



-Instruction-

Antique Casino Bundle



Contents

| | |
|----------------------------------|----|
| Description | 3 |
| What Included | 4 |
| How to create a project | 6 |
| Scenes GUI | 7 |
| Lobby scene scripts and settings | 13 |
| Game scene scripts and settings | 17 |

||| Description

Antique Casino Bundle Slot Asset is a new powerful Slot game asset with 4 premade Slot Game Theme, Lobby, Pop Ups in casual, shiny, colorful style for your mobile/web/video game. It included complete solution of slot possibilities with simple changing graphics, amount of the reels, symbols, different rules, probability calculation etc. It has also premade simple slot calculator. **The peculiarity of the slot is that it has a horizontal and vertical orientation, as well as an adaptive design for wide and narrow screens.** Working on IOS, Android, Web. The package is provided with complete source code, properly commented.

||| Note

For using all asset possibilities, you need to download Facebook SDK for Unity [Here](#), 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

Code

Lobby functionality:

- Portrait Lobby scenes for wide and narrow screens
- Landscape Lobby scenes for wide and narrow screens
- Ready to add any number of games in Lobby
- Daily Reward and Daily Spin functionality
- GUI controller with Pop-Ups
- Players data saving and reset to default data
- Connect the player to Facebook, Facebook gift after login
- Ready to adding Admob
- Ready for in-app purchasing

Slots functionality: Egypt, China, Greek, Viking

- Landscape screens: 13 Slots; Portrait screens: 5 Slots
- Scatter, Bonus, Wild, Expanding 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
- Manual spin stop at any time feature
- Automated Bet Lines creation
- Hold functionality like Fruit Machine
- Mini-Games: Fortune Wheel
- Progressive Jackpot functionality with win animation
- Unity and Mersenne-Twister random generator

Note

All Wide Screens has initial resolution 1920px x 1080px and has adaptive variants down to 19.5:9 aspect ratio

Usual Screens intended mostly for IOS tablets or Desktop games

What Included

Graphics

Lobby

- 4 Lobby screen in PSD: Horizontal Full, Horizontal Wide, Vertical Tablet, Vertical Phone. 100% GUI editable, Max. resolution - 2732 X 2048. All elements are also in PNG, ready for code.
- PNG Background 2732 X 2732 for any resolution.
- Coin Spin Animation in PNG sequence.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.
- 70 Icons for your own design.
- 9 Pop Up (Coins Shop, Missions, Daily Reward, Settings, About, Message, Spin Wheel (from 8 to 16 sectors), Level Up, Big Deal in 100% editable PSD. All elements also in PNG, ready for code.
- Splash Screen Horizontal and Vertical in PSD and PNG, Max. resolution - 2732 X 2048.

Fonts

Free

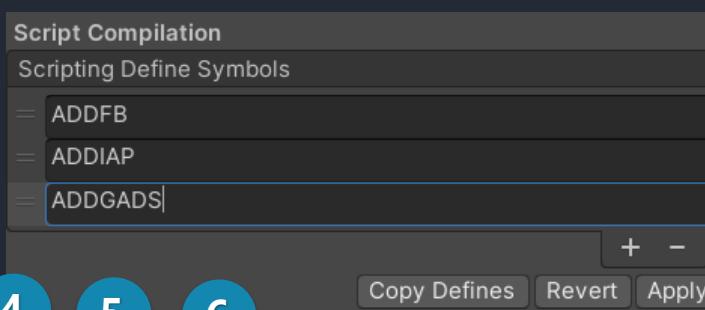
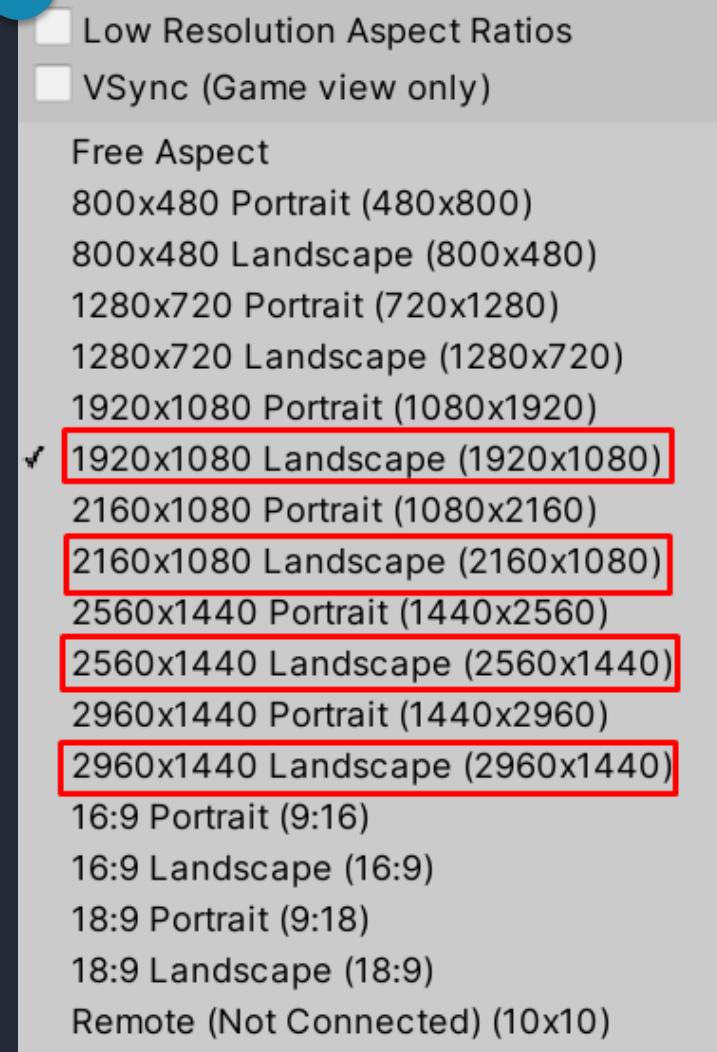
You can find the licenses and all links in the project.

Each Slots

- 4 Game screen in PSD: Horizontal Full, Horizontal Wide, Vertical Tablet, Vertical Phone. 100% GUI editable, Max. resolution - 2732 X 2048. All elements are also in PNG, ready for code.
- PNG Background 2732 X 2732 for any resolution. Plus additional Night Background.
- 13-15 slot game Icons.
- Win animation for each symbol in the PNG sequence.
- Coin Spin Animation and Win Fire Animation in PNG sequence.
- 10 Pop Up (Settings, About, Message, Big Win, Mega Win, Huge Win, Jackpot, Free Spins, Spin Wheel, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols)) in 100% editable PSD. All elements also in PNG, ready for code.
- Splash Screen Horizontal and Vertical in PSD and PNG, Max. resolution - 2732 X 2048.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

Creating project

8



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

- How to create, setup project, change rules, etc. [Video Instruction](#)
- How to add IAP, FACEBOOK, ADMOB. [Video Instruction](#)

- 1.Create new project
2. Import slot asset
3. Open BuildSettings and add existing scenes. Close BuildSettings
4. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB
5. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP
6. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS
8. Set landscape resolution for best fit (1920 x 1080, 2160 x 1080, 2560 x 1440, 2960 x 1440, 2732x2048)
9. Open scene Lobby, press play

3

| Scenes In Build | |
|--|----|
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/00_Antique_LobbyHor | 0 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/01_Egypt_3X5Hor_20ways_ewild | 1 |
| ✓ 2_ChinaSlotAsset/Scenes_China/0_Horizontal/01_China_3X5Hor_20ways | 2 |
| ✓ 3_GreekSlotAsset/Scenes_Greek/0_Horizontal/01_Greek_3X5Hor_Hold_20ways | 3 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/02_Egypt_3X5Hor_243ways_ewild | 4 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/03_Egypt_3X5Hor_Hold_20ways_ewild | 5 |
| ✓ 2_ChinaSlotAsset/Scenes_China/0_Horizontal/02_China_3X5Hor_243ways | 6 |
| ✓ 3_GreekSlotAsset/Scenes_Greek/0_Horizontal/02_Greek_3X5Hor_243 | 7 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/04_Egypt_3X3Hor_Hold_20ways_ewild | 8 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/05_Egypt_3X3Hor_Hold_20ways | 9 |
| ✓ 2_ChinaSlotAsset/Scenes_China/0_Horizontal/03_China_3X3Hor_Hold_20ways | 10 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/06_Egypt_3X5Hor_const243ways_ewild | 11 |
| ✓ 1_AntiqueEgyptSlotAsset/Scenes_Egypt/0_Horizontal/07_Egypt_3X5Hor_const243ways_ewildManualStop | 12 |

4

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6

Copy Defines Revert Apply

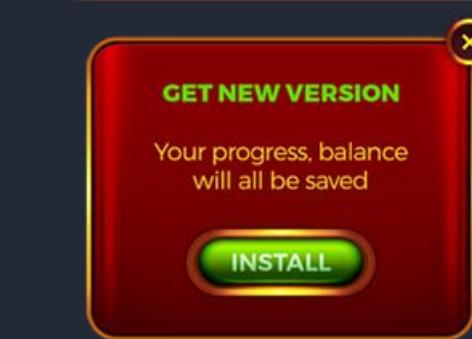
Add Open Scenes

Scenes Description



Lobby Pop Ups

• SETTINGS • MESSAGE • LEVEL UP • ABOUT • BIG DEAL • DAILY REWARD • SPIN WHEEL • COINS SHOP • MISSIONS



Egypt Pop Ups

- Settings
- About
- Message
- Big Win
- Jackpot
- Free Spin
- Mega Win
- Huge Win



- Full Screen Pay Table
Help, Pay Lines, Minor, Major, Special Symbols



- Spin Wheel mini Game 6-16 Sectors



China Pop Ups

- Settings
- Message
- Jackpot
- Mega Win
- About
- Big Win
- Free Spin
- Huge Win



- Full Screen Pay Table
Help, Pay Lines, Minor, Major, Special Symbols



- Spin Wheel mini Game 6-16 Sectors



Greek Pop Ups

- Settings
- About
- Message
- Big Win
- Jackpot
- Free Spin
- Mega Win
- Huge Win



- Full Screen Pay Table
- Help, Pay Lines, Minor, Major, Special Symbols



- Spin Wheel mini Game 6-16 Sectors



Greek Pop Ups

- Settings
- Message
- Jackpot
- Mega Win
- About
- Big Win
- Free Spin
- Huge Win



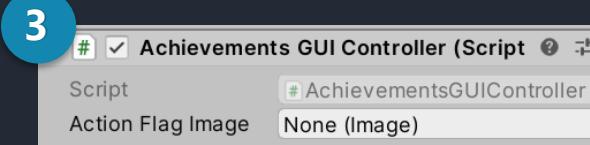
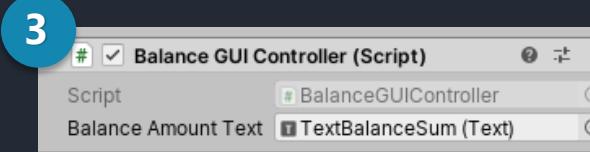
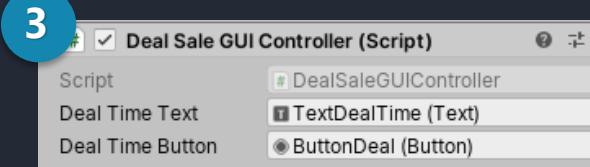
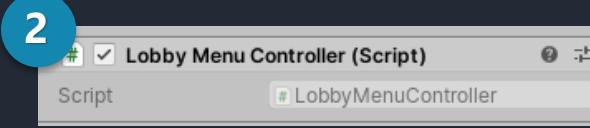
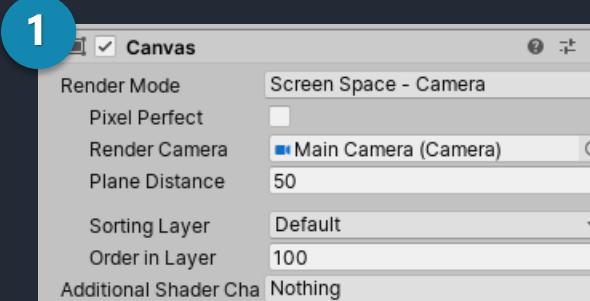
- Full Screen Pay Table
Help, Pay Lines, Minor, Major, Special Symbols



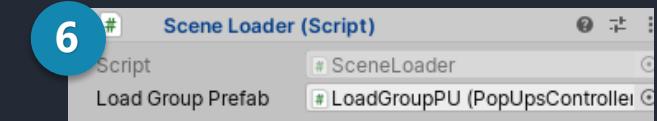
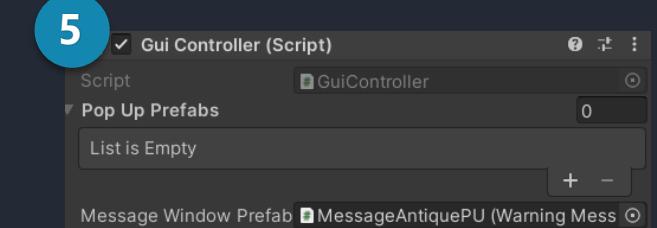
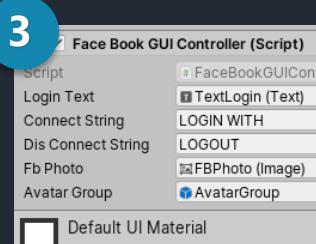
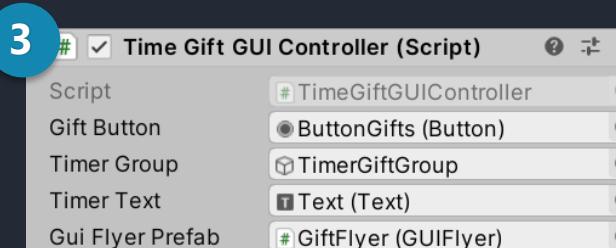
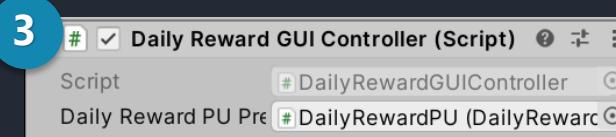
- Spin Wheel mini Game 6-16 Sectors



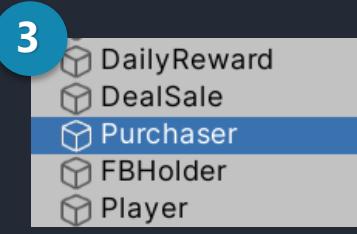
Lobby scene scripts and settings



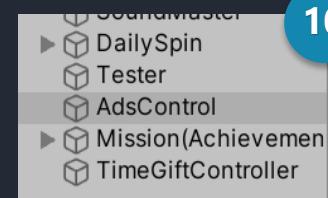
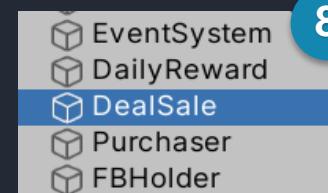
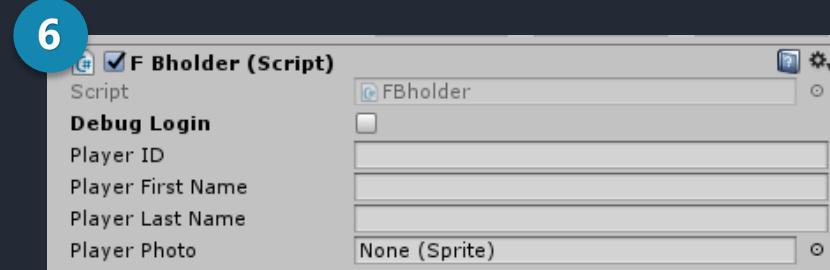
- All objects in lobby scene created on canvas (LobbyCanvas). LobbyCanvas have 3 attached scripts: LobbyController, TouchPadS, BannerControl.
- Lobby menu has attached script – Lobby Menu Controller.cs.
- Menu elements with controllers
- Overlay canvas are used for instantiating pop up windows. CanvasOverlay has 4 attached scripts: SlotGuiController.cs, CanvasSetCam.cs, SceneLoader.cs, DontDestroyObj.cs.
- GuiController.cs – used for all pop up window instantiating
- SceneLoader.cs – used for loading scenes and show loading progress image.



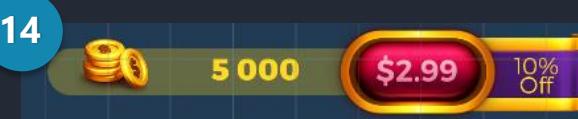
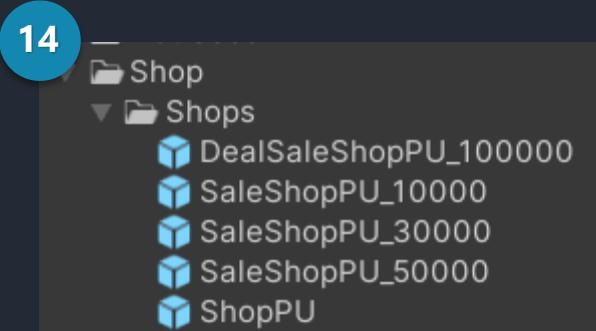
Lobby scene scripts and settings



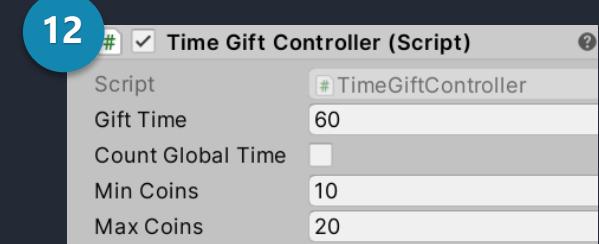
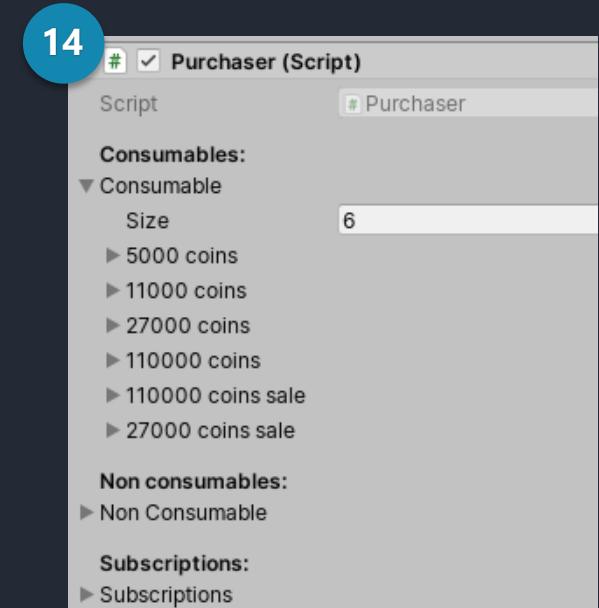
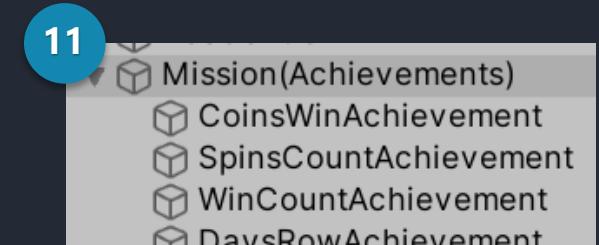
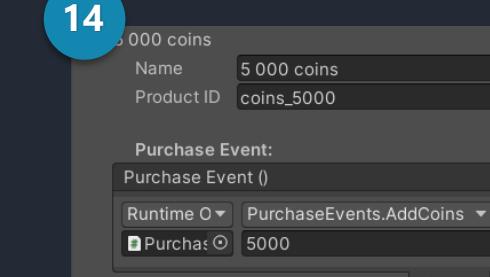
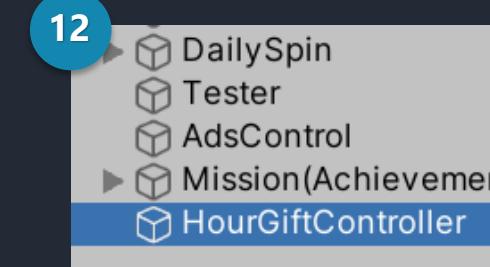
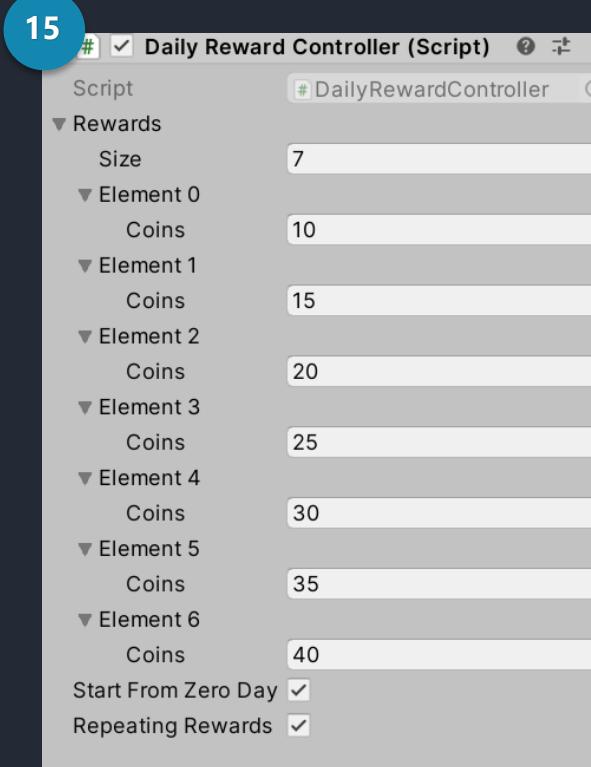
1. Scene object SoundMaster – object that controls game sounds.
2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info.
3. Scene object Purchaser. Contains data for the shop pop up.
4. Scene object Player. Contains player data.
5. SoundMaster settings. Contains all basic sound clips. Included audio is only for demo purpose.
6. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID or FBHolder.Instance.playerFirstName, etc. You can use Facebook gift option.
7. DailyReward – object that controls daily reward popup.
8. DealSale – object that control deal sale popup and DEAL button.
9. Daily spin – object that control daily spin activity.
10. AdsControl – object that control google mobile ads.



Lobby scene scripts and settings

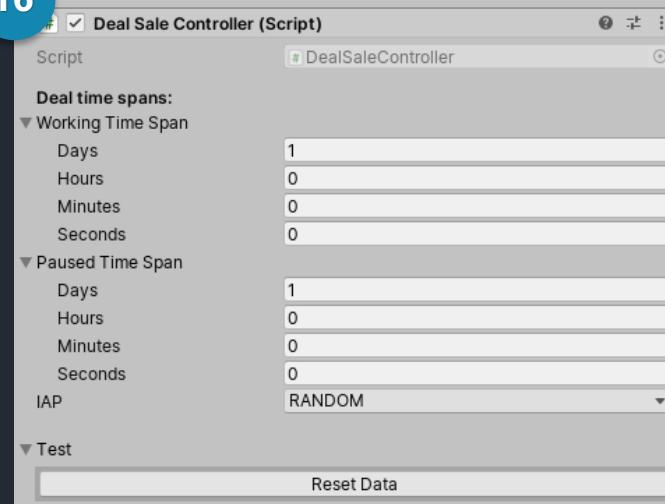


11. Mission – object that control player achievements.
12. HourGiftController .
13. Player Settings – contains default and current player data. Can save data on the disk. Buttons used only for debug purposes.
14. Purchasing settings. You can add your own consumables or non consumables goods here. See Shop popup prefab.
15. Daily coins reward settings. You can add your own reward here.



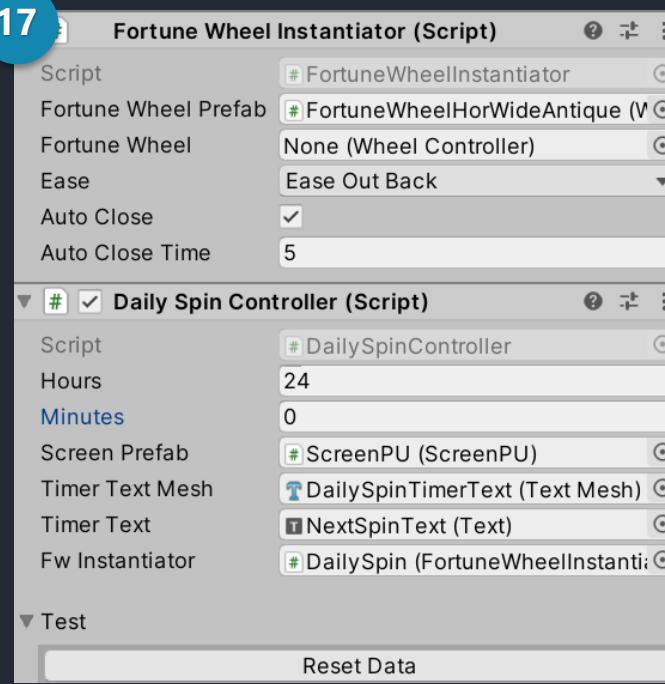
Lobby scene scripts and settings

16

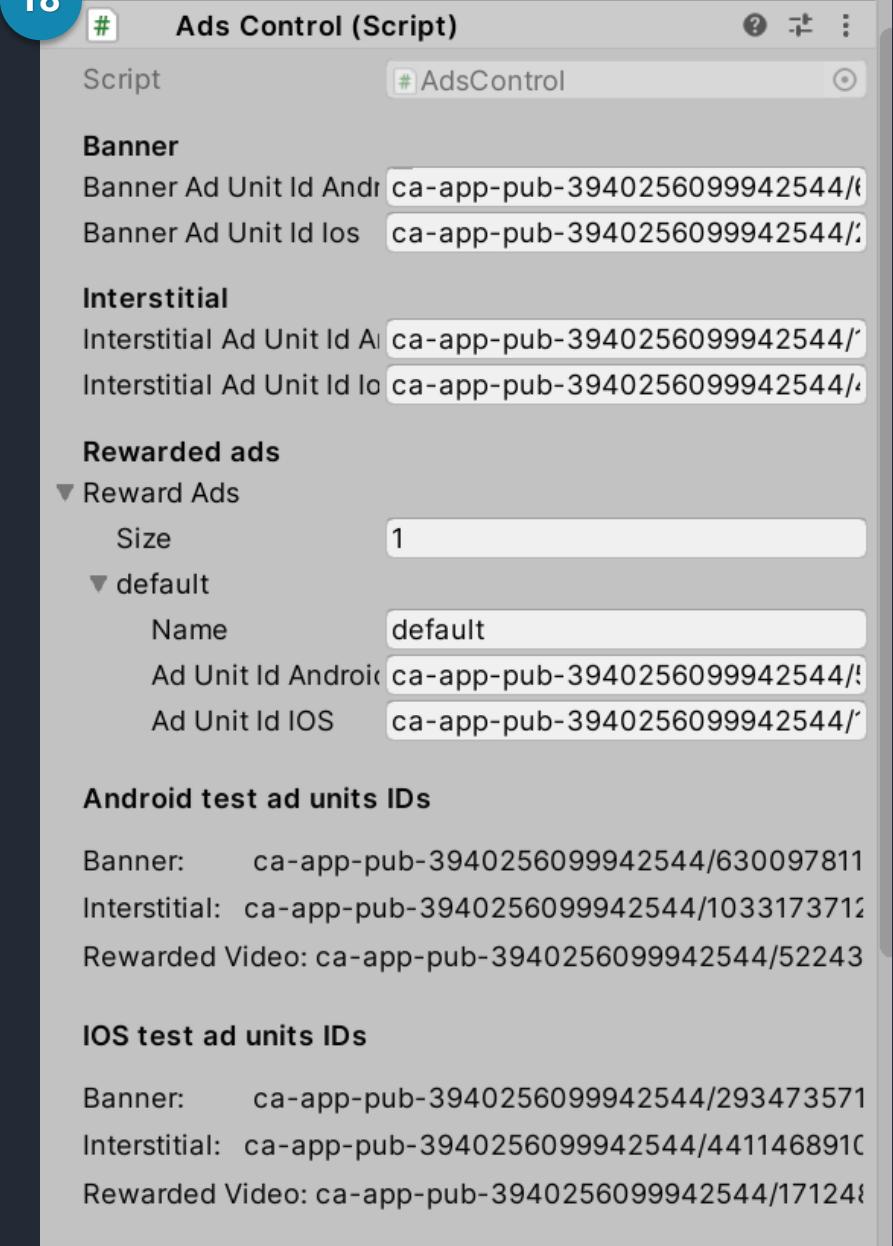


16. DealSaleController – used to start and stop sales.
 17. DailySpinController – blocks the spin, if the player has not played for more than 24 hours
 18. AdsControl – used to show google mobile ads.

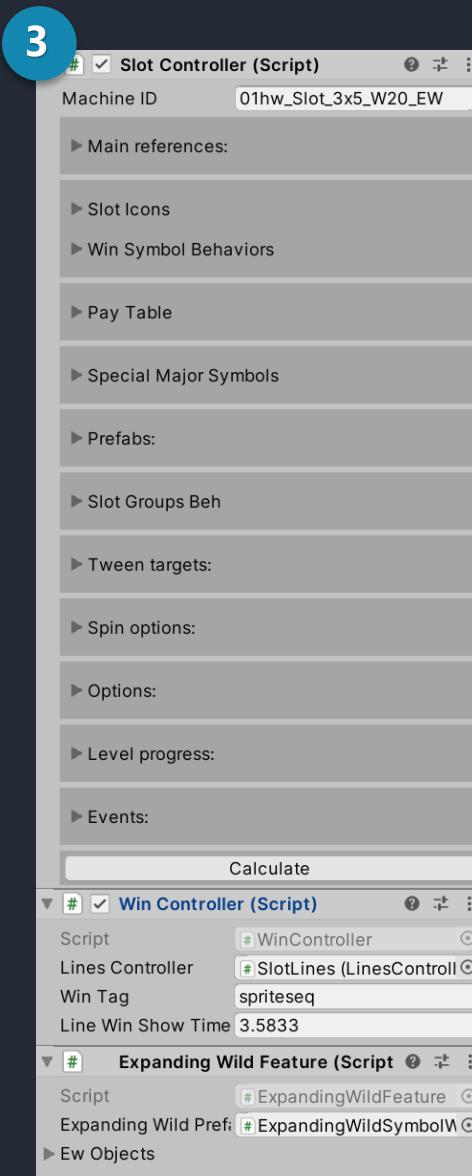
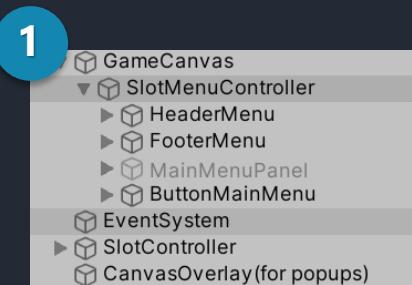
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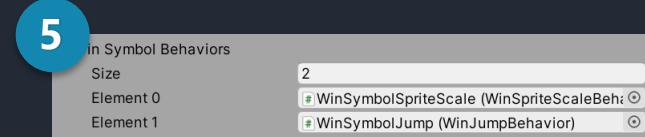
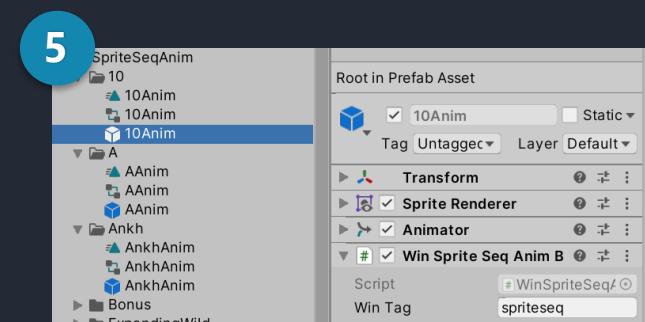
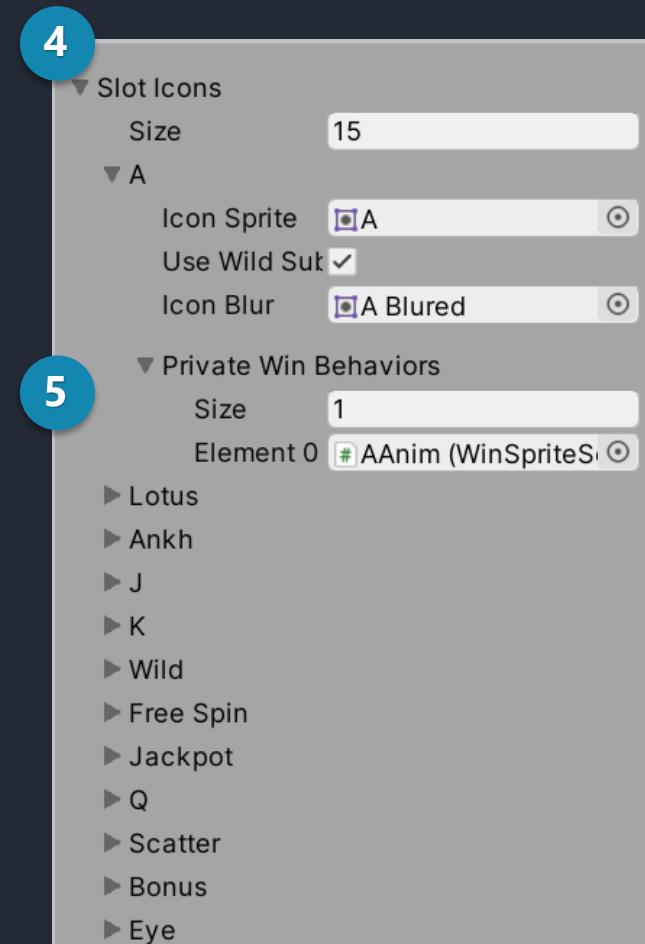
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Game scene scripts and settings

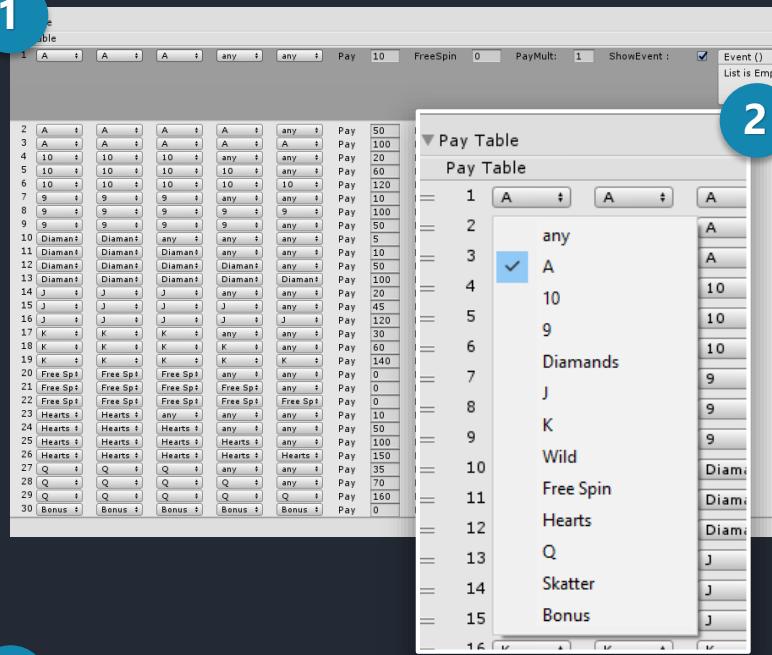


1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and FooterMenu. CanvasOverlay used for pop ups.
2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters. From raycasters you can get reference for SlotSymbol on screen.
3. SlotController, wincontroller settings. Expanding wild feature.
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, (starts by WinTag, see wincontroller field : spriteseq, spritescale, spritejump)



Game scene scripts and settings

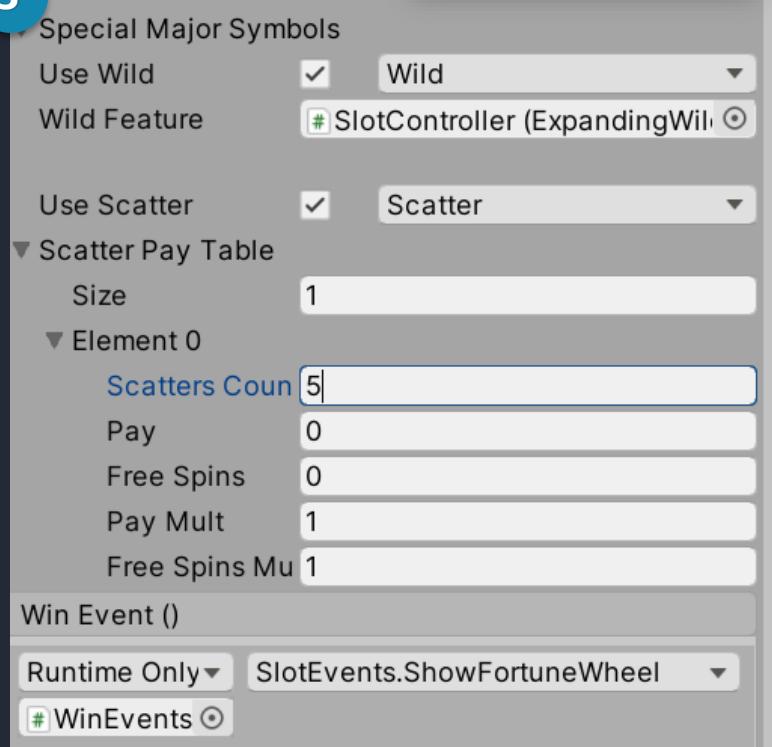
1



2

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 major symbols in the asset: wild and scatter. You can fill here scatter pay table.
4. You can read and write Special Majors 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.
7. Machine ID – use unique string for slot machine for data saving.

3



Rotation Type – choose ease types for reel rotation.

Rotation Time – duration of the real rotation in seconds.

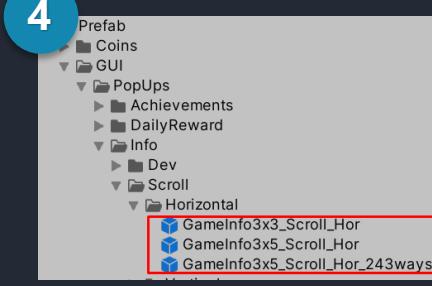
Rotation Time Randomize - % deviations of rotation time

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 symbols.

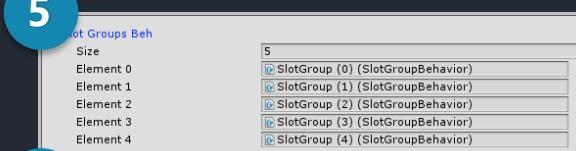
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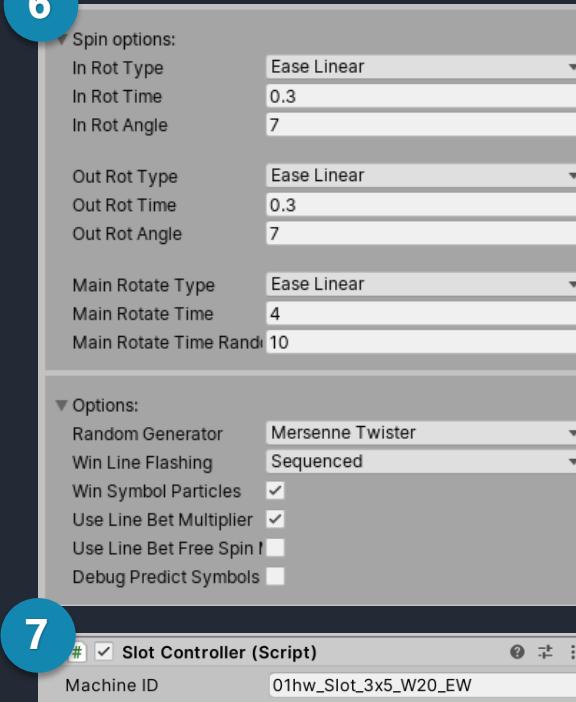
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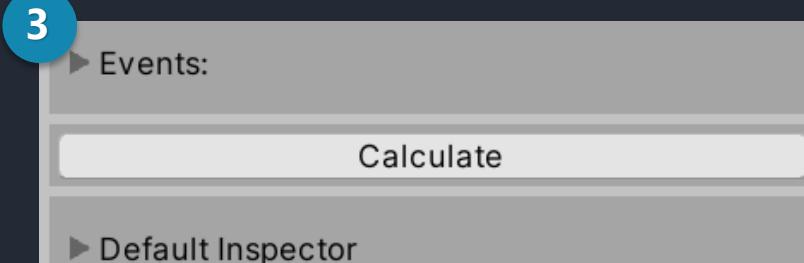
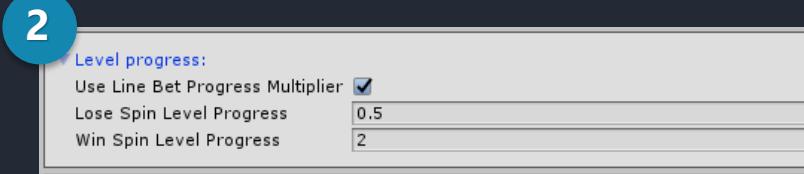
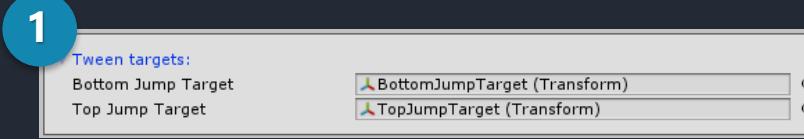


6



7

Game scene scripts and settings

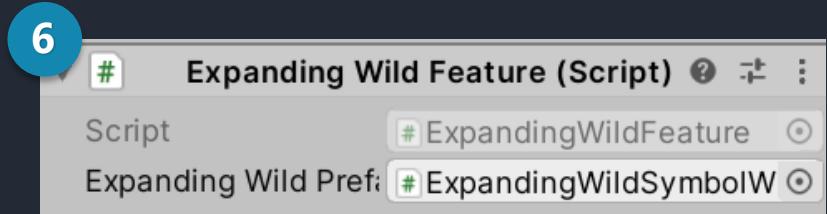


4. Default inspector – show raw script data.

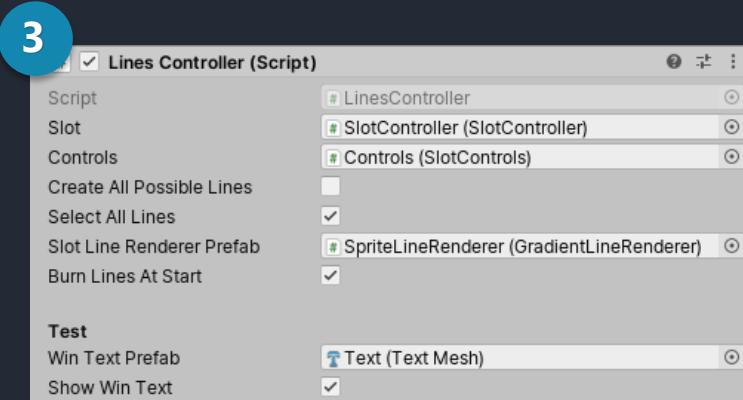
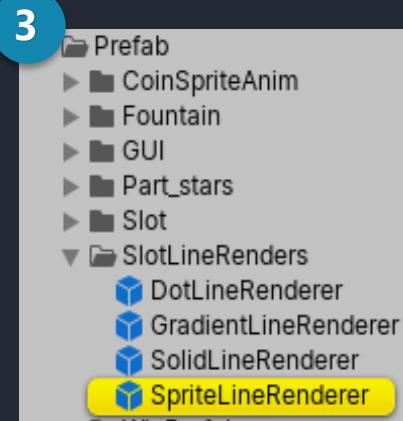
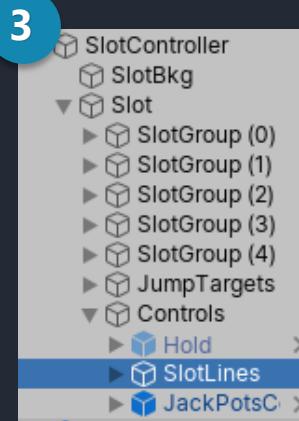
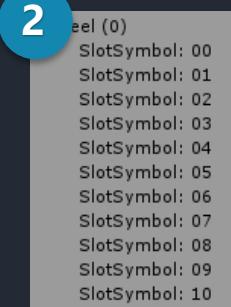
| reel / icon | A | 10 | 9 | Diamonds | J | K | Wild | Free Spin | Hearts | Q | Skatter | Bonus |
|-------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|
| reel #1 | 0.16666667 | 0.08333334 | 0.08333334 | 0.08333334 | 0.08333334 | 0 | | 0.08333334 | 0.08333334 | 0.08333334 | 0.08333334 | |
| reel #2 | 0.06666667 | 0.06666667 | 0.06666667 | 0.06666667 | 0.06666667 | 0.06666667 | 0.13333333 | 0.06666667 | 0.13333333 | 0.13333333 | 0.06666667 | 0.06666667 |
| reel #3 | 0.1428571 | 0.1428571 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 |
| reel #4 | 0.07142857 | 0.1428571 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 | 0.07142857 |
| reel #5 | 0.07142857 | 0.07142857 | 0.07142857 | 0 | 0.1428571 | 0.07142857 | 0.1428571 | 0.07142857 | 0.07142857 | 0.1428571 | 0.07142857 | 0.07142857 |

| Paylines: | | Payline / reel | reel #1 | reel #2 | reel #3 | reel #4 | reel #5 | Payout | Payout, % |
|-------------|---|----------------|---------|---------|---------|---------|---------|--------|-----------|
| Payline #1 | A | A | A | A | any | any | any | 10 | 0.158730 |
| Payline #2 | A | Wild | Wild | Wild | any | any | any | 10 | 0.158730 |
| Payline #3 | A | A | Wild | Wild | any | any | any | 10 | 0.079365 |
| Payline #4 | A | Wild | A | A | any | any | any | 10 | 0.317460 |
| Payline #5 | A | A | A | A | any | any | any | 50 | 0.011338 |
| Payline #6 | A | Wild | Wild | Wild | any | any | any | 50 | 0.011338 |
| Payline #7 | A | A | Wild | Wild | any | any | any | 50 | 0.005669 |
| Payline #8 | A | Wild | A | Wild | any | any | any | 50 | 0.022676 |
| Payline #9 | A | Wild | Wild | A | any | any | any | 50 | 0.011338 |
| Payline #10 | A | A | A | Wild | any | any | any | 50 | 0.011338 |
| Payline #11 | A | A | Wild | A | any | any | any | 50 | 0.005669 |
| Payline #12 | A | Wild | A | A | any | any | any | 50 | 0.022676 |

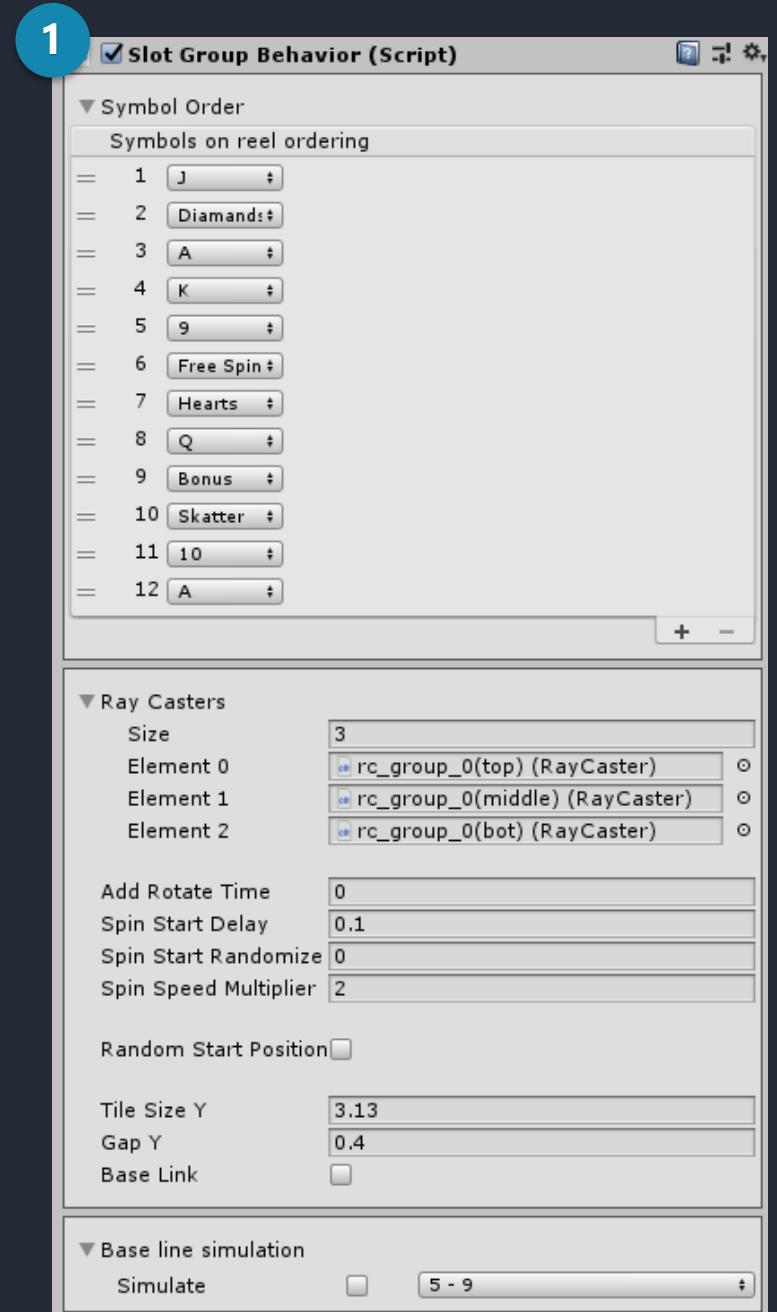
1. Tween targets – transforms for winning symbols jumping.
2. Level progress setting. Set values to add level progress after spin %.
3. Button calculate – calculates win probabilities and show them in separate window (exclude scatter win, jackpot and expanding wild).
4. Default inspector – show raw script data.
5. WinController script – contain win symbols behavior tag (spriteseq, spritescaler, spritejump), line win showing time.
6. Expanding wild feature script.



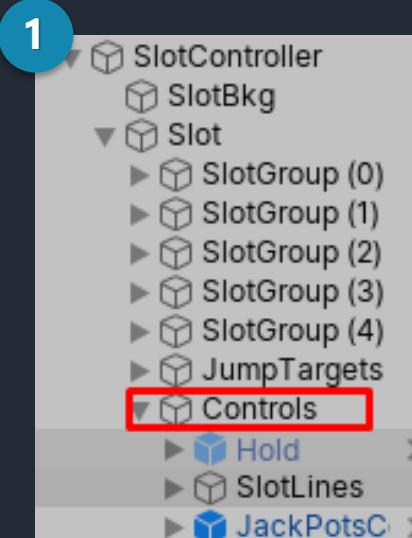
Game scene scripts and settings



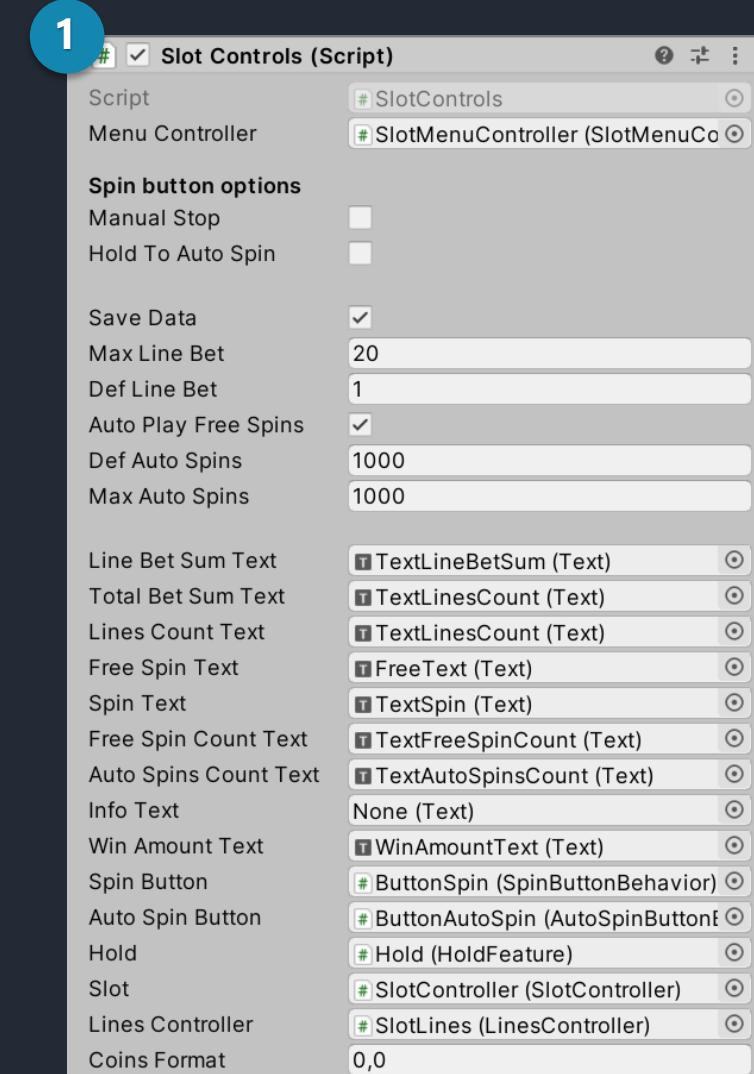
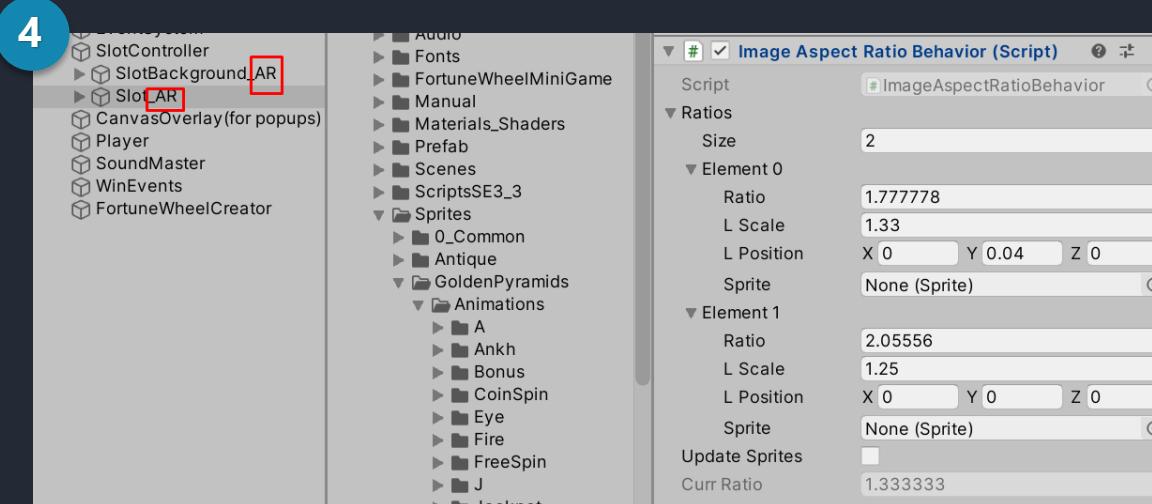
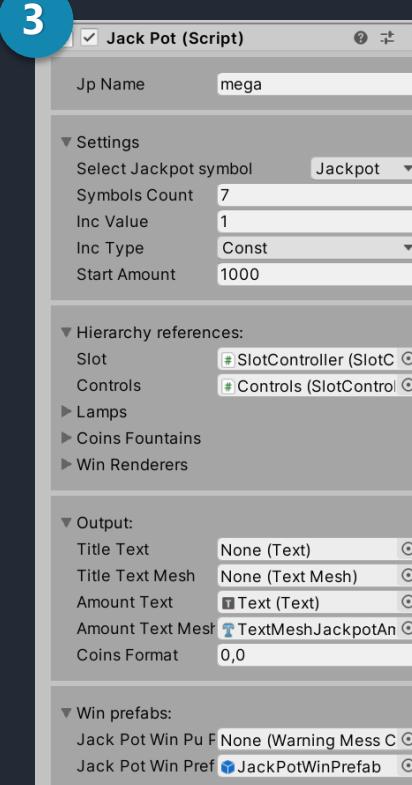
- Scene objects SlotGroups – 5 slot groups for 5 reel game:
 - SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);
 - Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;
 - Raycasters top down order (base raycaster – bottom raycaster, used for baseline)
 - Additional spin timing
 - Random start position
 - Icon size and spacing
 - 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)



Game scene scripts and settings



1. Scene object Controls – contain references to control buttons and textfields of the slot machine. Check <manual stop> if you need to manually stop spin.
2. Hold feature control.
3. Jackpot settings. Jackpot symbol, number of jackpot symbols on screen. You can use any number jackpots – mini, maxi, mega... In current version we use only mega jack pot. Use unique name for jackpot.
4. Image aspect ratio behavior script : adjust scale and object position by screen ratio.



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