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<p style="text-align: center;">THE GRID</p> <p style="text-align: center;">CERTIFICATION SPECIFICATION</p>
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File Name	The Grid
Author	Fantasma Games



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REVISION HISTORY			
Revision	Date	Changed By	Comments / Reason
1	11-01-2018	Ingela	Updated.
2	13-02-2018	Ingela	Updated.

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2 GAME DESCRIPTION

2.1 GAME NAME

Game Name – All Platforms	The Grid
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2.2 GENERAL INFORMATION

Game Type	
Game Theme	Retro 80's
Reels	5 x 3
Ways/Paylines?	10
Progressive	No
Wild Symbol	Yes
Scatter Symbol	No
Bonus Trigger Symbol	No
Feature	Expanding sticky wild respin
Gamble	None
Free Games	No
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	96,7%
Volatility	Medium/high
Standard Deviation	7,21
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

Recommended Coin Size	1,2,5,10,20
Default Coin Size	1
Nº of Coins Allowed	1
Default Nº of Coins	1
Max Bet	200
Min Bet	0.2
Default Bet	TBA

4.4 SYMBOL PAYS / LIST

Symbol Name (Reel Strip Order)	5 Pay	4 Pay	3 Pay	2 Pay	1 Pay
Expanding Wild (Prism)					
High 1 BAR	250	200	50		
High 2 (7)	120	60	25		
Low 1	50	25	10		
Low 2	30	15	7		
Low 3	30	15	7		
Low 4	20	10	5		
Low 5	20	10	5		

5 GAME FEATURES

5.1 BASE GAME FEATURE INFORMATION

Feature Name	Respin
Trigger Condition	If the wild symbol, present on reels 2-4, lands in the window, it expands vertically to cover all positions on the reel in question after which lines are evaluated; it then sticks for a free respin where all other reels spin as normal. Any line wins on first respin is multiplied by 2. If additional wild symbols land in the window, they too expand before line evaluation and respin procedure is repeated where all wins are multiplied by 3. Respins end when no additional wild symbols appear.
Feature Type	Expanding sticky wild respin



5.2 FREE SPINS FEATURE INFORMATION

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

5.3 BONUS FEATURE INFORMATION

Feature Name	
Trigger Condition	
Feature Type	

6 GAME RULES

6.1 LINE RULES

- This game features 10 fixed Paylines.
- All wins pay left to right.
- All wins are multiplied by 1-3 and triggered when you get a respin.
- Only the highest win is paid per line.

6.2 WAY RULES

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

There are 7 regular symbols and a wild symbol. The wild symbol substitutes for all other symbols. The 10 paylines (fixed) are evaluated left-to-right AND right-to-left.

1.1 WILD RULES

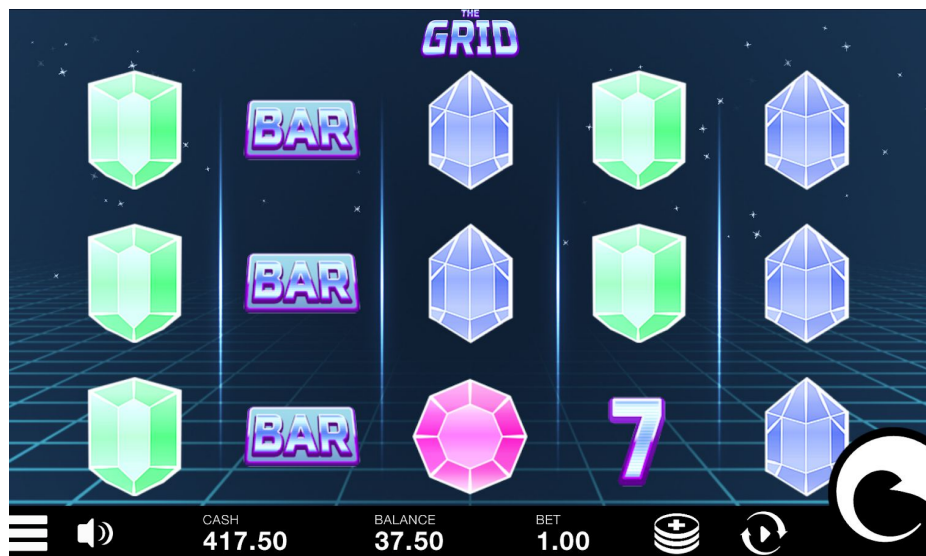
The wild symbol substitutes for all other symbols. If the wild symbol, present on reels 2-4, lands in the window, it expands vertically to cover all positions on the reel in question after which lines are evaluated; it then sticks for a free respin where all other reels spin as normal.

1.1 BASE GAME RULES

To play the game:

1. Choose the total bet amount. All 10 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.



2 IMAGES

2.1 INTRO/LOADING SCREEN

DESKTOP	MOBILE



Intro/Loading Screen



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2.2 SETTINGS/MENU SCREEN

DESKTOP	MOBILE

Settings/Menu Screen

2.3 AUTOPLAY MENU SCREEN

DESKTOP	MOBILE

Autoplay Menu

2.4 PAYTABLES

DESKTOP	MOBILE

Paytable 1



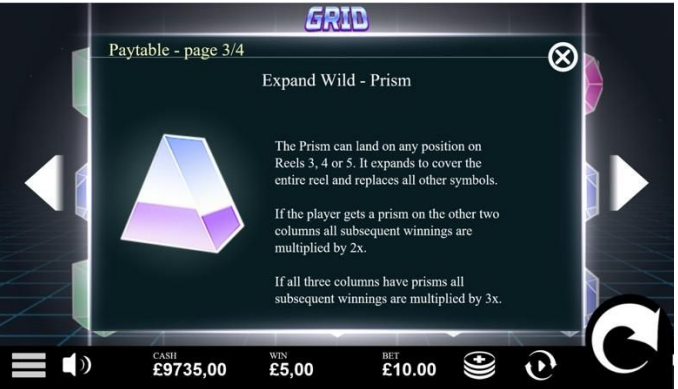
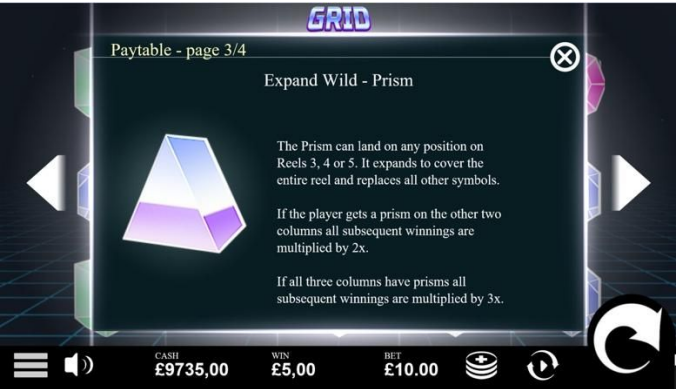
DESKTOP	MOBILE
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Paytable 2



DESKTOP	MOBILE
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Paytable 3



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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

3 COIN FOUNTAIN ANIMATION

- If applicable

4 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 and Epic Win at 30 x bet.





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.

<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+

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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.

<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
Chinese-Taiwanese	zh-tw	Full
Chinese-Hong Kong	zh-hk	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
Spanish LA	es-419	Full
Croatian	hr	Full
Icelandic	is	Full
Latvian	lv	Full
Lithuanian	lt	Full
Romanian	ro	Full
Serbian	sr	Full
Slovak	sk	Full
Thai	th	Full
Vietnamese	vi	Full
Indonesian	id	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.

<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	Ls#,###.##
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	₴#,###.##

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.

<u>File Name</u>	<u>Implementation</u>
bakgrundsmusik_03.ogg	Ambient Background Music repeated during base gameplay.
Respin.ogg	Music during expected win.
bigwin_bakgrund.ogg	Music that is played during Big Win, Super Win and Epic Win.

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bigwin_start.ogg	Sound that is played when big wins starts.
bigwin_end.ogg	Sound that is repeated during big win event for player.
money_summary.ogg	Sound when counting coins after any win, starts when numbers start counting up.
Spin_click_start02.ogg	Sound when push the spin button.
Spin_reel_loop.ogg	Swishing sound effect.
Spin_reel_klar.ogg	When the symbols are in place.
Prism.ogg	When the WILD (prism) symbol lands in a reel.
Respin.ogg	Same as respin music (loop).
Respin_end.ogg	Sound when the respin ends.
Expected_win.ogg	Sound when the expected win comes.
Expected_win_end.ogg	Sound when the expected win is over.
Gridvoice_multiply02.ogg	Voice that says "Multiply"
Money_summary.ogg	Sound when the coins are being counted.
Money_summary_end.ogg	Sound when the coins counting ends.
Combo_line.ogg	Sound when you hit a Line Combo.
Combo_super.ogg	Sound when you hit a Super Combo.
Combo_epic.ogg	Sound when you hit a Epic Combo.
Gridvoice_bigwin02.ogg	Voice that says Big Win
Gridvoice_superwin02.ogg	Voice that says Super Win
Gridvoice_epicwin02.ogg	Voice that says Epic Win
Diamond_pop.ogg	Sound when when you get a burst-effect
Gridvoice_thegrid01.ogg	Voice that says "The Grid"
Meny_click.ogg	Sound when you push any other button.

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.

TBA

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

