

<p><b>SAMURAI KEN</b></p> <p><b>CERTIFICATION SPECIFICATION</b></p>
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File Name	Samurai Ken
Author	Fantasma Games



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REVISION HISTORY			
Revision	Date	Changed By	Comments / Reason
1	04-7-2017	Eric	Updated.
2	20-12-2017	Ingela	Updated.
3	13-02-2018	Ingela	Updated.

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## 2 GAME DESCRIPTION

### 2.1 GAME NAME

Game Name – All Platforms	Samurai Ken
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### 2.2 GENERAL INFORMATION

Game Type	
Game Theme	Cartoon
Reels	5 x 3
Ways/Paylines?	20
Progressive	No
Wild Symbol	Yes
Scatter Symbol	Yes
Bonus Trigger Symbol	No
Feature	Sticky Win
Gamble	None
Free Games	Yes
Mobile Portrait Mode	Yes
1.	
2.	
3.	

### 2.3 PATENTS AND TRADEMARKS

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### 3 BUILD INFORMATION

#### 3.1 GAME IDENTIFICATION

Module ID	TBA
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Game Build	Client ID	Internal Name
Desktop Download		
Desktop Online		
Mobile Online		
Android Air		
iOS Native		

### 4 STATISTICAL CHARACTERISTICS

#### 4.1 STATISTICAL INFORMATION

Payout Percentage	96,35%
Volatility	Medium/high
Standard Deviation	6.64
Total Hit Frequency	TBA

#### 4.2 MAXIMUM WIN UP TO VALUES

Win Up To – Coins Value	TBA
Win Up To – Credits Value	TBA

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#### 4.3 BETTING CHARACTERISTICS

<b>Recommended Coin Size</b>	1,2,5,10,20
<b>Default Coin Size</b>	1
<b>Nº. of Coins Allowed</b>	1
<b>Default Nº. of Coins</b>	1
<b>Max Bet</b>	200
<b>Min Bet</b>	0.2
<b>Default Bet</b>	0.2

#### 4.4 SYMBOL PAYS / LIST

Symbol Name (Reel Strip Order)	5 Pay	4 Pay	3 Pay	2 Pay	1 Pay
Wild					
High 1 Treasure	7.5	2.50	1.00		
High 2 Tiger	2.50	0.50	0.20		
High 3 Dragon	1.00	0.40	0.15		
Low 1	1.00	0.40	0.15		
Low 2	0.50	0.25	0.10		
Low 3	0.50	0.25	0.10		
Low 4	0.30	0.15	0.06		
Low 5	0.30	0.15	0.06		
Scatter					

## 5 GAME FEATURES

### 5.1 BASE GAME FEATURE INFORMATION

<b>Feature Name</b>	Respin
<b>Trigger Condition</b>	Paylines are evaluated from left to right starting at leftmost reel. If there are any wins, all positions in the symbol window which hold symbols which are part of wins are locked, and the reels seemingly spin again - the next three symbols on the reel above are "rolled in", although some will be hidden underneath the locked symbols.
<b>Feature Type</b>	The lock-and-respin procedure is repeated until no additional winning positions are obtained.





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## 5.2 FREE SPINS FEATURE INFORMATION

<b>Free Spins Feature</b>	Yes
<b>Trigger Condition</b>	Three scatter symbols (which are located on reels 1, 3 and 5) visible in the window at any respin level trigger freespins.
<b>N° of Free Spins</b>	For each spin, it is determined according to a weight table if the 5th (rightmost) reel shall be entirely covered by either a Samurai Tiger or a Dragon symbol.
<b>Multiplier</b>	No
<b>Retrigger (Recursion)</b>	Yes

## 5.3 BONUS FEATURE INFORMATION

<b>Feature Name</b>	
<b>Trigger Condition</b>	
<b>Feature Type</b>	

# 6 GAME RULES

## 6.1 LINE RULES

- This game features 20 fixed Paylines.
- All wins pay left to right.
- All wins are multiplied by the bet per line.
- Only the highest win is paid per line.

## 6.2 WAY RULES

Symbol window consists of 5 reels (columns) and 3 visible rows.

There are 20 paylines which all cross each of the reels at exactly one of the three positions.

### 6.3 SCATTER RULES

- The "War Flag" is the Scatter Symbol
- Wild symbols do not substitute for Scatter symbols

### 6.4 WILD RULES

The wild symbol, substituting for all regular symbols, is only present on the freespin reels. In case of ambiguity, only the highest possible win per payline is paid for combinations involving the wild symbol.

### 6.5 BASE GAME RULES

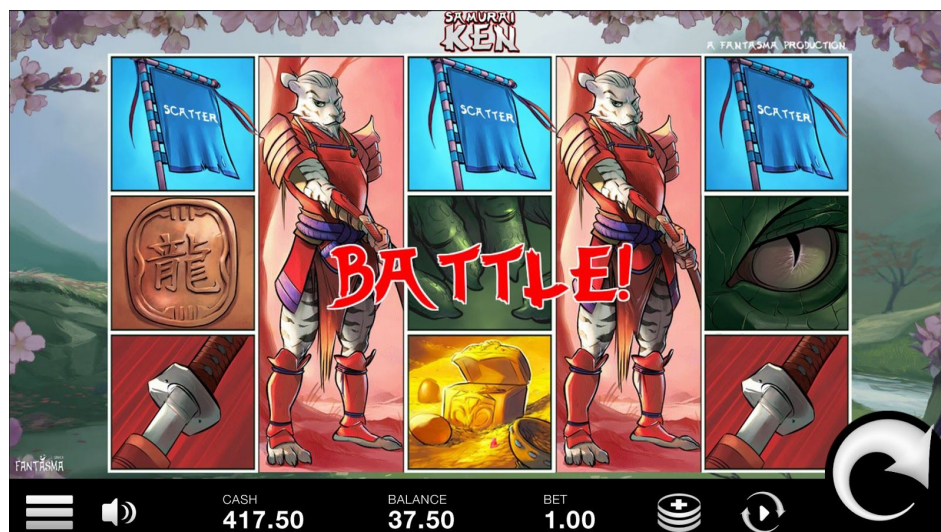
To play the game:

1. Choose the total bet amount. All 20 bet lines are active for each spin.
2. Spin the reels.

Base game is played with several reelsets, one of which is selected prior to each spin according to a weight table.

### 6.6 FREE SPINS RULES

- Free spins are triggered by 3 War Flag Scatter symbols appearing anywhere on reels 1, 3 and 5.
- 3 Scatters awards Free Spins.
- There is no fixed number of free spins, instead an ongoing battle between Samurai Tiger and the Dragon will determine when the free spins stop.

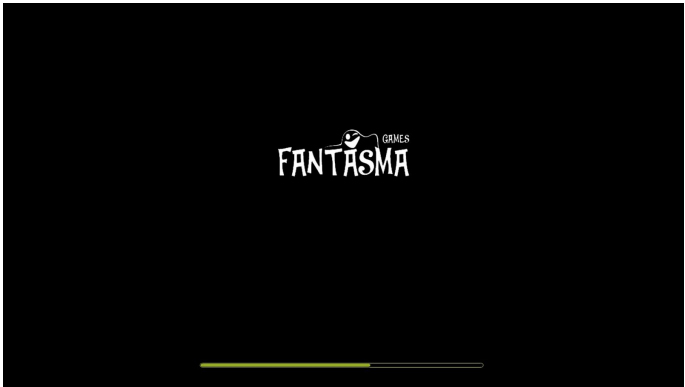
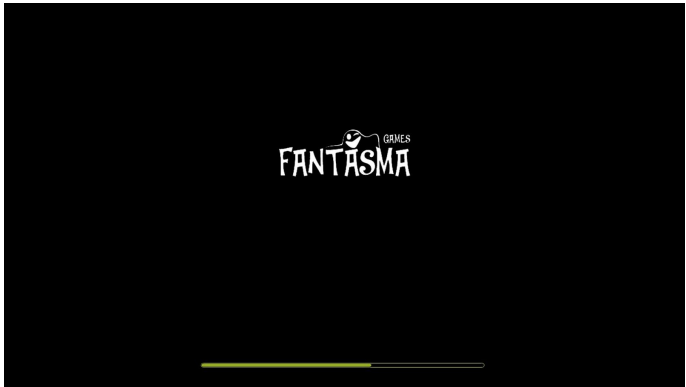


7 IMAGES

7.1 INTRO/LOADING SCREEN

DESKTOP	MOBILE

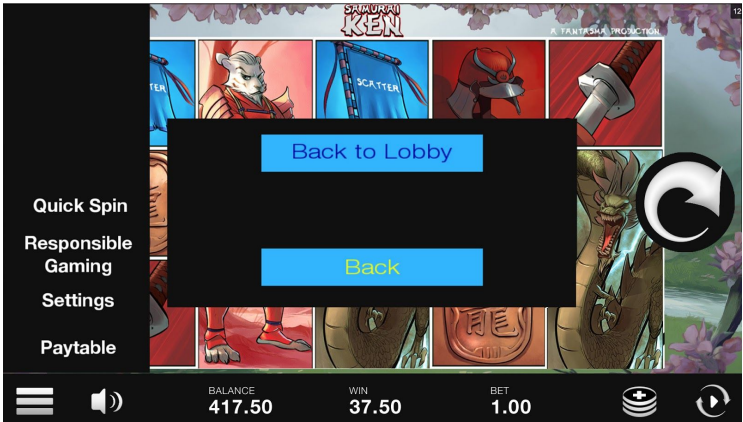
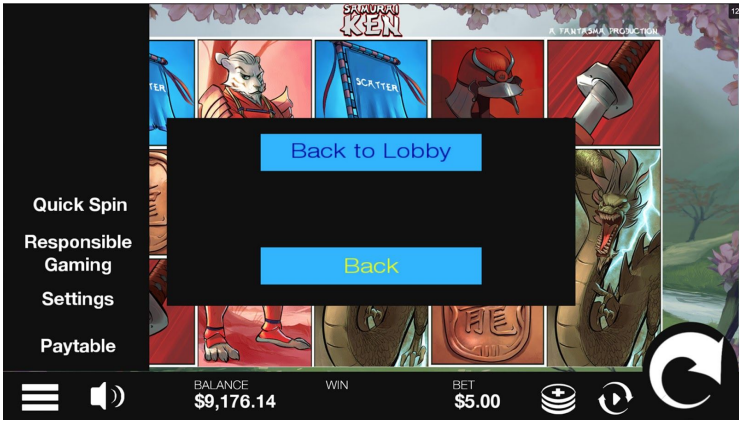
Intro/Loading Screen



7.2 SETTINGS/MENU SCREEN

DESKTOP	MOBILE
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Settings/Menu Screen



7.3 AUTOPLAY MENU SCREEN

DESKTOP	MOBILE
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Autoplay Menu

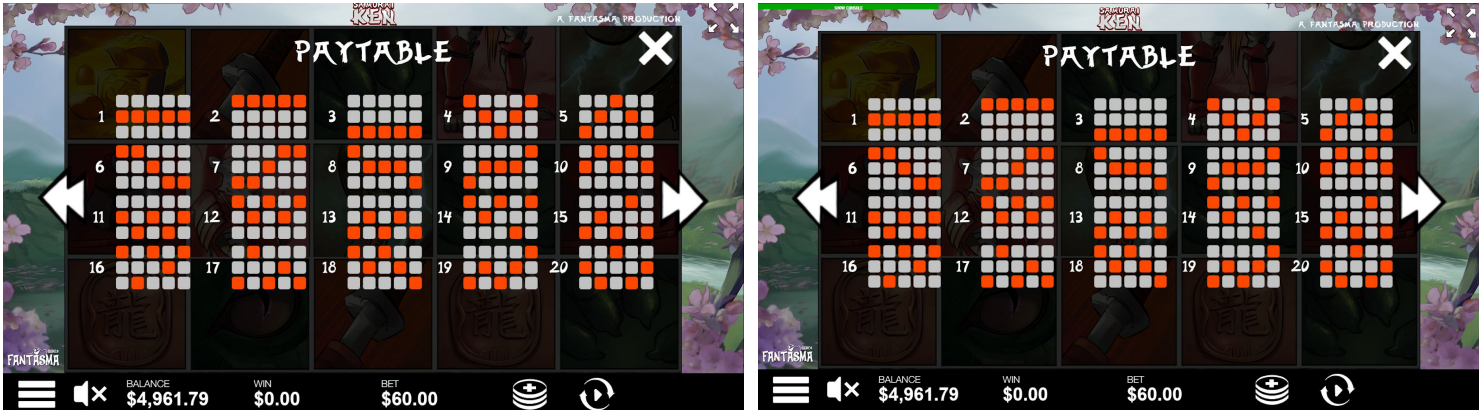




7.4 PAYTABLES

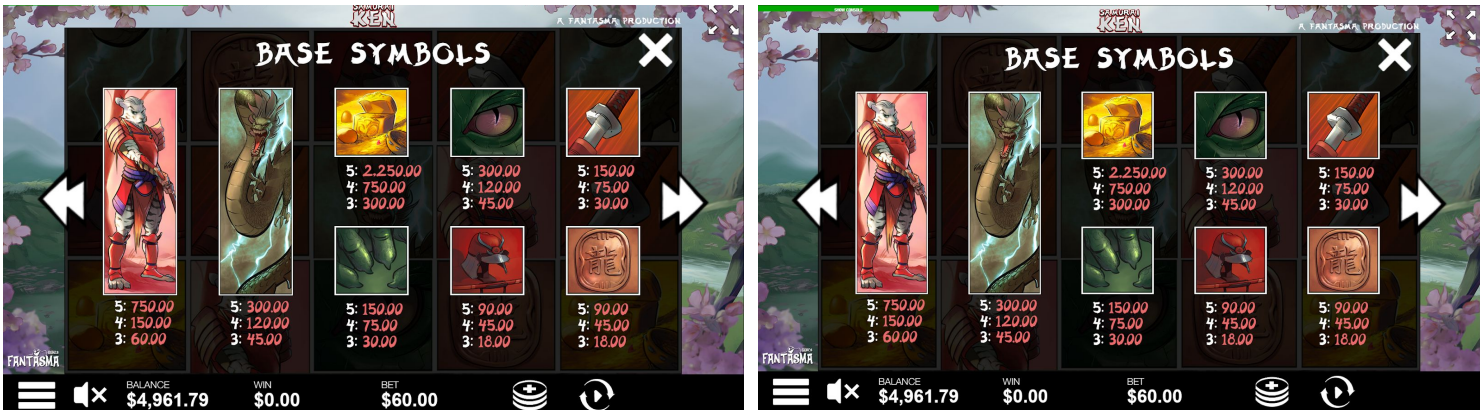
DESKTOP	MOBILE
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Paytable 1



DESKTOP	MOBILE
---------	--------

Paytable 2



DESKTOP	MOBILE
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Paytable 3



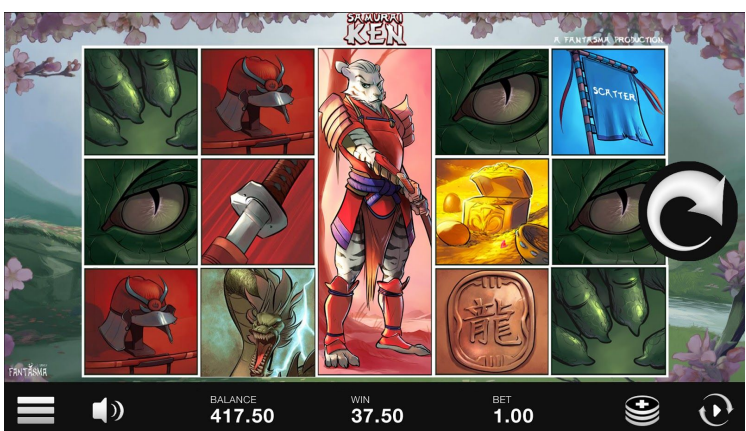
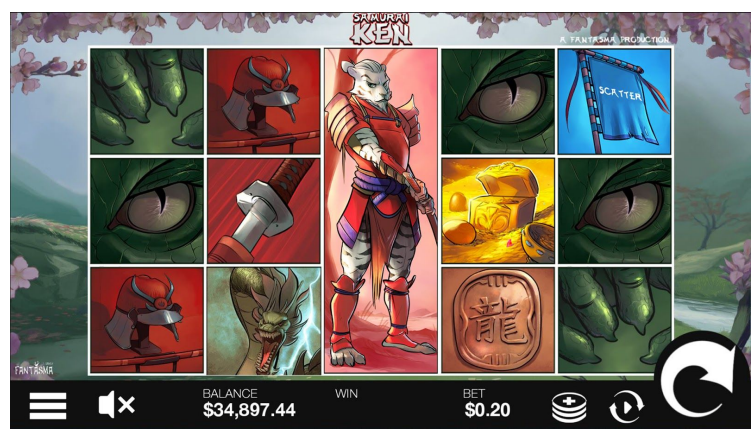


7.5    **NEW FEATURES DIALOGUE**

DESKTOP	MOBILE

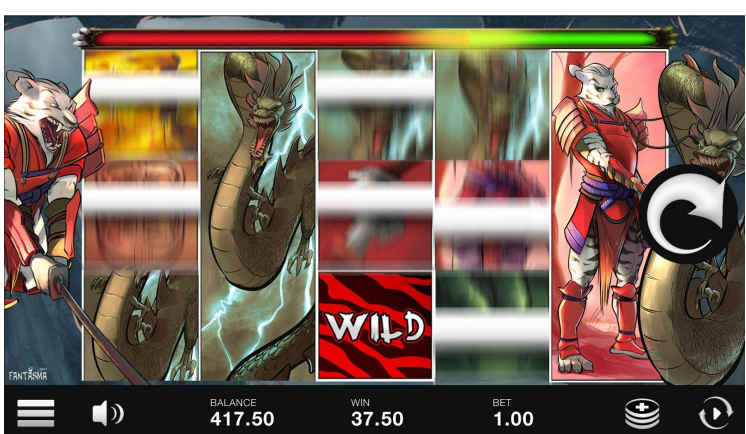
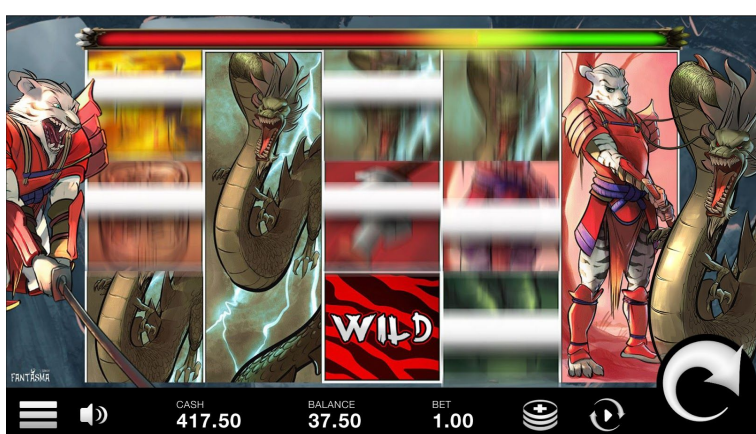
7.6    **BASE GAME**

DESKTOP	MOBILE



7.7    **FREE SPINS**

DESKTOP	MOBILE







## 8 COIN FOUNTAIN ANIMATION

- If applicable

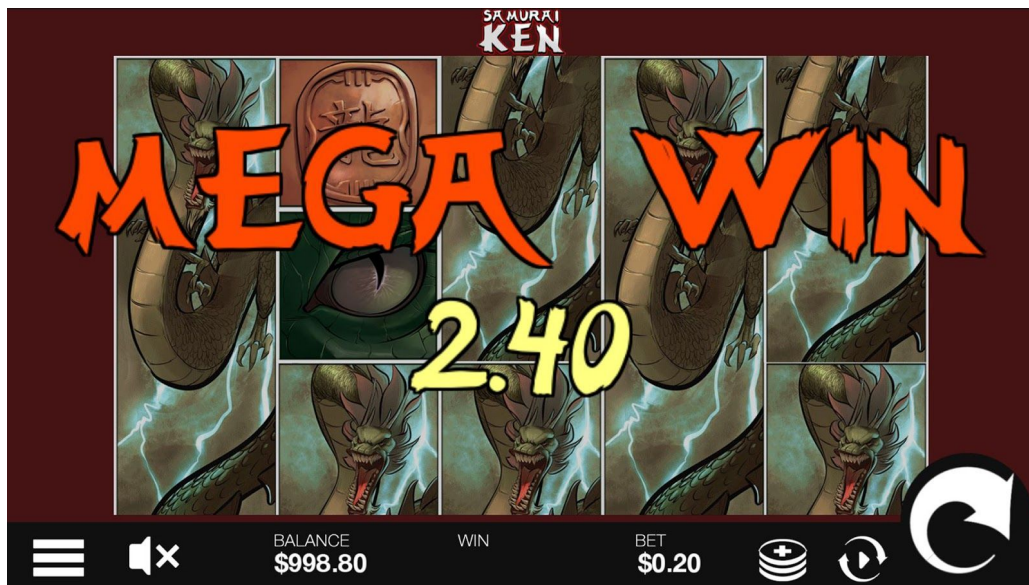


## 9 BIG WIN BOX

- This is where you note the 'Big Win' tier animations, dependent on the win amount and relative to the player's TOTAL bet.
- Big Win occurs when the player has won at least 8 x times initial bet. Thereafter it transitions to Super Win at 12 x bet, Mega Win at 20 x bet, and finally Epic Win at 30 x bet.







**10 NEW FEATURES DIALOG**

This is where you list any custom dialog used (either from V or game specific), also will be good to have them listed and example like Boundary invalid chip size dialogs, customized technical dialogs used if applicable.

Feature Dialog	WIN UP TO <CURRENCY INDICATOR> <VALUE>
	WIN UP TO <VALUE> COINS
	BONUS GAME NAME
	BONUS GAME FEATURES

**Table: Feature Dialog Wording**

## 11 COMPATIBILITY

### 11.1 DEVICES AND BROWSERS

These are all the devices that your game should support as of May 2017; this is subject to change as more devices hit the market.

<u>iOS Supported Devices</u>	<u>Android Supported Devices</u>	<u>Desktop + Web Browsers</u>
iPhone 5	Galaxy S4	UCS Desktop
iPhone 5C	Galaxy S4 Mini	Chrome 55+
iPhone 5S	Galaxy S5	iFrame support on Desktop
iPhone 6	Galaxy S6	IE 10
iPhone 6-Plus	Galaxy S6 Edge	IE 11
iPhone 6S	Galaxy S6 Edge +	Edge
iPhone 6S-Plus	Galaxy S7	Firefox 50 and up
iPhone SE	Galaxy S7 Edge	Mac OS – 10.11.1+/ Safari 9.0.1+
iPhone 7	Galaxy S8	Mac OS – 10.11.1+/Chrome 47.0+
iPhone 7-Plus	Galaxy Core Prime	
iPad Mini 2	Galaxy Note 1	
iPad Mini 3	Galaxy Note 3 (+Neo)	
iPad Mini 4	Galaxy Note 4	
iPad 3	Galaxy Note Edge	
iPad 4	Galaxy Note 5	
iPad Air	Galaxy Tab 4 10.1	
iPad Pro's		
iPod Touch 6		

### 11.2 iFRAME SUPPORT

This is where you list the iFrame-supported resolutions. An iFrame is when a web page embeds another web page inside it. Operators use it so that they can have their own branding / menus around a game, instead of a game taking up a whole screen. As a web page in an iFrame you can't do certain things, this can make your page crash.

An example of iFrame usage can be found at:

[https://www.w3schools.com/tags/tryit.asp?filename=tryhtml\\_iframe](https://www.w3schools.com/tags/tryit.asp?filename=tryhtml_iframe)


### 11.3 SUPPORTED LANGUAGES

Here is where you list the languages that your game supports. 'Full' is used to describe when all strings are fully translated into that particular language, while 'Semi' means that only a few strings are translated.

<u>Language</u>	<u>Code</u>	<u>Full/Semi Translated</u>
English	en	Full
Danish	da	Full
Finnish	fi	Full
Chinese Simplified	zh	Full
Chinese-Traditional	zh-tw	Full

Norwegian	no	Full
Portuguese	pt	Full
Portuguese-Brazilian	pt-br	Full
Greek	el	Full
Russian	ru	Full
Japanese	ja	Full
Polish	pl	Full
Korean	ko	Full
Turkish	tr	Full
Hungarian	hu	Full
Spanish	es	Full
French	fr	Full
Dutch	nl	Full
Bulgarian	bg	Full
Czech	cs	Full
Slovakian	sk	Full
Thai	th	Semi
Swedish	sv	Full
Croatian	hr	Full
Slovenian	sl	Full
Cantonese	zh-hk	Full
Spanish LA	es-419	Full
Icelandic	is	Full
Romanian	ro	Full

#### 11.4 SUPPORTED CURRENCIES

Here is where you list the currencies that your game supports. You will be able to get the information you need to fill in any of these columns from the 'Game Integration into V Guide'. I have filled in some examples of what this should look like.

<u>No.</u>	<u>ID</u>	<u>ISO Code</u>	<u>ISO Numeric Code</u>	<u>ISO Name</u>	<u>Display Format</u>
1	9	GBP	826	British Pound	£#,###.##
2	26	EUR	978	Euro	€#.###,##
3		USD	840	Dollar	\$#,###.##
4		PLN	985	Polish zloty	zł#,###.##
5		ARS	032	Argentine Peso	\$#,###.##
6		AUD	036	Australian Dollar	\$#,###.##
7		BGN	100, 975	Bulgarian lev	лв #,###.##
8		BRL	986	Brazilian real	R\$#,###.##
9		CAN	124	Canadian Dollar	\$#,###.##
10		CHF	756	Swiss Franc	Fr.#,###.##
11		CLP	152, 992	Chilean Peso	\$#,###.##
12		CNY	156	Chinese Yuan	¥#,###.##
13		CZK	203	Czech Koruna	Kč#,###.##
14		DKK	208	Danish Krone	kr.#,###.##
15		GEL	981	Georgian Lari	ლ#,###.##
16		HKD	344	Hong Kong Dollar	\$#,###.##
17		HRK	191	Croatian Kuna	kn#,###.##
18		HUF	348	Hungarian Forint	HUF#,###.##
19		ISK	352	Icelandic Króna	kr#,###.##

20		JPY	392	Japanese Yen	¥#,###.##
21		KRW	410	South Korean Won	₩#,###.##
22		LVL	428	Latvian Lats	Łs#,###.##
23		NOK	578	Norwegian Krone	kr#,###.##
24		RON	642	Romanian Leu	lei#,###.##
25		RUB	810, 643	Russian Ruble	₽#,###.##
26		SEK	752	Swedish Krona	kr#,###.##
27		SKK	703	Slovak Koruna	Sk#,###.##
28		THB	764	Thai Baht	฿#,###.##
29		TRY	792	Turkish Lira	₺#,###.##
30		UAH	980	Ukrainian Hryvnia	₴#,###.##
31					
32					

## 12 INTELLIGENT LOADING AND TRACKING

If applicable, describe the functionality here.



### 13 GAME ICONS

Icons needed for the different Platforms (H5, Viper + Redirector)



## 14 SOUNDS

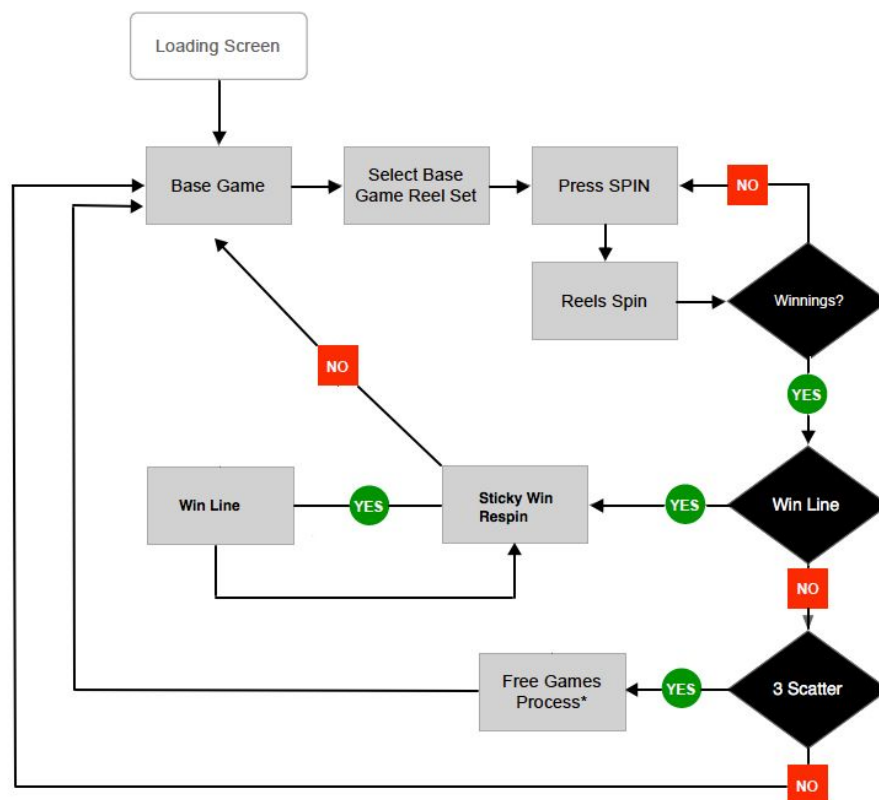
If you do not wish to include this in your spec doc, please put a link to the sound spec document in here and make sure you ship the document with your spec doc.

<u>File Name</u>	<u>Implementation</u>
Background_Freespin.ogg	Background music during freespin. Starts playing when the "Battle!" text appears on player getting 3 (three) Scatter symbols.
Background_Normal.ogg	Ambient Background Music repeated during base gameplay. Replaced by Background_Freespin when battle/freespins are triggered.
big_win_explosion.ogg	Sound effect that is played when player gets a big win.
big_win_outro.ogg	Sound effect played when big win ends.
big_win_loop.ogg	Sound that is repeated during big win event for player.
coin_summary.ogg	Sound when counting coins after any win, starts when numbers start counting up.
dragon_fire.ogg	Sound effect when dragon breathes fire during battle.
epicwin.ogg	Sound when player gets an epic win.
expected_win_puff.ogg	Sound when smoke puffs that appear during expected win starts.
ExpectedWinLands.ogg	Sound when scatter symbol lands on reel.
ExpectedWinStart.ogg	Sound when expected win starts.
FreespinBattleOuttro.ogg	Sound when freespin ends.
FreespinBattleStart.ogg	Sound when freespin starts.
megawin.ogg	Sound when mega win starts.
MenyClick.ogg	Sound effect of menu button.
Reel_done.ogg	Sound when reel lands.
SamuraiKenIntro.ogg	Sound when starting the game.
SamuraiKick.ogg	Sword sound effect during freespin.
scatter_wild.ogg	Sword sound effect when scatter lands on reel.

spin_fade.ogg	Sound effect when spin fades.
SpinButtonHover.ogg	Sound effect when mouse hover over spin button.
SpinnClick.ogg	Sound when clicking on the spin button.
StickyWin.ogg	Sound when the first Respin/Sticky Win is triggered on a spin. Not played on eventual consecutive respins on that spin.
superwin.ogg	Sound when super win starts.
winline_summary.ogg	Sound when the winline summary appears.

## 15 GAME FLOWCHARTS

Here you need to include flowcharts that show the game process. You can include a base game flowchart, as well as flow charts for any bonus features including Free Spins, Gamble, Pick Bonus, etc. like the example below.



**Note:** You do not need to include Game Flowcharts in your Spec, but they do give testers and developers a better understanding of how your game should work.