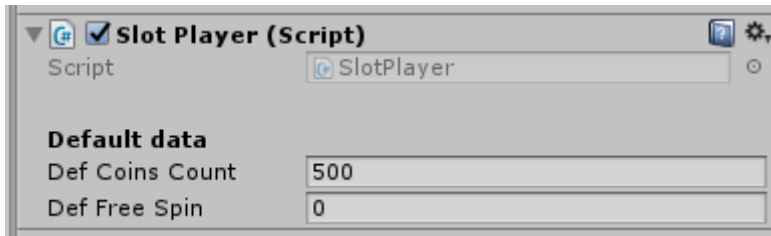


Instruction

Tested for Android, IOS, WebGL.

Default Player settings (find Gameobject Player in Hierarchy)



Default sound settings (find Gameobject SounMasterController in Hierarchy)

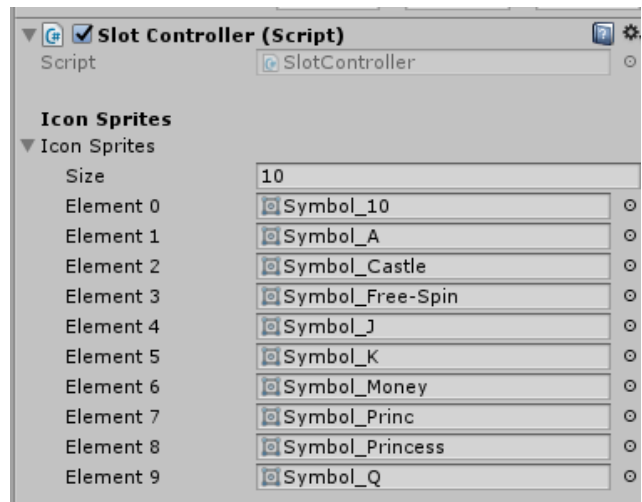


Sound clip settings (add self-clips for each event)

AudioClips		
Menu Click	Pop-up button	○
Menu Popup	Pop-up choose	○
Menu Check	Pop-up choose	○
Screen Change	Pop-up choose	○
Bkg Music	Missing (Audio Clip)	○
Win Coins	Pop-up button	○
Slot Rotation	None (Audio Clip)	○
Slot Loose	None (Audio Clip)	○

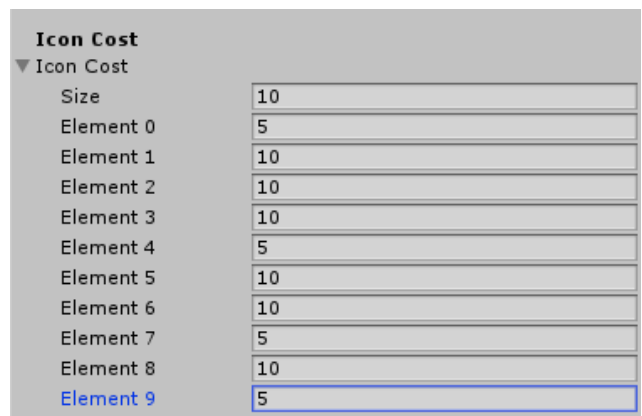
Slot settings (find Gameobject SlotController in Hierarchy)

To change icon set drag the new icons sprites in sprites folders



You can set cost for each icon (it's cost for 3 icons winning)

To change formula for winnings - open the script LineBehavior.cs and find method `private int GetWinnings()`.



For free spin winnig, set the free spin icon in icon sprites array, and set free speen Element number as freeSpin_id

