# Pharaoh Supreme - A Selekta Game

Game Profile			Base Game	e Prize Sche	dule		
	Prize	RTP %					
Bonus Free Play Jackpots	6000	0.922%	Pyramid		King		
	5000	0.946%	5 Kind	3000	5 Kind	200	
	3000	0.591%	4 Kind	350	4 Kind	100	
	2000	0.137%	3 Kind	75	3 Kind	50	
	1000	0.239%			2 Kind	2	
Base Game	3000	1.270%	Figure				
	1000	0.282%	5 Kind	1000	Queen		
	500	0.706%	4 Kind	300	5 Kind	200	
	350	0.939%	3 Kind	75	4 Kind	100	
	300	0.381%			3 Kind	30	
	200	10.446%	Ankh		2 Kind	2	
	100	14.603%	5 Kind	500			
	75	10.721%	4 Kind	200	Jack		
	50	17.988%	3 Kind	75	5 Kind	200	
	30	12.019%			4 Kind	75	
	20	6.894%	Scarab		3 Kind	30	
	2	11.167%	5 Kind	500	2 Kind	2	
		90.251%	4 Kind	200			
			3 Kind	75	Ten		
Hit Rate	14.211				5 Kind	100	
Std.Dev.	15.196	5	Ace		4 Kind	50	
Base Game	87.416%	)	5 Kind	200	3 Kind	20	
Jackpot Feature	2.835%	)	4 Kind	100	2 Kind	2	
			3 Kind	50			
				Camel (Sca	ttered)		
				5 Kind	100		
				4 Kind	50		
				3 Kind	20		
			* All win c	* All win combinations are Left-to-Right Only			
					els 4 and 5 substitutes		
			* A Myster	ry combinati	on <u>on an active playlin</u>	e triggers	
			the Free Play Hold & Spin bonus Jackpot Phase.				

## Feature Free Play Bonus Jackpots

### The trigger

The bonus phase begins immediately following the occurrence of the following symbols ON ANY BOUGHT PLAY LINE:

Ree	l1 Reel	2 Reel	3 Reel 4	4 Reel 5
Que	en Figu	re Ace	Ten	Ace

This PLAYLINE trigger may be disclosed to players OR it may be operated as a MYSTERY (undisclosed) trigger.

## The Prize levels

	Base Value		
Level 1	500		
Level 2	1000		
Level 3	2000		
Level 4	5000		
Level 5	6000		

When a win of one of the levels occurs, the base value is multiplied by the number of units bet on a single bought play line on which the trigger event occurred in the base game.

#### The Feature reels

Each Free play of the feature has its own defined set of reels as follows:

Reel Set FIRST Play							
	Reel 1 Reel 2 Reel 3 Reel 4 Reel 5						
# Positions	25	25	25	25	25		
# Symbols	5	1	4	5	5		

Reel Set SECOND Play							
	Reel 1 Reel 2 Reel 3 Reel 4 Reel 5						
# Positions	15	15	15	15	15		
# Symbols	1 1 1 1 1						

Reel Set THIRD Play							
	Reel 1 Reel 2 Reel 3 Reel 4 Reel 5						
# Positions	20	20	20	20	20		
# Symbols	1	1					

Reel Set FOURTH Play									
	Reel 1	Reel 1 Reel 2 Reel 3 Reel 4 Reel 5							
# Positions	22	22	22	22	22				
# Symbols	4	4 1 1		1	1				
Reel Set FIFTH Play									
	Reel 1	Reel 2	Reel 3	Reel 4	Reel 5				
# Positions	12	12	12	12	12				

4

4

# Hold & Spin with SCATTER

# Symbols

4

The appearance of a bonus symbol on any of the 3 visible positions in the play window freezes the symbol(s) in that position for any subsequent free play reel spins. That is, when a symbol(s) appear on a reel, the reel is held in place for any following reel spins.

4

4

#### Prize win

When any bonus prize level is won, the prize is paid AND the feature immediately ceases and the game returns to the normal base phase.

The win conditions for each level is illustrated as follows:

# ✓ = win

x = no win

	Scattered ANY					
Game #	0 Kind	1 Kind	2 Kind	3 Kind	4 Kind	5 Kind
1	✓	✓	х	х	х	х
2	$\checkmark$	$\checkmark$	$\checkmark$	x	x	x
3	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	x	x
4	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	x
5	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$

If a no win (x) occurs, the next free game is played, otherwise the prize for the play level is paid and the game immediately returns to Base Game mode.