**🎰 Types of Jackpots in iGaming Slot Games**

**1. Fixed Jackpot**

* **Definition: A static jackpot amount that does not change regardless of the number of players or bets.**
* **Example: A jackpot that always pays ₹10,000 if hit.**
* **Common Use: Classic slots, smaller-scale games.**

**2. Progressive Jackpot**

* **Definition: A jackpot that increases over time as players place bets.**
* **How it Works: A small portion of each wager contributes to the jackpot pool.**
* **Example: Mega Moolah, where the jackpot can reach millions.**
* **Variants:**
  + **Standalone Progressive: Tied to a single machine/game.**
  + **Local Progressive: Shared between machines in one casino or network.**
  + **Wide Area Progressive: Shared across multiple casinos (often online), leading to massive jackpots.**

**3. Random Jackpot**

* **Definition: A jackpot triggered at random, regardless of the player's bet size or symbol combinations.**
* **Appeal: Adds surprise and excitement; players can win unexpectedly.**
* **Common Implementation: Mystery Jackpots, often divided into levels (Mini, Minor, Major, Grand).**

**4. Triggered Jackpot (Symbol-Based or Bonus-Based)**

* **Definition: Jackpot triggered when specific symbols (like jackpot or bonus symbols) land in a certain pattern or combination.**
* **Common Use: Bonus games, pick-and-click games, or wheel spins.**

**5. Timed Jackpot (Must Drop)**

* **Definition: Jackpots that must be won before a certain time or value.**
* **Example: "Must drop before ₹1,00,000" or "Must drop by midnight".**
* **Creates Urgency: Encourages more play as the time or value approaches the limit.**

**🧩 Jackpot Mechanics and Features**

| **Feature** | **Description** |
| --- | --- |
| **Contribution %** | **Usually 1-5% of each bet goes to the jackpot pool.** |
| **Qualification** | **Some games require minimum bet to qualify for the jackpot.** |
| **Jackpot Wheel** | **Used to determine which jackpot level the player wins (e.g., via bonus spin).** |
| **Jackpot History** | **Displays past winners and amounts, boosting credibility and FOMO.** |

**📊 Jackpot Levels (Tiered System)**

**Many games include tiered jackpot systems such as:**

* **Mini**
* **Minor**
* **Major**
* **Grand**

**Each level has different probabilities and reward ranges.**

**🛡️ Provably Fair Jackpots**

* **Some modern iGaming platforms use provably fair algorithms to ensure randomness and fairness.**
* **Especially common in blockchain or crypto-based slots.**

**In Crash Multiplayer Games (common in crypto and iGaming platforms), the jackpot system adds a high-stakes bonus layer to traditional crash gameplay. It’s different from slot jackpots and must be adapted to real-time, player-versus-system dynamics.**

**💣 How Jackpots Work in Crash Multiplayer Games**

**🎯 1. Basic Crash Game Recap**

* **Players place bets before a round starts.**
* **A multiplier starts increasing (e.g., 1.00x → 2.00x → 10.00x...).**
* **Players must cash out before the multiplier crashes.**
* **If they cash out before crash, they win: bet × multiplier.**
* **If they don't, they lose the bet.**

**🏆 Jackpot System in Crash**

**✅ Jackpot Trigger Conditions (Common Examples):**

| **Condition Type** | **Description** |
| --- | --- |
| **Multiplier-Based** | **Player must cash out after a specific multiplier (e.g., 2.00x or higher).** |
| **Random Chance** | **After meeting conditions, there’s a small chance (e.g., 0.3%) to win the jackpot.** |
| **Dual Conditions** | **Player must meet multiplier + place a minimum bet + luck (random chance).** |
| **Timed/Event-Based** | **Jackpot round occurs after every X rounds or on special events.** |

**📊 Jackpot Pool Mechanics**

* **A percentage (e.g., 1% of total bets) per round is added to a shared jackpot pool.**
* **The jackpot grows over time and resets when won.**
* **Jackpot amount is usually visible on UI in real-time to build excitement.**

**🪙 Jackpot Prize Distribution**

| **Model** | **Description** |
| --- | --- |
| **Solo Jackpot** | **Entire prize goes to one winner.** |
| **Shared Jackpot** | **If multiple players qualify in a round, the prize is split.** |
| **Tiered Jackpot** | **Mini, Major, Grand prizes depending on multiplier achieved.** |

**🎨 UI/UX Features**

* **Flashy banner or animation when someone wins.**
* **Countdown timers for "must-drop" jackpots.**
* **Leaderboards for recent winners.**

**When testing jackpot systems in slot games:**

* **Validate pool increment logic per bet.**
* **Ensure triggering mechanisms work correctly.**
* **Test edge cases like simultaneous winners or server disconnects.**
* **Verify jackpot resets post-win.**
* **Check visual and audio feedback (banners, animations, sound).**

**🧪 QA Test Scenarios (Brief)**

| **Scenario** | **Description** |
| --- | --- |
| **Bet > ₹X and cashout after 2.00x triggers jackpot condition.** |  |
| **Randomized jackpot drop occurs at correct probability (0.3%).** |  |
| **Jackpot pool updates after each round correctly.** |  |
| **Jackpot reset after win functions properly.** |  |
| **Jackpot win animation and prize display works.** |  |
| **Simultaneous multiple winners receive correct payout shares.** |  |