SPOOKY 5000

CERTIFICATION SPECIFICATION

File Name	Spooky 5000
Author	Fantasma Games

REVISION HISTORY			
Revision	**Date**	**Changed By**	**Comments / Reason**
1	**16/10-17**	**Ingela**	draft.
2	**13/11-17**	**Ingela**	Update

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2 Game Description

2.1 Game Name

Game Name – All Platforms	Spooky 5000

2.2 General Information

Game Type	
Game Theme	Horror
Reels	3 x 3
Ways/Paylines?	5
Progressive	No
Wild Symbol	No
Scatter Symbol	No
Bonus Trigger Symbol	No
Feature	Supermeter Bonus Level
Gamble	Yes
Free Games	No
Mobile Portrait Mode	Yes
1.	
2.	
3.	

2.3 Patents and Trademarks

3 Build Information

3.1 Game Identification

Module ID	TBA

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	1 line: 94, 86%, 5 lines: 98,03%, Ghost: 99,21%
Volatility	High
Standard Deviation	12,8
Total Hit Frequency	TBA

4.2 Maximum Win Up To Values

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

4.3 Betting Characteristics

Recommended Coin Size	1,2,5,10
Default Coin Size	1
N°. of Coins Allowed	1
Default N°. of Coins	1
Max Bet	Basegame: 10, Supermeter: 20
Min Bet	1
Default Bet	TBA

4.4 Symbol Pays / List

Symbol Name (Reel Strip Order)	5 Pay	4 Pay	3 Pay	2 Pay	1 Pay
Special Symbol (Dark ghost)			2500		
High 1 Bar			80		
High 2 (7)			40		
Low 1			30		
Low 2			20		
Low 3			10		
Low 4			10		

5 Game Features

5.1 Base Game Feature Information

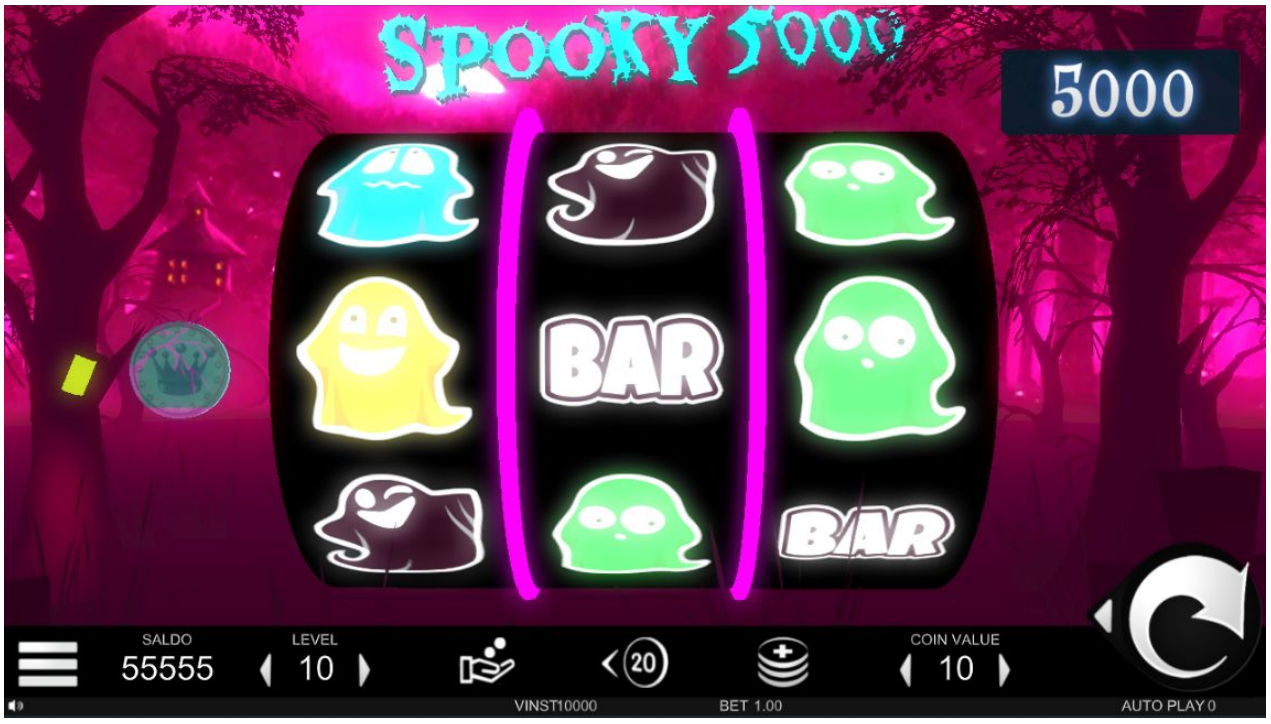
Feature Name	Gamble
Trigger Condition	When player wins any amount in the Base Game, he is given the option to Gamble. If player opts in, there is a 50/50 chance that the win amount is doubled and a 50/50 chance that it is lost. If player wins the Gamble, he is given the option to repeat the procedure with the doubled amount. There is no fixed limit to how many times player can Gamble on the same spin, but the maximum win from Gamble is set to 2000 credits.
Feature Type	Gamble Option

5.2 Free Spins Feature Information

Free Spins Feature	No
Trigger Condition	-
N°. of Free Spins	-
Multiplier	No
Retrigger (Recursion)	-

5.3 Ghost meter Feature Information

Feature Name	Ghost Meter
Trigger Condition	If player plays 2 credits per line (maxbet), and wins any amount, player can choose to transfer that amount to the Ghost Meter. The Ghost Meter is a separate "temporary wallet" with which to play the Mystery Ghost Game. The Mystery Ghost Game is played with 20 credits (all lines, 4 credits per line). During the Mystery Ghost Game, 3 x Ghost anywhere in the window (not necessarily along a payline) pays maximum win. During the Mystery Ghost Game, 2 x Ghost anywhere in the window pays a mystery win. The Mystery Ghost Game ends when the Ghost Meter is either empty (by player playing and losing or by player banking entire amount) or full (has reached the cap of 5000 credits).
Feature Type	Supermeter



6 Game Rules

6.1 Line Rules

- This game features 5 fixed Paylines.
- All wins pay left to right.
- Only the highest win is paid per line.

6.2 Way Rules

The game is played with three reels, 3 visible symbols per reel.

There are 6 regular symbols and a special symbol.

1.1 Wild Rules

1.1 Base Game Rules

To play the game:

1. Choose the total bet amount. Base game is played with following bets:
1 credit - 1 winline only
2 credits - 1 winline only
4 credits - 2 each on lines 1 and 2
6 credits - 2 each on lines 1, 2 and 3
8 credits - 2 each on lines 1, 2, 3 and 4
10 credits - 2 each on all lines

For 1 credit bet, the highest win is 1000 credits. For 2 credits per line, the highest win is 2500 credits. The highest total win per spin is 5000 credits.

2. Spin the reels.

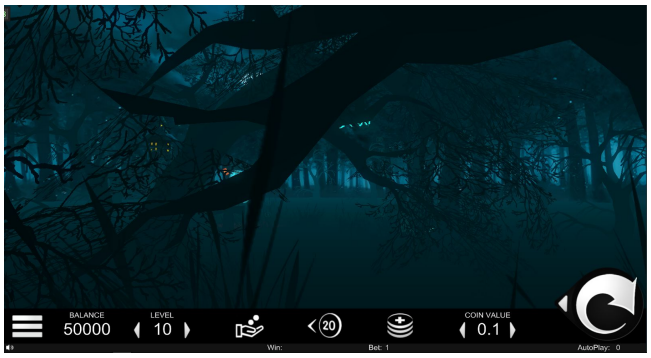
Base game is played with several reel sets, one of which is selected prior to each spin according to a weight table.

2 IMAGES

2.1 INTRO/LOADING SCREEN

DESKTOP	MOBILE

Intro/Loading Screen



2.2 Settings/Menu Screen

DESKTOP	MOBILE

Settings/Menu Screen

2.3 Autoplay Menu Screen

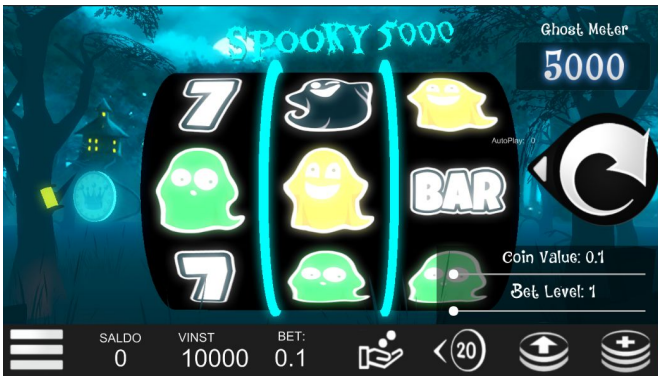
DESKTOP	MOBILE

Autoplay Menu

2.4 Bet Level Menu Screen

DESKTOP	MOBILE

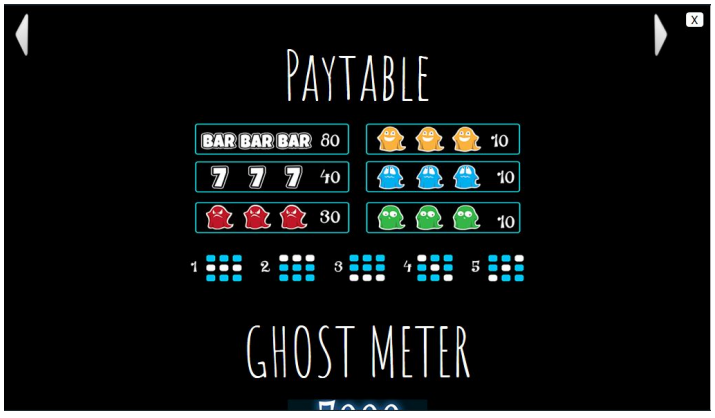
Bet Level Menu

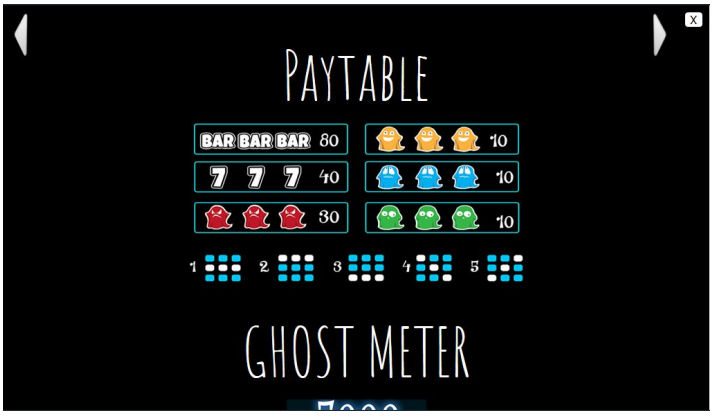


2.4 Paytables

DESKTOP	MOBILE

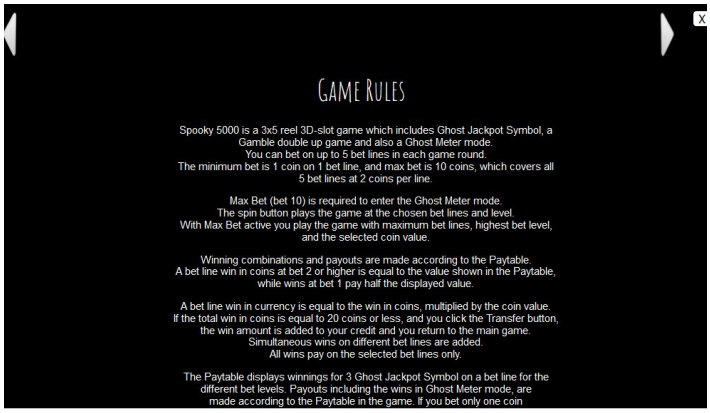
Paytable 1

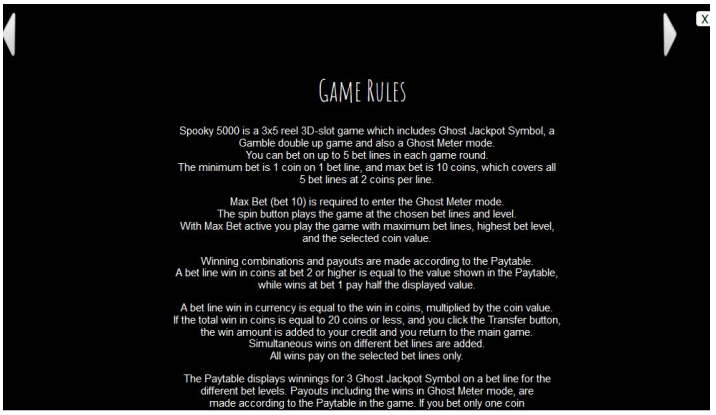




DESKTOP	MOBILE

Paytable 2





DESKTOP	MOBILE

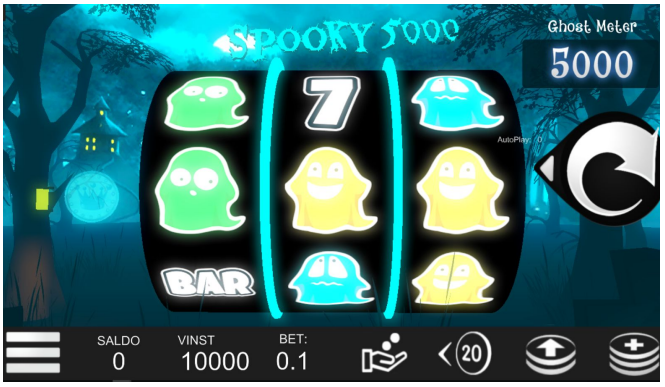
Paytable 3

2.5 New Features Dialogue

DESKTOP	MOBILE

2.6 Base Game

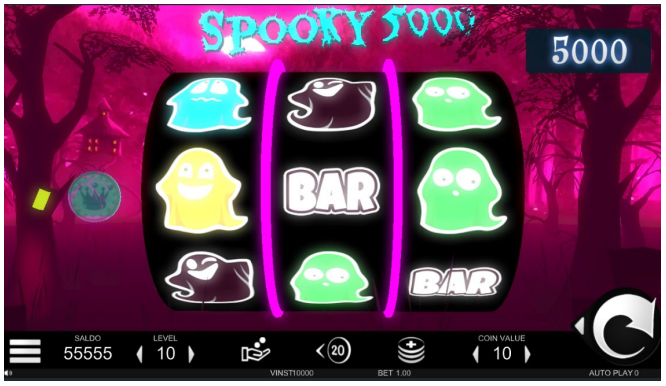
DESKTOP	MOBILE



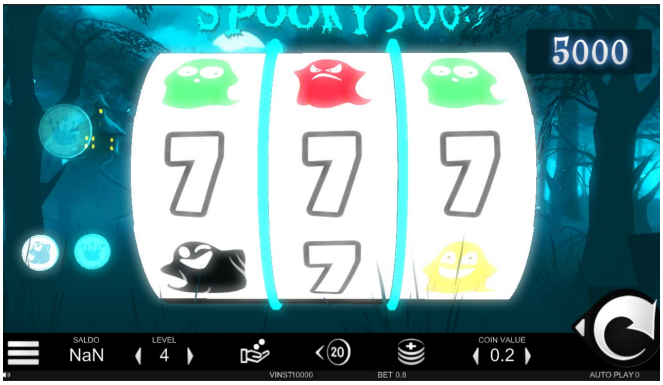
2.7 Free Spins

DESKTOP	MOBILE

2.8 Bonus Feature

DESKTOP	MOBILE
	

2.9 Gamble

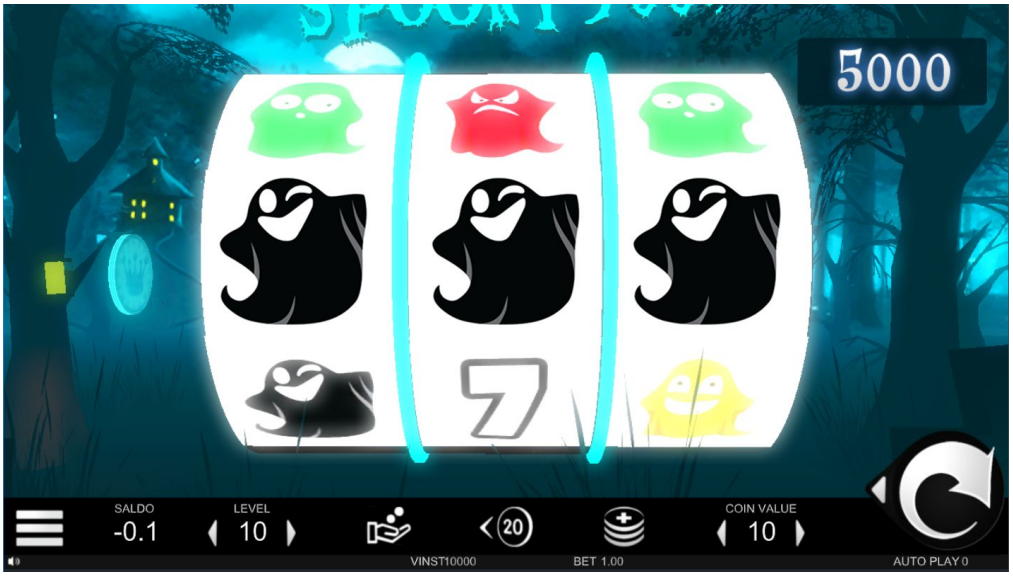
DESKTOP	MOBILE
	

3 Coin Fountain Animation

- If applicable

4 Highest win

- Highest win occurs when
- The player gets a winline with 3 dark ghost during base game. This gives the player the highest win of 5000 coins.



5 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

6 COMPATIBILITY

6.1 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.

iOS Supported Devices	Android Supported Devices	Desktop + Web Browsers
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		

6.2 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

6.3 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.

Language	Code	Full/Semi Translated

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 (EU)	es	Full
Spanish (LA)	es	Full
French	fr	Full
Dutch	nl	Full
Slovak	sk	Full
Bulgarian	bg	Full
Polish	pl	Full
Icelandic	is	Full

Serbian	sr	Full
Dutch	nl	Full
Romanian	ro	Full
Estonian	et	Full
Thai	th	Semi
Czech	cs	Full
Latvian	lv	Full
Lithuanian	lt	Full
Vietnamese	vi	Full
Slovenian	sl	Full
Indonesian	id	Full
Croatian	hr	Full

6.4 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.

No.	ID	ISO Code	ISO Numeric Code	ISO Name	Display Format
1	9	GBP	826	British Pound	£#,###.##
2	26	EUR	978	Euro	€#.###,##
3		USD	840	Dollar	$#,###.##

7 Intelligent Loading and Tracking

If applicable, describe the functionality here.

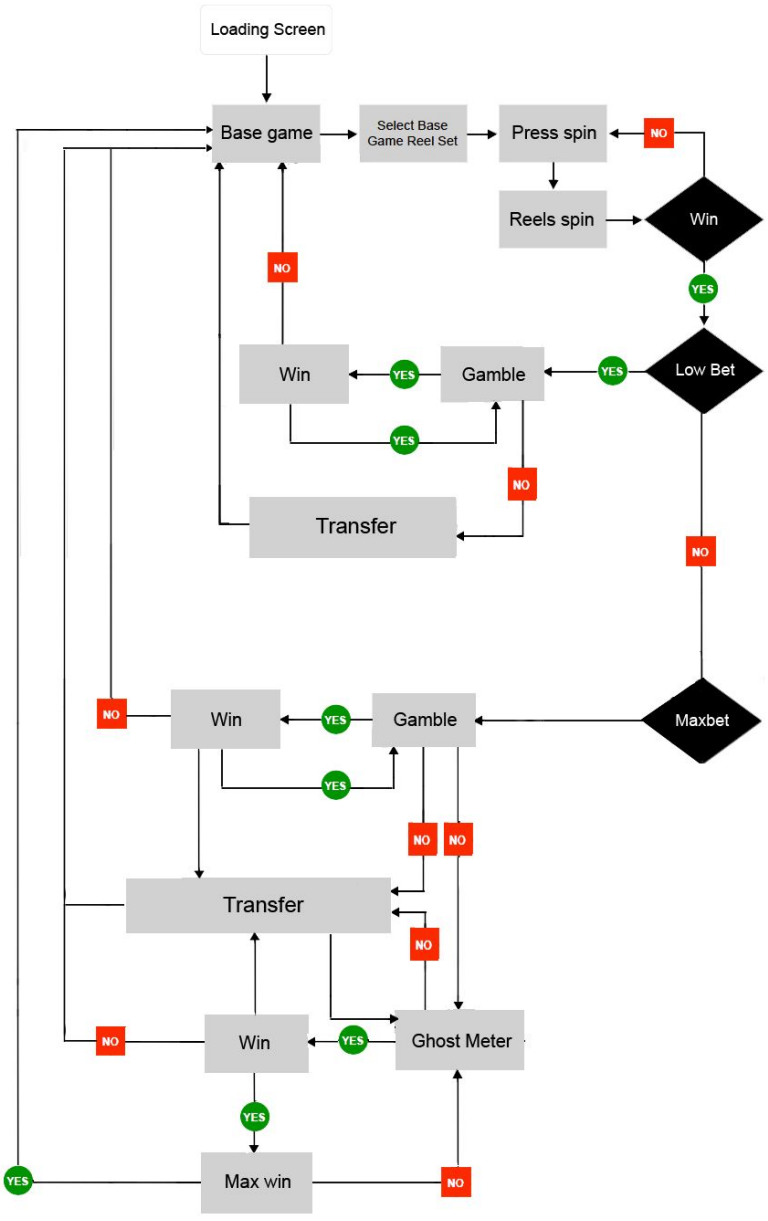
8 Game Icons

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

9 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.

File Name	Implementation
gamble_music.ogg	
spooky_voice.ogg	
money_summary_end.ogg	
money_summary.ogg	
bakgrundsmusik.ogg	
bonus_ghost.ogg	
expected_win_end.ogg	
expected_win_start.ogg	
fireworks_loop.ogg	
gamble_coin.ogg	
gamble_quit.ogg	
gamble_start.ogg	
gamble_win.ogg	
thunder.ogg	
ghost_bonus_start.ogg	
intro.ogg	
spin_click_start.ogg	
spin_reel_loop.ogg	

10 Game Flow Charts

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