

Customised Game Mathematics

Specialising in Slot Machine games, Video Poker games, Table games

Programmers / Designers need to add graphics, sounds, rename the game and implement into software and an executable or app.

Full documentation included can be used for Regulatory approval and testing by an independent games laboratory if required.

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WILD SUPREME

Rules & Functions

The game has 4 phases

- **SEMINAL GAMES** are Paid Games of which there are 2 types:
 - (a) Ordinary Spins using the standard set of reels and a standard base prize schedule;
 - (b) Super spins in which the 1st reel of the standard set of reels is replaced with a reel on which only the wild symbol replaces all Symbols EXCEPT SCATTERED in all positions. In the Super Spin, the standard base prize schedule applies in the same way as it does with the Ordinary Spins.

The Super Spin is triggered randomly

At the beginning of each play, a random number is generated in the range 1 to 'n'
The selected number is compared to a previously determined one in the same range.
If the 2 numbers are the same, the first standard reel is replaced with the Super Spin reel.
This "reel switch" only occurs AFTER a bet has been made and the game is begun.
The Super Spin Feature is, therefore, NOT a free play.

The Prize Schedule for Seminal Games is:

	_	1 Kind	2 Kind	3 Kind	4 Kind	5 Kind
	Dragon	2	10	200	1000	3000
	Tiger		2	25	100	750
Line	Rabbit		2	25	100	750
	Goat			15	100	400
Play	Horse			10	75	250
	Rooster			10	50	250
	Ace			10	50	125
	King			5	50	100
	Queen			5	25	100
	Jack			5	25	100
	Ten			5	25	100
	Nine		2	5	25	100
Scattered	Bamboo		2	5	50	400



PATTERNS - All Line wins are LEFT to RIGHT only

WILD - Dragon substitutes for all symbols, EXCEPT scattered.

SCATTERED PATTERNS - Scattered wins are in ANYs patterns

WIN RULES - On an activated play line, the highest win only is paid.

Wins on different activated play lines are added.

Scattered wins are added to any play line wins.

LINE MULTIPLIERS - Line wins are multiplied by the units bet on the line.

SCATTERED MULTIPLIER - Scattered wins are multiplied by the total units bet for the play.

2 Selekta automatic Hold & Spin 5 Free Plays

The Prize Schedule when triggered from Seminal plays for this feature Phase is:

	<u>_</u>	0 Kind	1 Kind	2 Kind	3 Kind	4 Kind	5 Kind
	Dragon	2	2	10	200	1000	3000
	Tiger	2	2	2	25	100	750
	Rabbit	2	2	2	25	100	750
Scattered	Goat	2	2	2	15	100	400
Any	Horse	2	2	2	10	75	250
Pay	Rooster	2	2	2	10	50	250
Patterns	Ace	2	2	2	10	50	125
	King	2	2	2	5	50	100
	Queen	2	2	2	5	25	100
	Jack	2	2	2	5	25	100
	Ten	2	2	2	5	25	100
	Nine	2	2	2	5	25	100

When the Selekta feature is triggered within the 10 Free Plays feature, prizes are tripled.

When a trigger occurs, a single symbol is randomly selected for the Hold & Spin play.

During the Selekta Plays, prize patterns are determined by the Any's scattered pattern.

The feature is re-triggered if less than 2 symbols occur on the last (5th) play.

The feature trigger is LINEAR; the more lines played, the more frequently the trigger will occur per play

Prizes are multiplied by the number of credits bet per line.

NOTE: The Scatter Symbol cannot be selected for the Hold & Spin plays.

3 Scatter Blitz

At random intervals, this free play feature is triggered.

The scatter symbol is evaluated as Any's

Prize Schedule

0 Kind	1 Kind	2 Kind	3 Kind	4 Kind	5 Kind	
2	2	2	5	50	400	

The Scatter Blitz can be triggered from paid plays and from the 10 free playsw feature.

When triggered from the free plays feature, prizes are tripled.

4 !0 Free Plays Feature

10 free plays are triggered when 3 or 4 or 5 Scattered events occur during paid plays.

All prizes are tripled during free plays.

The feature can be re-triggered during the free plays.

The Selekta Hold & Spin feature and the Scatter Blitz can be triggered during free plays.