**Thanksgiving Blast / Turkey Day Blast**

**Extra bonus game instruction (Turkey Leg Bonus)**

**Overview:** The main game RTP document we shall use for the overall game is the 85.50% RTP document and reelstrips. We are ADDING this bonus game which has an RTP of 8.6251%. The Total offered RTP of the game is then the sum of these two figures, which gives us a final game RTP% of 94.1251%.

**ADMIN PANEL:** There shall only be one available setting in the Admin Panel for the RTP of this game. That RTP designation shall be 94.125%. It shall be non-editable.

**IMPORTANT NOTE:** We shall NEVER use any other reelstrips for the game than the reelstrips included in the CatQH 85.50% RTP version of the game. Even though Admin Panel lists the game as 94.125%, we must use the reelstrips from the 85.50% version.

**Trigger Mechanism:** The trigger mechanism for this game is completely independent from the base game play reels. Instead, we have made an independent Turkey Leg symbol and an Independent Gravy Bowl symbol. Padz has these graphics. The Turkey leg can pop up from bottom left of game screen or pop down from upper left of game screen, whatever works best. The Gravy Bowl can pop up from bottom right of game screen or pop down from upper right of game screen, whatever works best… it is immaterial.

Each spin of the game, we need also to generate two other numbers to determine if Turkey leg and gravy bowl appear as follows:

The turkey leg shall appear on average once per 11 spins. So if an RNG is setup to choose a number from one to eleven (or zero to ten) and one number is established as the turkey leg number, that will work.

The gravy bowl shall appear on average once per 15 spins. So if an RNG is setup to choose a number from one to fifteen (or zero to fourteen) and one number is established as the gravy bowl number, that will work.

**Timing / presentation:** If turkey leg shall appear, it shall appear one half second before the first reel stops, and shall be accompanied by voice SFX “Turkey!” (I will provide SFX). The turkey leg shall not completely obfuscate any slot symbol. It can half-cover a symbol if needed. If this is a challenge on mobile, the leg could possibly cover instead some part of the left-side menu buttons or game logo? If gravy bowl shall appear, it shall appear simultaneously with the last reel stop, and shall be accompanied by voice SFX “It’s raining turkey and gravy” (You already have this SFX). The gravy bowl shall not completely obfuscate any slot symbol. It can half-cover a symbol if needed. If this is a challenge on mobile, the bowl could possibly cover instead some part of the bottom-right menu bar? IF the user has triggered this bonus, then all of the SFX / GFX / timing / presentation of the bonus game trigger and game shall “pause” any resultant sound effects or graphics or payout from the main base reels game, including any potential trigger of the free spins bonus game also. At the very end of the Turkey Leg bonus game, directly and immediately after the bonus end notification popup disappears, the paused base game SFX / payout / payout animations / free spins bonus trigger / free spins bonus game shall resume.

**Bonus game flow:**

1) Turkey leg appears (and SFX)

2) base game spin results shown

3) Gravy bowl appears (and SFX)

4) Top of screen title bar appears “Turkey Leg Bonus”

5) First 2 reels of slot symbols are replaced by 6 identical looking turkey legs.

6) simultaneous to 5, reel 3 slot symbols are replaced by 3 identical apple pies

7) simultaneous to 5 and 6, reels 4 and 5 slot symbols are replaced by 6 identical gravy bowls.

8) reels 3/4/5 have dark overlay placed on top and text “Choose a Turkey Leg” with arrow pointing towards the 6 turkey legs.

9) User chooses turkey leg

10) a prize amount is revealed in bold. Other 5 prizes are revealed in gray state. See prize section below.

10a NOTE) ALL PRIZES SHALL BE SHOWN AS A MULTIPLE OF USER’s TOTAL WAGER. Example: If the user wager is $1.50 and the prize is “5” then the prize shall actually display as “$7.50”. This applies to the turkey leg prizes and gravy bowl prizes.

11) reels 1/2/3 have dark overlay placed on top and text “Choose a Gravy Bowl” with arrow pointing towards the 6 gravy bowls.

12) User chooses a gravy bowl

13) a prize amount is revealed in bold. Other 5 prizes are revealed in gray state. See prize section below.

14) reels 1,2, and 4,5 have dark overlay placed on top and text on left and right overlays read “Choose a Pie” with arrows pointing toward the 3 pies.

15) User chooses a pie

16) a “+” or “-“ is displayed. See prize section below.

17) all reels are replaced with a bonus notification overlay that shows the male hillbilly on side taking a bite out of a turkey leg dripping with gravy. Does not have to be animated. The main part of the notification shows in large graphic text:

“YOU WIN”

and below in sequence the 3 chosen prize awards show in an equation like this:

$7.50 + $15.00 = $22.50

and then add text “Congratulations!” and add button [CONTINUE]

18) Notification area and bonus game title are removed and whatever the result of the base game spin was is presented.

**Prizes:**

Turkey leg prizes are the following, expressed as a multiple of the user total wager:

2 2 4 5 6 10

Gravy bowl prizes are the following, expressed as a multiple of the user total wager:

3 3 4 4 5 10

Pie symbols are either “+” or “x“, with there being a 2/3rds chance of “+” and 1/3rd chance of “x”. (these represent the sum and multiply function in the final equation)

**Bonus math:** See accompanying doc “TLEG Bonus Math”.