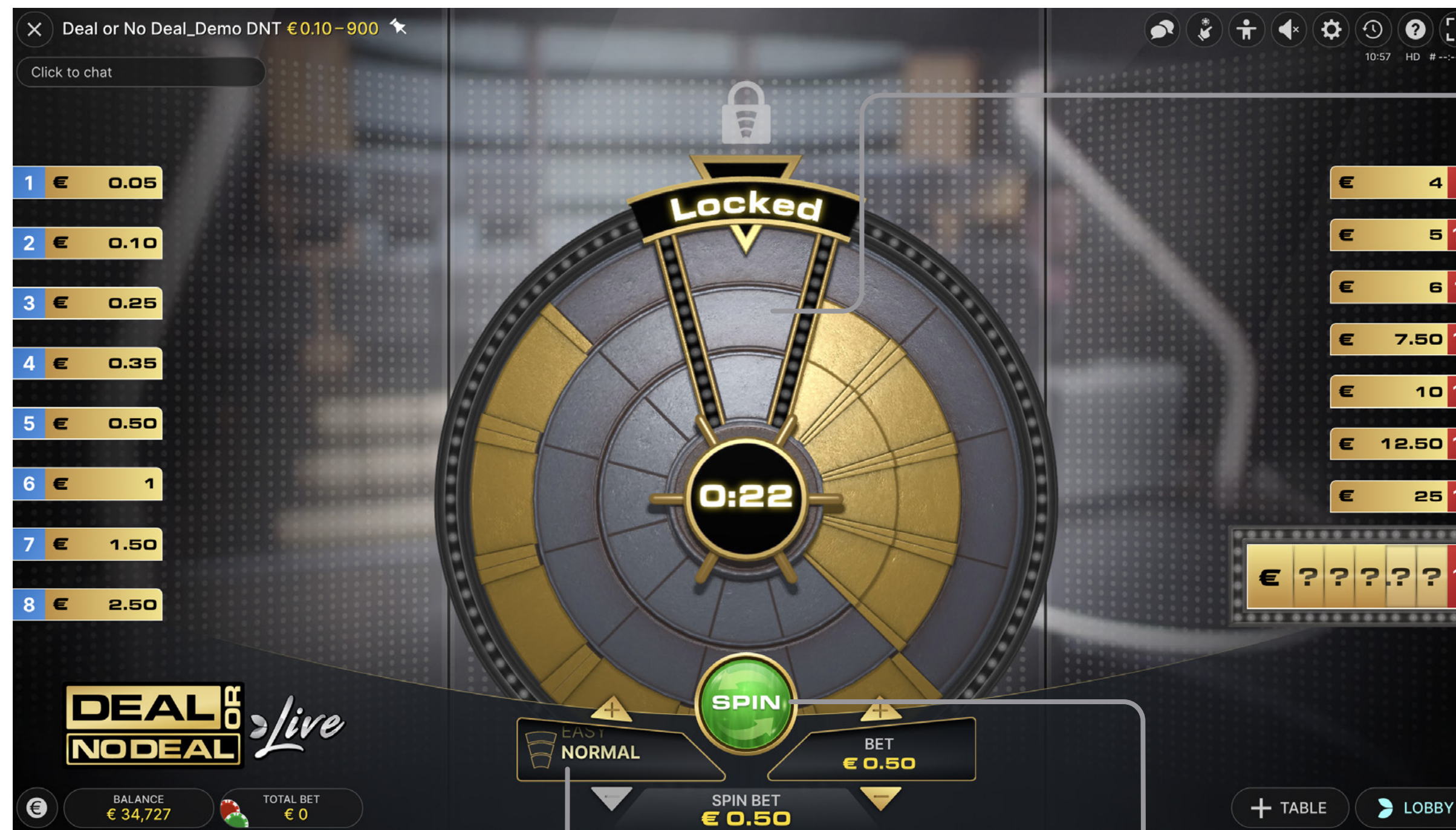
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USER INTERFACE ELEMENTS - QUALIFICATION



QUALIFICATION

Land a sequence of gold panels in the upper section of the wheel to qualify.

THE BRIEFCASES

The amount of cash in the 16 briefcases corresponds to the size of the bet - the higher the bet, the more cash in the briefcases. Click on any briefcase to select it as your biggest-prize briefcase

DIFFICULTY LEVEL

Set the difficulty to Easy or Very Easy to increase the size of the bet and lock one or two gold panels, making it more likely that a spin will result in qualification for the Game Show. When the the setting is Normal, no gold panels will be locked.

By selecting Instant, your bet will be increased, and qualification granted instantly.

SPIN

Click the SPIN button to spin the qualification wheel.



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USER INTERFACE ELEMENTS - TOP UP



BRIEFCASES
Choose which briefcase you wish to top up before spinning the wheel.

TOP UP
Click the TOP UP button to spin the wheel.





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USER INTERFACE ELEMENTS - GAME SHOW



BRIEFCASES

As the briefcases are opened in the game show, they disappear from the user interface. Only briefcases unopened in the game are visible.

BANKER'S OFFER

The briefcases are opened in batches. Every time a batch of briefcases is opened, you are offered Deal or No Deal.

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FIRST PERSON

QUALIFYING FOR THE GAME SHOW

First Person Deal or No Deal takes the world-famous live game show and combines it with flawless RNG animation quality.

Similarly to Live Deal or No Deal, the First Person version consists of three stages – qualification, top-up and the final game show.

In the initial phase, players are presented with a wheel made up of three rings. Spin the wheel to align a sequence of golden segments in the upper sector of the wheel. To increase the chance of qualification, you can lock gold panels in place by adjusting the difficulty level.

TOP UP STAGE

Once you have qualified, you move to the 'Top Up' phase. If you wish, you have the option to top up the blue and red briefcases at the side of your screen for bigger chances of winning big. You can top up as many briefcases as you want; there is no time limit. When you're ready to play, click the 'Play' button, which starts the final stage – the game show.



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THE GAME SHOW

In the game show, you will be offered to choose your final briefcase. This briefcase will be placed on the table.

Each time a briefcase is opened, you will find out the number of the briefcase and the amount you could have won. As each briefcase is opened, they are removed from the overview screen in the background. Each time a batch of briefcases is opened, you are offered a sum of money by the Banker and given a chance to cash out.

When only two briefcases remain, you are given a chance to switch the two briefcases before the final briefcases are opened. Will it be a deal or no deal?

DIFFERENT SPEED MODES

First Person Deal or No Deal offers two different speed modes – ‘fast’ and ‘normal’. For players who wish to play a faster game, choose the ‘fast’ speed mode to open multiple briefcases at once. For players who prefer to see briefcases being opened one by one – choose ‘normal’ speed.

As in all our First Person games, the First Person Deal or No Deal includes the unique ‘Go Live’ button, which gives you the possibility to go directly to our Live version of the Deal or No Deal game show.



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USER INTERFACE ELEMENTS - QUALIFICATION



QUALIFICATION

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THE BRIEFCASES

The amount of cash in the 16 briefcases corresponds to the size of the bet – the higher the bet, the more cash in the briefcases.

Click on any briefcase to select it as your biggest prize briefcase.

DIFFICULTY LEVEL

Set the difficulty to Easy or Very Easy to increase the size of the bet and lock one or two gold panels, making it more likely that a spin will result in qualification for the Game Show.

When the setting is Normal, no gold panels will be locked.

By selecting Instant, your bet will be increased, and qualification granted instantly.

SPIN

Click the 'Spin' button to spin the qualification wheel.

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USER INTERFACE ELEMENTS - GAME SHOW



THE BRIEFCASES
As the briefcases are opened in the Game Show, they get less visible in the user interface.
Only briefcases unopened in the game are visible.

BANKER'S OFFER
The briefcases are opened in batches. Every time a batch of briefcases is opened, you are offered Deal or No Deal.

SPEED
Choose 'fast' speed mode to open all briefcases per batch at once. 'Normal' speed opens the briefcases one by one per batch.



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ALL GAMES AVAILABLE ON ALL DEVICES



CONTACT YOUR KEY ACCOUNT MANAGER FOR MORE INFORMATION

VISUALS ARE FOR ILLUSTRATIVE PURPOSES AND PRODUCTS MAY VARY

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The prizes in the payable do not include any top ups that the player makes in the Top Up Phase.

BRIEFCASE	PRIZE
1	0.10x
2	0.20x
3	0.50x
4	0.70x
5	1x
6	2x
7	3x
8	5x
9	8x
10	10x
11	12x
12	15x
13	20x
14	25x
15	50x
16	75-500x

THEORETICAL PAYOUT PERCENTAGE

95.42%



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All of our images and game assets for Deal or No Deal Live and First Person Deal or No Deal can be downloaded from our client area: [evolution.com/client-area](https://www.evolution.com/client-area)

