



-Instruction-

Realistic Slot Machine

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Description

3

Antique Slot Asset is a new powerful Slot game asset with premade Game Screen, 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

Graphic

Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.
- Slot Machine in 3 Color in PSD and PNG.
- 20 slot game Icons. Each have win animation in PNG sequence. Coin spin in PNG sequence.
- Premade Lobby screen in PSD and PNG. 100% GUI editable, 2732 X 2048. All elements are also in PNG, ready for code.
- 11 Premade Pop Up (Settings, About, Big Deal, Coins Shop, Message, Level Up, Big Win, Spin Wheel, Mini Game, Daily Bonus, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols)) in 100% editable PSD. All elements also in PNG, ready for code.
- 5 Premade Backgrounds for Game and Lobby Screen in PNG, 2732 X 2048.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.
- 60 Icons for your own design.

Font

Not Included

Tradesmith Round

[Link](#)

HELLO DENVER DISPLAY BOLD [Link](#)

Code

Completed Project Ready to publish

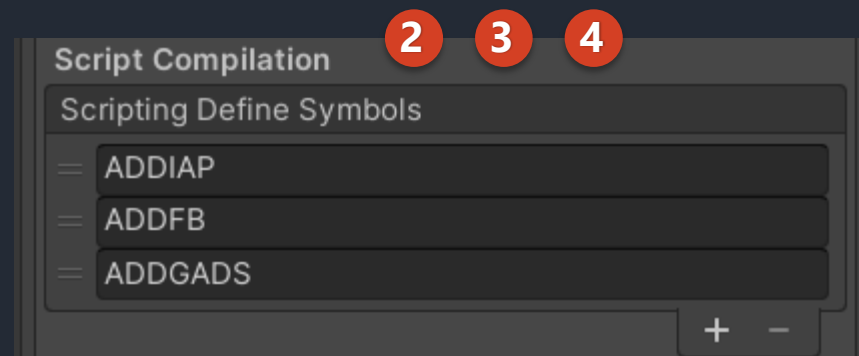
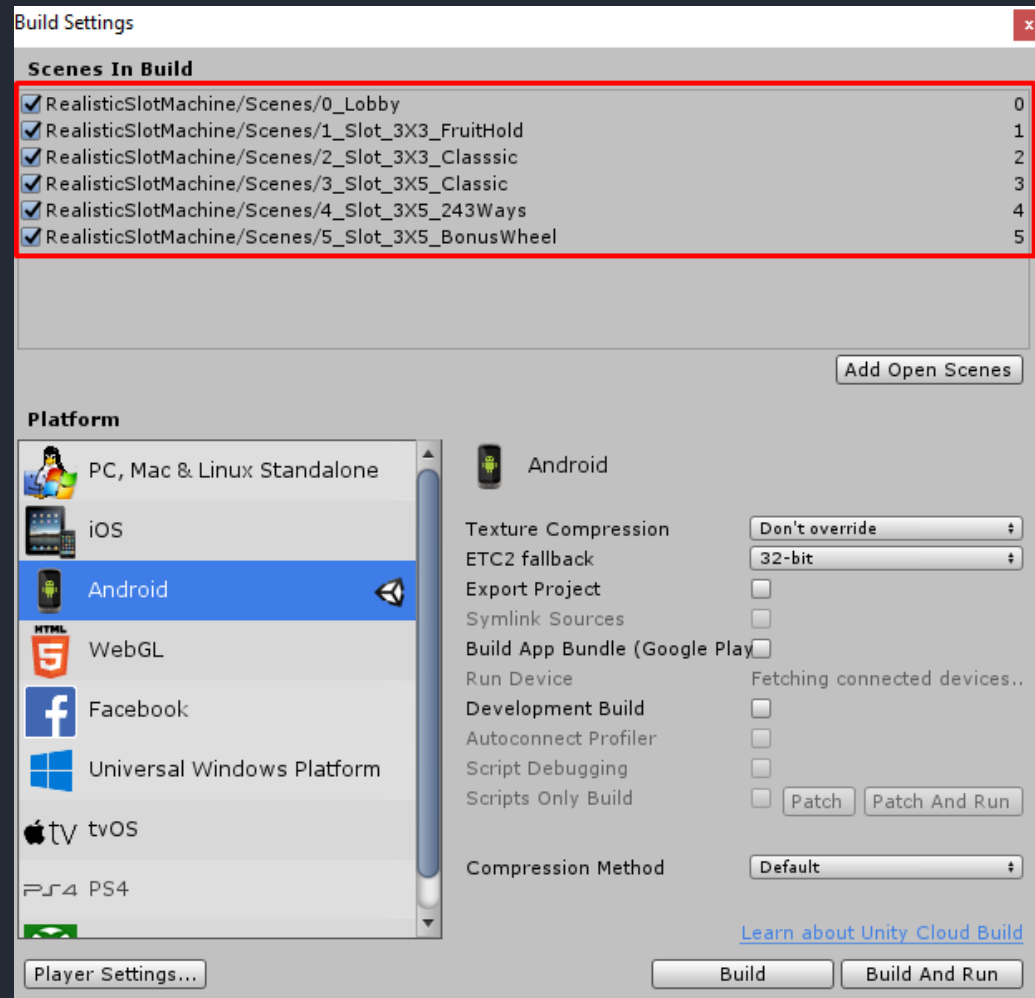
Realistic Slot Machine is a new powerful Slot game with premade Game Screen, Lobby, Pop-Ups in casual, modern, realistic, 3d, shiny, style for your mobile/web/video game. It is a complete solution of slot possibilities, including changing the number of reels, symbols, different rules, probability calculations, 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:

- 5 premade Slot Games: 3x3 Classic, 3x3 Fruit Hold, 3x5 Classic, 3x5 243 Ways, 3x5 Bonus Wheel
- Lobby with ready GUI and Pop-Ups functionality
- Customizable Pay Table with probability calculator
- Customizable number, order, images and events of symbols on the reel
- A customizable number of slot lines and improved lines controller. 243, 81 and 27 Ways functionality.
- Automated Bet Lines creation
- Pay line events (for simple customize line win)
- Progressive Jackpot functionality with win amination
- Fruit Machine with Hold functionality
- Scatter, Bonus, Wild, Free Spin and Jackpot symbols functionality
- Spin simulation test for any selected symbol
- Daily Reward and Daily Spin functionality
- 2 premade Mini-Games: Chests and Fortune Wheel
- Ready to add any number of games in Lobby
- Connect the player to Facebook, Facebook gift after login
- Ready to in-app purchasing
- Players data saving and reset to default data
- GUI controller with Pop Ups
- Unity and Mersenne-Twister random generator

Creating project

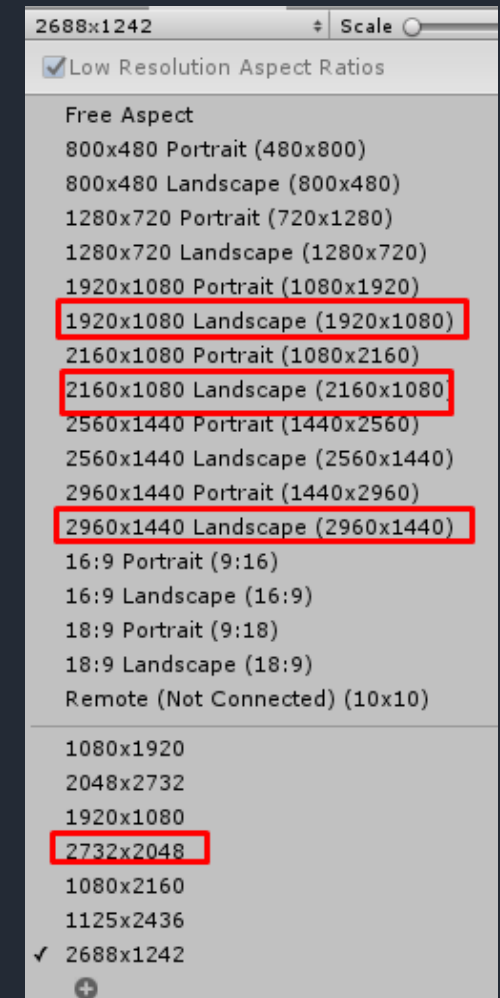
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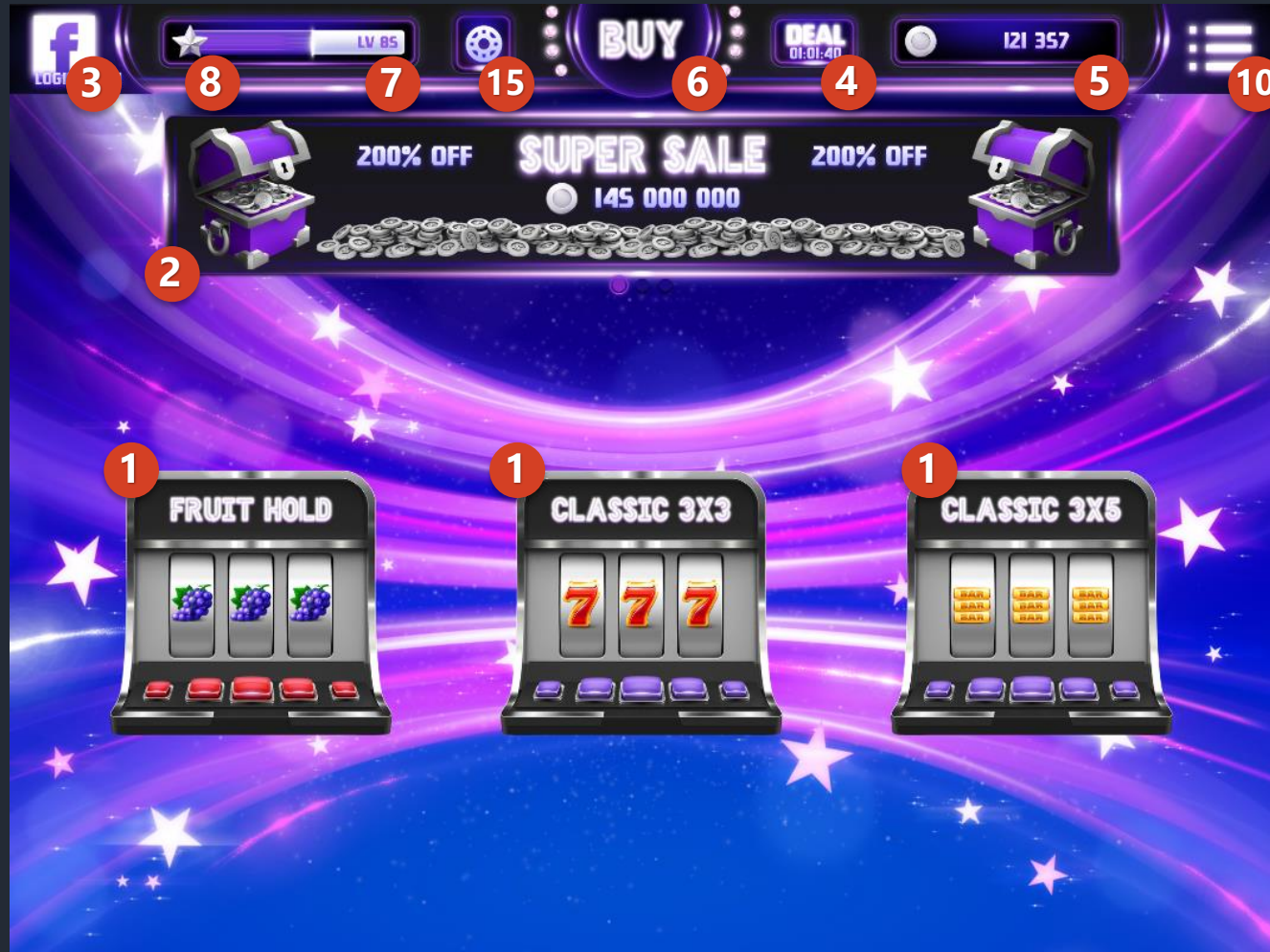
You can also watch our video instructions to better understand the project.

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

1. Create new project.
2. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB.
3. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP.
4. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS.
5. Import realistic slot machine asset
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, 2688x1242, 2736 x 2048 or 2048 x 1536)



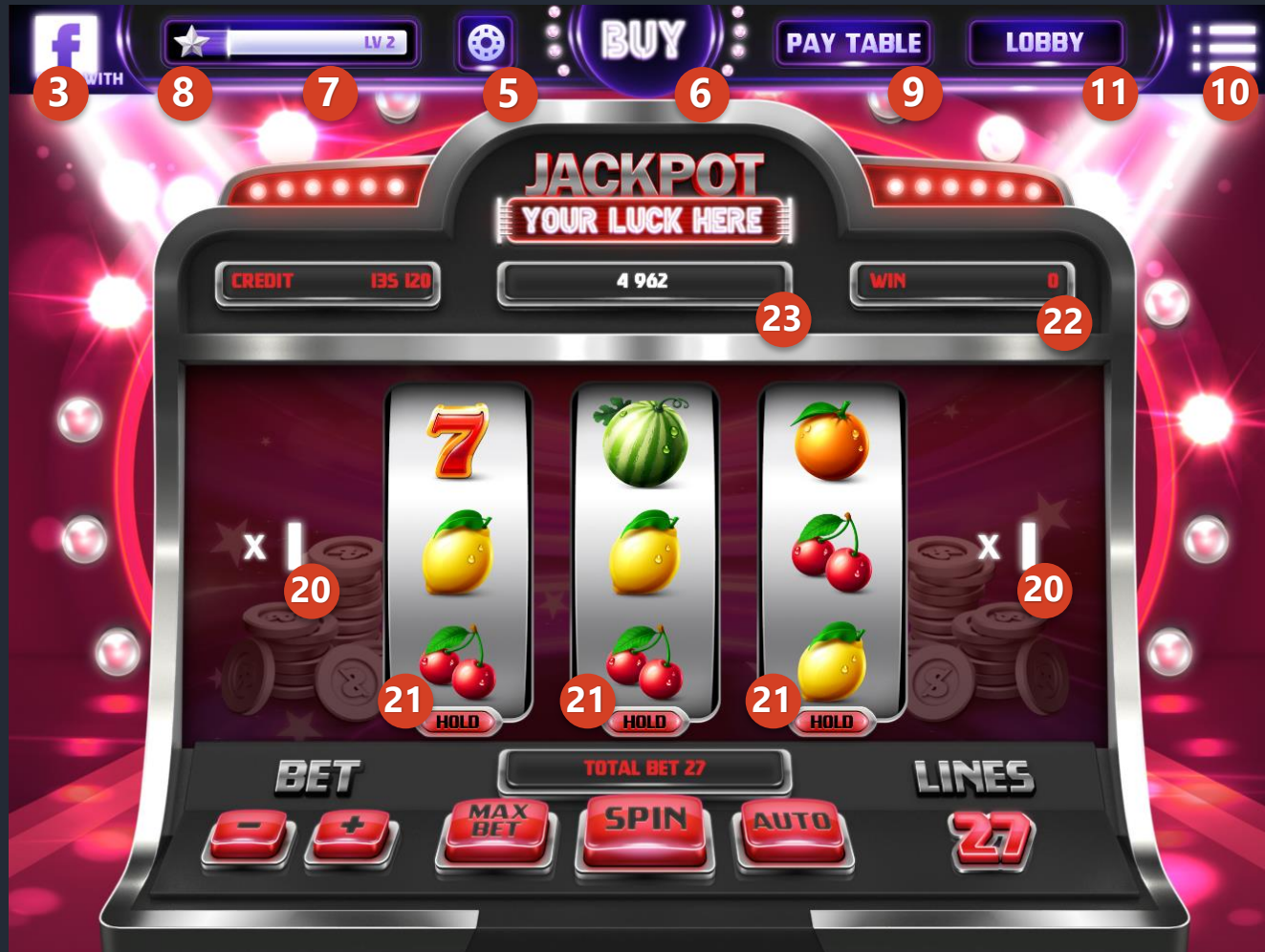
Scenes Description



- | | | |
|---|---|---|
| 1. Scene loading buttons (3x3 fruit hold, 3x5 slot slot, other - free buttons for additional games) | 7. Player level button (open progress pop up) | 13. Increase/decrease lines count buttons |
| 2. Clickable slider | 8. Slider with player progress | 14. Increase/decrease line bet buttons |
| 3. Facebook connect button | 9. Game info button (pay table, line, symbol description) | 15. Daily spin button |
| 4. Deal button with timer (open big deal window) | 10. Game settings button | 16. Bet info field |
| 5. Text field with player balance | 11. Lobby scene button | 17. Max bet button (set all lines and max line bet) |
| 6. Shop button | 12. Lines buttons | 18. Spin button |
| | | 19. Auto spin switch |

Scenes Description

7




- 20. Hold multiplier
- 21. Hold buttons
- 22. Win info
- 23. Jackpot info

All Pop Ups


8


.... PAY LINES



BET LINES WIN IF THE WINNING SYMBOLS ARE IN SUCCESSION FROM THE LEFTMOST REEL TO RIGHT

SETTINGS

 ☐ ON

 ☐ ON

RATE US

ABOUT

.... COINS SHOP

 5 000 2 500 100% OFF \$2.99	 11 000 \$4.99	 27 000 25 000 BEST CHOICE \$14.99	 110 000 100 000 NEW OFFER \$29.99
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GREAT ROYAL SALE!

DON'T MISS OUT THIS EXCLUSIVE DEAL!

UP TO
200% FREE
ON ALL COINS


ENDS IN
03:20:47

GET DEAL

.... 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 - 32	 5X - 250 4X - 100 3X - 15	

ABOUT



DEVELOPED BY
MASTER KEY

NEED HELP?
SUPPORT

.... DAILY BONUS

YOUR BONUS IS READY!


DAY 1 20 000	DAY 2 40 000	GET 60 000	DAY 4 80 000	DAY 5 100 000	DAY 6 120 000	DAY 7 150 000
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GET NEW VERSION

YOUR PROGRESS, BALANCE WILL
ALL BE SAVED

INSTALL

.... MINI GAME



COLLECT



LEVEL UP

LEVEL UP REWARD

5 000

COLLECT



CLICK TO SPIN

COLLECT



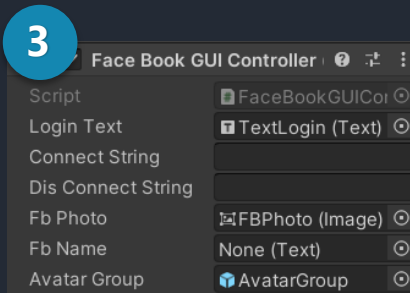
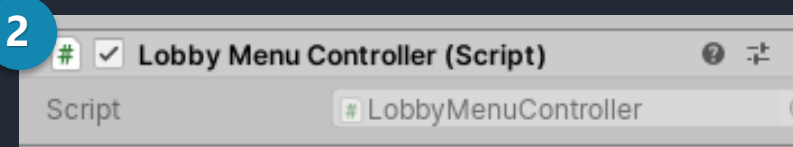
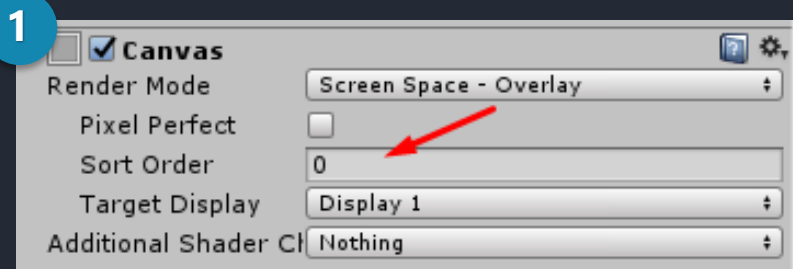
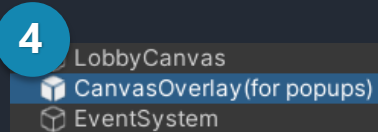
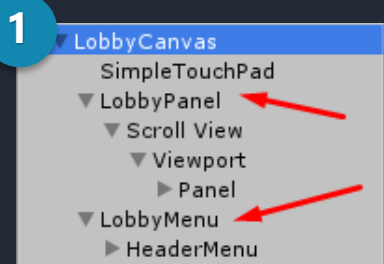
BIG WIN

YOUR WIN

100 000

COLLECT

Lobby scene scripts and settings



1. All object in lobby scene created on canvas (LobbyCanvas). LobbyCanvas sort order = 0 (bottom canvas).

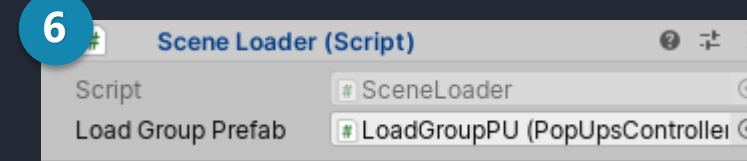
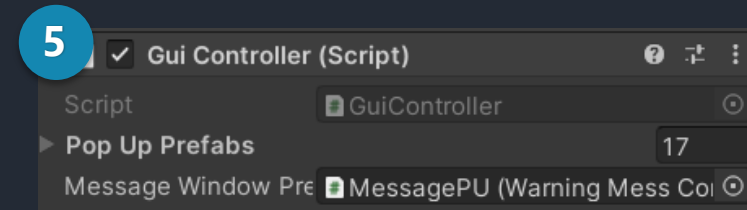
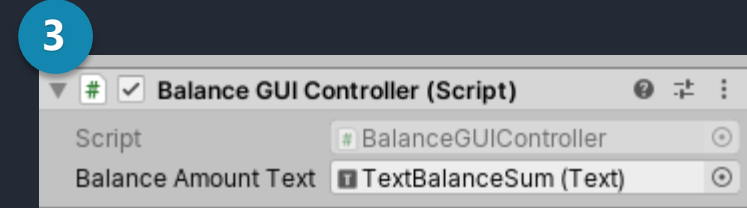
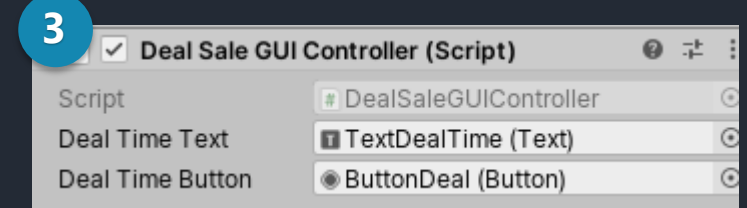
2. Lobby menu has attached script – Lobby Menu Controller.cs.

3. Menu elements with controllers

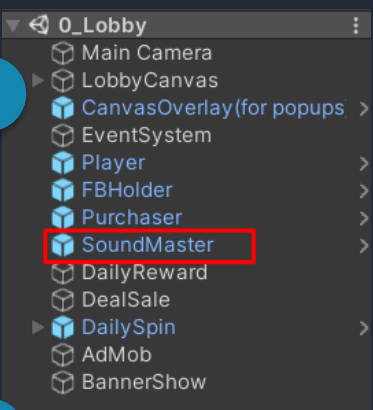
4. Overlay canvas are used for instantiating pop up windows. CanvasOverlay has 2 attached scripts: GuiController.cs, SceneLoader.cs.


5. GuiController.cs – used for all pop up window instantiating.

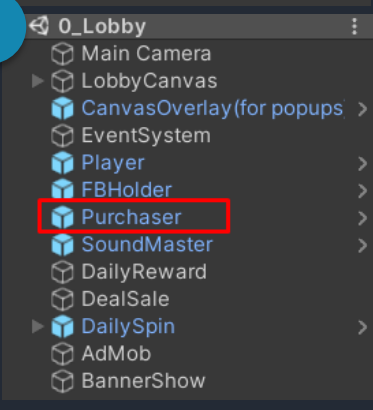
6. SceneLoader.cs – used for loading scenes and show loading progress image.

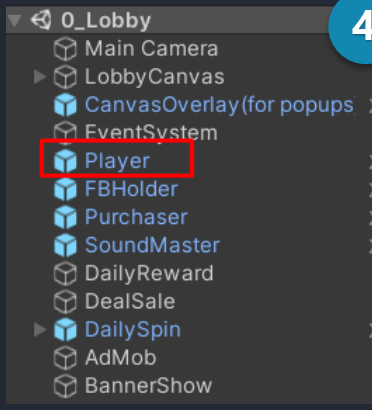


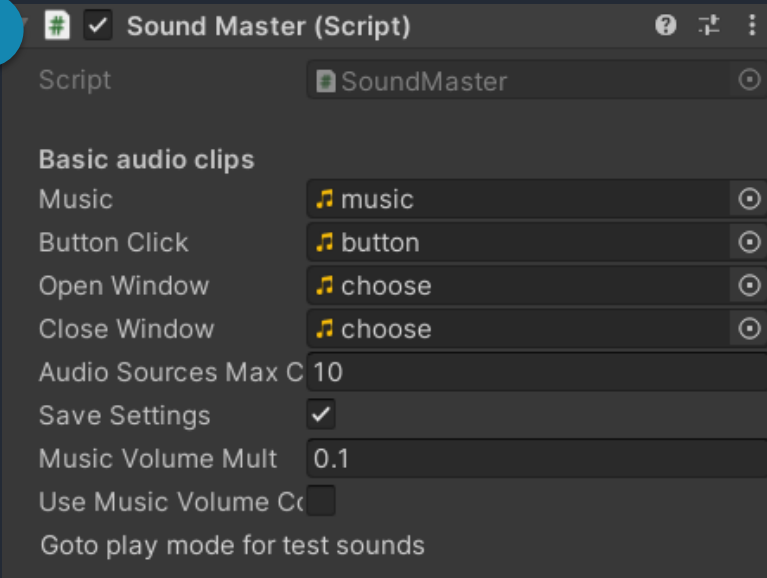
Lobby scene scripts and settings

1


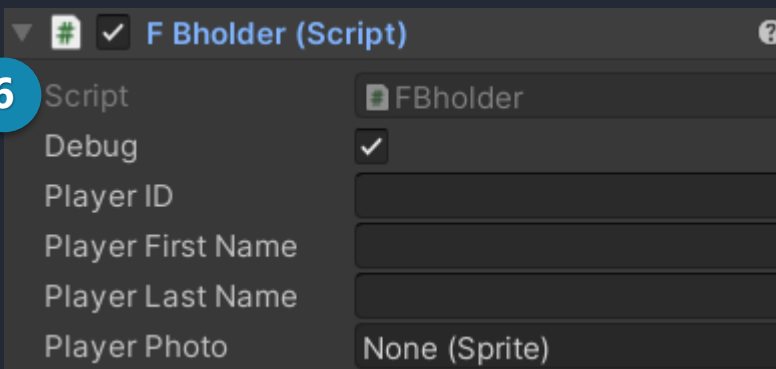
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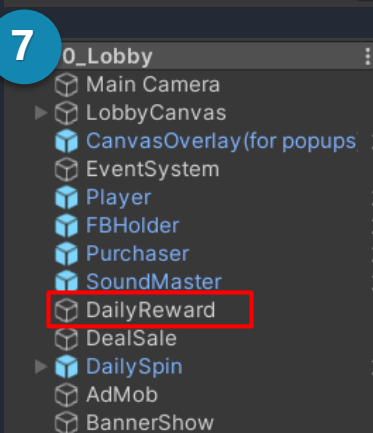
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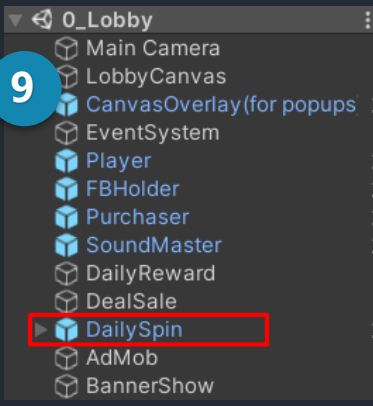
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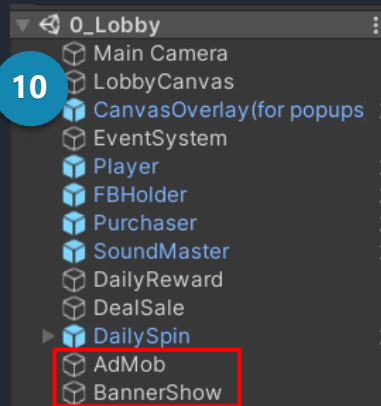
1. Scene object SoundMaster – object that controls game sounds.
2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info.
3. Scene object Purchaser. Contains data for the shop pop up.
4. Scene object Player. Contains player data.
5. SoundMaster settings. Contains basic sound clips. For playing any clip call SoundMaster.Instance.Play...();
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. AdMob – object that control google mobile ads. BannerShow - show or hide the banner.

6


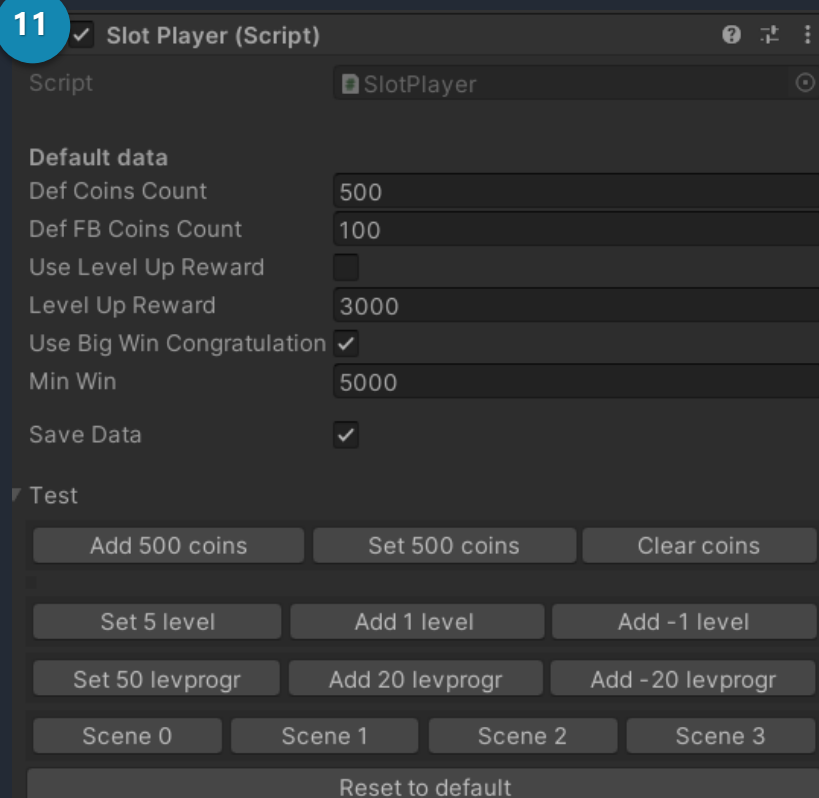
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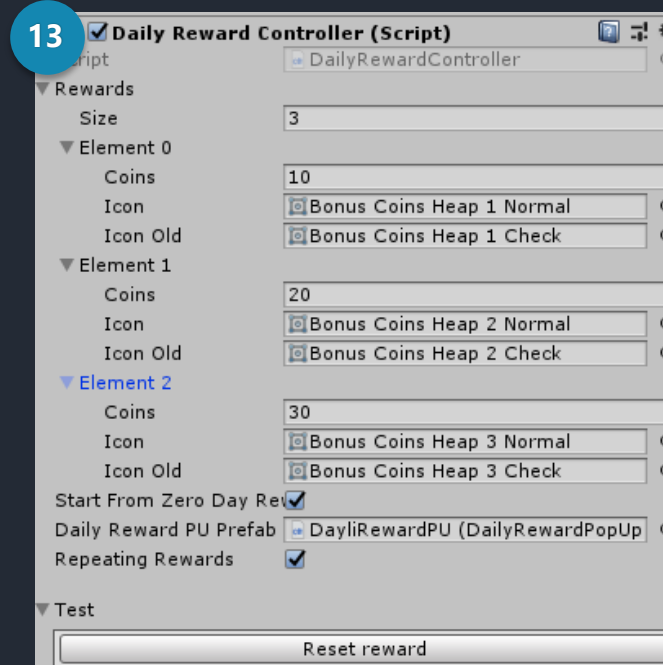
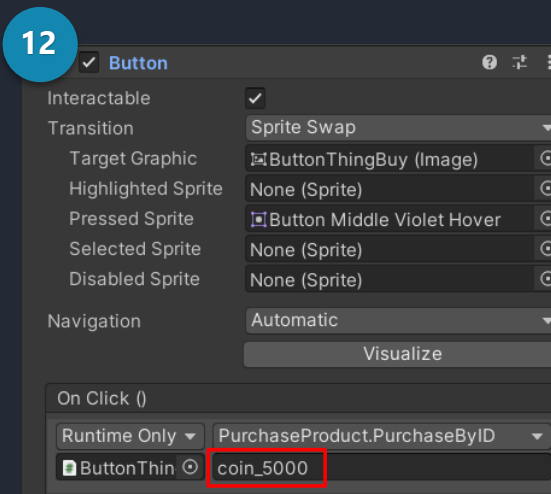
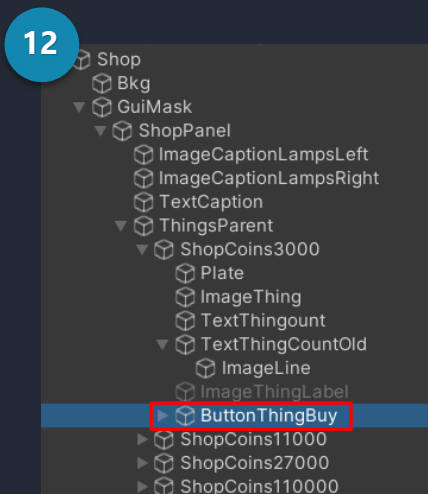
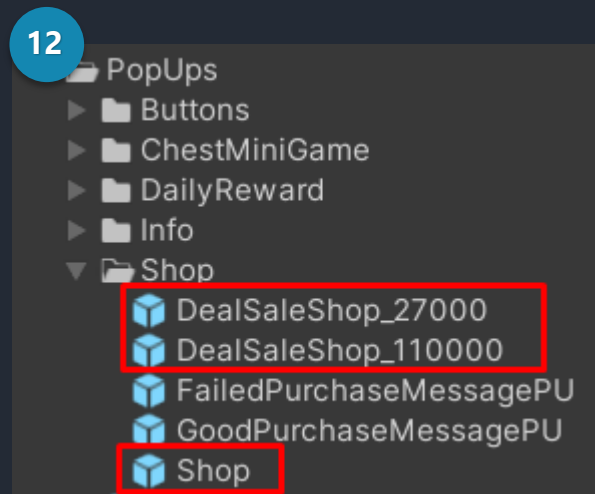
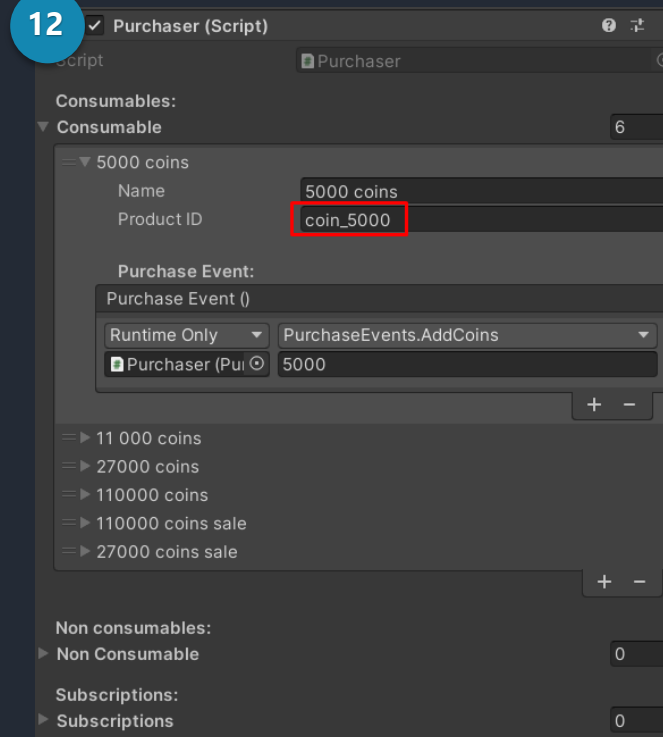
Lobby scene scripts and settings



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. You can add your own reward here.



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.

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](#)

15

Fortune Wheel Instantiator (Script)

Script: FortuneWheelInstantiator

Fortune Wheel Prefab: Wheel_06 (WheelController)

Ease: Ease Out Back

Auto Close: ☒

Auto Close Time: 5

▼ **Daily Spin Controller (Script)**

Script: DailySpinController

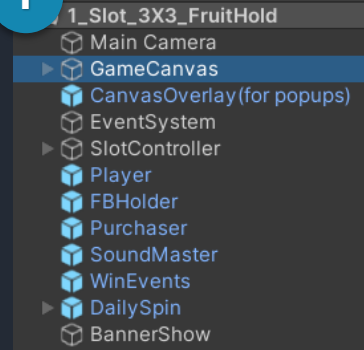
Screen Prefab: ScreenPU (ScreenPU)

Timer Text: DailySpinTimerText (Text Mesh)

Fw Instantiator: DailySpin (FortuneWheelInstantiator)

Game scene scripts and settings

1



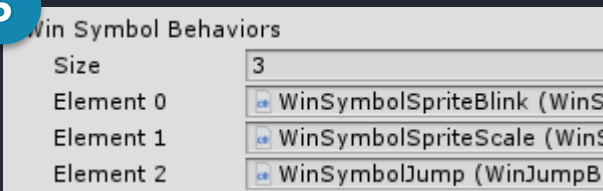
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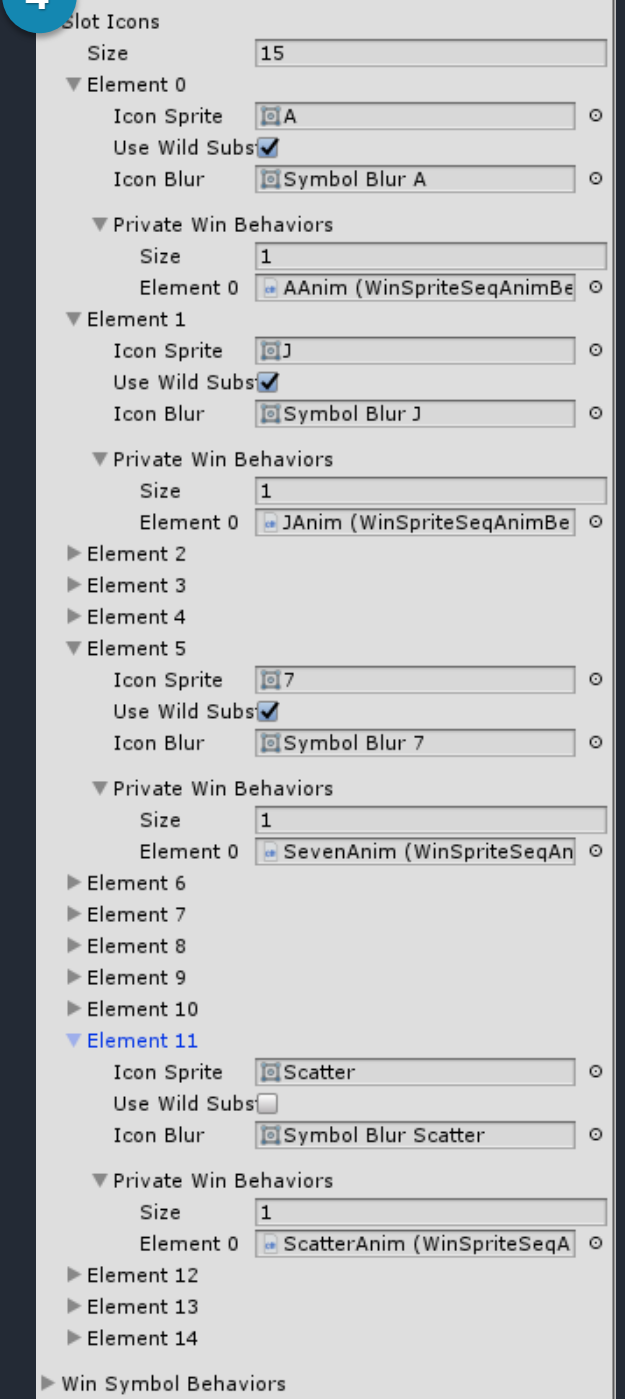


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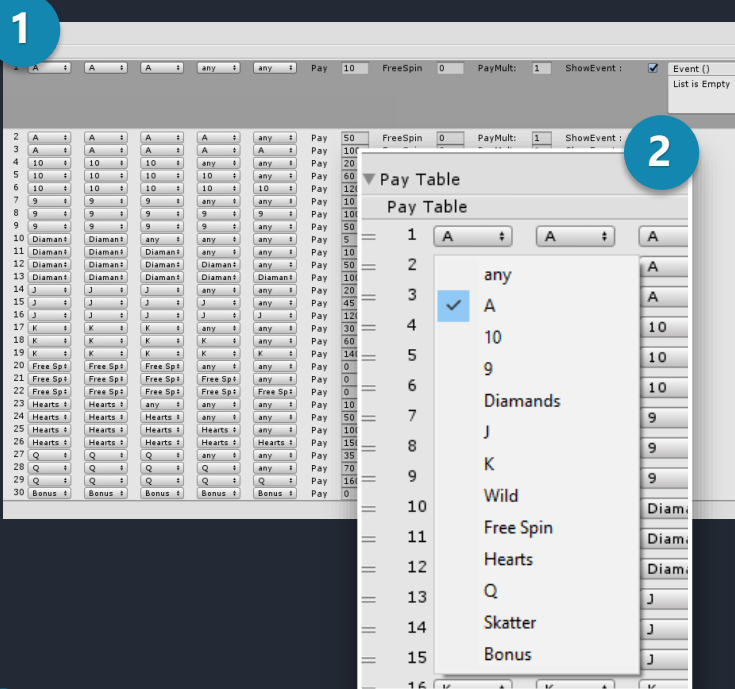


1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.
2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters. From raycasters 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.

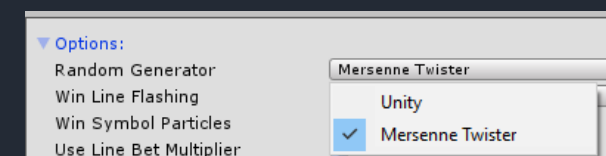
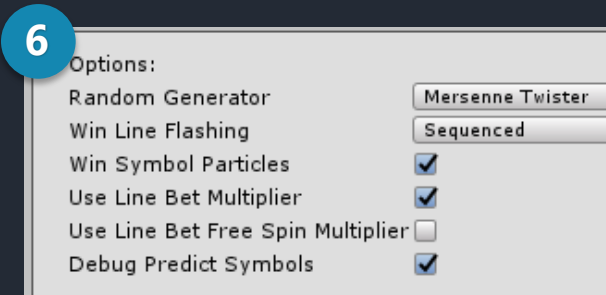
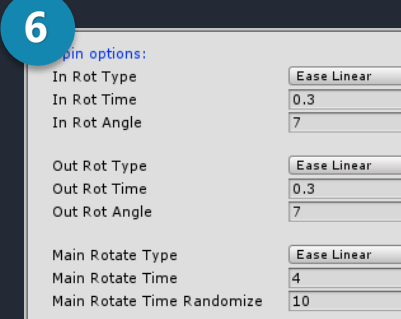
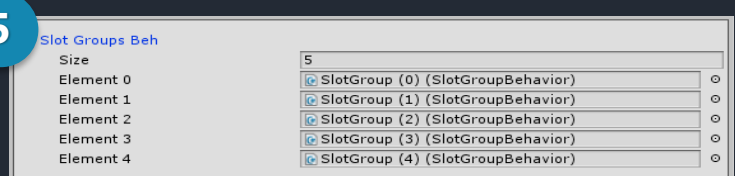
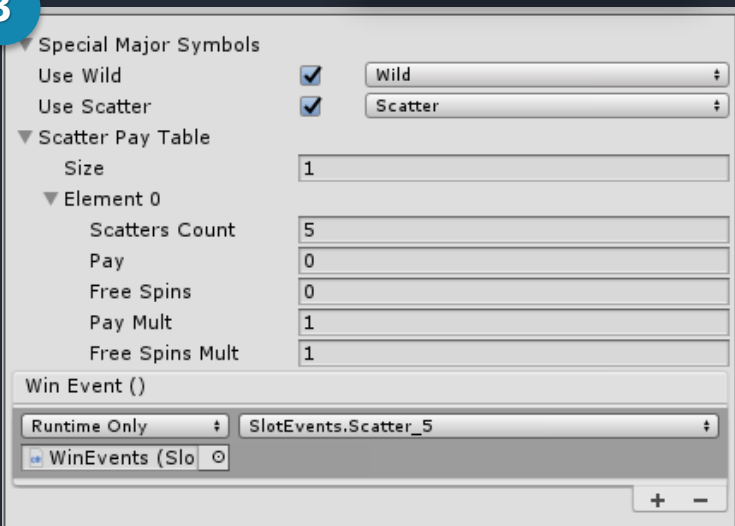
4



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.



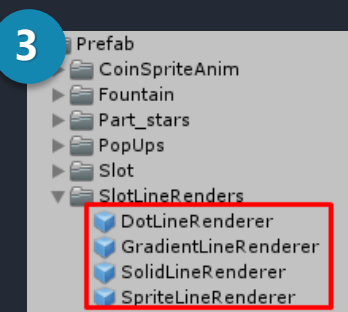
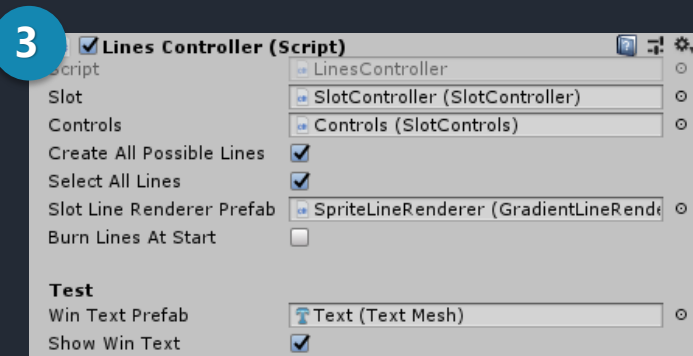
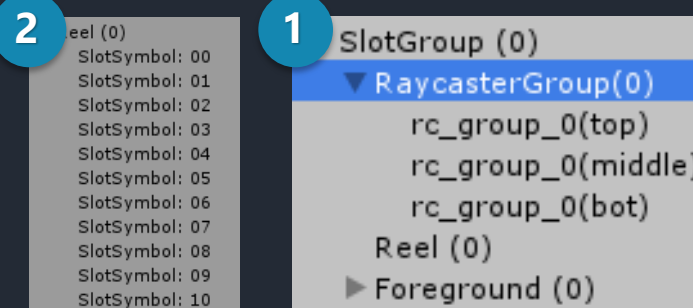
- Rotation Type – choose ease types for reel rotation.
- Rotation Time – duration of the reel rotation in seconds.
- Rotation Time Randomize - % deviations of rotation time
- Random Generator – choose Unity or MersenneTwister random number generator.
- Win Line Flashing – show flashing winning line (All, Sequenced or None).
- Win Symbol Particles – show star particles on the winning symbol.

1

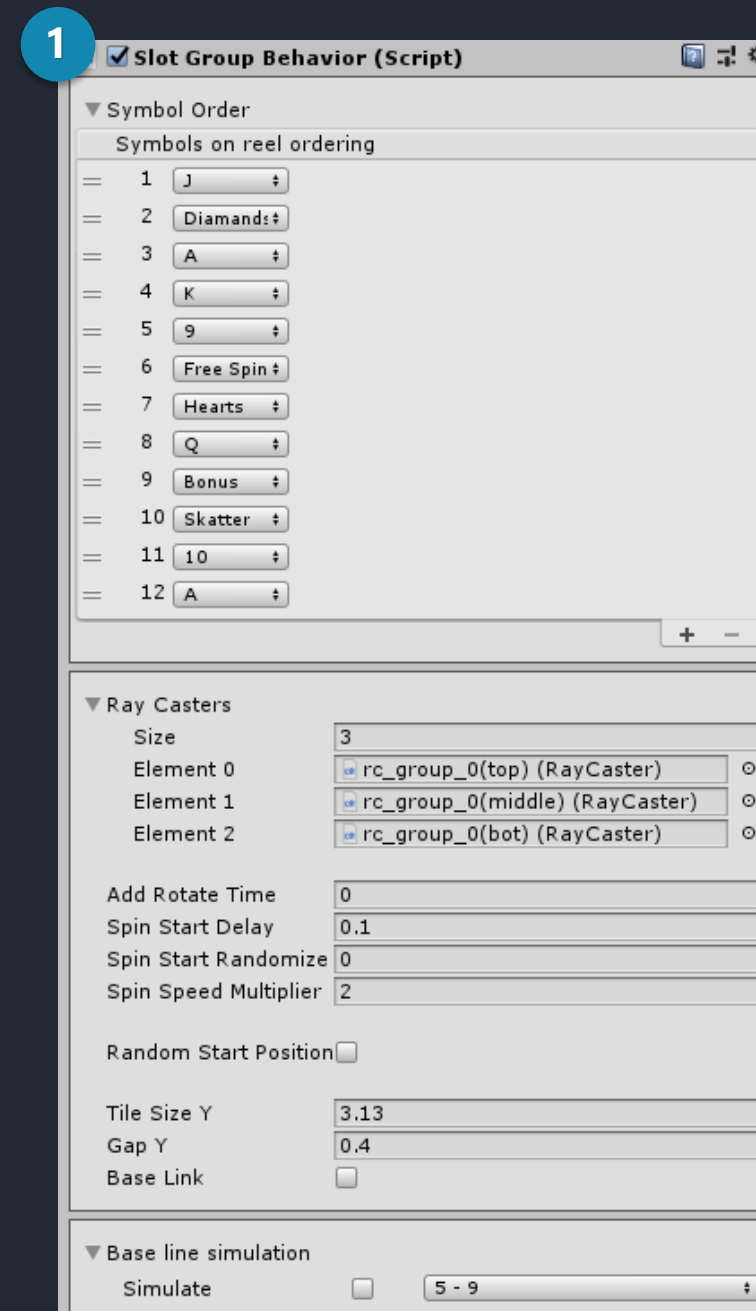
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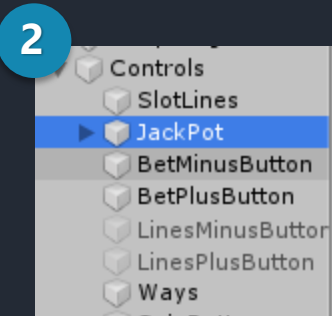
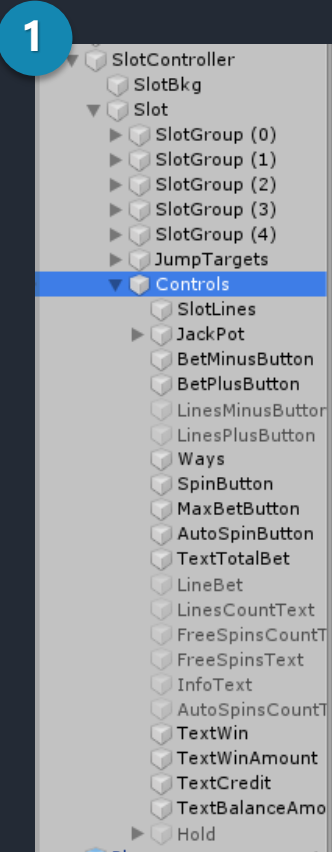
Game scene scripts and settings



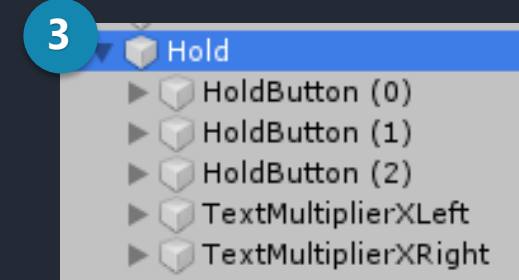
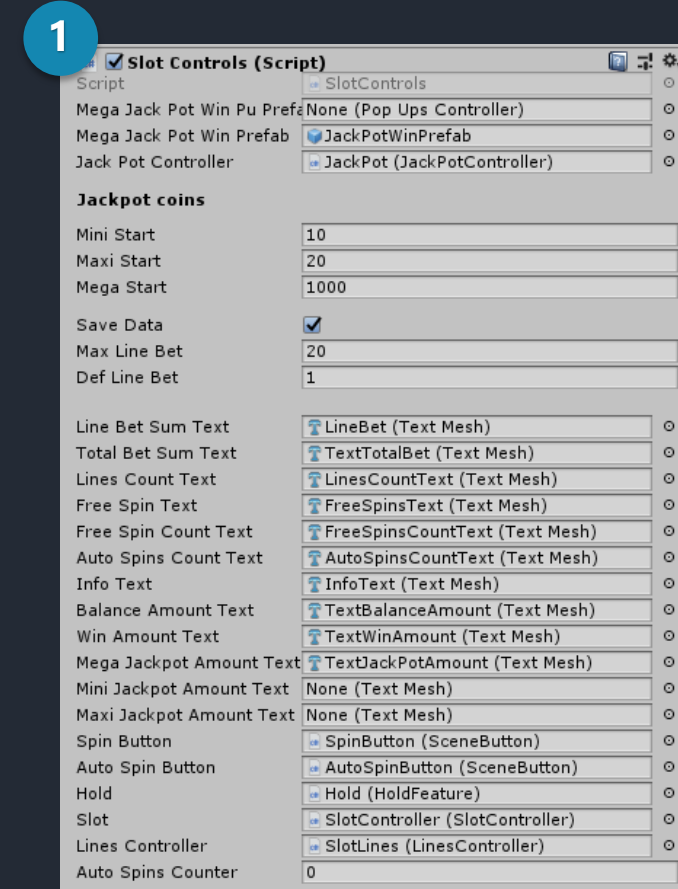
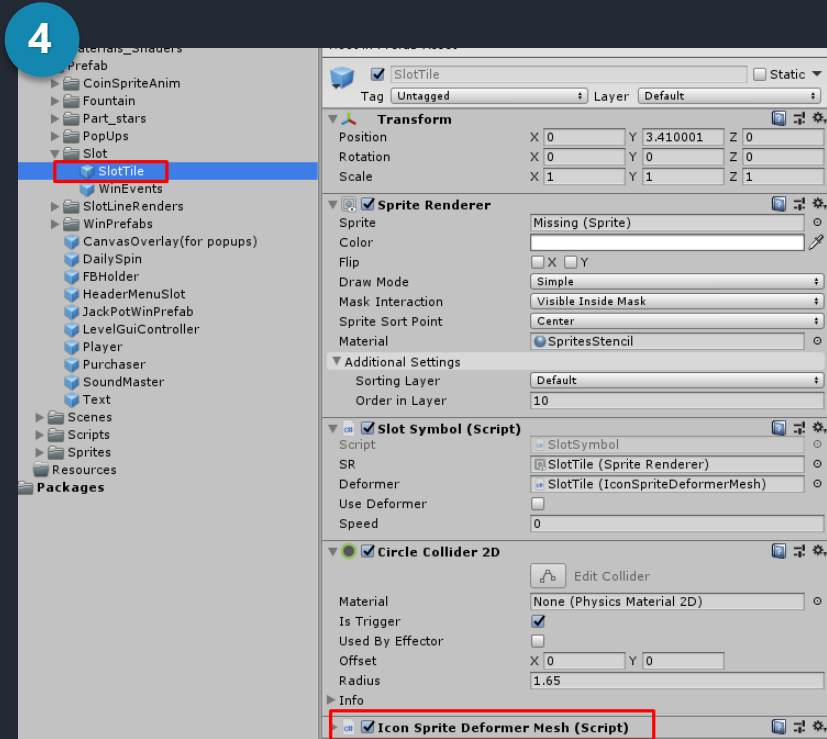
- Scene object SlotGroups – 5 slot groups for 5 reel game:
 - SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);
 - Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;
 - Raycasters top down order (base raycaster – bottom raycaster, used for baseline)
 - Additional spin timing
 - Random start position
 - Icon size and spacing
 - Base link – link to base line (see [video](#) as example)
 - 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 control buttons and textfields of the slot machine.
2. Jackpot feature control.
3. Hold feature control.
4. Slot symbol deformer feature. Add realistic for symbol on reel during spin. You can disable script to increase performance.



Want free staff?

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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.



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Business Support: melanitta83@gmail.com