**Game Description**

Line pay game with 9 Regular symbols that are split into 4 groups, when a line hits, that win is multiplied by the sum count of that colour that is on the reels, except for grey. When more than one colour is hit, the wins are multiplied further. During free spins, all multipliers are progressive and there are no grey symbols.

**Suggested Arts:** Factions/Tribes, Straight Colours, Shapes, Sweets

**Reel Set Up: 5x3**

**Win-lines: 15-20**

**FG Trigger: 3 Scatters**

**Symbols**

2 Red, 2 Yellow, 2 Blue, 3 Grey, Scatter, Multicoloured Wild

**Base Game**

Regular spins, any win that involves a colour is multiplied by the total number of that colour on the reel. For example,

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| R1 | G1 | G4 | R2 | B1 |
| G2 | R1 | G1 | Y1 | R1 |
| G3 | G2 | R1 | G1 | B2 |

Win = 3R1\* 5

Grey Wins are never multiplied

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| R1 | G1 | G4 | R2 | B1 |
| G1 | R1 | G1 | Y1 | R1 |
| G3 | G2 | R1 | G1 | B2 |

Win = 3R1\* 5 + 4G1

If more than 2 colour win at once, then win values are multiplied again max multiplier is 125 = 5^3

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| R1 | Y1 | G4 | R2 | B1 |
| Y1 | R1 | Y1 | G1 | R1 |
| G3 | G2 | R1 | G1 | B2 |

Win = (3R1 + 3Y1) \* 5 \* 3

Wilds are multicoloured, but, wins will only multiply but their respective colour , WWY1 would only multiply by the counts of yellows even though WW are also considered blue and red. The only exception will be 3W, 4W and 5W wins that will be multiplied by all 3.

**Free Game**

Three counters for each of the colours appear to the left of the reels, every spin each colour count is added to its respective count to be used for the multipliers as the same as base game, if there is a multiplier for a colour and that colour is not used, that multi is not applied, a win of that colour must be on screen. Grey symbols appear less frequently if at all. There are no triggers.