

Melody Progressive

Specification Summary

Prize	RTP %
5000	0.031%
1000	0.265%
500	3.336%
250	0.743%
200	6.352%
125	0.043%
100	12.545%
50	12.649%
25	1.197%
20	7.779%
10	12.345%
5	1.246%
4	13.615%
2	11.509%
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	83.656%
Progressive	7.750%
Total >>	<hr/> <hr/>
	91.406%

Prize Schedule [for both the Standard Spin and the Super Spin]

		5 Kind	4 Kind	3 Kind	2 Kind
Line	Harp	5000	1000	200	10
	Clef	250	100	25	2
	Trumpet	250	50	25	2
	Violin	250	50	10	
	Drum	250	50	10	
	Banjo	250	50	10	
	Ace	125	50	10	
	King	100	50	5	
	Queen	100	25	5	
	Jack	100	25	5	
	Ten	100	25	5	
	Nine	100	25	5	2
	Scattered	Tambourine	100	10	4

Hit Rate 8.696
Std.Dev. 7.589

Harp substitutes for all other symbols including Scatters
Any Line win is doubled if the win combination contains a Harp
All pays Left to Right only
Highest win only on any bought line
Scatter Wins are added to line wins
Scatter wins with a wild (Harp) do NOT double the base prize value
All line wins are multiplied by the credits bet per line
Scatter wins are multiplied by the total credits staked.

Super Spin
At random intervals, all symbols on reel 1 become "Harp"

Progressive Prize feature is triggered by the simultaneous occurrence of two independently determined random events during paid spins.

Progressive Prize Feature

Prize Schedule

	Current Display Increment	Next Start-up Increment
Mega	3.00%	1.00%
Major	1.50%	0.75%
Minor	1.00%	0.50%

The Progressive Play uses the automatic Hold & Spin method.
A 5 of a kind of '\$' outcome during the Hold & Spin play wins the Progressive Prize level available for that particular play.
The First play is for the Minor Progressive; the second for the Major; and the third is for the Mega. When a win occurs, the Progressive Prize is paid AND the game immediately returns to the Base Game.

Progressive Prize plays are FREE

When a Progressive Prize Level is won, the new value is set at the 'start-up' value.