Strike It PROGRESSIVE

1 Specification Summary

Game Profile

Prize	RTP %
5000	3.715%
1000	10.248%
500	4.584%
300	0.797%
200	12.141%
100	6.517%
75	3.257%
50	4.558%
30	2.144%
25	0.126%
20	12.313%
15	4.528%
5	11.522%
2	11.582%
	88.032%
Progressive	6.419%
	94.451%

Prize Schedule for Base Game and Super Spin Feature Game

Symbol	5 Kind	4 Kind	3 Kind	2 Kind	1 Kind
Gold Bars	5000	300	25	5	2
Pan	1000	200	20	5	---
Pick	1000	200	20	---	---
Flag	1000	200	20	---	---
Hut	500	100	20	---	---
Helmet	500	100	15	---	---
Ace	200	75	15	---	---
King	100	50	5	---	---
Queen	100	50	5	---	---
Jack	75	30	5	---	---
Ten	50	20	5	2	---

Selected Performance Indices

Notional Hit Rate	10.67
RTP	94.45%
Standard Deviation	18.79
2K Index	38.79%
Max Line Index	57.23
Feature Hit Rate	0.49
Average Feature Win	199.8
Re-Trigger Frequency	4.80%

Base Game Rules

--- All Pays are Left-to-Right only

--- Highest win only paid on an active payline

--- Wins on different active paylines are added

--- "Gold Bars" substitutes for all other symbols

--- Prizes are multiplied by the number of units bet on a payline.

Super Spin Feature

--- At randomly determined intervals, Reel 1 is transformed such that
   "Gold Bars" replaces ALL other symbols on that reel.

--- The transformation of reel 1 only occurs AFTER a wager has been made AND after the
   game play is started.

--- On average, transformation of reel 1 occurs once every 50 game plays.

--- The Super Spin Feature is NOT a free game play.

--- The same game rules as stated above apply to the Super Spin Feature.

Hold & Spin Free Play Feature

--- At randomly determined intervals during the Base Game play and/or the Super Spin
   play, the Hold & Spin Feature is triggered.

--- Following a trigger event, a single symbol is chosen.

--- 5 plays occur with the chosen symbol only on the reels. Whenever the symbol
   appears anywhere in the play window, that reels(s) is held in place for the
   remainder of the Hold & Spin plays.

--- Prizes for the symbol are evaluated after each spin iteration and paid (the WAYG method).

--- Prize values for the symbol chosen are the same as in the Base game.

--- Prizes are evaluated as 'any scattered' (not left to right only as in the Base Game).

--- At the end of the 5th play, the game reverts back to the Base Game mode.

Progressive Prize Feature

Prize Schedule

	Increment	Start-Up
Mega	2.50%	4000
Major	2.00%	1000
Minor	1.50%	500

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

Win Triggers
At random intervals during the Base Game and during the
Super Spin Feature game, the Progressive Prize Envelope is started.
The Progressive Play uses the 'Selekta' automatic Hold & Spin method.
A 5 of a kind outcome during the 'Selekta' 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.