

**WIZARD MASTER**

Total Game Payout Profile

| Prize | RTP %          |
|-------|----------------|
| 6000  | 0.100%         |
| 3000  | 0.390%         |
| 2000  | 0.025%         |
| 1000  | 0.524%         |
| 600   | 0.862%         |
| 500   | 1.659%         |
| 400   | 0.421%         |
| 300   | 3.353%         |
| 200   | 3.161%         |
| 100   | 7.192%         |
| 60    | 0.235%         |
| 50    | 4.908%         |
| 40    | 1.877%         |
| 30    | 1.042%         |
| 20    | 8.686%         |
| 15    | 0.494%         |
| 10    | 7.491%         |
| 5     | 8.234%         |
| 4     | 3.297%         |
| 2     | 36.458%        |
|       | <u>90.410%</u> |

BASE Game Prize Schedule

| WIZARD on reels 3, 4 and 5 Substitutes for all other symbols except Clover |      |                         |     |
|--|------|-------------------------|-----|
| <b>Elf</b>   |      | <b>King</b>             |     |
| x.x.x.x.x  | 3000 | x.x.x.x.x               | 300 |
| x.x.x.x. --  | 500  | x.x.x.x. --             | 100 |
| x.x.x. --, --  | 50   | x.x.x. --, --           | 20  |
| <b>Fairy</b>   |      | <b>Queen</b>            |     |
| x.x.x.x.x  | 1000 | x.x.x.x.x               | 200 |
| x.x.x.x. --  | 200  | x.x.x.x. --             | 50  |
| x.x.x. --, --  | 50   | x.x.x. --, --           | 10  |
| <b>Lamp</b>  |      | <b>Jack</b>             |     |
| x.x.x.x.x  | 500  | x.x.x.x.x               | 200 |
| x.x.x.x. --  | 100  | x.x.x.x. --             | 50  |
| x.x.x. --, --  | 20   | x.x.x. --, --           | 10  |
| <b>Mushroom</b>  |      | <b>Ten</b>              |     |
| x.x.x.x.x  | 500  | x.x.x.x.x               | 100 |
| x.x.x.x. --  | 100  | x.x.x.x. --             | 30  |
| x.x.x. --, --  | 20   | x.x.x. --, --           | 10  |
|  |      | x.x. --, --, --         | 5   |
|  |      | x. --, --, --, --       | 2   |
| <b>Unicorn</b>   |      | <b>Scattered Clover</b> |     |
| x.x.x.x.x  | 500  | x.x.x.x.x               | 50  |
| x.x.x.x. --  | 100  | x.x.x.x. --             | 15  |
| x.x.x. --, --  | 20   | x.x.x. --, --           | 5   |
|  |      | x.x. --, --, --         | 2   |
| <b>Ace</b>   |      |                         |     |
| x.x.x.x.x  | 300  |                         |     |
| x.x.x.x. --  | 100  |                         |     |
| x.x.x. --, --  | 20   |                         |     |

#### BASE Game Rules

All pays are left-to-right only

Wizard on reels 3, 4 and 5 substitutes for all other symbols EXCEPT Clover (Scattered)

Coinciding wins are all 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.

A MYSTERY triggering event causes a Feature Phase (10 free games)

The triggering event is the occurrence IN SCATTER mode of the following symbol combinations

| Reel 1 | Reel 2 | Reel 3 | Reel 4 | Reel 5 |
|--------|--------|--------|--------|--------|
| Ace    | Ten    | Elf    | Jack   | Queen  |

#### FEATURE Game Rules

10 FREE games are played following a trigger event in the BASE game

10 FREE games are played following a trigger event in the FREE game Feature plays

The same reel strips used in the BASE game are used during the FREE game plays

Feature game prize schedule:

- 1 The BASE game prize schedule applies during the Feature Phase; and
- 2 Base game prize schedule values are uplifted by a multiple of 2; and
- 3 A bonus prize of 2 is paid on ANY bought playline on which no prize schedule win occurs