

**Symbols:**



**Matrix Index: 0**



**Matrix Index: 1**



**Matrix Index: 2**



**Matrix Index: 3**



**Matrix Index: 4**



**Matrix Index: 5**

### **Animation Sort:**

1-MatchSymbolWin,

2-LoopSymbolWin

You can change animation sort by AnimConfig.ts. If you want ; you can delete  
loopsymbolwin anim

### **DEBUG MODE:**

**-if you want to use development mode turn on, please post message like this by console:**

```
window.postMessage({currentAction:"fakeSymbol",symbolMatrix:[[0,0,0]]});
```

You can change the symbolMatrix data

**- if you want to use development mode turn off, please post message like this by console:**

```
window.postMessage({currentAction:"randomSymbol",symbolMatrix:null})
```

**PS:** If You want , you can change payout data combination by DataConfig.ts

### **REFERENCES(Design)**

<https://www.behance.net/gallery/64956387/Pharaohs-Treasure-Slot-Game> and I designed some assets quickly(machine frame & controlbar ui && logo etc.)