

# ReadMe

## 3Type Lucky Gamble!

- Basic Slot Gamble
- Pachinko Gamble (pin&ball)
- Lotto Gamble

## References



## Overview

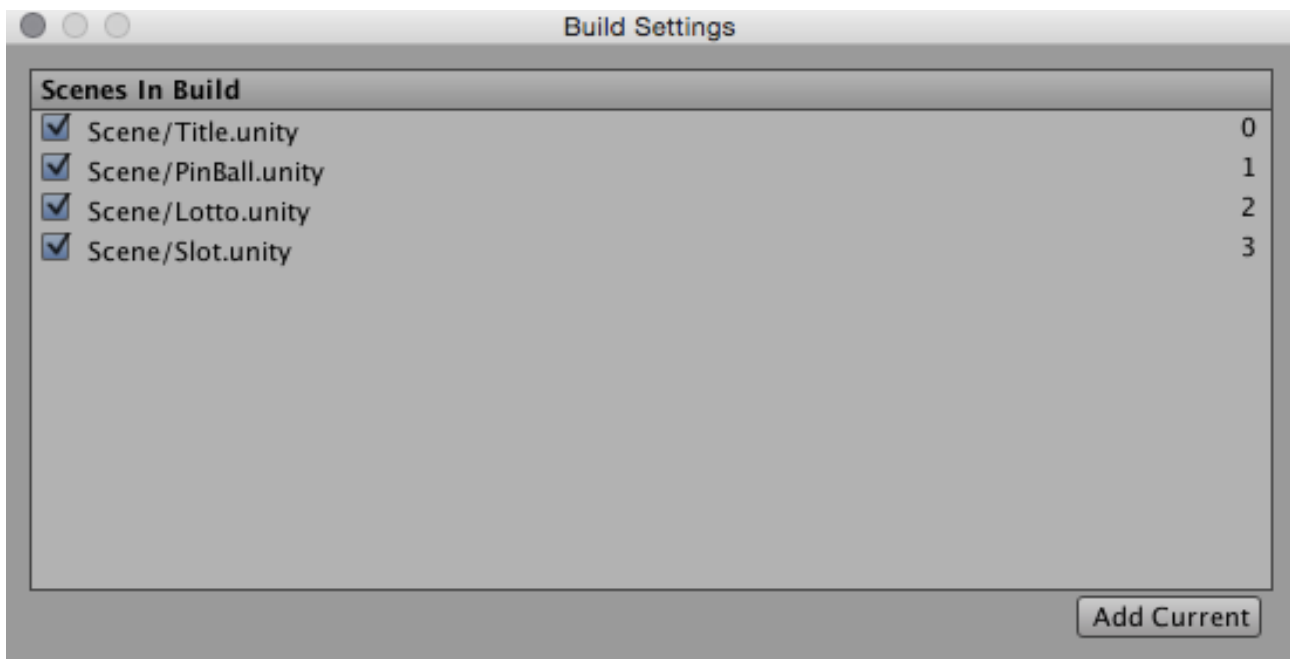
- You can learning “How to make gamble game in unity3D”.
- Use Unity Physics Engine.
- Included Resources source Data ( PSD ).

## Instructions

### \* How to Setup Package.

- Import “3Type Lucky Gamble” to new unity project.
- Open ‘Title.unity’, Click ‘File’ Menu and ‘Build Settings’, Click ‘Add Current’ ( title.unity scene number 0 )
- Open ‘PinBall.unity’, Click ‘File’ Menu and ‘Build Settings’, Click ‘Add Current’ ( PinBall.unity scene number 1 )

- Open 'Lotto.unity', Click 'File' Menu and 'Build Settings', Click 'Add Current'  
( Lotto.unity scene number 2 )
- Open 'Slot.unity', Click 'File' Menu and 'Build Settings', Click 'Add Current'  
( Slot.unity scene number 3 )



## \* How to test play

### 1. Slot Gamble

- Open 'Title.unity' and Click 'Play' Button.
- Select 'Slot' in Title Scene.
- 'Slot' have basic slot rule. Just Spin with betting and matching same image center horizontal axis. echo images difference return gold and you can get more gold use "bet 10" button.

### 2. Pachinko Gamble

- Open 'Title.unity' and Click 'Play' Button.
- Select 'Pachinko' in Title Scene.
- 'Pachinko' use unity physics engine. Select "Bet coin" and 'Start'.
- 1 Coin, 1 Shoot. ball will be goal in box. each box had return gold ratio.  
( ex. lucky box : 10x, gold box : 1.5x ... )

### 3. Lotto Gamble

- Open 'Title.unity' and Click 'Play' Button.
- Select 'Lotto' in Title Scene.
- Select Number you want. 3times. and Press 'OK' button.
- Machine will pick 3 ball and if same your's picks and machine's picks, you can get gold.

### \* Sample Explain

Lotto, Pachinko used Unity Physics engine.

Slot use Cylinder and rotating Cylinder.



### \* BUTTON

- if you want to make more button, just Create 'Sprite' GameObject And Add Component 'ButtonEvent.cs script'.
- Create New Script And make function 'void OnMouseClicked()' , 'void OnMouseRelease()' , 'void OnMouseOver()' , 'void OnMouseOut()'.

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