



-Instruction-

MK Slot Kit • Modern Neon Casino Template

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Description

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Design, skin & launch AAA-looking neon slot games in minutes. MK Slot Kit ships with modern neon art, 7 game types, jackpots, IAP/Ads, Unity Login and an RTP calculator. Fully commented C# source, mobile / WebGL / PC-ready.

Note

For using all asset possibilities, you need to download admob plugin [here](#)

If you need in game shop, add in-app purchasing. For this please watch [our video](#) instruction or [Unity instruction](#).

FAQ

If I buy your asset, can you help me with any issue?

Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue within our functionality, please email us.

Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?

No, sorry. At this moment we are very busy on other projects.

If I have bought your asset, can I use all images and codes in my commercial projects/game?

Yes, you can use them personally and/or commercially in your game and project.

How far I can change the template?

You can change/add/delete absolutely everything in the asset: code, graphics, music, font, etc.

Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?

Yes, the license of the Unity Asset Store allow this, but we can't guarantee that Google Play Store or other Store will approve your game.

What Included

Graphics

Editable PSD and PNG

2 Slot Skins. For both:

- Game screen in PSD 1920 X 1080. 100% GUI editable. All elements are also in PNG, ready for code.
- PNG Background - 1920 X 1080.
- Lobby screen in PSD 1920 X 1080. 100% GUI editable. All elements are also in PNG, ready for code.
- 12 slot game Icons.
- Win animations for each symbol in PNG sequence.
- 14 Pop Up (Settings, Shop, About, Message, Small Message, Level Up, Daily Reward, Spin Wheel, Jackpot, Huge Win, Mega Win, Big Win, Free Spins, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols)) in 100% editable PSD. All elements also in PNG, ready for code.

Font Not Included

Russo One

[Link](#)

Blogger Sans

[Linkt](#)

Code

Completed Project Ready to publish

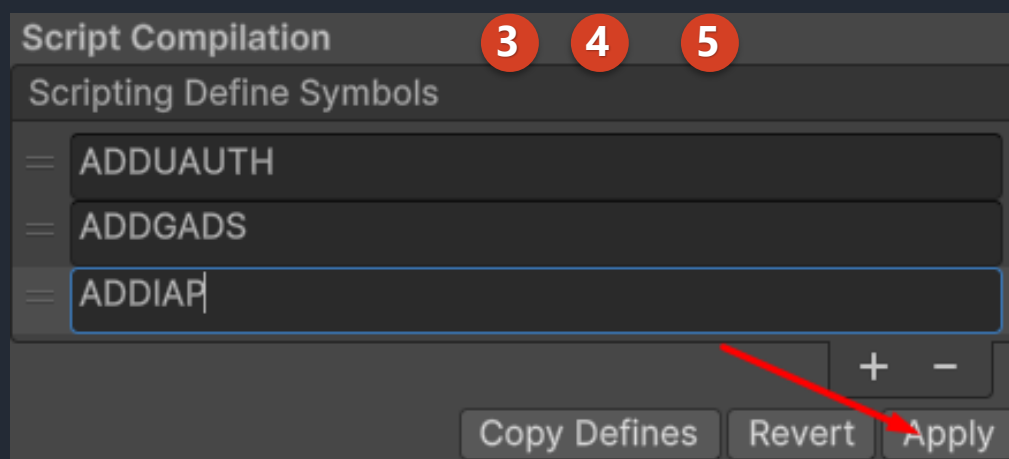
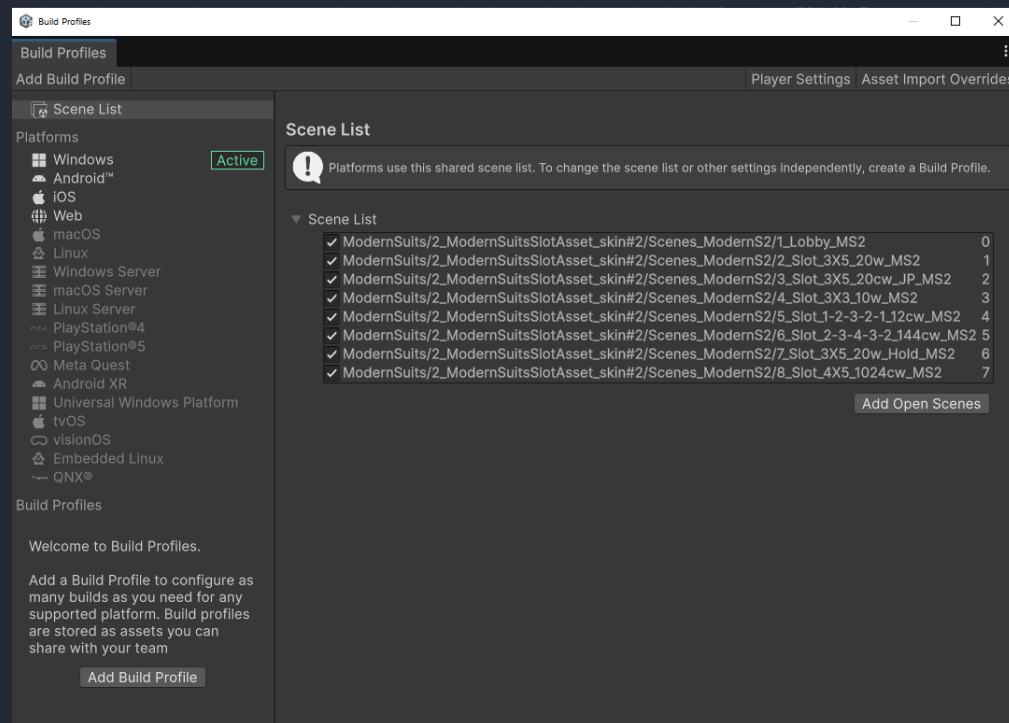
Modern Neon Casino Template is a new powerful Slot game with premade Game Screen, Lobby, Pop-Ups in casual, modern, shiny, style for your mobile/web/video game. It is a complete solution of slot possibilities, including changing the number of reels, symbols, different rules, probability calculations, etc. It has also a premade simple slot calculator. Working on IOS, Android, Web. The package is provided with complete source code, graphics files, properly commented code and detailed documentation for easy getting started.

In the asset realized next functionality:

- 10 premade Slot Games: 3x5, 3x3, 4x5, 3x5 243 Ways, 3x5, 1-2-3-2-1, 3x3 Bonus Game, 3x5 Jackpot, 3x5 Hold, 2-3-4-3-2, 4x5 1024ways – Skin#1,
- 7 premade Games – Skin#2
- Scatter, Bonus, Wild, Free Spin and Jackpot symbols functionality
- Customizable Pay Table with probability calculator
- Customizable number, order, images and events of symbols on the reel
- Customizable number of slot lines and improved lines controller
- Spin simulation test for any selected symbol
- Automated Bet Lines creation
- Ready to add any number of games in Lobby
- 2 premade Mini-Games: Chests (Skin#1) and Fortune Wheel
- Daily Reward and Daily Spin functionality
- Progressive Jackpot functionality with win amination
- GUI controller with Pop Ups
- Player's data saving and reset to default data
- Ready to Admob
- Unity anonymous sign-in
- Ready to in-app purchasing
- Unity and Mersenne-Twister random generator

Creating project

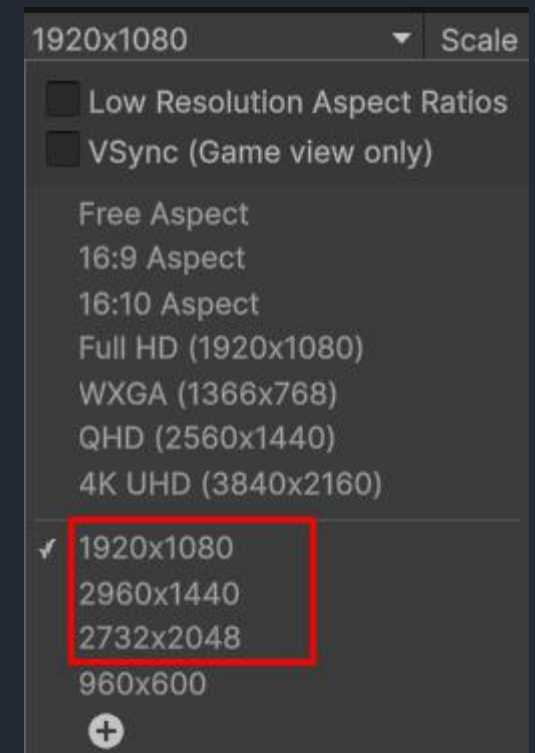
5



You can also watch our video instructions to better understand the project.

- How to create, setup project. [Video Instruction](#)
- How to create new game. [Video Instruction](#)
- How to add IAP, ADMOB. [Video Instruction](#)

1. Create new project.
2. Import modern suits slot asset
3. For using Unity anonymous sign-in add Scripting Define Symbol: ADDUAUTH (see Project Settings-> Player->Other Settings)
4. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP.
5. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS.
5. Open BuildSettings and add existing scenes (if they are not).
6. Close BuildSettings
7. Open scene Lobby, press play
8. Set landscape resolution for best fit (1920 x 1080, 2960 x 1440, 2732 x 2048)



Scenes Description



1. Scene loading buttons
2. Clickable slider
3. Daily spin button
4. Sale button
5. Text field with player balance
6. Shop button
7. Player level button (open progress pop up)
8. Slider with player progress

9. Game info button (pay table, lines...)
10. Game settings button
11. Lobby scene button
12. Lines buttons
13. Increase/decrease lines count buttons
14. Increase/decrease line bet buttons
15. Bet info field
16. Max bet button (set all lines and max line bet)

17. Spin button
18. Auto spin switch
19. Win field
20. Player Balance
21. Info Button
22. Hold multiplier
23. Hold buttons
24. Jackpot info

All Pop Ups – Skin #1

7

PAY LINES

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20

Bet lines win if the winning symbols are in succession from the leftmost reel to right

SHOP

5,000 2,500 100% OFF	11,000	27,000 25,000 BEST CHOICE	110,000 100,000 NEW OFFER
\$299	\$4.99	\$14.99	\$29.99

MINI GAME

COLLECT

XP required to Level UP
2,940

SETTINGS

ABOUT

RATE US

MINOR SYMBOLS

5X - 40 4X - 8 3X - 4	5X - 70 4X - 25 3X - 8	5X - 100 4X - 50 3X - 10
5X - 125 4X - 75 3X - 12	5X - 250 4X - 100 3X - 15	5X - 300 4X - 125 3X - 20

DAILY BONUS

NEXT BONUS
12:17:35

DAY 1 5,000	DAY 2 10,000	DAY 3 20,000	DAY 4 40,000	DAY 5 80,000	DAY 6 100,000	DAY 7 150,000
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COLLECT

LEVEL UP

24

Level Up Reward
5,000

COLLECT

ABOUT

MODERN SUITS
DEVELOPED BY MASTER KEY

Need Help?

SUPPORT

BIG DEAL

10,000

~~5,000~~
100% FREE

BUY NOW

Ends in 3d, 11h, 30m

GET NEW VERSION

YOUR PROGRESS, BALANCE
WILL ALL BE SAFED

INSTALL

SETTINGS

MUSIC OFF

SOUND

BIG WIN!

100,000

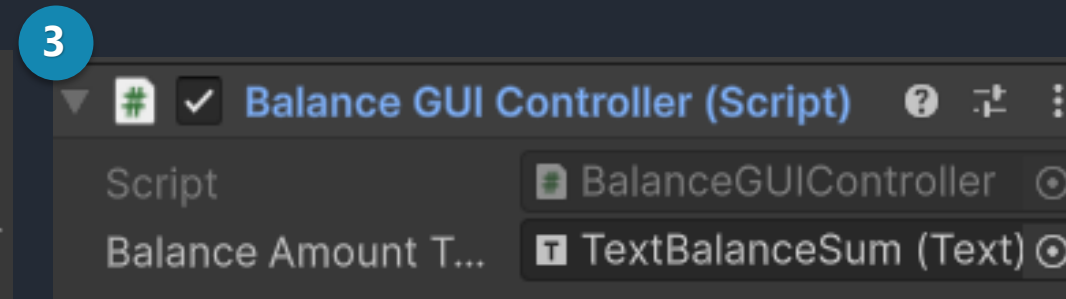
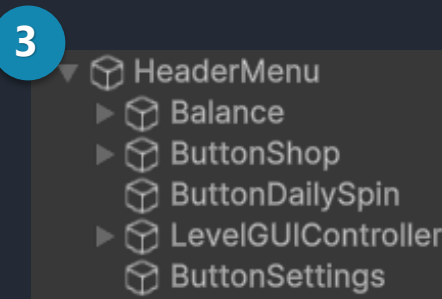
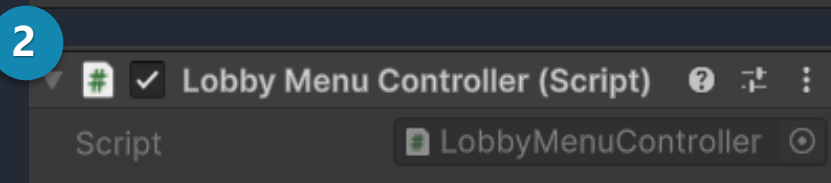
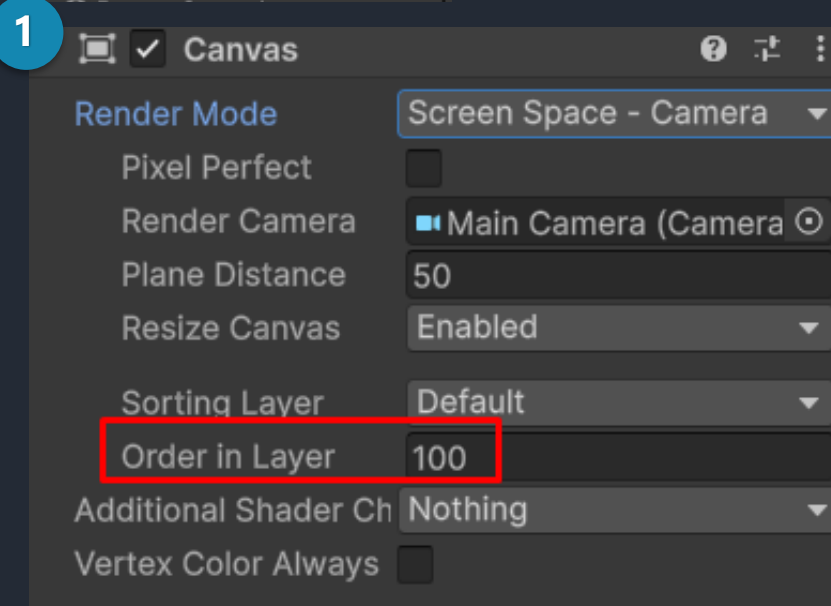
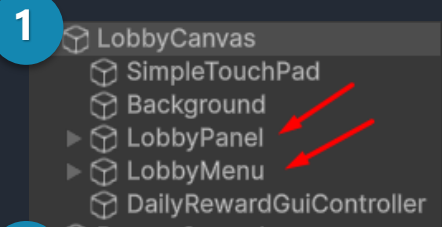
COLLECT

All Pop Ups – Skin #2

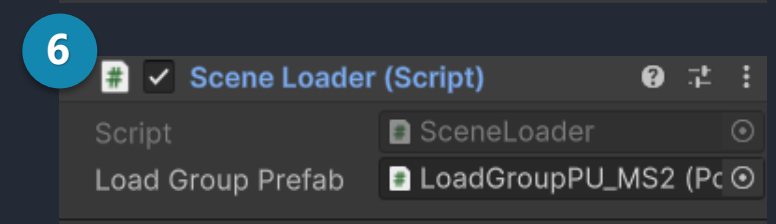
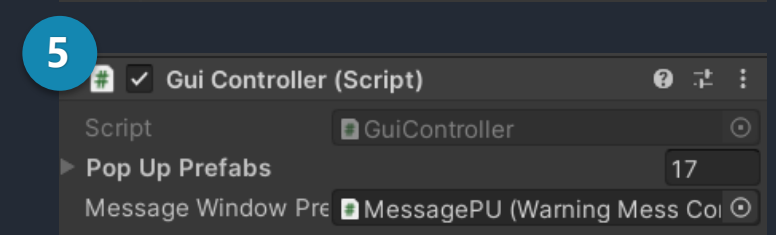
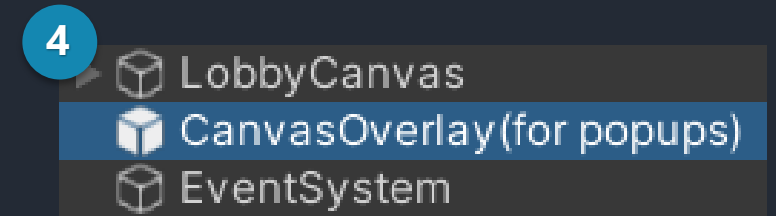
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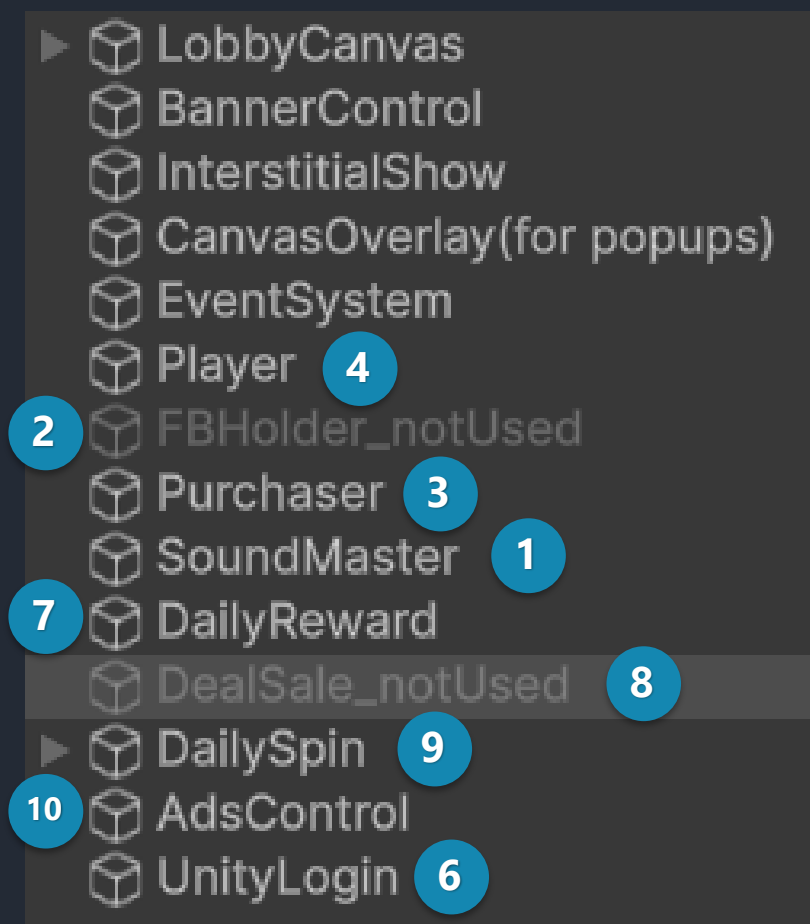
Lobby scene scripts and settings



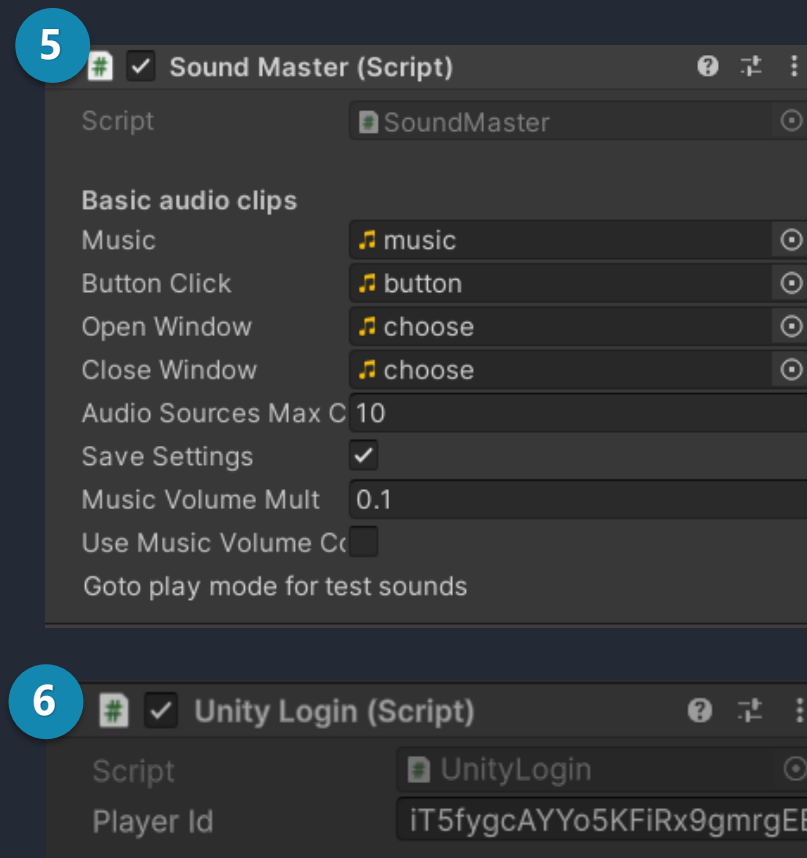
1. All object in lobby scene created on canvas (LobbyCanvas).
2. Lobby menu has attached script – Lobby Menu Controller.cs.
3. Menu elements with controllers
4. Overlay canvas are used for instantiating pop up windows. CanvasOverlay has 2 attached scripts:
GuiController.cs, SceneLoader.cs.
5. GuiController.cs – used for all pop up window instantiating.
6. SceneLoader.cs – used for loading scenes and show loading progress image.



Lobby scene scripts and settings



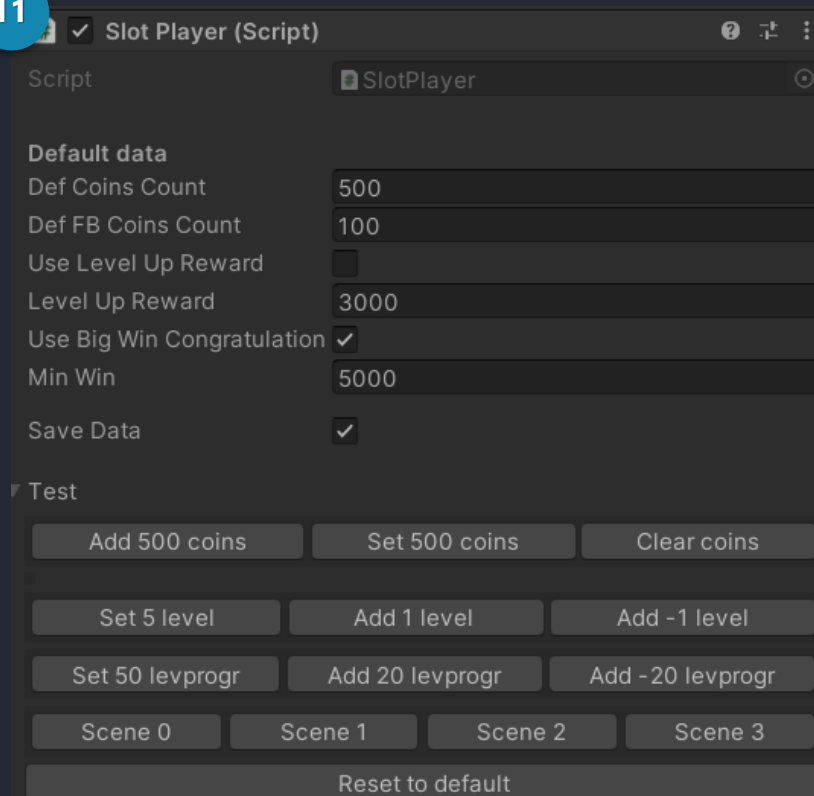
1. Scene object SoundMaster – object that controls game sounds.
2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info (not used).
3. Scene object Purchaser (IAP helper). Contains data for the shop pop up.
4. Scene object Player. Contains player data.
5. SoundMaster settings. Contains basic sound clips. For playing any clip call `SoundMaster.Instance.Play...()`;
6. UnityLogin. The attached script performs automatic anonymous login and provides the player ID.
7. DailyReward – object that controls daily reward popup.
8. DealSale – object that control deal sale popup and DEAL button (not used)
9. Daily spin – object that control daily spin activity.
10. AdMob – object that control google mobile ads. BannerShow - show or hide the banner.



Lobby scene scripts and settings

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11

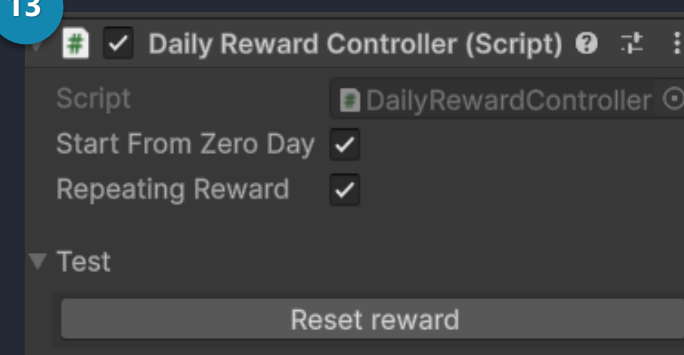


11. Player Settings – contains default and current player data. Can save data on the disk. Buttons used only for debug purposes.

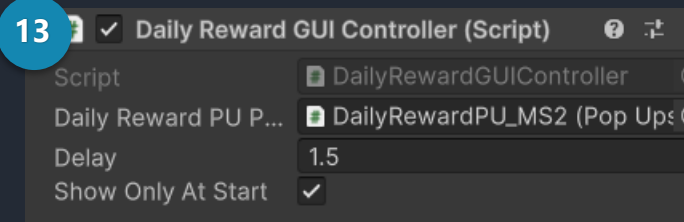
12. Purchasing settings. You can add your own consumables or non consumables goods here. Set unique ID for each product. Create product buy button. See folder with goods prefabs.

13. Daily coins reward settings.

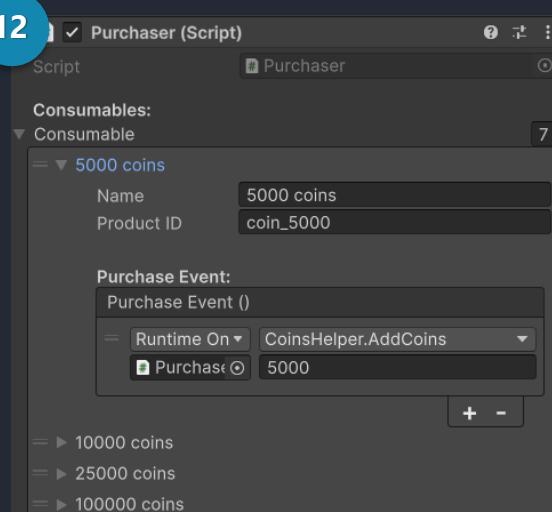
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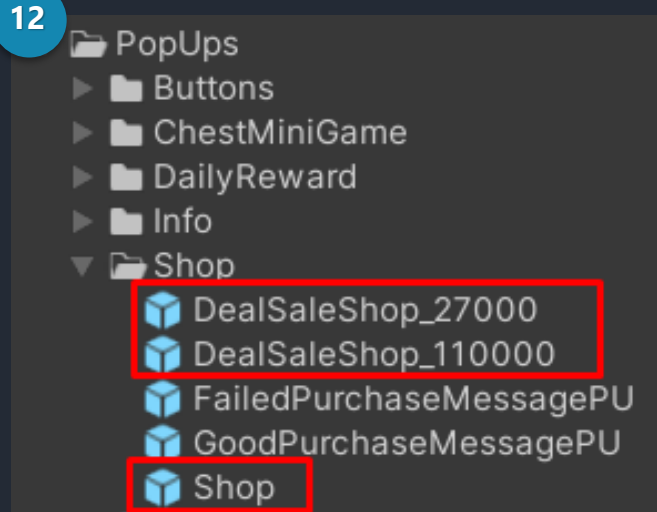
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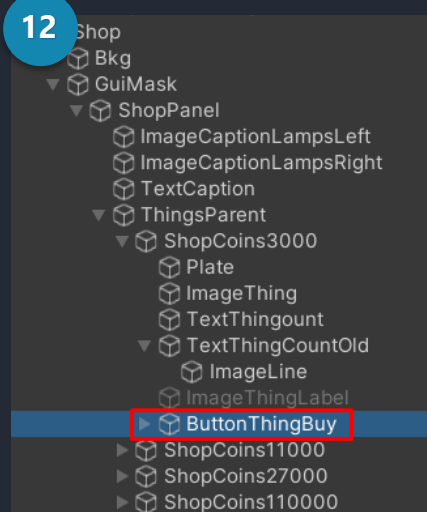
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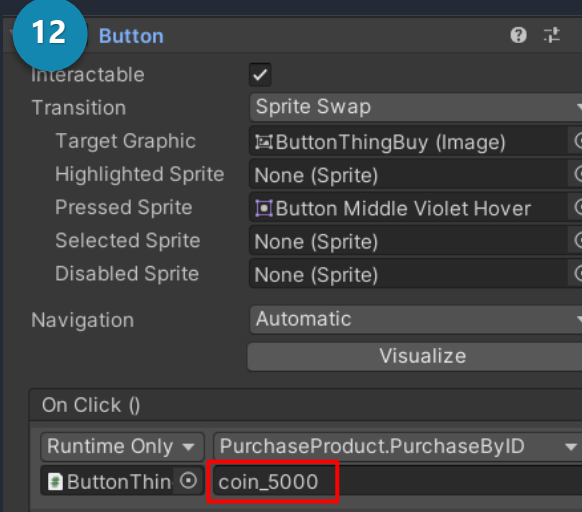
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12



12



Lobby scene scripts and settings

14

Deal Sale Controller (Script)

Script: DealSaleController

Deal time spans:

▼ Working Time Span

Days: 1

Hours: 0

Minutes: 0

Seconds: 0

▼ Paused Time Span

Days: 1

Hours: 0

Minutes: 0

Seconds: 0

▼ Test

Reset Data

14. Deal sale controller – contain deal sale timers settings, used to start and stop sales(not used).

15

Fortune Wheel Instantiator (Script)

Script: FortuneWheelInstantiator

Fortune Wheel Prefab: DailySpinWheel_06_MS2 (Wheel Controller)

Fortune Wheel: None (Wheel Controller)

Ease: Ease Out Back

Auto Close: ☒

Auto Close Time: 5

Create Wheel Event ()

List is empty

+ -

▼ **Daily Spin Controller (Script)**

Script: DailySpinController

Screen Prefab: ScreenPU (Screen PU)

Timer Text: DailySpinTimerText (Text Mesh)

Fw Instantiator: DailySpin (Fortune Wheel Instantiator)

▼ Test

Reset Data

15. Daily spin controller – contain daily timer. If time passed you can spin fortune wheel and get coins reward.

16. AdsControl – used to show google mobile ads.

16

Ads Control (Script)

Script: AdsControl

Banner

Banner Ad Unit Id Android: ca-app-pub-3940256099942544/6300978111

Banner Ad Unit Id Ios: ca-app-pub-3940256099942544/2934735716

Interstitial

Interstitial Ad Unit Id Android: ca-app-pub-3940256099942544/1033173712

Interstitial Ad Unit Id Ios: ca-app-pub-3940256099942544/4411468910

Rewarded ads

► Reward Ads: 0

Android test ad units IDs

Banner: ca-app-pub-3940256099942544/6300978111

Interstitial: ca-app-pub-3940256099942544/1033173712

Rewarded Video: ca-app-pub-3940256099942544/5224354917

IOS test ad units IDs

Banner: ca-app-pub-3940256099942544/2934735716

Interstitial: ca-app-pub-3940256099942544/4411468910

Rewarded Video: ca-app-pub-3940256099942544/1712485313

Admob links:

[Get Started](#)

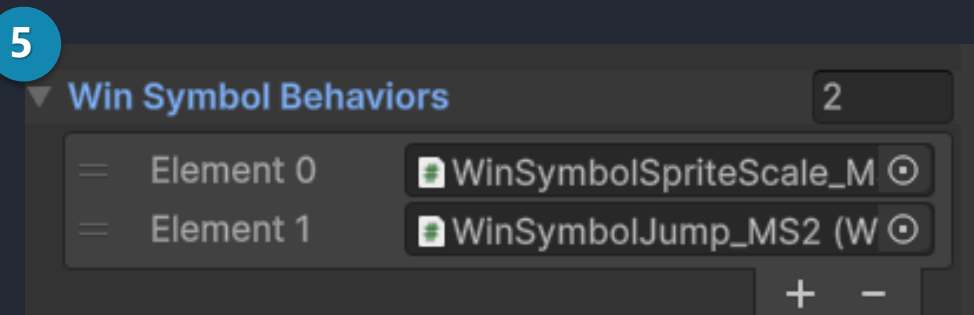
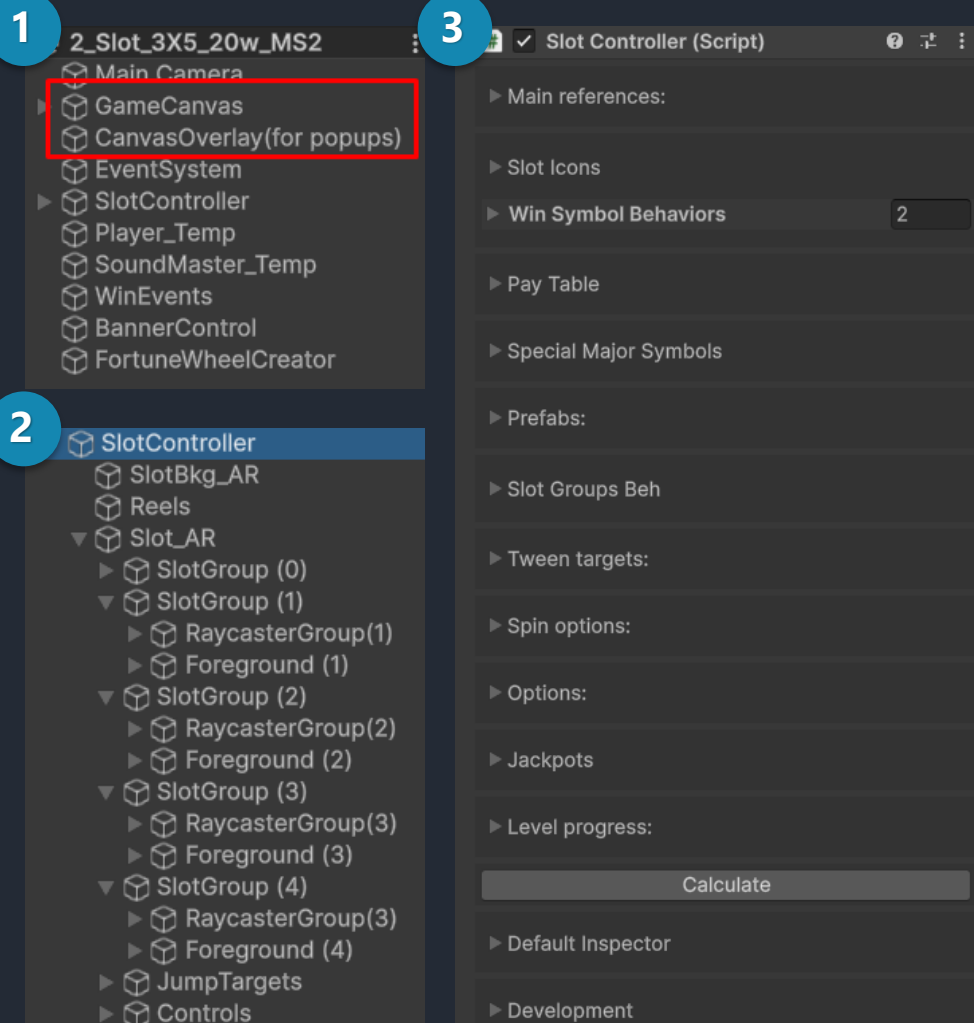
[Banner Ads](#)

[Interstitial Ads](#)

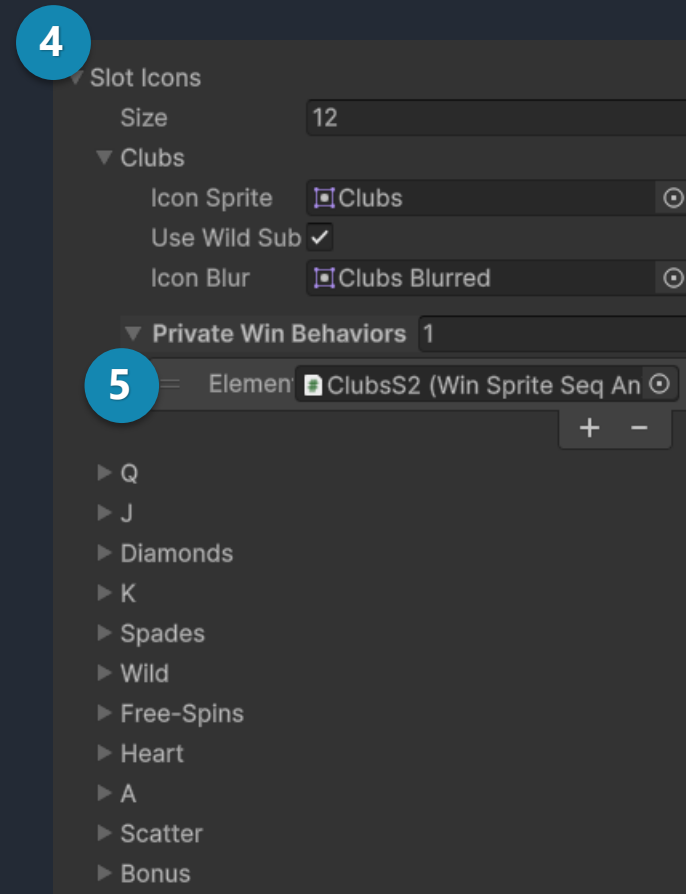
[Rewarded Ads](#)

[Test Ads](#)

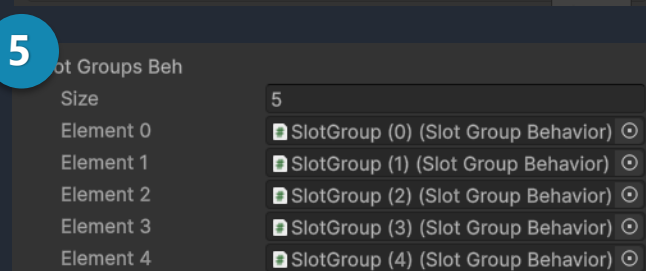
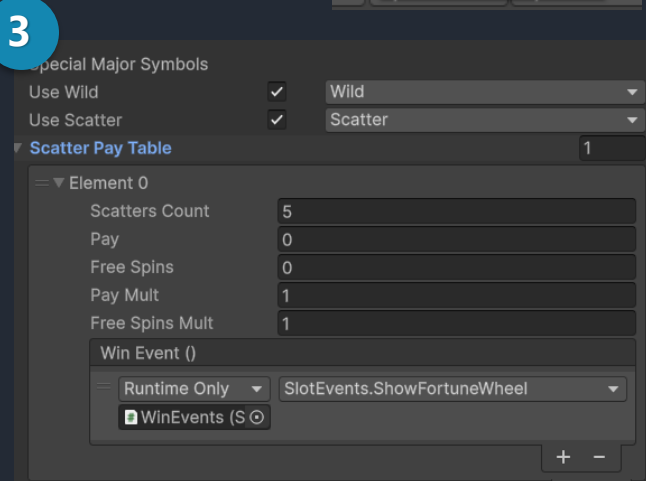
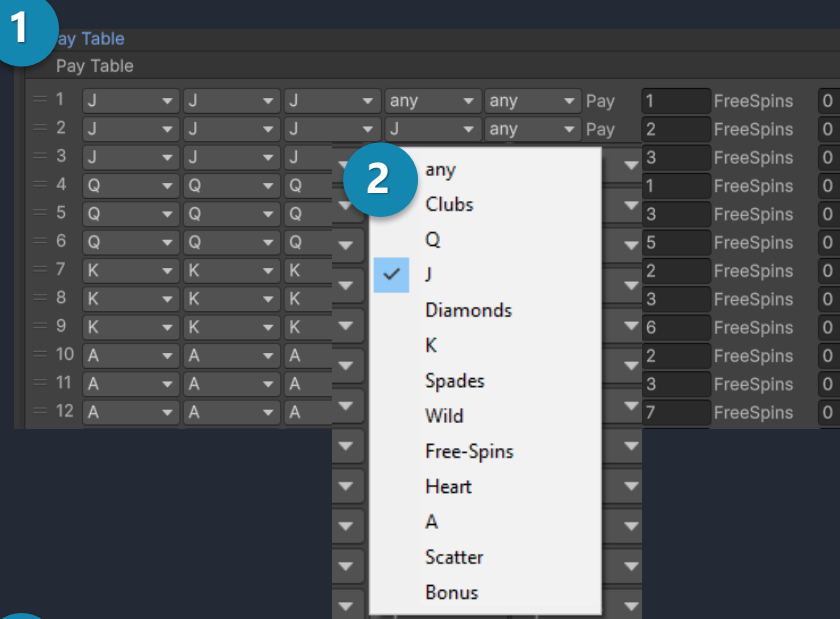
Game scene scripts and settings



1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu, FooterMenu and SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.
2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters. From raycasters you can get reference for SlotSymbol on screen.
3. SlotController settings.
4. Slot symbols icons. You can set any amount of symbols for your game. Main sprite for reel – IconSprite (A, 10, ...). Icon Blur sprite – in this asset used for motion blur. Check “UseWildSubstitute” checkbox for enable wild substituting.
5. Private win behaviors – you can add for each symbol private win animation or use common win animation (see win symbols behavior foldout) - jump winning symbols to tween targets, scale winning symbols, flashing winning symbols.



Game scene scripts and settings



1. Pay Table contains win symbol sequences and payouts. You can add any number of winning lines here.
2. You can choose only symbols, that specified in the section <Slot Icons> early.
3. There are special symbols in the asset: wild and scatter.
4. You can read and write Special symbols rules here.
5. References to all SlotGroups (5 slot groups for 5 reels game).
6. In the Options you can set overall game settings.

Rotation Type – choose ease types for reel rotation.

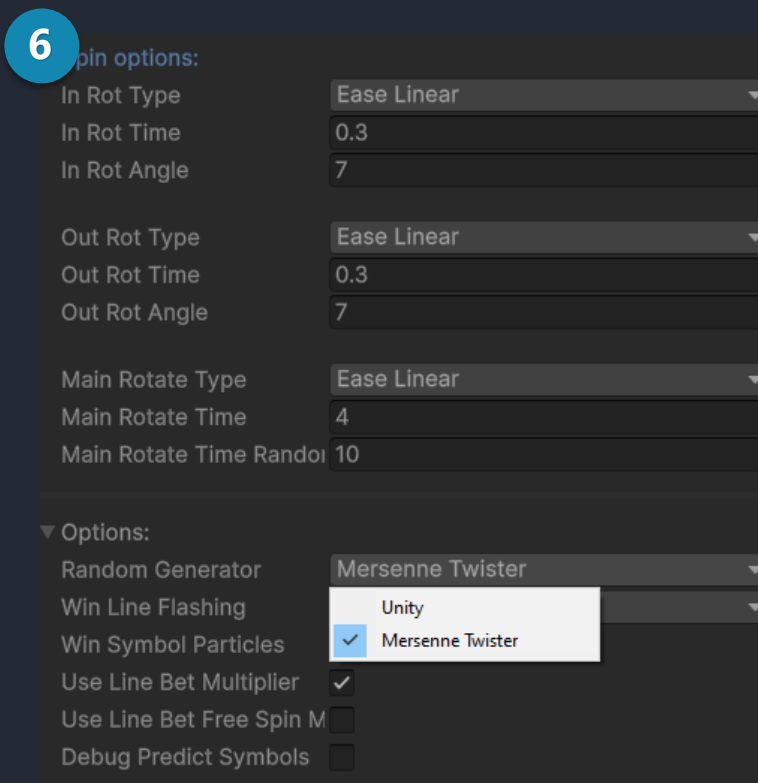
Rotation Time – duration of the reel rotation in seconds.

Rotation Time Randomize - % deviations of rotation time

Random Generator – choose Unity or MersenneTwister random number generator.

Win Line Flashing – show flashing winning line (All, Sequenced or None).



Win Symbol Particles – show star particles on the winning symbol.





Game scene scripts and settings

1

Tween targets:

Bottom Jump Target  BottomJumpTarget (Transform) 

Top Jump Target  TopJumpTarget (Transform) 

2

Jackpots



Use Mini Jac Pot ☐

Use Maxi Jac Pot ☐

Use Mega Jac Pot ☒

Mega Jack Pot Count

Jack Pot Inc Value

Jp Controller  JackPotsControl (Jack Pot Controller) 

Select Jackpot symbol

3

Level progress:

Use Line Bet Progress Multiplier ☒

Lose Spin Level Progress

Win Spin Level Progress

4

Probabilities:

reel / icon	Clubs	Q	J	Diamonds	K	Spades	Wild	Free-Spins	Heart	A	Scatter	Bonus
reel #1	0,275862	0,068966	0,034483	0,034483	0,034483	0,241379	0,034483	0,000000	0,137931	0,034483	0,034483	0,068966
reel #2	0,181818	0,045455	0,045455	0,045455	0,045455	0,227273	0,090909	0,000000	0,090909	0,090909	0,045455	0,090909
reel #3	0,181818	0,090909	0,045455	0,045455	0,045455	0,090909	0,272727	0,000000	0,045455	0,045455	0,045455	0,090909
reel #4	0,259259	0,074074	0,037037	0,037037	0,074074	0,037037	0,185185	0,000000	0,111111	0,037037	0,074074	0,074074
reel #5	0,240000	0,040000	0,040000	0,080000	0,080000	0,040000	0,120000	0,000000	0,160000	0,080000	0,040000	0,080000

Paylines:

PayLine / reel	reel #1	reel #2	reel #3	reel #4	reel #5	Payout	Payout, %
Payline #1	J	J	J	any	any	1	0,005541
Payline #2	J	J	Wild	any	any	1	0,033248
Payline #3	J	Wild	J	any	any	1	0,011083
Payline #4	J	Wild	Wild	any	any	1	0,066496
Payline #5	J	J	J	J	any	2	0,000443
Payline #6	J	J	J	Wild	any	2	0,002217
Payline #7	J	J	Wild	J	any	2	0,002660



1. Tween targets – transforms for winning symbols jumping.
2. Jackpot settings. Jackpot symbol, number of jackpot symbols on screen. You can use mini, maxi and mega jackpots.
3. Level progress setting. Set values to add level progress after spin %.
4. Button calculate – calculates win probabilities and show them in separate window (exclude scatter win, jackpot and bonus).
5. Default inspector – show raw script data.
6. WinController script – contain win symbols behavior tag, line win time.

5

Default Inspector

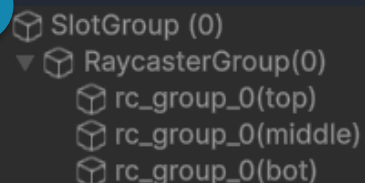
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☒ Win Controller (Script)

Script	 WinController
Lines Controller	 SlotLines (Lines Controller)
Win Tag	spriteeq
Line Win Show Time	4

Game scene scripts and settings

1



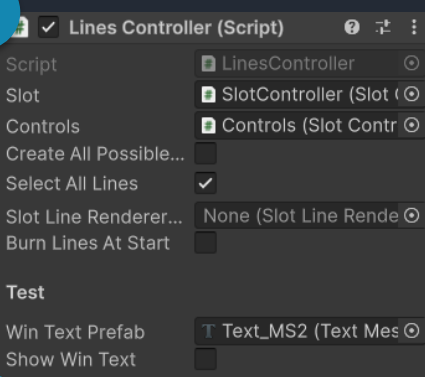
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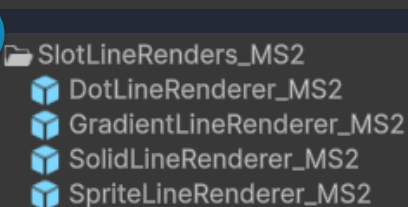
3



3



3



- Scene object SlotGroups – 5 slot groups for 5 reel game:
 - SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);
 - Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;
 - Raycasters top down order (base raycaster – bottom raycaster, used for baseline)
 - Additional spin timing
 - Random start position
 - Icon size
 - Simulation tab – set selected symbol along baseline after spin(bottom raycaster in each slotgroup).
- The symbols on reel are created automatically, when the game starts.
- Scene object SlotLines, used for lines control:
 - Create all possible lines – delete existing lines and create new (using raycasters)
 - Select all lines – select all lines at game start or only first
 - Burn lines at start – make lines visible at game start
 - Slot line renderer – prefab for rendering slot lines (you can choose any from existing, see prefabs folder)

1



Game scene scripts and settings

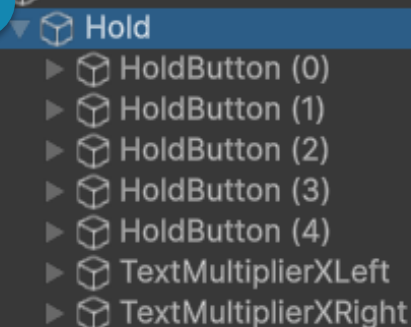
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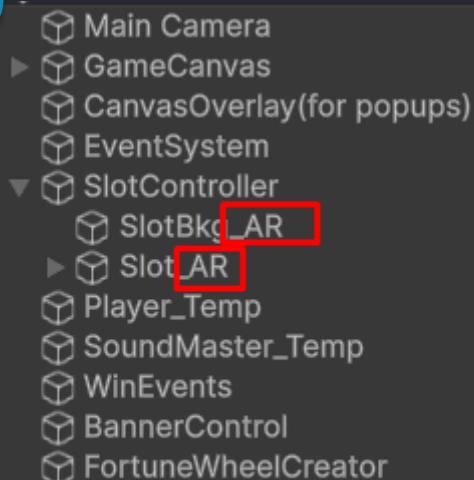
2

1. Scene object Controls – contain control buttons and textfields of the slot machine.
2. Jackpot feature control.
3. Hold feature control.
4. Image aspect ratio behavior script : adjust scale and object position by screen ratio.

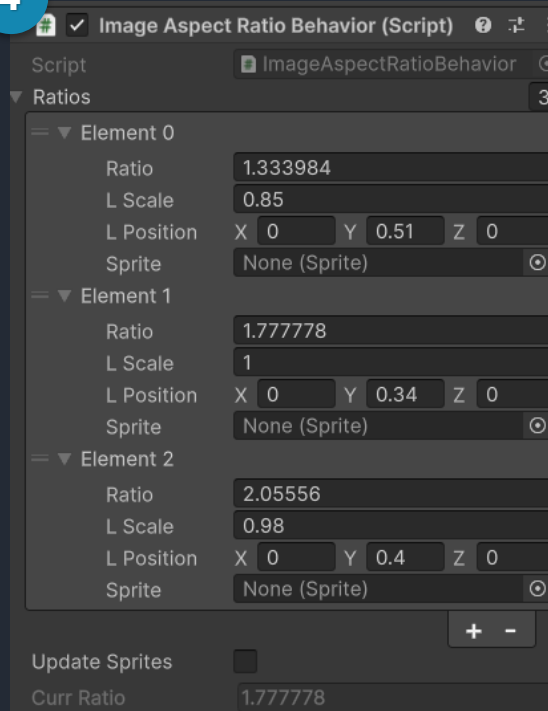
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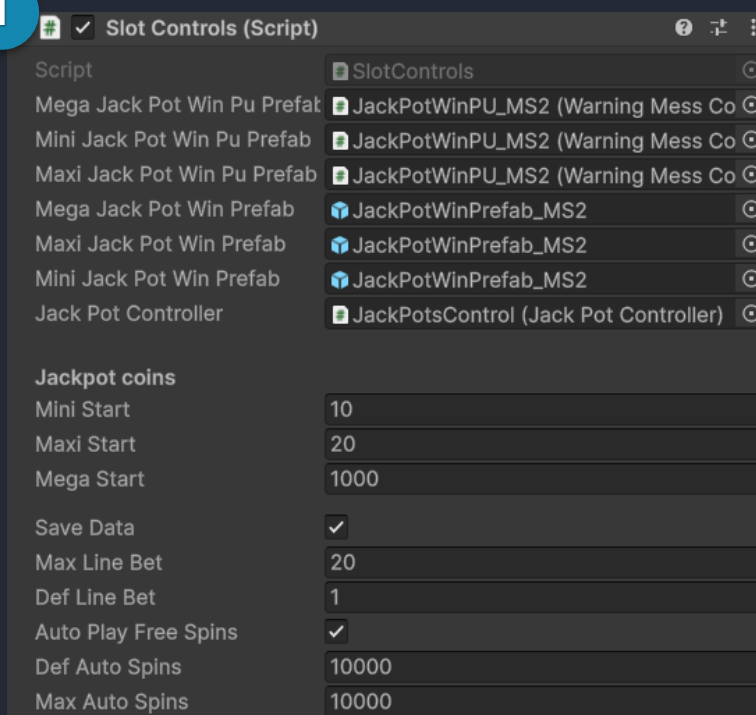
4



4



1



Want free staff?

1. Write the review on the purchased asset
2. Email us on the melanitta83@gmail.com
3. Get for free [Game Coins and Diamonds Pack](#)



Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.



Homepage : www.mkeystudio.com
Tech Support: putchkov1975@gmail.com
Business Support: melanitta83@gmail.com