

Western Supreme

A Seleкта Game

Game Profile

Prize	RTP%
3000	1.992%
1000	3.692%
750	4.812%
500	4.571%
300	0.913%
200	13.059%
100	6.886%
75	3.435%
50	4.848%
30	2.253%
25	0.169%
20	13.192%
15	4.817%
5	12.192%
2	12.542%
	<u>89.372%</u>
Hit Rate	9.929
Std.Dev.	14.160
2K Index	38.68%
Base Game	59.82%
Seleкта	15.75%
Free Super	13.80%
Total	89.37%







Game Overview

This game has 2 board aspects:

- 1 Base Game
- 2 Feature Phase Play with:
 - (a) An Automatic Hold & Spin set of 5 free plays -and
 - (b) 1 independently triggered free super spin play

1 BASE GAME

Prize Schedule for Base Game

Symbol	5 Kind	4 Kind	3 Kind	2 Kind	1 Kind
 Sheriff	3000	300	25	5	2
 Horse	1000	200	20	5	---
 Saddle	750	200	20	---	---
 Boot	750	200	20	---	---
 Hat	500	100	20	---	---
 Wheel	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
- "Sheriff" substitutes for all other symbols
- Prizes are multiplied by the number of units bet on a payline.
- RANDOM Numbers Trigger for Hold & Spin feature:
 - For every play, numbers are assigned for each play line activated (PLAY Number(s))
 - For every play, a single number is generated randomly between a set RANGE (KEY Number)
 - IF the KEY number equals any of the PLAY numbers, The Feature Phase is triggered.
- RANDOM Numbers Trigger for Super Spin feature:
 - A number from within a set range is assigned as the Super Spin KEY number.
 - For every play, a single number is generated randomly between the RANGE (PLAY Number)
 - When the PLAY number = the KEY number, a FREE Super Spin is played.
 - The trigger is PER GAME PLAYED (NOT per line played)
- There are no 'Scatter' prizes in the Base Game.
- If both feature triggers occur after the same play, the features are queued.