

Profile Summary

EMPIRE JEWEL

Base Game Prize Schedule

Prize	RTP%
3000	0.008%
1000	0.116%
750	1.145%
400	0.646%
250	0.723%
200	0.796%
125	0.220%
100	2.913%
75	0.917%
50	2.434%
25	5.219%
20	0.657%
15	0.970%
10	3.698%
5	7.011%
2	18.347%
S.Spin	21.385%
Free Spin	19.741%
Progress.	7.60%
	<u>94.546%</u>



Girl



Scribe



Sundial



Temple



Mask



Ace



King



Queen



Jack



Ten



Nine



Statue

2 Kind	3 Kind	4 Kind	5 Kind
10	200	1000	3000
2	25	100	750
2	25	100	750
	15	100	400
	10	75	250
	10	50	250
	10	50	125
	5	50	100
	5	25	100
	5	25	100
	5	25	100
2	5	25	100
2	5	20	400



Selected Performance Indices

Game Hit Rate	7.712
RTP%	94.546%
Stand.Dev.	15.607
2K Index	43.791%
Max Line Index	41.66
Features Hit Rate	0.48
Ave. S. Spin win	15.72
Ave Free Play win	164.50

Maximum Lines 20

Max Bet per Line 5

Base Game Rules

All line wins are determined from Left to Right only.

Scatter wins are determined in an 'Anys' pattern

Girl substitutes for all symbols except Statue

Highest win only paid on bought lines.

Scatter wins are added to line wins.

Prizes won on a bought line are multiplied by the credits bet on the line.

Scatter wins are multiplied by the total bet for the game played.

A mystery event triggers the Free Games Feature.

A mystery event triggers the Super Spin Feature.

A different mystery event triggers the Progressive prize play during which one of the Progressive Prize levels MUST be won

Super Spin Feature Game Rules

At random intervals, a Base Game play is replaced by a Super Spin play in which all symbols on Reel 1 (except Statue) are replaced by the substituting 'Girl' symbol. Reels 2 to 5 remain the same as for the Base Game.

The Prize schedule for the Super Spin play is the same as for the Base game with the following modification:

Super Spin prize wins are multiplied by a randomly selected factor as follows:

Selection Probability >>>	0.2	0.5	0.2	0.05	0.05
Prize Multiplier >>>>	1	2	3	4	5

Selekta Free Game Feature Rules

5 free plays are randomly triggered during the Base game play OR during the Super Spin Feature play.

The feature is re-triggered if, at the end of the final free play, less than 2 symbols appear anywhere in the play window.

The probability of a feature trigger per play increases in direct relation to the number of play lines per game played.

When a feature trigger occurs, a single symbol is randomly selected for the feature play.

The feature phase prize schedule is identical to that of the Base game EXCEPT that prize win combinations are evaluated as 'any scattered'.

Wins during the free games phase are multiplied by the number of credits bet per line for the triggering game.

Free game play operates with the Automatic Hold & Spin and the WAYG prize evaluations.

Progressive Prize(s) Feature

There are 3 Progressive Prizes: Mini, Major and Mega.

Play for one of the levels begins when a predetermined trigger event occurs in the Base Game or the Super Spin Game.

Once a trigger event occurs, a special symbol is selected and the play begins with a spin of all reels.

The automatic Hold & Spin process applies.

The first free play is for the Mini Progressive Prize - if scattered 5 Kind occurs, the Mini prize is paid AND

the game immediately returns to the Base game mode. If less than 5 Kind occurs, the next

play is for the next Progressive Prize level. If scattered 5 Kind occurs, the Major prize is paid AND

the game immediately returns to the Base game mode. If less than 5 Kind occurs, the next

play is for the next Progressive Prize level. This play for the Mega Progressive is guaranteed to result in a win.

The percentage increments per play are:

	Increment	Start-Up	Total
Mega	4.00%	2.00%	6.00%
Major	0.75%	0.20%	0.95%
Mini	0.50%	0.15%	0.65%
	5.25%	2.35%	7.60%