Game Design Document (GDD):   
Fist of Destruction

## 1. Game Overview

**Title:** Fist of Destruction

**Type:** Online Video Slot

**Theme:** Stylized Street Fighting / Team Battle (Red vs. Blue)

**Developer:**

**Release Date:**

## 2. Technical Specifications

| **Parameter** | **Value** |
| --- | --- |
| Reels | 5 |
| Rows | 4 |
| Paylines | 40 fixed (suggested) |
| RTP | 96.10% (suggested) |
| Volatility | High |
| Max Win | 10,000x Bet |
| Hit Frequency | ~23% (estimated) |
| Platforms | Desktop, Mobile, Tablet |
| Orientation | Landscape & Portrait |
| Engine | HTML5 / Unity / Phaser |
| Language Support | Multilingual |

## 3. Betting Options

| **Parameter** | **Value** |
| --- | --- |
| Min Bet | 0.10 currency units |
| Max Bet | 100.00 currency units |
| Bet Step | 0.10 |
| Coin Denominations | 0.01 – 1.00 |
| Jackpot | None |

## 4. Symbol List & Paytable

### 4.1. Low-Paying Symbols

(All low-paying symbols share the same payouts)

| **Symbol** | **3x** | **4x** | **5x** |
| --- | --- | --- | --- |
| 10 | 0.2x | 1.0x | 5.0x |
| J | 0.2x | 1.0x | 5.0x |
| Q | 0.2x | 1.0x | 5.0x |
| K | 0.2x | 1.0x | 5.0x |
| A | 0.2x | 1.0x | 5.0x |

### 4.2. High-Paying Symbols (Fighters)

(All Fighter symbols share the same payouts)

| **Symbol** | **3x** | **4x** | **5x** |
| --- | --- | --- | --- |
| Red Fighter Man | 1.0x | 4.0x | 20.0x |
| Red Fighter Woman | 1.0x | 4.0x | 20.0x |
| Blue Fighter Man | 1.0x | 4.0x | 20.0x |
| Blue Fighter Woman | 1.0x | 4.0x | 20.0x |

### 4.3. Special Symbols

* **Wild**: Substitutes all symbols except Scatter and Fist Bonus.
* **Fist Bonus Symbol**: Triggers Wild Reel mechanic.
* **FS Scatter Symbol**: Triggers bonus games.

## 5. Core Mechanics

### 5.1. Base Game

* Random spins with standard symbol distribution.
* Payline wins left to right only.
* Fist Wild Reels may trigger dynamically if a win is created upon expansion.

### 5.2. Wild Reel Expansion (Fist Mechanic)

* **Activation**: Fist of selected command color (Red Blue) expands vertically if it can create or enhance a winning combination – hit symbol of selected opposite fighter.
* **Multiplier**: Applied if the fist “punches” through an opposing selected fighter or wild.
* **Multipliers**: Range from 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 15x, 20x, 25x, 50x, 100x, 200x, based on how many opponents it punches.
* **Stacking**: If multiple Fist Wilds apply to a win, multipliers are added.

## 6. Bonus Games

### 6.1. THROWDOWN! BONUS

* **Trigger**: Land 3 FS Scatters
* **Free Spins**: 10
* **Victory Level Start**: 3+
* **Mechanic**: Collect Victory Points via punches. Every 3 Points = Epic Drop™ + level up.
* **Epic Drop™**:
  + Level 3+: 3 Fists
  + Level 4+: 4 Fists
  + Level 5+: 5 Fists
* **Retriggers**:
  + 2 Scatters = +2 FS
  + 3 Scatters = +4 FS

### 6.2. ULTIMATE THROWDOWN! BONUS

* **Trigger**: Land 4 FS Scatters
* **Free Spins**: 10
* **Victory Level Start**: 4+
* **Otherwise identical to Throwdown Bonus**

## 7. Victory Points System

| **Action** | **Multipication of Awarded** |
| --- | --- |
| Red Fist punches one **selected** Blue Fighter (man or woman) or a Wild | +1 to Red Team |
| Blue Fist punches one **selected** Red Fighter (man or woman) or a Wild | +1 to Blue Team |

Victory Levels only increase from **non-Epic** punches. Fist punches must strike the **selected** opposing character to count.

## 8. User Interface (UI)

### HUD Elements

* Bet control panel (Bet up/down, Autoplay, Max Bet)
* Win meter
* Balance display
* Spin / Turbo Spin button
* Fighter selector (cosmetic only)

### Bonus Game UI

* Victory point trackers for Red/Blue
* Victory level meter
* Spin counters and retrigger info
* Epic Drop™ animation sequence

## 9. Sound & Visuals

| **Element** | **Style** |
| --- | --- |
| Theme | Urban brawler / comic-styled |
| Background | Arena/street battleground |
| Audio | Fast-paced techno/rock |
| Symbol FX | Punches, impacts, flames |
| Epic Drop™ | Cinematic, with slow-mo |

## 10. Mathematical Model (Simplified)

### Win Cap:

* Max: 10,000x total bet
* Achievable via stacked multipliers during Epic Drop + full screen of high symbols.

### Return Breakdown (Suggested):

* Base Game: ~55% RTP
* Bonus Game: ~41% RTP
* Feature hit rate: ~1 in 120 spins (estimate)