

Submission Guidelines

General Requirements

When a game is submitted for approval, Stake Engine technical support will review its suitability for publication on Stake's platform. Approval requests will be actioned for a specific frontend and math version. Our team will inspect the game for functionality, clarity, communication, and technical performance. These factors determine the suitability of your game for publication. Stake Engine will communicate any issues or concerns, providing requested changes and reasoning for approval or rejection on a case-by-case basis.

All submissions must include a publicly accessible Google Drive or Dropbox link containing high resolution game assets (characters, symbols, backgrounds, etc..) with your approval request. These will be used to create a game tile conforming to Stake's design requirements.

Approval requests must be accompanied by a short blurb describing your game theme and mechanics for use in promotional material and the game description tag.

Key Restrictions

- Stake Engine games are strictly *stateless*: Each bet must be independent of previous outcomes. Games cannot include jackpots, gamble features, continuation, or early cashout options.
- Team names, game titles, and assets must comply with intellectual property/copyright law. Infringement is grounds for rejection.
- Games must be original designs. Pre-purchased or licensed games existing on other third-party websites will not be permitted.
- Game assets cannot include material with Stake™ branding or themes.
- Approval is at the discretion of the reviewer. Games deemed offensive, explicit, in poor taste, or of insufficient quality may be rejected.
- Games will be automatically considered for publication on stake.us under the condition that they abide by **strict language requirements** (see *Jurisdiction Requirements* below). Stake Engine offers a *social mode* setting within the play modal to test social languages.

Game Quality Rankings

All games deemed suitable for publication on Stake Engine receive a Quality Ranking from **1** to **3 ★**'s, where **1 is the lowest** and **3 is the highest**.

This ranking determines a game's visibility and positioning eligibility.

Ranking Tiers

Rank	Description	Promotion & Visibility
★★★	Awarded only to studio-quality games showing exceptional creativity, uniqueness and attention to detail.	Optimal positioning and eligible for prominent display in Burst Games, Stake Exclusives, and/or the <i>featured</i> section of New Releases.
★★	Given to games that show considerable creativity or originality. While they may lack polish compared to more established studios, they still demonstrate strong development quality and attention to detail.	Can appear in Burst Games or Stake Exclusives if driven by user popularity. Placement in New Releases depends on space and demand.
★	Games of lower polish that still meet publishing requirements.	Published with limited visibility. Always placed at the bottom of New Releases. Not included in promotional categories unless driven by exceptional user demand.

Category Placement Guidelines (updated weekly)

New Releases

- All games receive a New Release tag.

- **Rank 3:** Prioritized placement in *featured* and top positioning of New Releases.
- **Rank 2:** May appear in weekly releases if space allows, otherwise placed lower.
- **Rank 1:** Always remain at the bottom of New Releases, unless sorted by Newest.

Burst Games

- Priority given to Rank 3 games.
- Rank 2 games may appear in this category if popularity drives demand.

Stake Exclusives

- Priority given to Rank 3 games.
- Rank 2 games may appear within this section if driven by popularity.

Remote Game Server (RGS) Communication

Session authentication and bet transactions are handled exclusively through the Stake Engine RGS. The RGS manages session token generation, *play/* responses, and optional parameters like supported currencies and languages.

RGS Authentication

- **Bet Level Verification:** The *authenticate* HTTP response returns default bet levels, supported bet levels for a specified currency, and minimum/maximum bet amounts. The frontend must respect these values. Example: If the default bet size is 1 unit but the session uses JPY (minimum bet size: 10 units), the *play/* request will fail.
- Bet increments must reflect allowed values within *authenticate/config/minStep*.
- Minimum and maximum bet levels must be available for selection as dictated by the RGS.

Cross-Site-Scripting (XSS)

- Stake Engine enforces a strict XSS policy. The game build must consist only of static files and cannot reach external sources. Common issues include downloading fonts from external servers, which logs console errors.

RGS URL

- The game must use the *rgs_url* query parameter to determine the server to call.

Currency and Language

English is the only required language. If only English (en) is supported, on-screen text must not corrupt when other language parameters are passed.

Supported Languages

Language	Abbreviation
Arabic	ar
German	de
English	en
Spanish	es
Finnish	fi
French	fr
Hindi	hi
Indonesian	id
Japanese	ja
Korean	ko
Polish	po
Portuguese	pt
Russian	ru
Turkish	tr
Chinese	zh

Vietnamese

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Supported Currencies

Currency	Abbreviation
United States Dollar	USD
Canadian Dollar	CAD
Japanese Yen	JPY
Euro	EUR
Russian Ruble	RUB
Chinese Yuan	CNY
Philippine Peso	PHP
Indian Rupee	INR
Indonesian Rupiah	IDR
South Korean Won	KRW
Brazilian Real	BRL
Mexican Peso	MXN
Danish Krone	DKK
Polish Złoty	PLN
Vietnamese Đồng	VND
Turkish Lira	TRY
Chilean Peso	CLP
Argentine Peso	ARS
Peruvian Sol	PEN

Stake Gold Coin	XGC
Stake Cash	XSC

Frontend and Communication

Frontend checks will include reviewing in-game performance and display to ensure the game is free of visual bugs, has the necessary industry-standard User Interface (UI) components, and behaves as described in the game rules.

Game Communication

Game Display

- Submitted games must use unique audio and visual assets. Assets such as backgrounds, symbols and/or animations provided with the *web-sdk* sample games will not be approved for publication.
- Ensure the game is free of visual bugs, including broken or missing assets or animations.
- Popout view support: Stake offers players the option to use the 'mini-player' modal to play games in the background. Games must support this small view without the active game board being visibly distorted.
- The game must support mobile view for commonly used devices, with all UI functionality remaining usable during screen scaling.
- All images and fonts must be loaded from the Stake Engine Content Delivery Network (CDN).

Rules and Paytable

- Game information must be accessible from the UI, including a detailed description of all game rules.
- If multiple game modes are available, provide a description of the cost of each bet and the actions being purchased.
- The RTP of the game (and each mode, if applicable) must be clearly communicated to the player.
- The maximum win amount for each mode must be clearly displayed.
- Payout amounts for all symbol combinations must be presented.

- If the game includes special symbols (e.g., cash prizes or multipliers), list all obtainable values.
- For feature modes (e.g., triggered by Scatter symbols), describe how to access them. Example: "3 Scatters award 10 free spins; 4 Scatters award 15 spins ..."

UI Components

- The game must allow players to change the bet size.
- Player must be able to use all bet-levels returned within RGS auth/ response.
- The player's current balance must be displayed.
- Final win amounts must be clearly shown for non-zero payout results.
- If an outcome contains multiple winning actions, the payout amount must incrementally update to match the final payout multiplier.
- The UI must include an option to disable sounds.
- The spacebar must be mapped to the *bet button*.
- If an 'autoplay' feature is present, the player must confirm the autoplay action, games are not allowed to automatically place consecutive bets with one click.

Other Checks

- The game must include the Stake Engine animation loader.
 - Check the network tab to ensure no errors or game information is being logged.
 - Playtest the game to verify it behaves as described in the rules (e.g., validating payout combinations).
 - Game will be tested with various combinations of currencies and languages.
 - If the game has a 'fastplay' option: wins amounts, winning symbol combinations and pop-up information and must still be legible to player.
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Math Verification

Summary statistics and hit-rate tables will be analyzed to ensure the game adheres to industry standards for chance-based casino games and is not misleading.

Summary Statistics

- Verify the mode cost is correctly represented in the game rules for each mode.
- The calculated Return to Player (RTP) must be within 90.0%–99.0%. For multiple modes, all must fall within a 0.5% variation (e.g., base game at 97% RTP requires other modes to be between 96.5% and 97.5%).
- Ensure the maximum win amount matches the description in the game rules for each mode.
- The maximum win must be realistically obtainable (typically more frequent than 1 in 10,000,000, depending on payout amount).
- For slot-type games, run 100,000–1,000,000 simulations to ensure sufficient outcome diversity and avoid repeated results in a single session.
- A reasonable portion of simulations should yield paying results (e.g., 90,000 non-paying results out of 100,000 may be grounds for rejection).
- The hit-rate of the most likely single simulation should not be overwhelmingly dominant if there is a visual expectation that results are sufficiently varied.

Other Considerations

- The hit-rate of non-zero wins should align with industry standards (<1 in 20 bets, or more frequent).
 - For "BASE" modes (1x cost), the standard deviation should be within industry norms to ensure reasonable volatility for slot-type games.
 - List the number of non-zero weight payouts. Zero-weight payouts should not dominate the provided simulations.
 - Inspect hit-rates for win-ranges to avoid gaps where expected win amounts are unobtainable (e.g., intermediate wins should exist between small payouts and the maximum payout amount).
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Game Tile Visual Asset Requirements

With each game submission, they must include the submission of visual assets to be used to create the game tile.

It's important to include high quality, visually appealing assets in order to create a game tile that will

appeal to players and entice them to click the game. Games with artwork that look to be of low quality or are visually unappealing often result in lower player trust, lower interest and ultimately lower game engagement.

For the creation of each game tile, we require the following assets:

- **Background image**
- **Foreground image**
- **Publisher Logo**

Background image

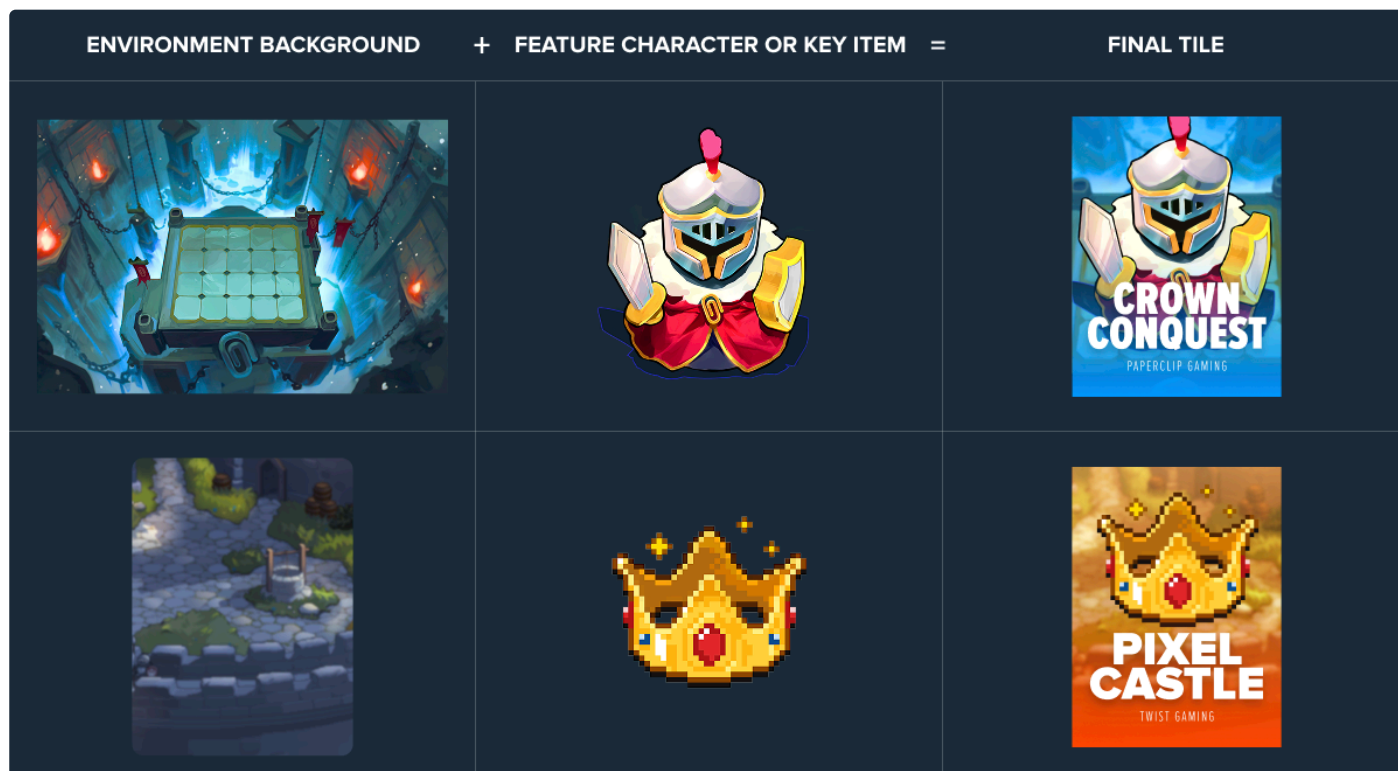
- An environmental background that shows the world of the game
- File format: High resolution **PNG** or **JPG** file
- Minimum size dimensions: **1200px x 1200px @ 72dpi**
- Naming convention: `GameTitle-BG.format` (e.g., `CrownConquest-BG.png` or `PixelCastle-BG.jpg`)

Foreground image

- A feature character or key item that represents the game
- File format: High resolution **PNG** with a transparent background
- Minimum size dimensions: **1200px x 1200px @ 72dpi**
- Naming convention: `GameTitle-FG.png` (e.g., `CrownConquest-FG.png`)

Publisher Logo

- The official logo of the game publisher or studio
- File format: High resolution **PNG** with a transparent background
- Naming convention: `PublisherName-Logo.png` (e.g., `ZuckGames-Logo.png`)
- Should be clear and legible at small sizes



Jurisdiction Requirements

For games to be available on stake.us, US requirements prohibit the use of certain gambling terms. This predominantly applies to game rules but also potentially extends to images and UI elements. For your game to be approved for release on stake.us, your game cannot contain any of the terms listed below.

The RGS uses the URL query parameter `social=true/false` to indicate whether or not the game is loaded in a 'social' casino. We recommend using an additional language file with the prefix: `sweeps_<lang>` to handle phrase changes.

A table of prohibited terms is given below, along with suggested replacement phrases:

Restricted Phrase	Replacement Phrase
win feature	play feature
pay out	win / won

paid out	win
stake	play amount
pays out	won
betting	play / playing
total bet	total play
bet	play
bets	plays
cash	coins
payer	winner
pay	win
pays	wins
paid	won
money	coins
buy	play
bought	instantly triggered
purchase	play
at the cost of	for
rebet	respin
cost of	can be played for
credit	coins
buy bonus	get bonus
gamble	play

wager	play
deposit	get coins
withdraw	redeem
bonus buy	bonus / feature
be awarded to player's accounts	appear in player's accounts
betting	playing
total bet	play
pay out	win / won
paid out	won
place your bets	come and play / join in the game
pays out	win
win feature	play feature
bet/s	play/s