












Strike-It Gold**1 Specification Summary**

Game Profile

Prize	RTP %
5000	0.060%
1000	7.652%
500	3.767%
300	0.069%
200	11.478%
100	6.352%
75	3.378%
50	5.136%
30	2.339%
25	0.032%
20	14.612%
15	5.069%
5	14.032%
2	17.791%
	<u>91.765%</u>

Hit Rate	7.614
Std.Dev.	11.729
2K Index	37.67%

Prize Schedule

Symbol	5 Kind	4 Kind	3 Kind	2 Kind	1 Kind
 Gold Bars	5000	300	25	5	2
 Pan	1000	200	20	5	---
 Pick	1000	200	20	---	---
 Flag	1000	200	20	---	---
 hut	500	100	20	---	---
 Helmet	500	100	15	---	---
 Ace	200	75	15	---	---
 King	100	50	5	---	---
 Queen	100	50	5	---	---
 Jack	75	30	5	---	---
 Ten	50	20	5	2	---

Game Rules

All Pays are Left-to-Right only

Highest win only paid on an active payline

Wins on different active paylines are added

"Gold Bars" substitutes for all other symbols

Prizes are multiplied by the number of units bet on a payline.

Super Spin Feature

At randomly determined intervals, Reel 1 is transformed such that "Gold Bars" replaces ALL other symbols on that reel.

The transformation of reel 1 only occurs AFTER a wager has been made AND after the game play is started.

On average, transformation of reel 1 occurs once every 16 game plays.

The Super Spin Feature is NOT a free game play.

The same game rules as stated above apply to the Super Spin Feature.