

Session 1, Day 2:

Carding & Pay-tables

Exercises



REEL STRIPS



Position

Reel 1

Reel 2

Reel 3

1	Clown	Clown	Clown
2	Plum	Cherry	Plum
3	Melon	Plum	Melon
4	Plum	Melon	Orange
5	Melon	Orange	Plum
6	Cherry	Plum	Melon
7	Plum	Cherry	Bell
8	Melon	Orange	Plum
9	Orange	Bell	Cherry
10	Plum	Cherry	Melon
11	Melon	Plum	Plum
12	Plum	Orange	Bar
13	Bar	Plum	Orange
14	Melon	Melon	Plum
15	Plum	Cherry	Orange
16	Bell	Bar	Plum
17	Plum	Melon	Melon
18	Melon	Orange	Orange
19	Plum	Plum	Melon
20	Melon	Melon	Orange



Total Symbols

20

20

20

EXERCISE 1 - CARDING SUMMARY

REEL SYMBOL	1ST REEL	2ND REEL	3RD REEL	TOTAL
Cherry				
Plum				
Melon				
Orange				
Bar				
Bell				
Clown				
Total Combinations				

PRIZE SCHEDULE



3 x Cherry = 5

3 x Plum = 10

3 x Melon = 20

3 x Orange = 50

3 x Bar = 100

3 x Bell = 200

3 x Clown = 400



All other combination of symbols are no-win results

CALCULATE THE NUMBER OF CREDITS WON

Pay Schedule	Number of symbols per reel	Multiplied by the value of the payout	Total credits returned per cycle
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3 x Cherry = 5

3 x Plum = 10

3 x Melon = 20

3 x Orange = 50

3 x Bar = 100

3 x Bell = 200

3 x Clown = 400

Total winning spins:

Total winning credits:

FORMULAE

Game Cycle = Number of stops - Reel 1 x 2 x 3 x nth

$$\text{RTP\%} = \frac{\text{Total of credit wins per cycle}}{\text{Game Cycle}} \times \frac{100}{1}$$

$$\text{Hit Rate} = \frac{\text{Game Cycle}}{\text{Total number winning combinations}}$$

$$\text{Average Prize} = \frac{\text{Total of credits won per cycle}}{\text{Total number winning combinations}}$$

EXERCISE 2



Game : INCA CHIEF

Reels : 3

Stops : 20

- Calculate the RTP%
- Calculate the hit rate
- Calculate the average prize

	Reel 1	Reel 2	Reel 3
1.	INCA	INCA	INCA
2.	QUEEN	KING	9
3.	JACK	10	10
4.	9	JACK	9
5.	QUEEN	KING	QUEEN
6.	ACE	QUEEN	10
7.	9	ACE	JACK
8.	QUEEN	10	9
9.	10	KING	QUEEN
10.	9	10	10
11.	JACK	JACK	KING
12.	10	KING	9
13.	QUEEN	9	10
14.	KING	ACE	9
15.	JACK	9	10
16.	9	QUEEN	QUEEN
17.	QUEEN	JACK	10
18.	10	10	ACE
19.	JACK	KING	QUEEN
20.	QUEEN	JACK	9



PRIZE SCHEDULE



Reel 1	Reel 2	Reel 3	Prize (Credit)	
INCA	INCA	INCA	500	
ACE	ACE	ACE	200	
KING	KING	KING	50	
QUEEN	QUEEN	QUEEN	15	
JACK	JACK	JACK	10	
10	10	10	5	
9	9	9	2	

*** INCA substitutes for all symbols**

*** Highest win only paid**

RTP% CALCULATION

WIN COMBINATION	REELS			CHANCE OF COMBINATION APPEARING	PRIZE	AVERAGE CREDITS PER CYCLE
	1	2	3			
I I I						
A A A						
K K K						
Q Q Q						
J J J						
10 10 10						
9 9 9						

ANSWERS



RTP% =

Hit Rate =

Average prize =

EXERCISE 3



- Xtra Reel Power
- Scatters multiplied by credits bet
- Bet Multiplier = 1
- Bet = 40 credits
- Reels Played = 5

Credits won:



Reel Power

5	75
4	50
3	40
2	30

ALL WINS BEGIN WITH LEFTMOST REEL
AND PAY LEFT TO RIGHT ON
ADJACENT REELS, EXCEPT SCATTERS.
ALL WINS SHOWN WITH THE
BET MULTIPLIER AT 1.

SCATTER

5	20
4	10
3	2

PAYS IN ANY POSITION.

5	50
4	35
3	20
2	10

5	50
4	35
3	20
2	10

5	50
4	35
3	20
2	10

5	50
4	35
3	20
2	10

5	30
4	20
3	5

5	30
4	20
3	5

5	30
4	20
3	5

5	30
4	20
3	5

5	30
4	20
3	5

5	30
4	20
3	5
2	2

SUBSTITUTE FOR ALL SYMBOLS EXCEPT

ALL SYMBOLS PAY AS PER PAYTABLE REGARDLESS OF

COINCIDING WINS ARE ADDED. SCATTER WINS AND BONUS PRIZES ARE ADDED TO XTRA REEL POWER™ WINS.

XTRA REEL POWER™ WINS MULTIPLIED BY THE BET MULTIPLIER.

SCATTER WINS ARE MULTIPLIED BY THE TOTAL CREDITS BET.

40 Credit Reel Power

Reel Power – 40cr bet



Reel Power Wins

Scatter Wins

Total Win (cr)

Reel Power – 40cr bet



Reel Power Wins

Scatter Wins

Total Win (cr)

Reel Power – 40cr bet



Reel Power Wins

Scatter Wins

Total Win (cr)

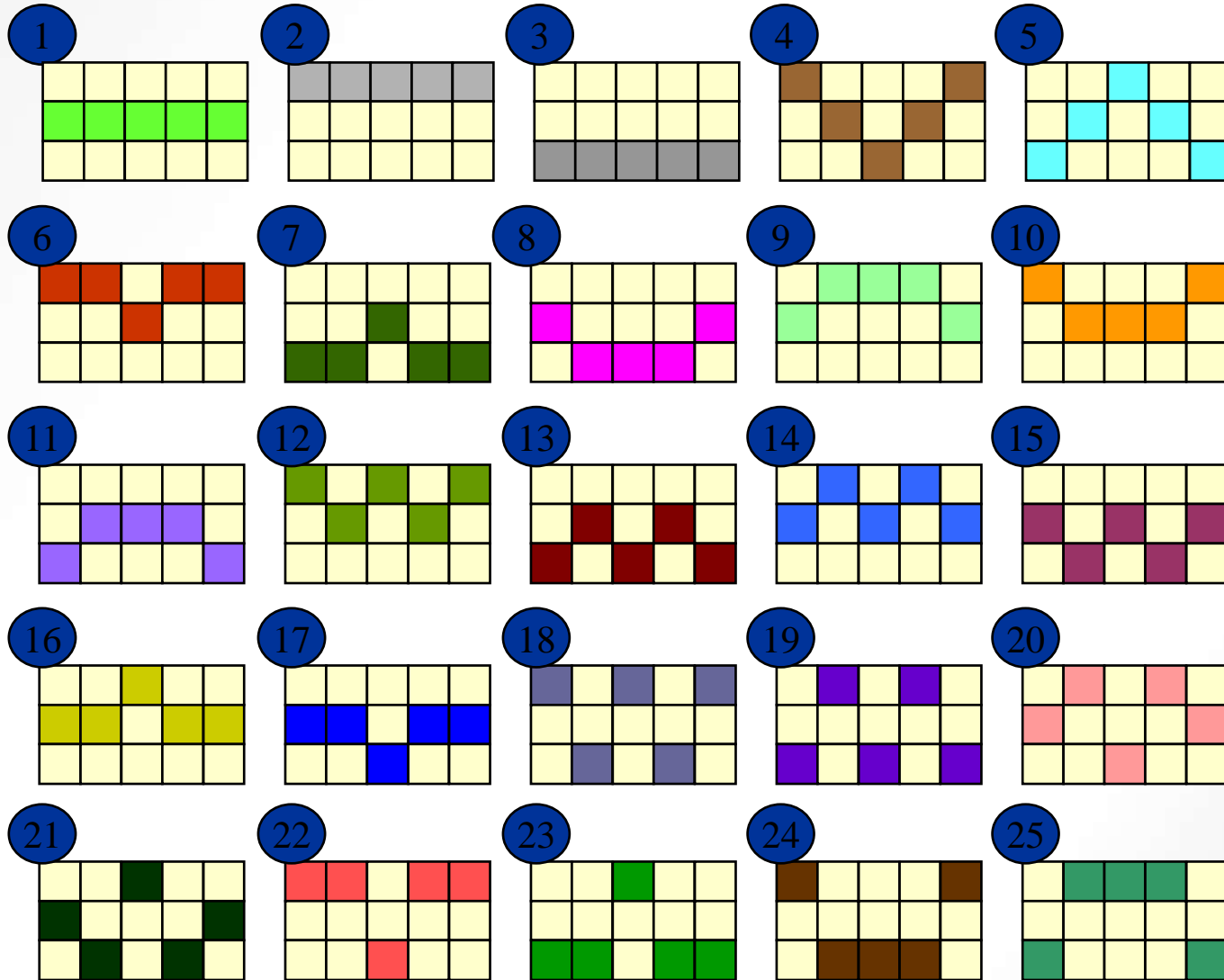
THE BUCK STOPS HERE™



Exercise 4: The Buck Stops Here

Read the following pay schedule carefully and use the pay-lines table provided to calculate the credits won for each snapshot (I), (II), (III)

Pay Lines - 25 Line



THE BUCK STOPS HERE™



5	2500
4	500
3	300
2	20



SUBSTITUTES
FOR ALL
SYMBOLS
EXCEPT
SCATTERS
AND



MIXED



5	1500
4	250
3	100



SUBSTITUTES
FOR ALL
SYMBOLS
EXCEPT
SCATTERS
AND



5	2500
4	500
3	300
2	20

ALL WINS BEGIN WITH LEFTMOST REEL AND
PAY LEFT TO RIGHT ON ADJACENT REELS,
EXCEPT SCATTERS.

ALL WINS SHOWN IN CREDITS.
ALL WINS PAID AS INDICATED.



5	750
4	150
3	50



5	500
4	100
3	20

RE-SPIN FEATURE

ANY 2, 3 OR 4 SCATTERED



TRIGGER THE RE-SPIN FEATURE.

FREE GAMES FEATURE

10, 20 OR 40 FREE GAMES ARE WON WITH

3, 4 OR 5 SCATTERED



RESPECTIVELY.

ALL WINS DURING THE FREE GAMES ARE TRIPLED.



5	250
4	50
3	20



5	200
4	40
3	10



5	100
4	20
3	5



5	100
4	20
3	5



5	100
4	20
3	5

SCATTER



PAYS IN ANY POSITION.

5	1250
4	250
3	125
2	50



5	100
4	20
3	5



5	100
4	15
3	5



5	100
4	15
3	5

(I)



Game: The Buck Stops Here

Jurisdiction: NSW

Max Bet: 500cr

Denom: 1c

Bet per line: 1,2,5,10,20

Line costs: : 1, 5, 10, 20, 25

Credits Won:

Dollars Won:

(II)



Game: The Buck Stops Here

Jurisdiction: NSW

Max Bet: 250cr

Denom: 2c

Bets per line: 1,2,5,10

Line costs: : 1, 5, 10, 20, 25

Credits Won:

Dollars Won:

(III)



Game: The Buck Stops Here

Jurisdiction: NSW

Max Bet: 500cr

Denom: 1c

Bets per line: 1,2,5,10

Line costs: : 1, 5, 10, 20, 25

Credits Won:

Dollars Won: