



Math sheet

Sloth Fall · 6x5 pay-anywhere slot · math version 3.7

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Status: figures from in-house simulation of the game engine (4,000,000 base spins and 400,000 bonus rounds for the 96% version). This is not a certified PAR sheet: lab certification will be done on the final server-side math with the distribution partner.

Headline figures (96% version)

95.91%

Total RTP ($\pm 0.78\%$, 95% confidence)

10,000×

Max win (bet multiplier)

1 in 329

Free Spins trigger (spins)

32.3%

Base game hit frequency

134.0×

Average bonus win

16.7

Standard deviation per spin
(high volatility)

55.1% / 40.8%

RTP split: base game / bonus

~1 in 21.9 M

Max win frequency (spins),
from 6 max wins in 0.4 M
bonuses

RTP versions

Version 3.7 rounds the payable to clean bet multipliers (for example 6× instead of 6.13×) and rounds every win down to the cent. The change from version 3.6 is small: v3.6 measured $95.81\% \pm 0.30\%$ over 24 million spins with almost the same pays. The figures above come from a shorter check run of the rounded version (4 M spins + 0.4 M bonuses).

The 95% and 94% versions will keep this exact payable and be tuned through symbol frequencies. They are available on request and not simulated yet.

Rules

- **Grid and pays:** 6 columns × 5 rows. 8 or more identical symbols anywhere on the grid pay. Wilds substitute for every paying symbol and complete the best-paying win only.
- **Tumbles:** winning symbols are removed and new ones fall in until no win remains (safety limit: 8 tumbles per spin in the base game, 30 per step in Free Spins).
- **Trigger:** 3 Saws anywhere award 10 Free Spins. No bonus buy.
- **Free Spins:** the sloth walks to every mango on the grid, closest first. Every cell he crosses becomes a Wild for that spin. All wins pop first, then the sloth walks, then the new wins pop. Same payable as the base game.
- **Crocodile coins:** one coin per column, all start at ×1. Each mango eaten moves the coin of its column one step up the ladder 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 15, 20, 25, 30, 40, 50. One coin is DOUBLE.
- **Baby sloths:** a baby sloth adds one sloth to the grid, up to 3 sloths.
- **Finale:** each sloth falls into the crocodile below his column. The coin values add up and multiply the total Free Spins win. A sloth on DOUBLE gives +10 Free Spins and doubles every coin, up to 3 times.
- **Max win:** 10,000× the bet per bonus round; the round ends when reached.
- **UK rules built in:** spin cycle of at least 2.5 s, no autoplay, no quick spin, no celebration when the return is less than or equal to the stake, net position and session time always shown.

Paytable (* bet, 96% version)

Symbol	8–9 symbols	10–11 symbols	12–14 symbols	15+ symbols	Share of base-game pays
 Toucan	6x	18x	75x	250x	6.5%
 Morpho butterfly	3x	10x	40x	130x	6.2%
 Tree frog	2.5x	7x	25x	100x	8.5%
 Coconut	1.5x	5x	20x	65x	12.8%
 Bananas	1x	3x	12x	40x	16.7%
 Hibiscus	0.7x	2x	8.5x	30x	15.6%
 Orchid	0.5x	1.5x	6x	20x	14.7%
 Leaf	0.4x	1.2x	5x	15x	19.1%

 Wild: substitutes for all paying symbols.  Saw: 3 trigger Free Spins.  Mango and  baby sloth: Free Spins only, no direct pay.

Base game wins (per spin)

Win	Share of spins
No win	67.72%
Under 1x	14.40%
1x to 2x	9.61%
2x to 5x	6.04%
5x to 10x	1.91%
10x to 20x	0.29%
20x to 50x	1 in 4,032
50x to 100x	1 in 285,714
100x and over	1 in 4,000,000

Largest base-game win observed: 100.0x the bet.

Bonus wins (per bonus)

Bonus win	Share of bonuses
Under 10x	2.00%
10x to 20x	5.60%
20x to 50x	30.19%
50x to 100x	30.28%
100x to 200x	17.30%
200x to 500x	10.39%
500x to 1,000x	2.82%
1,000x to 2,000x	1.04%
2,000x to 5,000x	0.36%
5,000x to 10,000x	1 in 4,000
10,000x (max win)	1 in 66,667

Bonus details (96% version)

Figure	Value
Average Free Spins win before the crocodiles	37.9x
Average total crocodile multiplier	x2.76
Bonuses with at least 1 / 2 / 3 DOUBLE	17.0% / 3.82% / 0.973%
Bonuses with 2 or more / 3 sloths	2.5% / 0.03%

Model parameters

Parameter	Value
Base symbol weights	Toucan 9 · Morpho butterfly 10 · Tree frog 11 · Coconut 13 · Bananas 15 · Hibiscus 16 · Orchid 17 · Leaf 19
Free Spins symbol weights	Toucan 5 · Morpho butterfly 6 · Tree frog 8 · Coconut 10 · Bananas 13 · Hibiscus 17 · Orchid 21 · Leaf 24
Saw probability per cell (base game)	0.00837
Mangoes per free spin (0 / 1 / 2 / 3)	75.2 / 22.4 / 2.2 / 0.2 (weights)
Baby sloth chance per free spin	0.04

Method

- Simulated with the game's own engine (the code that runs the demo), bet = 1, every win rounded down to the cent, 2 independent seeds for the 96% version.
- Base game and bonus are simulated separately: total RTP = base RTP + trigger rate × average bonus. Confidence interval combines both.
- Results files and simulation scripts are available on request.