



Independent Game Review



Fishing For Gold On Tour

a Brightstar game

Jurisdiction	Georgia Lottery (GA)
Launch date	6 August 2026
Review dates	11–14 August 2026
Author	Gavin Horricks
Client version	1.0.2
Reviewed at	https://www.galottery.com/en-us/games/diggi-games.html
Classification	Public information only

All information contained herein is publicly available.

DISCLAIMER AND FAIR USE.....	2
EXECUTIVE SNAPSHOT.....	3
KEY FACTS.....	3
SUMMARY.....	3
PROS	3
CONS.....	4
HEADLINE CONCLUSION	5
GAME OVERVIEW.....	6
INTRODUCTION	6
THE BASICS.....	7
THE DESIGN.....	7
MATH AND PRIZE DESIGN.....	8
PRIZE TABLE.....	8
PRIZE STRUCTURE NOTES	9
WAYS OF WINNING.....	9
COMMERCIAL AND POOL NOTES.....	11
DEPLETING POOLS.....	11
PERFORMANCE DATA	11
GAME CLIENT REVIEW.....	12
DOWNLOAD SIZE	12
GRAPHICS.....	12
FONTS	13
ANIMATIONS	13
SOUND	14
BONUS ROUND – FREE TURNS.....	14
USER INTERFACE.....	15
DESKTOP & UI PLACEMENT.....	16
INTRO SCREEN	16
GAME PLAY / MAIN SCREEN	17
IN GAME PRIZE TABLE.....	19

IN GAME HOW TO PLAY	20
WAGER SELECTION	20
FOOTER BAR	20
MOBILE UI PLACEMENT	21
INTRO SCREEN	21
MAIN GAME	21
A TIGHT UI	22
SIMILAR GAMES	23
FINAL COMMENTS	24
APPENDIX A – FULL PRIZE STRUCTURE	25
APPENDIX B - OFFICIAL HOW TO PLAY	33

DISCLAIMER AND FAIR USE

All views, thoughts, and opinions expressed in this review are solely my own and do not reflect the official policy, position, or endorsement of the Georgia Lottery Corporation (GLC), Brightstar, or any of their respective affiliates, subsidiaries, or employees. This review is for informational, entertainment, and educational purposes only. While every effort is made to ensure the accuracy of the information presented, it is provided on an "as-is" basis without warranties of any kind.

Public Information & Fair Use Notice: All information, data, and game details discussed in this review are derived exclusively from publicly available sources and materials. This content includes visual screenshots of the iLottery game for the sole purposes of critical review, commentary, and analysis. All product names, logos, gameplay visuals, brands, and trademarks featured remain the property of their respective copyright holders (including GLC and Brightstar). The use of these materials is believed to constitute "fair use" under applicable copyright laws. I am not an official representative, employee, or agent of either GLC or Brightstar, and this content is entirely unsponsored.

EXECUTIVE SNAPSHOT

KEY FACTS

Game studio	Brightstar
Client version	1.0.2
Default price point	\$1
All price points	\$0.50, \$1, \$2, \$3, \$5, \$10, \$20, \$30
Pool size (each price point)	2,000,000 tickets (depleting pool)
Overall odds of winning	1 in 4.72
RTP	78%
Top prize	20,000×
Max prize	\$600,000 with \$30 wager
Mechanic	Cluster / tumbler match
Theme	Nature, sport, animals
Tumble speed	Fast (~1 second)
Grid	20 symbols (4 rows × 5 columns)
Match	3–12 of the same symbol
Similar titles	Lucky Coins Disco Pig (\$2 default); Soccer Fortune (\$3 default)

SUMMARY

Fishing for Gold On Tour is a polished, commercially ready cluster-match title that leverages a proven Brightstar mechanic. It delivers frequent multi-win sequences, high production values, and early sales that already place it among recent strong performers. The rotating-theme design and reusable client give the lottery flexibility with little extra development cost.

PROS

- High-quality artwork, distinct symbols, and seven location themes already built into the client, allowing skin changes without a new release or extra QA.
- Smooth, fast tumble animations (under 1 second), good use of suspense (gold-frame slowdown on two Bonus symbols), and well-implemented features such as oversized fish splits and the Fish Frenzy throw-in.
- Clean, icon-driven, mobile-first UI that works well in both portrait and landscape; recognisable controls and dynamic prize-table updates.
- Strong sound design with a memorable guitar-led loop and appropriate effects; sound on by default is a good choice.

- Cluster/tumble gameplay on a compact 4x5 grid produces multiple prize combinations per ticket, supporting 341 prize divisions and a wide range of mid-tier outcomes.
- Early sales data are encouraging (~\$675k in the first few days), with volume at the lower price points and a noticeable peak at \$5, putting the game in a similar performance range to Liberty Luck and Legacy of Liberty.

CONS

- The Free Turns bonus plays out entirely automatically with no pause or player interaction, reducing the sense of agency during the most exciting part of the game.
- No separate toggles for music and sound effects; players who want to mute the ear-worm loop must turn everything off.
- Download size is on the large side (~42.8 MB) because all theme assets are included upfront.
- Default \$1 price point appears slightly low for this mechanic (most volume at \$0.50/\$1, yet \$5 also performed well); other skins of the same math have used a \$2 default.
- Mobile wager controls sit on the right side, which can feel like a stretch for some one-handed users; a few UI elements (duplicate close “X” icons) are slightly redundant.



HEADLINE CONCLUSION

Overall, the strengths outweigh the shortcomings. With only minor UX adjustments (bonus pause, split audio controls, and a possible default-price review), Fishing for Gold On Tour is well-positioned to remain a reliable, high-performing title as new locations are rotated in.

Approximate first-period sales (11–13 August 2026): \$674,894 from 462,313 tickets across eight price points.

GAME OVERVIEW

INTRODUCTION

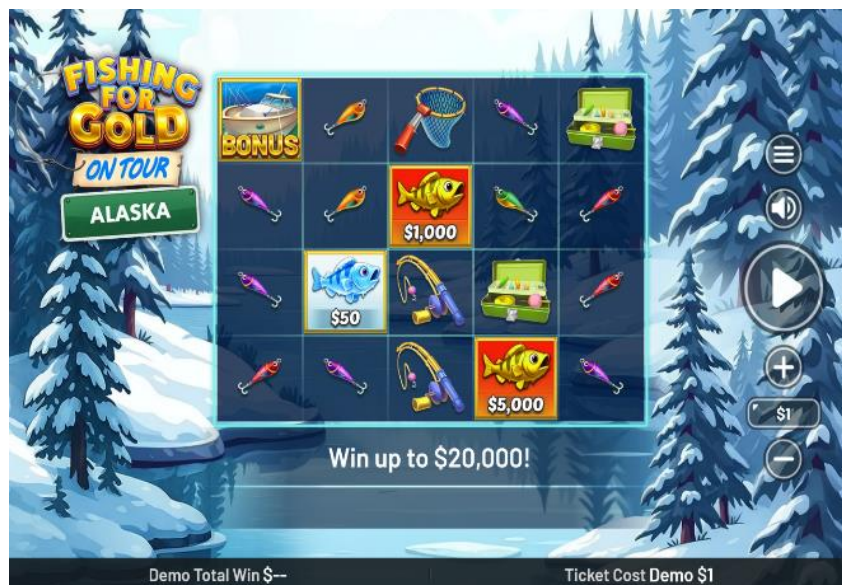
“Embark on a cross-country adventure in Fishing for Gold On Tour! Visit iconic locations like Alaska and Hawaii, form clusters of matching Fish symbols to win prizes, and unlock the Free Turns Bonus Game to play 10 free turns. Reel in big prizes with the Fish Frenzy special feature!”

Reviewed on Georgia (GA) Lottery website :

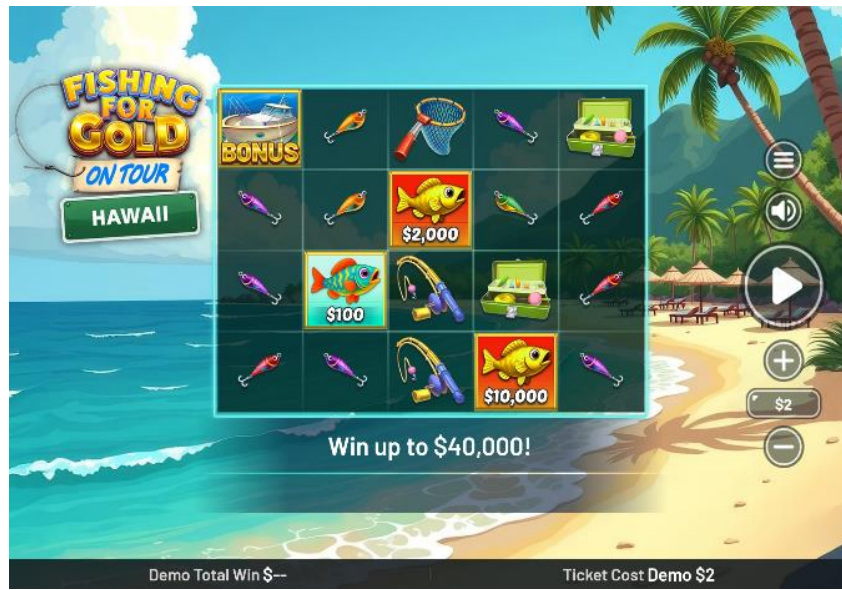
<https://www.galottery.com/en-us/games/diggi-games.html>

This game is designed to offer a rotating theme, which changes at intervals determined by the lottery. All themes offer the same gameplay experience. No date trigger was found, but the graphical assets are already present in the game client meaning no new release is needed, nor QA... Just marketing spend at the right time by the lottery!

Themes are : ALASKA, EVERGLADES, ARIZONA, HAWAII, VEGAS, YELLOWSTONE, NORTH POLE



Georgia Lottery using the Alaska theme



Kentucky Lottery using the Hawaii theme

THE BASICS

The object of Fishing For Gold On Tour is to collect one or more clusters of matching Cluster symbols, reveal the Fisherman symbol and one or more Fish symbols on the grid at the same time, and/or reveal three Bonus symbols to advance to the guaranteed-win Free Turns Bonus Game.

THE DESIGN

Grid	20 symbols (4 rows, 5 columns)
Match size	3–12 of the same symbol
Different cluster symbols	7
Bonus entry	Find 3 bonus symbols
Extra plays	1 symbol
Additional	1 large oversized symbol can split into 4 cash amounts

Due to the small grid size of 20 symbols, the need to start matching from a cluster of 3 is likely a design consideration, so that multiple sequences of play can award several prizes. More proof of this is shown in the prize structure and ways of winning.

MATH AND PRIZE DESIGN

PRIZE TABLE

The table below shows the multiplier return for a wager of 1.

Cluster size	A	B	C	D	E	F	G
3	1	1	1.5	1.5	2	3	5
4	1.5	1.5	2	2	3	4	10
5	2	2	3	3	4	5	15
6	3	3	4	4	5	10	20
7	4	4	5	5	10	15	50
8	5	5	6	6	15	20	100
9	6	6	8	8	20	50	200
10	8	8	10	10	50	100	500
11	10	10	20	20	100	200	1,000
12	20	20	40	40	200	500	20,000

The lowest 2 fish symbols (A and B) share the same prizes per number in the cluster match, and the same can be said for C and D, could this be a potential method for using the same client with a new math model and future proofing?

The remaining E, F and G fish symbols share similar prize values with just the G symbol pushing the 1,000x and 20,000x prizes.

The **5x** and **10x** prizes are represented using all seven different fish symbols and this allows for greater flexibility and “ways of winning” which would be contained within the game design document. A player seeing the same game twice is a massive consideration when creating the Game Design Document and resulting data outcomes.

The prize table are individual prizes which can be won on their own, or as a multi-win within a game adding up to one of the prize tiers in the prize structure.

PRIZE STRUCTURE NOTES

Information below is taken directly from the GLC website.

From early indications, the pool size started at 2 million tickets per price point, with 341 prize divisions (Left side), using 153 unique prize levels (right side). This information is inferred from the number of remaining tickets of the higher price points being close to 2m after a few days of sales.

Splitting the methods of winning a single prize into multiple tiers allows for a precise allocation of tickets to that method, rather than relying on a random selection from a pool of scenarios in the data file.

From a player perspective, they win the same amount of money, but from a game design point of view, there can be excitement created by ensuring that the player enters bonus rounds and has a perception that they could win larger prizes.

This can also have the added benefit of creating many more tiers to distribute the prize fund over, in turn setting higher odds of winning.

The lowest prize with just 1 method of winning is 20.5x the wager.

The complete 341-division / 153 unique-tier table is reproduced in Appendix A

With cluster match games, this is very typical of the number of prize tiers available in the structure (200-400) and is a direct consequence of the game design wanting to have several prizes from the prize table total a higher win amount. Cluster matches typically trigger several sequences of play, allowing the player to continue winning after a cluster is removed and more symbols drop into the grid.

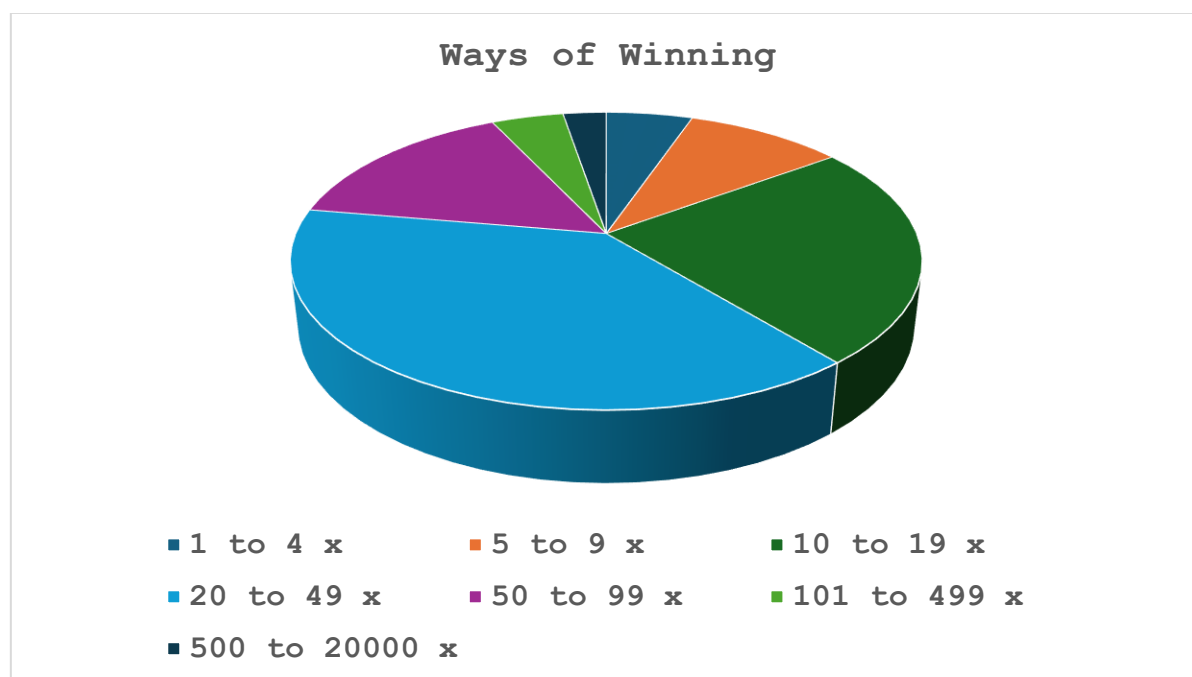
WAYS OF WINNING

The number of potential prizes populating the 20x to 49x clearly provides an indication of how many small cluster prizes can add up to a specific win outcome. The Cluster Match game mechanic is about winning several times within each sequence of play and keeping the player engaged when a cluster is removed and the potential of what will happen next.

When adding the 10x to 19x section, this accounts for 63 percent of all ways of winning.

Above 100x is just 7 percent.

Range	Count
1 to 4 x	18
5 to 9 x	33
10 to 19 x	82
20 to 49 x	132
50 to 99 x	52
101 to 499 x	15
500 to 20,000 x	9



COMMERCIAL AND POOL NOTES

DEPLETING POOLS

Due to the game using a depleting pool, the starting number of tickets in the pool would not be possible to calculate precisely, but a good indication from the remaining prizes on each price point lean towards the initial design being adjusted to fit the GA lottery required RTP. This is a standard practice when the game is pulled from a shelf and modified to suit.

PERFORMANCE DATA

Due to GA Lottery using a depleting pool model. over two days of sales – 11th to 13th August, the reduction in remaining tickets shows the approximate sales:

Price Point	11 Aug 26 Remaining	13 Aug 26 Remaining	Tickets Sold	Total Sales
\$0.50	1,207,357	1,010,683	196,674	\$98,337.00
\$1.00	1,357,942	1,197,060	160,882	\$160,882.00
\$2.00	1,805,560	1,756,886	48,674	\$97,348.00
\$3.00	1,912,073	1,889,824	22,249	\$66,747.00
\$5.00	1,903,743	1,878,961	24,782	\$123,910.00
\$10.00	1,976,168	1,969,707	6,461	\$64,610.00
\$20.00	1,995,699	1,994,229	1,470	\$29,400.00
\$30.00	1,996,539	1,995,417	1,122	\$33,666.00
Total	14,150,680	13,692,767	462,313	\$674,894.00

As the default price point was set at \$1, it looks like most players are hitting purchase immediately or dropping the ticket cost down to \$0.50.

With a peaking total sales amount for the \$5 ticket price, this potentially indicates that the default price point was set too low. Other skins of this game mechanic have it set at \$2, so further investigation would be needed to see if the same anomaly exists in those titles.

With average daily sales of over \$300K towards the end of the first week, our study of sales in GA indicates that this is a high performing title similar if not slightly better than “Liberty Luck” from IWG and “Legacy of Liberty” from Brightstar.

GAME CLIENT REVIEW

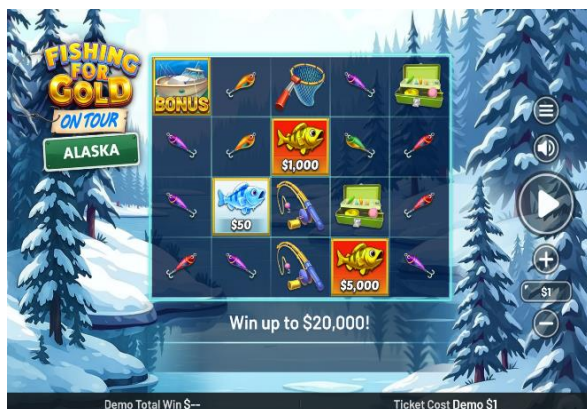
Fishing For Gold On Tour is a sequel to the first game and is a reskin of other popular Brightstar games such as Lucky Coins Disco Pig and Soccer Fortune. Because of this, it offers the immediate benefits of having been through live user testing and feedback from the other titles.

DOWNLOAD SIZE

While the total download time can only be calculated when the internet connection of the player is known, using a 5G connection the game took around 10 seconds to load, with a Total Page (Resources) Size of 42,801 kB (approx. 42.8 MB).

This is likely on the large size for a game of this type; however we must factor in the extra assets for the different locations this game will use. Lazy loading could have been an option here, but for the extra few seconds, we shouldn't mark this down.

GRAPHICS



Overall the quality of the client is very high.

Graphically, it's nice to see detailed artwork and attention to detail throughout the game, especially with the total of 7 themes on offer of which only one is shown in Georgia right now... something for players to look forward to over time.

Most symbols are unique and easy to differentiate, with Rod, Tackle Box and Net all clearly different shapes and colours. The lures are Red, Orange, Purple and Green... and to ensure that these are not confused they are facing in different directions and of slightly different sizes.

The Alaska game background relies on bubble transition effects during the intro and bonus rounds rather than dynamic background animations.

Both landscape and portrait backgrounds are utilizing different assets which take advantage of ensuring the best view possible for a player.

FONTS

Something in my early career which many studios looked over was the use of fonts... not just to make it clear what a player had won and give them clear instructions which this game certainly does, but to enable easy localization.

Lato, OswaldLocCur, and Barloware all excellent choices for clarity, with PoetsenOne being used to add character to the game.

Along with the addition of bitmap fonts being used for the cash amounts as these also contain the currency symbols Brightstar will use when distributing globally.



ANIMATIONS

Animations in general are good within the game grid area, with a smooth staggered column tumble taking less than 1 second to fill all 20 grid spaces. When 2 BONUS symbols appear, the remaining tumble effect slows down allowing for suspense and anticipation of what may drop in with a gold frame surrounding the column. Other nice touches are the oversized 2x2 symbols which split into 4 separate fish of different values – ready for catching should the fisherman also fall into view. Values of \$100 and lower are blue frozen fish, and the higher values ones are golden with a red/orange background... another nice touch to show players when higher value symbols are in play.

Clusters are removed by adding God rays, fading, with bubbles appearing and then the columns refilling quickly.

If the fisherman appears in any square, the fish with prizes are collected... and even if there are no fish in view, I had a play experience where 2 fish were thrown onto the grid to replace non cluster matching symbols and were collected. Good to see what feels like turning a non-winning ticket into a winning one. This is called a “Fish Frenzy Feature” as described on the intro screen.

We also have to mention that the game features coin showers of different sizes based on the win amount, standard stuff these days but delightfully implemented.

The thresholds for different celebrations are defined as: 5x, 10x, 50x and 100x.

SOUND

Sound can be contentious – hence some vendors having the player make a choice even before the intro screen is presented... for me, if a player doesn't want sound before they know what will be played, they have their device muted.

So, with this in mind, it's good to see Brightstar having the sound on by default if the player clicks through the intro screen.

Immediately the player is treated to a guitar led, jaunty loop which is an ear worm and will get stuck in your head... believe me... I've spent too much time on this review and eventually had to turn off the sound to stop humming around the house!

Other "pops" when clicking icons, and what sounds like the break of "pool balls" at the start of a wager click.

The low softened thuds of the symbols dropping into place is nice.

The splash of the oversized fish dropping in.

When a BONUS boat symbol lands there is the toot of a boat horn.

2 BONUS Symbols land, there is a chime which plays to enhance the experience, followed by each new symbol falling into place with a different sound than the softened thud.

So many other sounds effects to mention, but this would go into the minutia – It's a high bar to set having sound this good, but if I had one piece of advice it would be to allow a toggle for the music and/or sound effects.

BONUS ROUND – FREE TURNS

A background change during the transition shows a dusk setting of the same view.

A large plaque makes it clear to the player what they have been awarded, how they can win, extend the number of free turns and upgrade their prizes.



The whole bonus round plays out automatically, with the player just an observer... Not sure I am a fan of this, I'd like to pause to make the moment last a little longer, so this was an opportunity to grab the screenshot above before entering.

Outside of this, the bonus round is the same cluster match game, but with the added excitement of the fisherman appearing and any fish in view being added to the accumulator collection set on the left... plus any he throws in for free!

The bonus features 5 tiers, with higher tiers offering increased minimum payouts. Players can receive a maximum of 50 free turns. Although I never saw more than 10.

Level	Prize range
Level 1	1× to 5,000×
Level 2	5× to 5,000×
Level 3	10× to 5,000×
Level 4	25× to 5,000×
Level 5	1,000× to 5,000×

USER INTERFACE

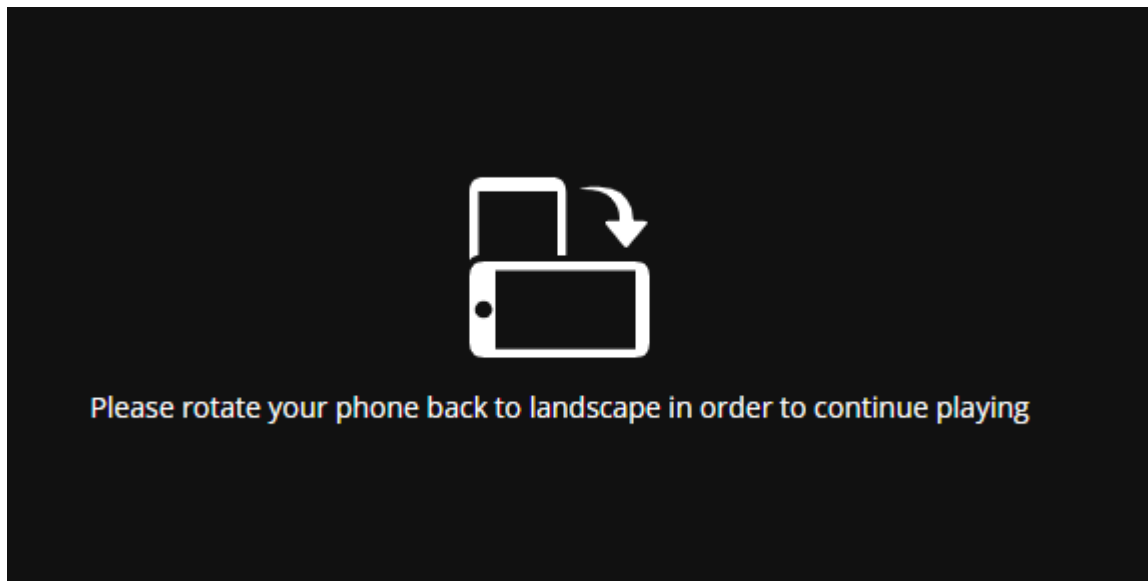
Arguably the most important design is the user interface, and for this game Brightstar have reused their current UI/UX which shows clean icons not being themed towards the game itself and being immediately recognisable and usable by players.

GA Lottery require a "HOME" or exit button within the game as they allow the game container to occupy the full screen on mobile, so here we find the icon placed in the top right for desktop and mobile play. A click/tap on this icon takes the player back to the Diggi Game lobby.

DESKTOP & UI PLACEMENT

Although the majority of players wager on a mobile device, desktop for lottery is still widely supported and required. It is launched in a fixed sized iframe of width: 960px; height: 600px. The only exit method is via the HOME button within the game, even though the Diggi Games lobby is visible around it, clicking off the game is not a way to exit. There is no responsive support in this lobby design, nor surrounding artwork as seen in other jurisdictions.

When the screen width is less than the 960 pixels as defined by the iframe, a message appears – not helpful on desktop, but mobile design comes first. A lobby design issue, not one for this game review.



INTRO SCREEN

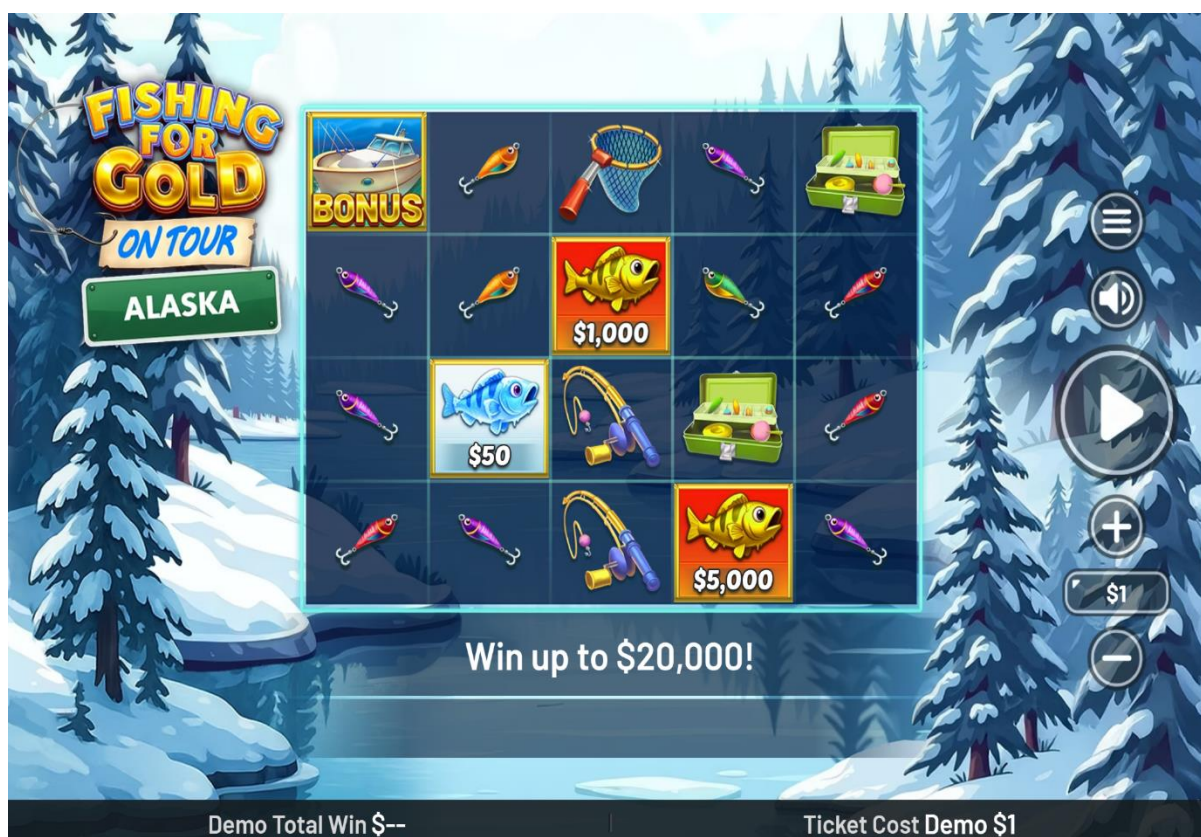
The game opens up with a standard intro screen, informing the player of the main features. Sound Toggle, Home and selecting anywhere else on the intro screen to continue. Nice animations capture the attention of the player.



Clean **neutral** UI used in the latest games from Brightstar aligned on the right of the screen. With intuitive “+” and “-” wager controls and direct selection of a price point via a popup when clicking directly on the cost

GAME PLAY / MAIN SCREEN

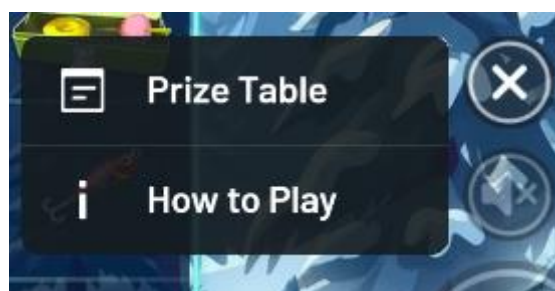
Overall, we see a popular layout used by the majority of iLottery and iGaming vendors and studios. Iconography is used heavily here to ensure that localization is lightweight.



An oversized purchase “>” icon on the right

A toggle for the sound which displays the current state – available during all screens except when How To Play obscures the main game.

Hamburger Menu contains the Prize Table and How to Play text, both presented on an opaque black background to keep the player connected to the game screen visible behind, but enough depth to allow the white text and symbols to be clear for reading.



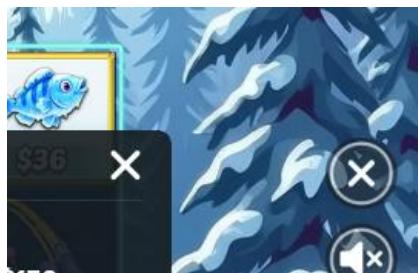
It should be noted that for jurisdictions which allow autoplay, the sound icon is removed from the screen and placed in this popup instead. The Auto Play replaces the sound toggle on the main game screen.

IN GAME PRIZE TABLE

Prize Table is paginated with left and right UI to flick through them. Each page indicates the prize for a cluster of 3 – 12 of that symbol. Adjusting the wager amount changes the prizes dynamically on screen.

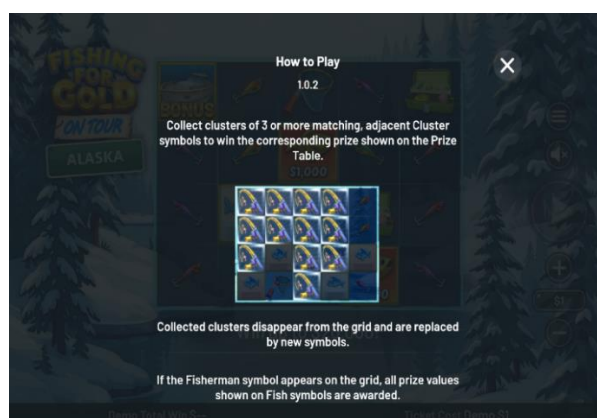


Above, the Prize Table with a clean layout. X to close.
Below, the X from the prize table and X (hamburger icon)

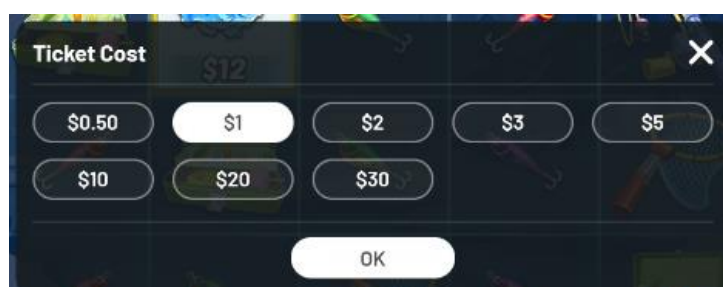


IN GAME HOW TO PLAY

The How To Play takes over the entire game area and is only accessible in between wagers, scrolls vertically, with a version number here which is helpful.



WAGER SELECTION



In addition to the wager amount being adjusted directly with a “+” and “-” icon, clicking on the wager amount in-between these two icons brings up a feature that allows the player to view all of the available price points and select.

FOOTER BAR

The footer bar is a standard now for most vendors, and contains the Balance, Total Win and Ticket Cost. For Try mode as GA calls it, the balance is not present and the “Demo Total Win” and “Ticket Cost Demo” labels are used... A mix of “TRY” and “DEMO” terms.

Demo Play - Footer Bar

Demo Total Win \$--	Ticket Cost Demo \$3
---------------------	----------------------

Real Money Play – Footer Bar

Balance \$14,730.30	Total Win \$--	Ticket Cost \$1
---------------------	----------------	-----------------

MOBILE UI PLACEMENT

For mobile web, the game supports both Landscape and Portrait, which are best practices. As landscape is covered above in the desktop UI, we will focus on the portrait layout.



INTRO SCREEN

Has the “>” icon bottom centre, with the sound toggle in the bottom left.

Same animated icons and exit in the top left for GA standards.



MAIN GAME

Although the landscape nature of the 4 rows and 5 columns used, the grid takes up just under 1/2 of the vertical layout on an iPhone 16. This appears to work really well.

The same UI elements are used here, albeit with placement towards the bottom of the screen to ensure the player can reach the controls with a single hand. It's clearly a mobile first design and implemented well.

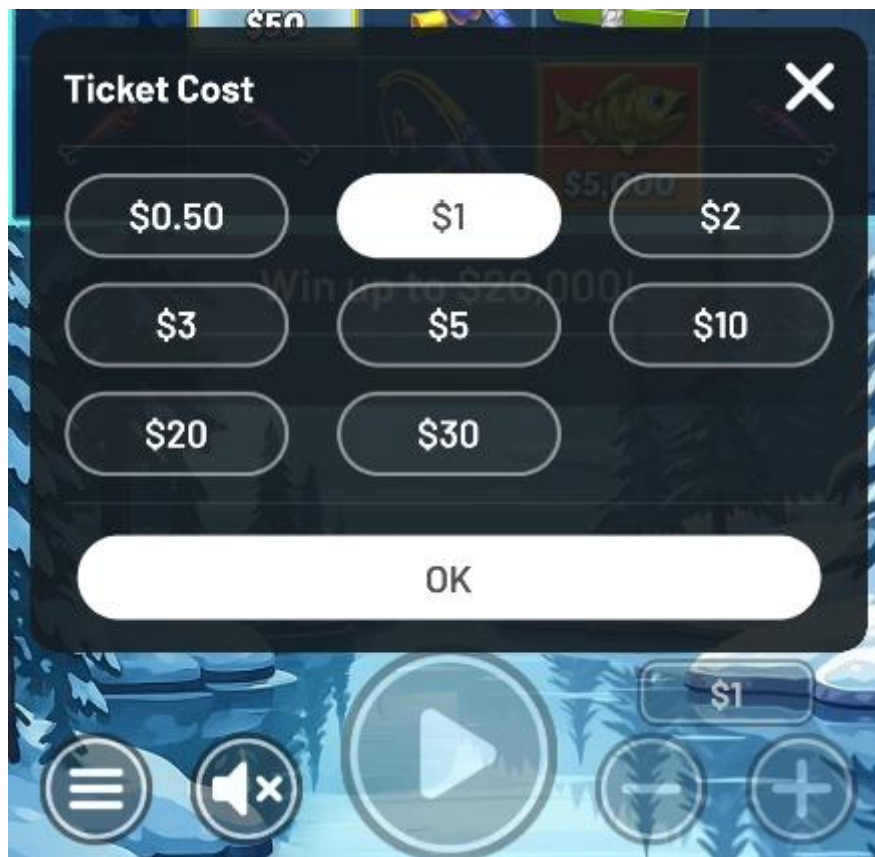
The footer bar on iOS phones does show the “Home Indicator, when needed but in general it is not there and it's clear for a player to read the text.

A TIGHT UI

Great work has been done here, putting the wager controls over on the right... although as a right handed person, I tend to hold my phone with my left hand with my dominant hand left available... is it just me?

Regardless, with a larger phone the wager controls could be a stretch for my thumb.

Direct price point selection here is presented just as well as it is in landscape mode, but with focus on keeping the UI as close to the bottom of the screen as possible.



The same duplication of the close "X" icon when the prize table is shown is present here in portrait mode.

SIMILAR GAMES

Fishing for Gold On Tour is a natural progression from the original Fishing For Gold. The “On Tour” would appear to allow lotteries to change the theme (location) of the game at predetermined times. Even so, the mechanic of the game stays the same and its success should be comparable to the other games which have come before.



Lucky Coins Disco Pig

Offering the same number of prize levels and method of play.

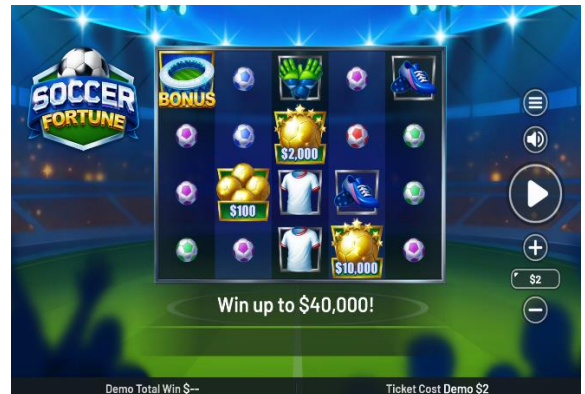
Shelf Date : 19 December 2025.



Soccer Fortune

Offering the same number of prize levels and method of play. Capitalizing on the FIFA World Cup which started on 11 June 2026.

Shelf Date : 22 May 2026.



FINAL COMMENTS

Every care was taken in gathering information for this review from public sources. We also apply expertise in digging deeper into the data points and documentation which are also published publicly and extrapolate them appropriately for inclusion in this review.

Additional insights and information on this game can be discussed by contacting us directly

info@iLotteryConsultancy.com

APPENDIX A – FULL PRIZE STRUCTURE

Blue text represents a tier with more than one way of winning that prize multiplier.

Prize Division	Prize Multiplier	Unique Tier	Unique Prize
1	20000	1	20000
2	10000	2	10000
3	7500	3	7500
4	5000	4	5000
5	3000	5	3000
6	2500	6	2500
7	2000	7	2000
8	1000	8	1000
9	500	9	500
10	400	10	400
11	300	11	300
12	201	12	201
13	201	13	200
14	200	14	175
15	200	15	151.5
16	175	16	151
17	151.5	17	150
18	151	18	127.5
19	150	19	125
20	127.5	20	123
21	125	21	110
22	123	22	105
23	110	23	100
24	105	24	90
25	100	25	85
26	100	26	80
27	100	27	78
28	100	28	75
29	100	29	73
30	100	30	70
31	90	31	67
32	90	32	65
33	85	33	62.5
34	80	34	61
35	80	35	60
36	78	36	59.5
37	75	37	59
38	73	38	58.5
39	70	39	58
40	70	40	57.5

41	67
42	65
43	62.5
44	61
45	60
46	60
47	60
48	59.5
49	59
50	58.5
51	58
52	57.5
53	57
54	56.5
55	56
56	55.5
57	55
58	55
59	54.5
60	54
61	54
62	53.5
63	53
64	52.5
65	52
66	52
67	51.5
68	51
69	51
70	50.5
71	50
72	50
73	50
74	50
75	50
76	50
77	49.5
78	49
79	48.5
80	48
81	48
82	47.5
83	47.5
84	47
85	46.5
86	46

41	57
42	56.5
43	56
44	55.5
45	55
46	54.5
47	54
48	53.5
49	53
50	52.5
51	52
52	51.5
53	51
54	50.5
55	50
56	49.5
57	49
58	48.5
59	48
60	47.5
61	47
62	46.5
63	46
64	45.5
65	45
66	44.5
67	44
68	43.5
69	43
70	42.5
71	42
72	41.5
73	41
74	40.5
75	40
76	39.5
77	39
78	38.5
79	38
80	37.5
81	37
82	36.5
83	36
84	35.5
85	35
86	34.5

87	46
88	46
89	45.5
90	45
91	45
92	45
93	45
94	45
95	44.5
96	44
97	43.5
98	43
99	43
100	43
101	42.5
102	42
103	42
104	42
105	41.5
106	41.5
107	41
108	41
109	40.5
110	40
111	40
112	40
113	40
114	40
115	40
116	39.5
117	39
118	38.5
119	38.5
120	38
121	38
122	38
123	37.5
124	37
125	36.5
126	36.5
127	36
128	36
129	36
130	35.5
131	35
132	35

87	34
88	33.5
89	33
90	32.5
91	32
92	31.5
93	31
94	30.5
95	30
96	29.5
97	29
98	28.5
99	28
100	27.5
101	27
102	26.5
103	26
104	25.5
105	25
106	24.5
107	24
108	23.5
109	23
110	22.5
111	22
112	21.5
113	21
114	20.5
115	20
116	19.5
117	19
118	18.5
119	18
120	17.5
121	17
122	16.5
123	16
124	15.5
125	15
126	14.5
127	14
128	13.5
129	13
130	12.5
131	12
132	11.5

133	35
134	35
135	35
136	34.5
137	34
138	33.5
139	33
140	33
141	33
142	32.5
143	32.5
144	32
145	32
146	32
147	31.5
148	31
149	31
150	30.5
151	30
152	30
153	30
154	30
155	30
156	29.5
157	29
158	29
159	29
160	29
161	28.5
162	28
163	28
164	28
165	28
166	27.5
167	27
168	27
169	27
170	27
171	26.5
172	26
173	26
174	26
175	26
176	25.5
177	25
178	25

133	11
134	10.5
135	10
136	9.5
137	9
138	8.5
139	8
140	7.5
141	7
142	6.5
143	6
144	5.5
145	5
146	4.5
147	4
148	3.5
149	3
150	2.5
151	2
152	1.5
153	1

179	25
180	25
181	25
182	24.5
183	24
184	24
185	24
186	24
187	23.5
188	23
189	23
190	23
191	23
192	22.5
193	22
194	22
195	22
196	22
197	21.5
198	21
199	21
200	21
201	21
202	20.5
203	20
204	20
205	20
206	20
207	20
208	20
209	19.5
210	19.5
211	19.5
212	19.5
213	19
214	19
215	19
216	19
217	18.5
218	18.5
219	18.5
220	18.5
221	18
222	18
223	18
224	18

225	17.5
226	17.5
227	17.5
228	17.5
229	17
230	17
231	17
232	17
233	16.5
234	16.5
235	16.5
236	16.5
237	16
238	16
239	16
240	16
241	15.5
242	15.5
243	15.5
244	15
245	15
246	15
247	15
248	15
249	15
250	14.5
251	14.5
252	14.5
253	14.5
254	14
255	14
256	14
257	14
258	13.5
259	13.5
260	13.5
261	13.5
262	13
263	13
264	13
265	13
266	12.5
267	12.5
268	12.5
269	12.5
270	12

271	12
272	12
273	12
274	11.5
275	11.5
276	11.5
277	11.5
278	11
279	11
280	11
281	11
282	10.5
283	10.5
284	10.5
285	10.5
286	10
287	10
288	10
289	10
290	10
291	9.5
292	9.5
293	9.5
294	9
295	9
296	9
297	8.5
298	8.5
299	8.5
300	8
301	8
302	8
303	8
304	7.5
305	7.5
306	7.5
307	7
308	7
309	7
310	6.5
311	6.5
312	6.5
313	6
314	6
315	6
316	6

317	5.5
318	5.5
319	5.5
320	5
321	5
322	5
323	5
324	4.5
325	4.5
326	4.5
327	4
328	4
329	4
330	3.5
331	3.5
332	3
333	3
334	2.5
335	2.5
336	2
337	2
338	1.5
339	1.5
340	1
341	1

APPENDIX B - OFFICIAL HOW TO PLAY

From <https://www.galottery.com/en-us/games/diggi-games.html>

The object of Fishing For Gold On Tour is to collect one or more clusters of matching Cluster symbols, reveal the Fisherman symbol and one or more Fish symbols on the grid at the same time, and/or reveal three Bonus symbols to advance to the guaranteed-win Free Turns Bonus Game.

At the start of the game, Fishing For Gold On Tour presents the player with a game-play window displaying a 20-cell symbol grid, a hamburger menu, a sound icon, a Total Win display, and a Play button. Selecting the Play button causes the grid to fill with a new set of 20 symbols. Selecting the hamburger icon presents two choices: the Prize Table, which shows the prize value associated with collecting a cluster of at least three of a grid symbol, and How to Play, which displays basic game-play instructions. The player can also toggle sound on or off by selecting the sound icon.

Each grid cell will populate with one of the following types of symbols:

- Cluster symbol, which can form clusters of three to 12 symbols
- Fish symbol, which contains a prize value
- Oversize Fish symbols
- Fisherman symbol, which collects Fish symbols
- Bonus symbol, depicted as a boat

The Main Game consists of one or more phases. In each phase, any clusters of three or more grid cells that contain the same Cluster symbol are collected and removed from the grid and the player receives the corresponding prize value for the symbol type and cluster size listed in the Prize Table. A cluster is defined as a group of at least three grid cells in which each of the cells shares a side with another cell containing the same symbol. For example, three of the same symbol directly next to each other horizontally or vertically would be considered a cluster; three of the same symbol that are positioned diagonally from each other—that is, not sharing a side—would not be considered a cluster.

At the end of a phase where Cluster symbols are collected and removed, a new phase begins as new symbols drop down to replace the removed symbols on the grid. If new clusters are formed, they are collected and removed, and the player earns the corresponding prize value. This process continues until no new clusters form.

If a Fisherman symbol appears on the play grid at the same time as one or more Fish symbols, the Fisherman collects each Fish symbol's prize value and awards it to the player. As the Fisherman collects each Fish symbol, the Fish symbol's prize value is added to the prize value beneath the Fisherman symbol and disappears from the Fish symbol. Fish symbols are collected at the end of a phase after all clusters have been collected and removed from the grid.

Oversize Fish symbols initially fill four cells on the grid with a single oversize Fish symbol with no prize value shown. Then it breaks into four Fish symbols, each filling one cell and containing a prize value.

If one or more Fish symbols appear on the grid without a Fisherman symbol, the Fish symbols' prize values are not collected, and the player does not receive a prize.

Sometimes, when the Fisherman symbol appears on the grid, it activates a special feature: Several new Fish symbols are thrown onto the grid, where the Fisherman collects and awards them to the player. The special feature can be activated with or without Fish symbols already on the grid.

If three Bonus symbols appear on the grid at the same time, the player will advance to the Free Turns Bonus Game at the end of the Main Game, where the player will get at least 10 free turns on the Bonus game grid. The Bonus symbols may appear anywhere on the grid.

Free Turns Bonus Game

The Free Turns Bonus Game is played on the same 20-cell grid used by the Main Game with the addition of a Turns counter initially set to 10, a Bonus Win display, and a Level Up display with five blocks. Cluster symbols, Fisherman symbols, Fish symbols, and oversize Fish symbols can appear in the Free Turns Bonus Game, as can the Fisherman special feature of tossing new Fish symbols onto the grid. Bonus symbols will not appear in the Free Turns Bonus Game.

The Free Turns Bonus Game has five levels, and the player begins on Level 1. Five different tiers of Fish symbols are available in Level 1, with each tier having a range of prize values associated with the Fish symbols.

The Free Turns Bonus Game begins automatically with new symbols dropping into the play grid from above. As in the Main Game, clusters of three to 12 symbols are collected and removed from the grid and the player is awarded the corresponding prize value shown in the Prize Table. If one or more Fish symbols appear on the grid at the same time as a Fisherman symbol, the Fisherman collects each symbol's prize value and awards it to the player. Each

prize value won is added to the Bonus Win display.

When all Cluster symbols and Fish and Fisherman symbols have been collected and removed, if applicable, the turn ends and the next turn begins with a new set of 20 symbols dropping into the grid. As the new turn begins, the Turns counter is decremented by one.

On each level, a segment is added to the Level Up meter for each Fish symbol collected during the Free Turns Bonus Game. If the player collects five segments over the course of the 10 free turns in a level, the player advances to the next level of the Bonus Game; if the player is already on the final level, the player cannot advance further and the game will end when the 10 turns have been played.

On Level 2, the lowest tier of Fish symbols is removed, meaning that the player will earn only the four highest prize values available if the Fish symbols are collected. If the player advances to Level 3, the lowest tier of Fish Ball symbols is removed, allowing the player to earn only the three highest prize values. This pattern continues through Level 5.

As the player ascends to each new level, the Turns Counter resets to 10, the Level Up counter resets to zero segments filled, and the Bonus Win display resets to \$0.

The Free Turns Bonus Game continues until the player cannot advance to a higher level.

The player can play a maximum of 50 Free Turns.

To complete play, the player must finish all turns in the Main Game and in the Bonus Game, if awarded. A closing message appears in the game-play window indicating the game's outcome, and play ends.

Must be 18+ to TRY or BUY