

Dolphin Supreme

Base Game Prize Schedule

Profile Summary

Prize	Base Game RTP%	Feature Game RTP%	TOTAL RTP%
5000	0.184%	4.340%	4.524%
500	1.136%	7.162%	8.297%
300	0.552%	1.693%	2.246%
250	1.243%	2.496%	3.739%
200	4.722%	5.244%	9.967%
150	0.589%	0.651%	1.240%
100	5.755%	2.767%	8.521%
75	1.160%	1.270%	2.430%
50	5.328%	1.589%	6.917%
30	0.962%	0.508%	1.470%
25	2.567%	0.988%	3.555%
20	6.631%	0.701%	7.332%
15	2.652%	0.477%	3.128%
10	4.937%	0.636%	5.572%
5	9.795%	0.350%	10.145%
2	7.881%	0.085%	7.966%
			56.094%
		30.956%	87.050%

Base Game Hit Rate : 1 in 13.8
 Base Game Cycle : 39,099,456
 Standard Deviation : 15.252
 The average prize win in the feature phase is approximately 10 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 21 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

Symbol	Payout
DOLPHIN, on reel 3, substitutes for all other Symbols	
Turtle. Turtle. Turtle. Turtle. Turtle	3000
Turtle. Turtle. Turtle. Turtle. --	500
Turtle. Turtle. Turtle. --. --	200
Turtle. Turtle. --. --. --	20
Turtle. --. --. --. --	2
Starfish. Starfish. Starfish. Starfish. Starfish	500
Starfish. Starfish. Starfish. Starfish. --	300
Starfish. Starfish. Starfish. --. --	100
Shell. Shell. Shell. Shell. Shell	500
Shell. Shell. Shell. Shell. --	250
Shell. Shell. Shell. --. --	50
Fish. Fish. Fish. Fish. Fish	500
Fish. Fish. Fish. Fish. --	200
Fish. Fish. Fish. --. --	50
Fish. Fish. --. --. --	5
Seahorse. Seahorse. Seahorse. Seahorse. Seahorse	500
Seahorse. Seahorse. Seahorse. Seahorse. --	100
Seahorse. Seahorse. Seahorse. --. --	20
Ace. Ace. Ace. Ace. Ace	250
Ace. Ace. Ace. Ace. --	75
Ace. Ace. Ace. --. --	15
King. King. King. King. King	200
King. King. King. King. --	30
King. King. King. --. --	10
Queen. Queen. Queen. Queen. Queen	150
Queen. Queen. Queen. Queen. --	25
Queen. Queen. Queen. --. --	10
Jack. Jack. Jack. Jack. Jack	100
Jack. Jack. Jack. Jack. --	25
Jack. Jack. Jack. --. --	5
Ten. Ten. Ten. Ten. Ten	100
Ten. Ten. Ten. Ten. --	25
Ten. Ten. Ten. --. --	5
Ten. Ten. --. --. --	2
Scattered	
Treasure. Treasure. Treasure. Treasure. Treasure	100
Treasure. Treasure. Treasure. Treasure. --	20
--. Treasure. Treasure. Treasure. Treasure	20
Treasure. Treasure. Treasure. --. --	5
--. --. Treasure. Treasure. Treasure	5

Base Game Rules

- * DOLPHIN symbol on reel 3 substitutes for all other symbols (including Scattered 'Treasure').
- * All coinciding wins on bought lines are added and paid.
- * Scatter 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 are multiplied by the total units bet for a game.
- * In the Base Game, Win combination patterns are from Left to Right only except for Scatter win which are determined from Left to Right AND Right to Left
- * 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.
Automatic Hold & Spin operates; and
- * Feature Game plays operate in the Selekt mode in which:
WAYG prize evaluation operates.
The Hold & Spin is automatic
- * The 5 free games are RE-TRIGGERED if, after the 5th game, 0 Kind is the outcome.

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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).

Turtle (Scattered)

5 Kind	3000
Any 4 Kind	500
Any 3 Kind	200
Any 2 Kind	20
Any 1 only	2

Starfish (Scattered)

5 Kind	500
Any 4 Kind	300
Any 3 Kind	100

Shell (Scattered)

5 Kind	500
Any 4 Kind	250
Any 3 Kind	50

Fish (Scattered)

5 Kind	500
Any 4 Kind	200
Any 3 Kind	50
Any 2 Kind	5

Seahorse (Scattered)

5 Kind	500
Any 4 Kind	100
Any 3 Kind	20

Ace (Scattered)

5 Kind	250
Any 4 Kind	75
Any 3 Kind	15

King (Scattered)

5 Kind	200
Any 4 Kind	30
Any 3 Kind	10

Queen (Scattered)

5 Kind	150
Any 4 Kind	25
Any 3 Kind	10

Jack (Scattered)

5 Kind	100
Any 4 Kind	25
Any 3 Kind	5

Ten (Scattered)

5 Kind	100
Any 4 Kind	25
Any 3 Kind	5
Any 2 Kind	2

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.

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