# Major Luck Brief

## Overview

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| * 5x4 Reels * 20 win-lines * 3 in-reel modifiers * 3 bonus rounds * Multiple RTP variants 96%, 92% and 88% | * Jackpot bonus wheel * Character driven * Buy Bonus |

## Base Game - target 45% RTP

* 5x4 reels pays left to right
* In-reel modifiers are triggered via a random animation in between reel spins
* 3, 4 or 5 Medal symbols to trigger one of 4 bonus features
* Target between 1 in 3 to 1 in 4 hit rate

### Symbols:

1. 4 high paying
2. 5 low paying
3. Wild
4. Bonus Scatter

## Modifiers – Target 23% RTP with a 1 in 125 hit rate

### Mod 1 – Random Wilds - target average payout of 15x

* Awards 3 to 6 wilds which are placed on reels 2 to 5
* Does not guarantee a win

### Mod 2 – Mega symbols target average payout of 30x

* 2x2, 3x3, 4x4 versions H1 to L5
* Choose random position in grid while reels spin
* Guarantee a win by adding 2x2 wilds if no win after spin
  + Grenade lands on left reel of giant symbol and explodes to award 2x2 wild

### Mod 3 – Jackpot Wheel - target average payout of 187x

* Jackpot wheel to have just 4 values with a max multiplier of 1,000 x total bet

With 3 ways to trigger:

* Modifier
* Directly from the bonus wheel
* Collection mechanism in every Bonus feature
* Proposed win multipliers and weighting shown below

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## Bonus Features – Target 28% RTP with a 1 in 250 hit rate

### Bonus Wheel

When the player lands 3 or more bonus symbols in the base game, this will trigger the bonus wheel with the following options:

* Player spins a wheel to determine which bonus they win
* The wheel depends on 3, 4 or 5 Medals in view



### Collection Mechanic

In each bonus feature, I would like there to be a collection mechanic that will award the Jackpot wheel. Player will need to collect x number of special symbols, in Free spins, these symbols will be overlaid as not to block any payline wins. Player will be taken to wheel after playing through their current bonus feature.

### Bonus 1 – Minefield

* Average payout x30
* Multiple pick-me to cross minefield
* First 2-3 picks are guaranteed wins

### Bonus 2 – Free Spins #1

* Average payout x50
* 3 symbols will be randomly selected and only those symbols will appear on the reels for the duration on free spins
* Win x number of freespins
* Existing slots with a similar feature: Hawaiian Treasure and Thai princess

### Bonus 3 – Collection Free Spins #2

* Average payout x100
* Win x number of freespins,
* Collect x number of special symbols to turn symbols into wilds.
  + Win x number of freespins, collect y medals to turn L5 symbol into wild and win +2 spins
  + collect another y medals to turn L4 symbol into wild + 2 spins
* 1 in 5 times player will get to the Jackpot Wheel
* L5 – L1 go wild

## Buy Bonus – Target 95% RTP

I would like 2 options for Buy bonus:

1. Buy direct into Bonus 3 (Free spins 2)
2. Buy Bonus chance: For 35x bet the player can buy a Bonus chance. This will show a Buy Bonus wheel with Bonus 1, 2, 3 and the Jackpot wheel as options plus a number of losing sections.