

Crown Supreme (# 90837504)

Profile Summary

Prize	Base Game	Feature Game	TOTAL
	RTP%	RTP%	RTP%
2000	0.050%	4.904%	4.95%
200	10.215%	10.995%	21.21%
100	0.613%	0.000%	0.61%
50	8.402%	6.999%	15.40%
25	6.598%	0.838%	7.44%
20	1.267%	0.000%	1.27%
10	12.827%	2.134%	14.96%
5	10.090%	0.285%	10.38%
2	14.516%	0.070%	14.59%
	<u>64.578%</u>	<u>26.23%</u>	<u>90.80%</u>

Base Game Hit Rate : 1 in 9
 Base Game Cycle : 23,776,200
 Standard Deviation : 12.39

The average prize win in the feature phase is approximately 3 times greater than the average prize win in the Base Game

With 20 play lines activated, the average frequency of the Feature Phase trigger is 1 in 17 plays

The Feature Phase can be triggered during The Base Game AND during the Feature Phase games

During the Feature Phase plays the WAYG prize evaluation applies

Following a trigger, 5 free Feature plays are implemented

Base Game Rules

- * CROWN symbol on reel 2 substitutes for all other symbols (including Scattered 'Coins').
- * All coinciding wins on bought lines are added and paid.
- * Scatter Coins wins are always paid.
- * Prize values won on a bought line are multiplied by the number of units bet on the line.
- * Scatter prize wins in the Base Game are multiplied by the total units bet for a game.
- * In the Base Game, Win combination patterns are from Left to Right only as shown in the Base Game Prize Schedule.
- * In the Base Game, predefined trigger event(s) cause a Feature Phase of 5 free automatic Hold & Spin games. Details of the triggering method are disclosed below.

Feature Game Rules

- * 5 Free Games are randomly triggered during Base Game play. The probability of triggers per game played increases as a multiple of the number of bought lines per game played.
- * Feature Game plays operate in the Selekt mode in which:
 - Automatic Hold & Spin operates; and
 - WAYG prize evaluation operates and
 - Prize evaluation is by Scattered Anys

RTP% variations can be supplied on request.

Base Game Prize Schedule

CROWN, on reel 2, substitutes for all other Symbols	
Sceptre. Sceptre. Sceptre. Sceptre. Sceptre	2000
Sceptre. Sceptre. Sceptre. Sceptre. --	200
Sceptre. Sceptre. Sceptre. --. --	50
Ruby. Ruby. Ruby. Ruby. Ruby	200
Ruby. Ruby. Ruby. Ruby. --	50
Ruby. Ruby. Ruby. --. --	10
Treasure. Treasure. Treasure. Treasure. Treasure	200
Treasure. Treasure. Treasure. Treasure. --	50
Treasure. Treasure. Treasure. --. --	10
Throne. Throne. Throne. Throne. Throne	200
Throne. Throne. Throne. Throne. --	50
Throne. Throne. Throne. --. --	10
Ace. Ace. Ace. Ace. Ace	200
Ace. Ace. Ace. Ace. --	50
Ace. Ace. Ace. --. --	10
King. King. King. King. King	200
King. King. King. King. --	50
King. King. King. --. --	10
Queen. Queen. Queen. Queen. Queen	200
Queen. Queen. Queen. Queen. --	50
Queen. Queen. Queen. --. --	10
Jack. Jack. Jack. Jack. Jack	200
Jack. Jack. Jack. Jack. --	25
Jack. Jack. Jack. --. --	5
Ten. Ten. Ten. Ten. Ten	200
Ten. Ten. Ten. Ten. --	25
Ten. Ten. Ten. --. --	5
Ten. Ten. --. --. --	2
Scattered	
Coins. Coins. Coins. Coins. Coins	100
Coins. Coins. Coins. Coins. --	20
Coins. Coins. Coins. --. --	2

Crown Supreme cont.

Feature Phase Prize Schedule

In the Feature Phase symbols are evaluated in "scatter" mode. That is, if the selected symbol appears anywhere in the play window which is a window of 3 rows and 5 columns. (or some other pre-defined game architecture).

Unlike in the Base Game, win patterns are ANY (not left to right only).

Scepter (Scattered)

5 Kind	2000
Any 4 Kind	200
Any 3 Kind	50

King (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Ruby (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Queen (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Feature Prize Multiplier

Wins in the Feature phase are multiplied by the credits bet on a single playline in the game that triggered the Feature Phase.

Treasure (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Jack (Scattered)

5 Kind	200
Any 4 Kind	25
Any 3 Kind	5

[Where different bet units per line per play applies, one of the active play lines is randomly selected and the bet made on that selected line is the multiplier.]

Throne (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Ten (Scattered)

5 Kind	200
Any 4 Kind	25
Any 3 Kind	5
Any 2 Kind	2

Ace (Scattered)

5 Kind	200
Any 4 Kind	50
Any 3 Kind	10

Note: The 'Coins' and 'Crown' symbols of the base game are not eligible to be selected in the Feature Phase.

The WAYG Prize Evaluation during the Free Games Feature

The WAYG prize pay method

When the SELEKTA® Feature is triggered, any prize win, if there is one, is paid. The Base Game is suspended.

The first free game is automatically played using the 1st game reel set AND using the selected symbol placed on the predetermined reel positions of the reels.

If a win combination of symbols occurs, the appropriate prize is paid as determined by the Feature Phase Prize Schedule.

Any reel displaying the selected symbol in the play window is held in place for the duration of the Feature Phase games.

Un-held reels only are able to be re-spun in any subsequent free game.

The second free game is automatically played using the 2nd game reel set with only the un-held reels, if any, being spun - the held reels from the previous free game remain in place and do not spin.

If a win combination of symbols on all reels appears, the appropriate prize is paid as determined by the Feature Phase Prize Schedule.

This means that any prize win from the previous free game will be paid again or, if an improvement has happened, the new prize is paid.

This sequence of hold and spin is repeated until the last free game is played.

With this WAYG method it is possible that a 5 Kind win can occur on the first free game. If this happens, the prize will be paid 5 times, once for each free game. In this event, the operation of the Free Games Feature can be summarily illustrated as:

Free Game Number	Reels Held	Reels spun	Result	Prize Paid
1	0	5	5 Kind	5 Kind
2	5	0	5 Kind	5 Kind
3	5	0	5 Kind	5 Kind
4	5	0	5 Kind	5 Kind
5	5	0	5 Kind	5 Kind

Assume, for both tables, that a prize will be paid for any 3 Kind or better at the end of each free game.

It can be noted from the tables that a free Feature game does NOT necessarily involve the spinning of reels. A free game is determined by a logical process that may or may not be demonstrated by the spinning of reels.

Another example might be:

Free Game Number	Reels Held	Reels spun	Result	Prize Paid
1	0	5	0 Kind	nil
2	0	5	2 Kind	nil
3	2	3	4 Kind	4 Kind
4	4	1	5 Kind	5 Kind
5	5	0	5 Kind	5 Kind

It is recommended that, when 5 Kind occurs BEFORE the last automatic play, all reels are respun such that the 5 symbols re-appear in the same stop position of the last play.