



-Instruction-

Modern Casino Bundle Asset

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Description

3

Modern Casino Bundle is a new powerful full asset with 5 premade Slot Game Theme, Lobby, Pop Ups, animations, and so on 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. 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.

Graphics

Lobby

- Lobby screen in PSD. 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 Premade Pop (Settings, About, Big Deal, Coins Shop, Message, Level Up, Spin Wheel, Daily Bonus, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols) in 100% editable PSD. All elements also in PNG, ready for code.

Fonts

Not Included

INKFERNO (Free) [Link](#)

Tw Cen MT Condensed Extra Bold (Free) [Link](#)

ARISTA (Free) [Link](#)

5 Slots: Pirate, Modern Suits, Aqua, Donuts, Forest

- Game screen in PSD for each theme. 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.
- Slot game Icons for each theme.
- Win animations for each symbol in PNG sequence.
- 7 Pop Up (Settings, About, Message, Big Win, Jackpot, Chest mini game, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols)) for each theme in 100% editable PSD. All elements also in PNG, ready for code.

Rousseau Deco Regular [Link](#)

ARISTA PRO FAT (Free) [Link](#)

ForestCalligraphy (Our own, Included) [Link](#)

Code

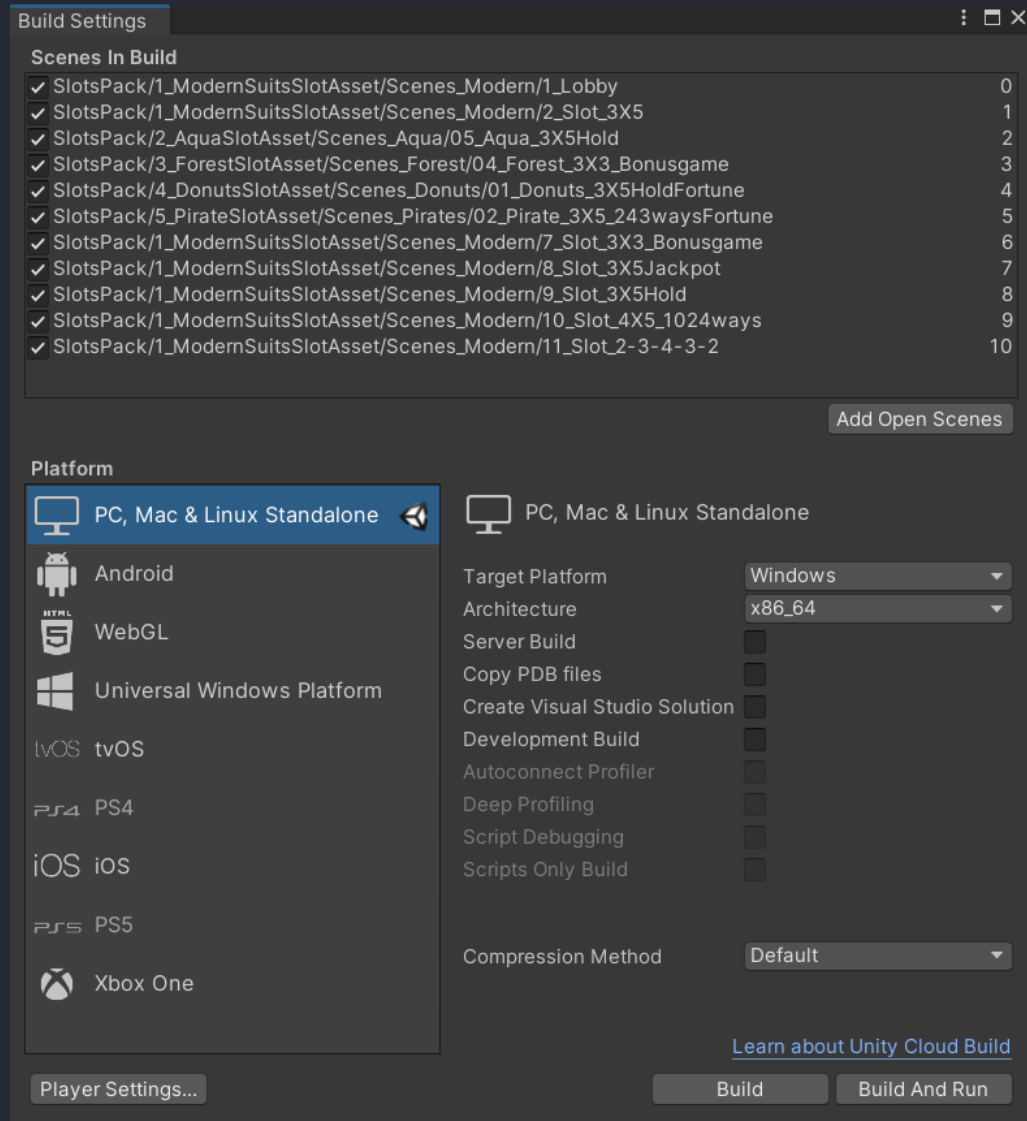
Lobby functionality:

- Lobby scenes
- 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 to in-app purchasing

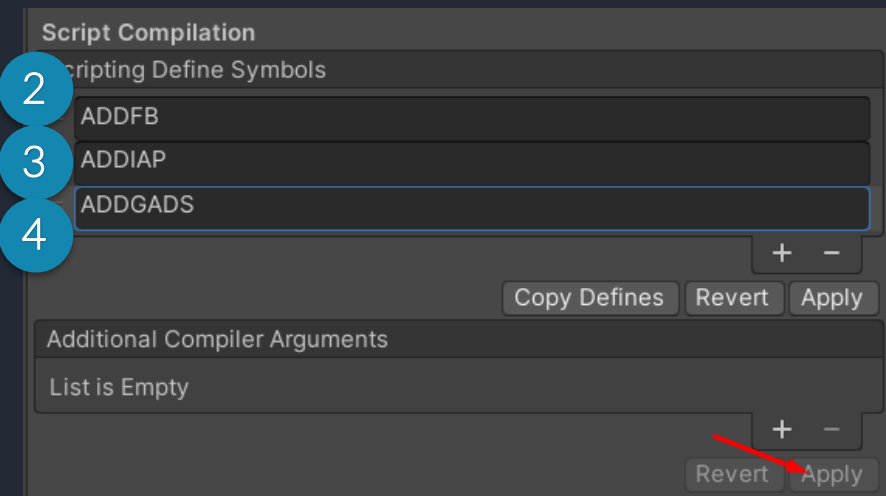
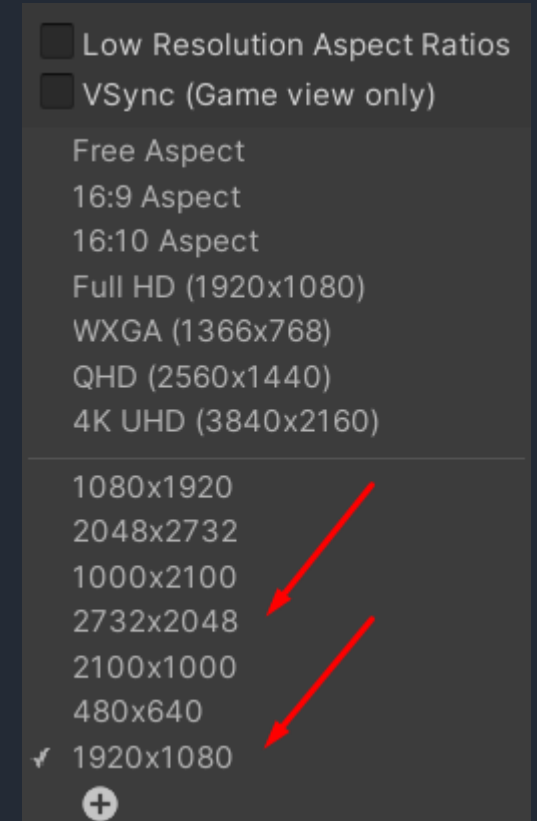
Slots functionality

- 26 premade Scenes: 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
- 5 Slots Themes in Lobby
- 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
- 2 premade Mini-Games: Chests and Fortune Wheel
- Progressive Jackpot functionality with win amination
- Unity and Mersenne-Twister random generator

How to create a project



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 slot asset
5. Open BuildSettings and add existing scenes
6. Close BuildSettings
7. Open scene Lobby, press play
8. Set landscape resolution for best fit (1920 x 1080, 2732 x 2048 or 2048 x 1536)



Scenes GUI

7



1. Slot Games loading buttons, other - free buttons for additional games
2. Deal slider
3. Facebook connect button
4. Deal button with timer (open big deal window)
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, line, symbol description)
10. Game menu button
11. Lobby scene button
12. Lines buttons

13. Increase/decrease line bet buttons
14. Increase/decrease auto spins count buttons
15. Info field
16. Max bet button (set all lines and max line bet)
17. Spin and Auto spin button
18. Total Bet Field
20. Daily Spin button

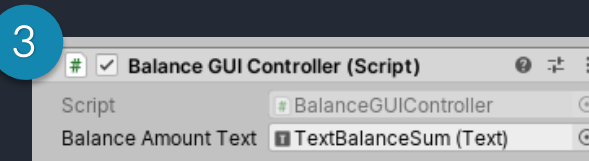
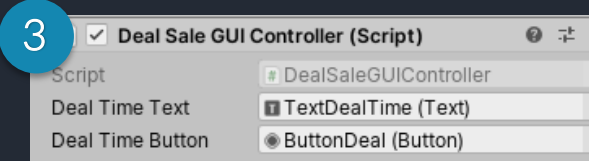
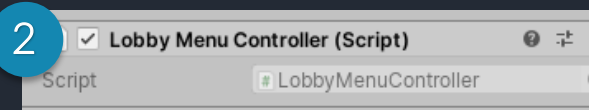
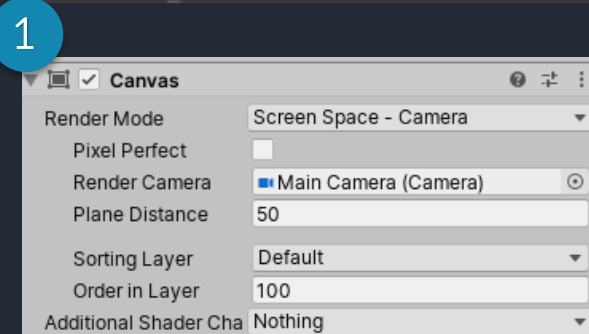
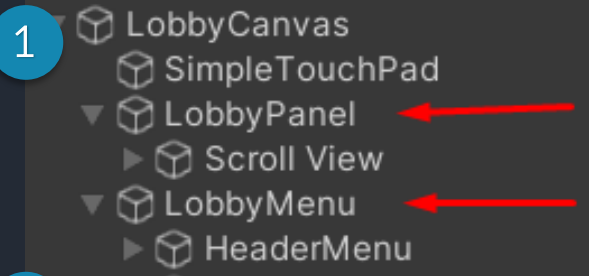


21. Hold multiplier

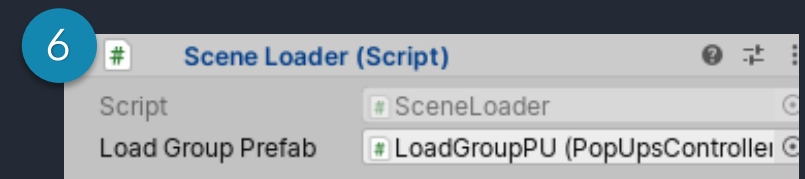
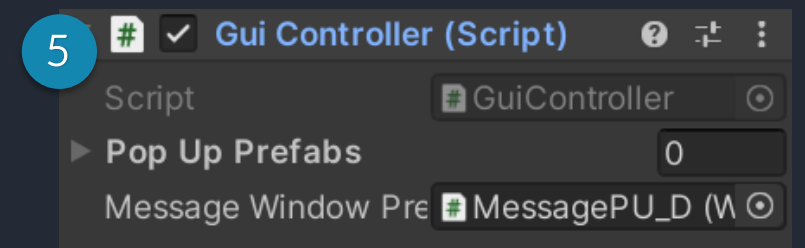
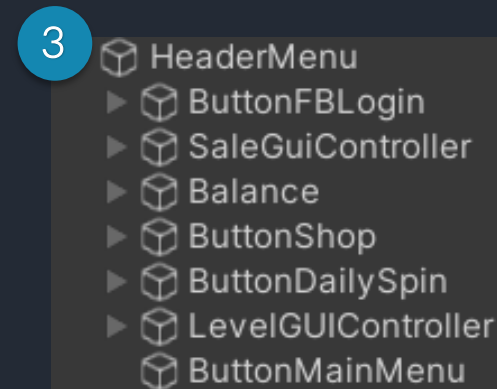
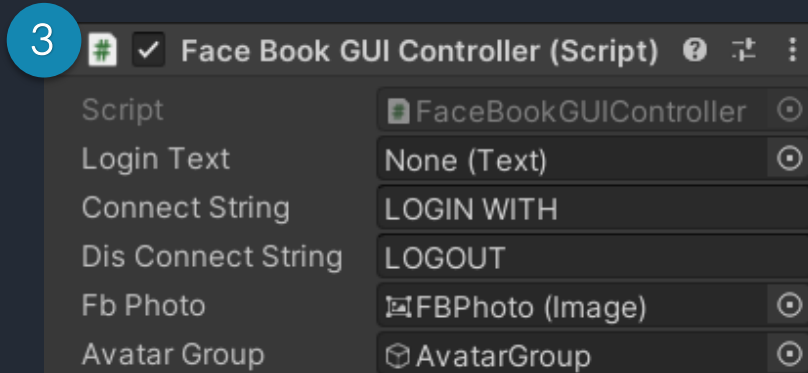
22. Hold buttons

23. Jackpots info (Mega, Maxi, Mini)

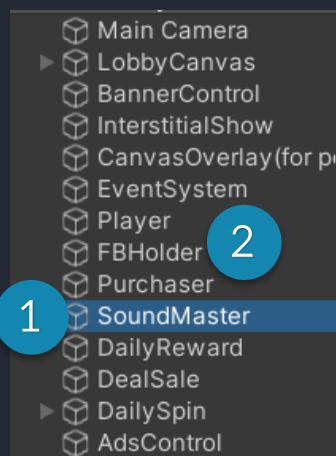
Lobby scene scripts and settings



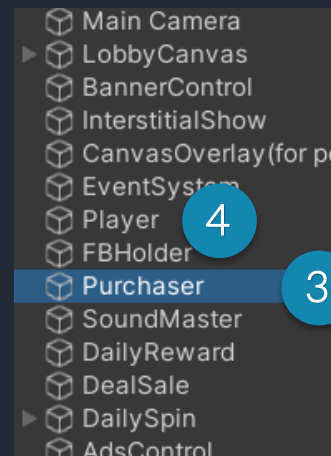
1. All object in lobby scene created on canvas (LobbyCanvas).
2. Lobby menu has attached script - Lobby Menu Controller.cs.
3. Menu elements with controllers
4. Overlay canvas are used for instantiating pop up windows. CanvasOverlay has 4 attached scripts: SlotGuiController.cs, CanvasSetCam.cs, SceneLoader.cs, DontDestroyObj.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



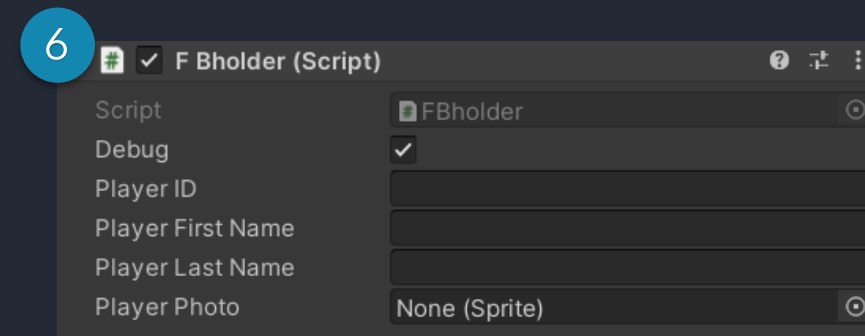
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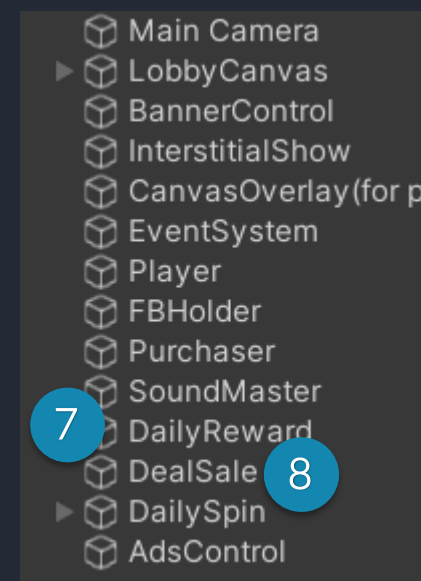
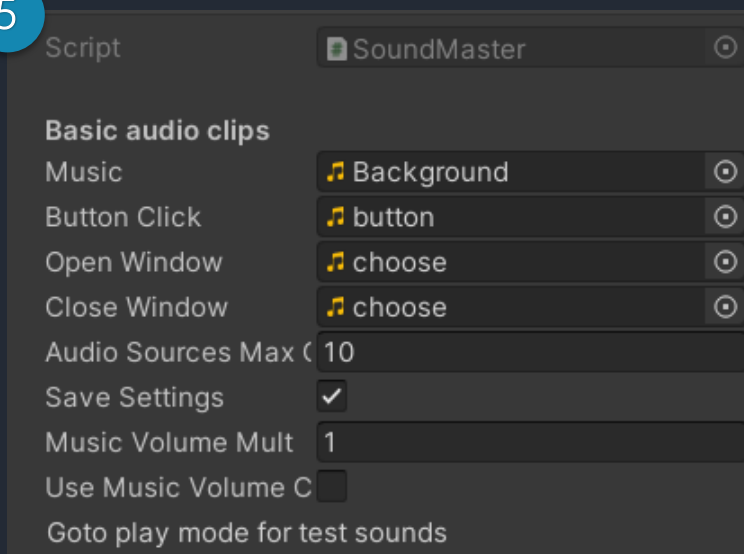
3

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 sound clips. You can add your own audio clips here. Included audio is only for demo purpose. For playing any clip call `SoundMasterController.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. AdsControl – object that control google mobile ads.

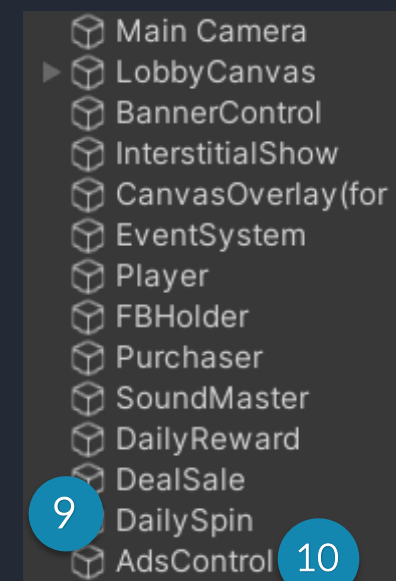


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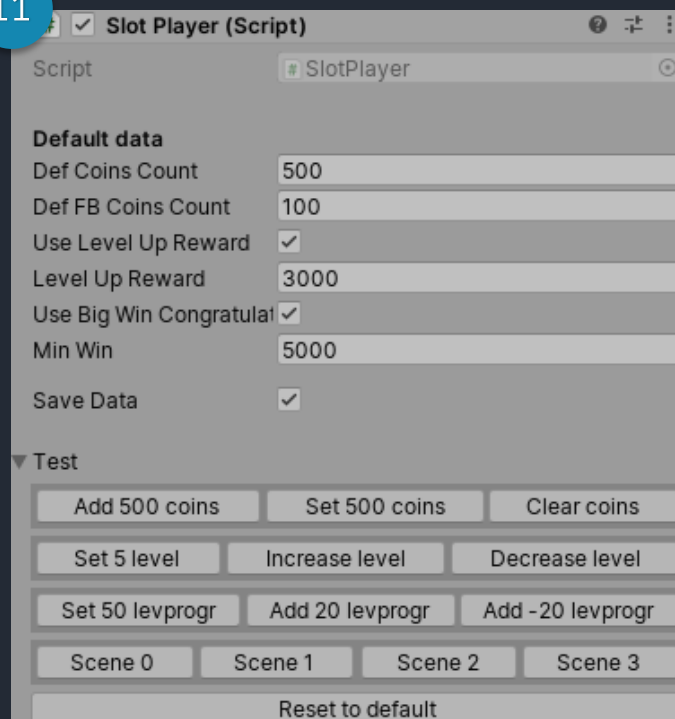
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9

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Lobby scene scripts and settings

11

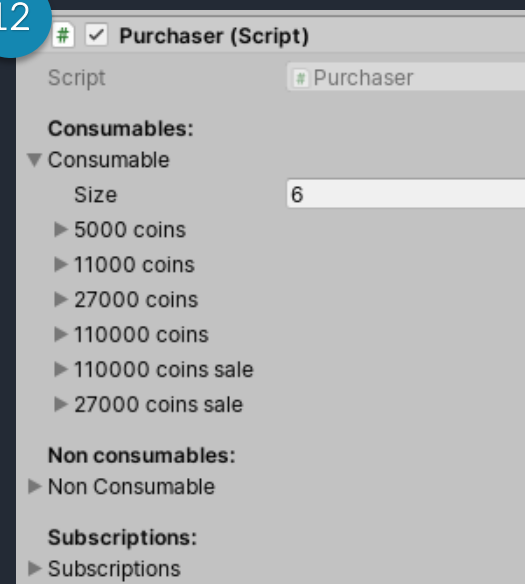


11. Player Settings – contains default and current player data. Can save data on the disk. Buttons used only for debug purposes.

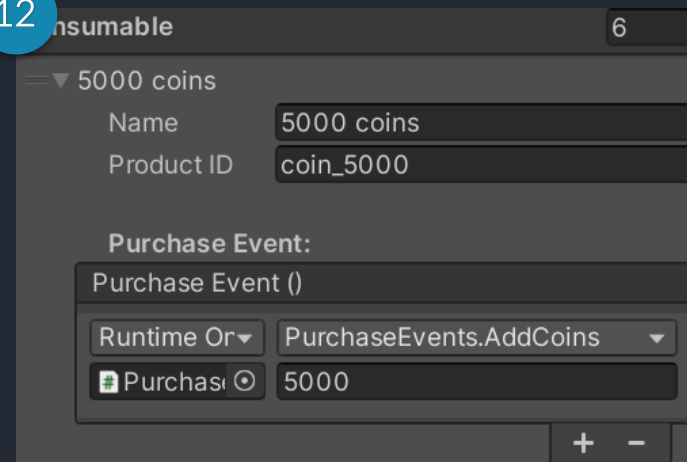
12. Purchasing settings. You can add your own consumables or non consumables goods here. See Shop popup prefab.

13. Daily reward controller and popup with rewards. You can add your own reward here or change existing.

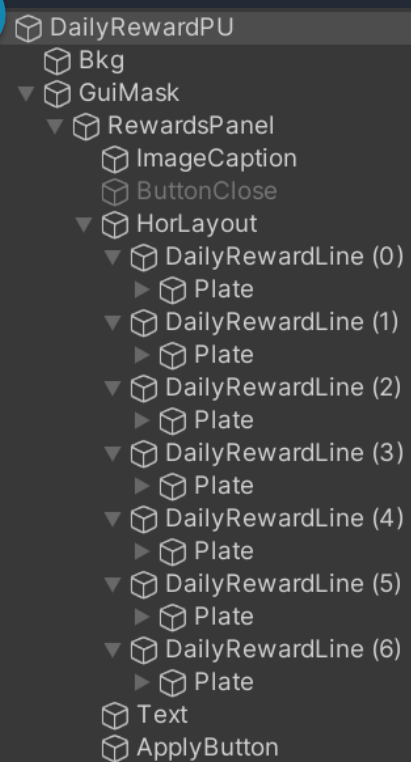
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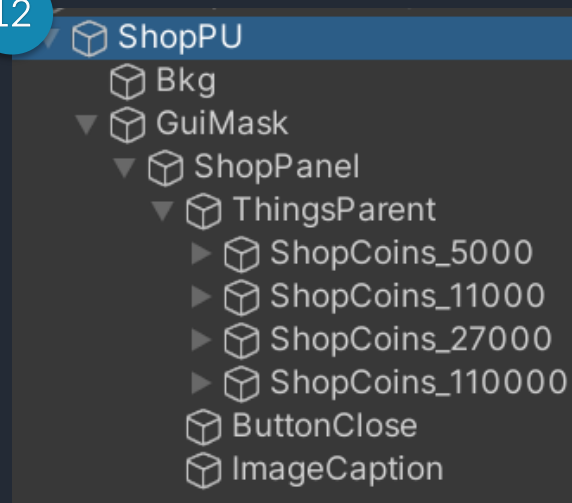
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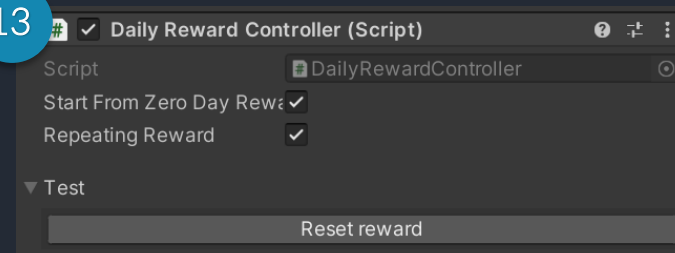
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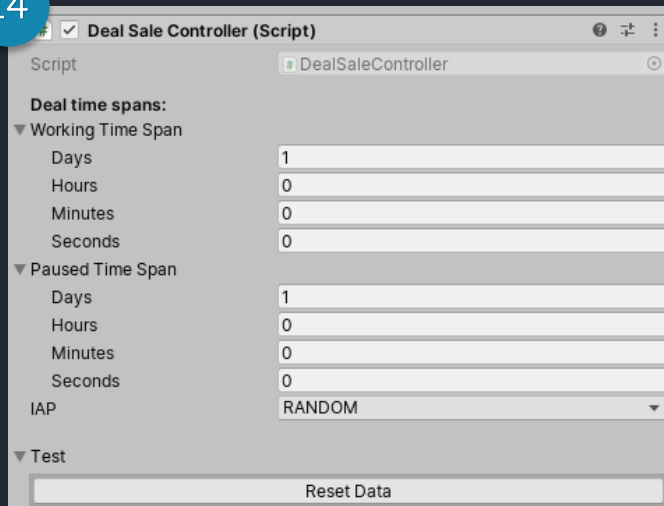


13



Lobby scene scripts and settings

14



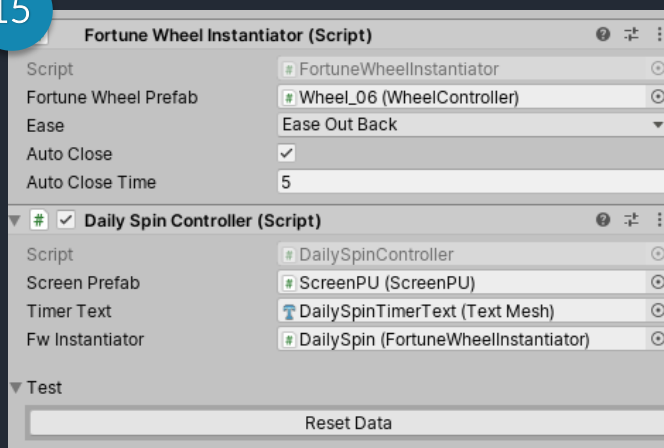
14. DealSaleController – used to start and stop sales.

15. DailySpinController – blocks the spin, if the player has not played for more than 24 hours

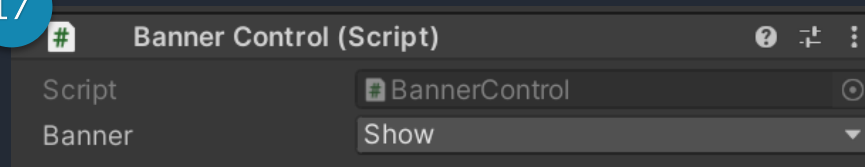
16. AdsControl – used to show google mobile ads.

17. BannerControl, InterstitialSho – advertisements helper objects.

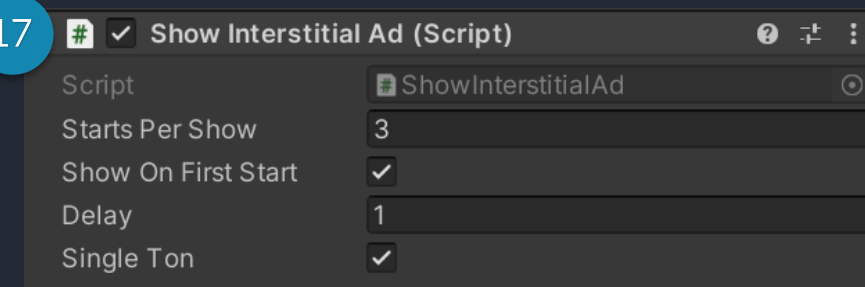
15



17



17





Game scene scripts and settings

1

GameCanvas

SimpleTouchPad

SlotMenuController

HeaderMenu

FooterMenu

CanvasOverlay(for popups)

2

SlotController

SlotBkg

Slot

SlotGroup (0)

RaycasterGroup(0)

Reel (0)

Foreground (0)

SlotGroup (1)

RaycasterGroup(1)

Reel (1)

Foreground (1)

SlotGroup (2)

RaycasterGroup(2)

Reel (2)

Foreground (2)

SlotGroup (3)

RaycasterGroup(3)

Reel (3)

Foreground (3)

SlotGroup (4)

RaycasterGroup(3)

Reel (4)

Foreground (4)

3

Slot Controller (Script)

Main references:

Slot Icons

Win Symbol Behaviors

Pay Table

Special Major Symbols

Prefabs:

Slot Groups Beh

Tween targets:

Spin options:

Options:

Jackpots

Level progress:

Calculate

Default Inspector

Win Controller (Script)

Script

WinController

Lines Controller

SlotLines (LinesController)

Win Tag

spriteseq

Line Win Show Time

5

5

Win Symbol Behaviors

Size

3

Element 0

WinSymbolSpriteBlink (WinSpriteBlinkBeh)

Element 1

WinSymbolSpriteScale (WinSpriteScaleBeh)

Element 2

WinSymbolJump (WinJumpBehavior)

1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and FooterMenu. 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 and wincontroller 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 (starts by WinTag, see wincontroller field : spriteseq, spritescale, spriteblink, spritejump)

4

Slot Icons

Size

12

A

Icon Sprite

A

Use Wild Subs

Icon Blur

Blured A

Private Win Behaviors

1

Element

AAnim (Win Sprite Seq Anir)

+

-

10

9

Diamond

J

K

Wild

FreeSpin

Heart

Q

Scatter

Bonus

5

AAnim (Prefab Asset)

Open Prefab

Open Prefab for full editing support.

Root in Prefab Asset

AAnim

Static

Tag

Untagged

Layer

Default

Transform

Position

X

-19.5

Y

0

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y

1

Z

1

Sprite Renderer

Animator

Win Sprite Seq Anim Behavior (Script)

Script

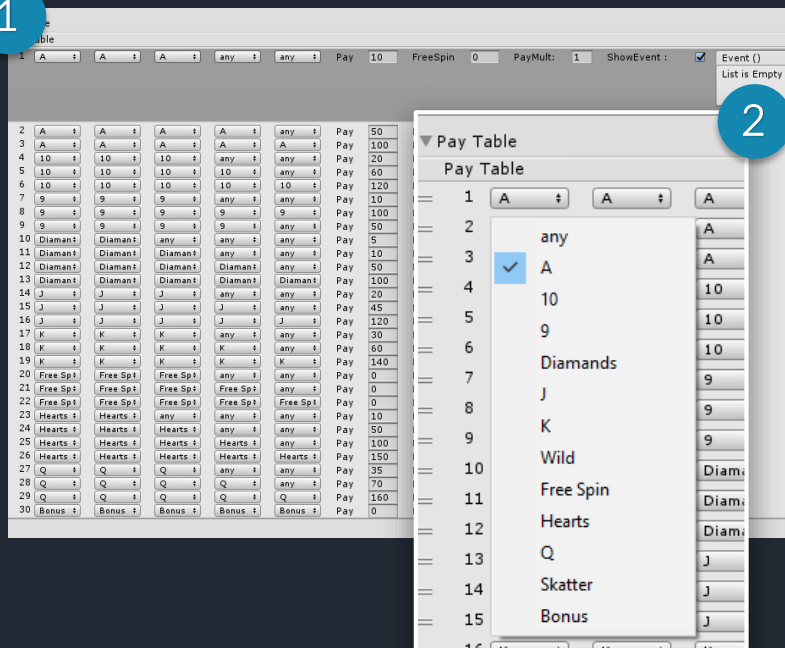
WinSpriteSeqAnimBehavior

Win Tag

spriteseq

Game scene scripts and settings

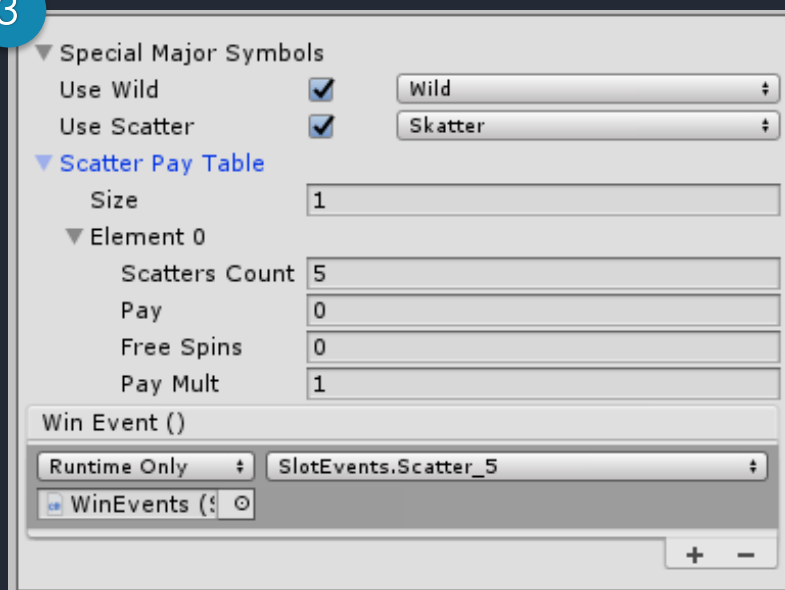
1



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. Free spin, bonus, diamond and heart symbols rules are described in PayTable section. You can fill scatter payable.
4. You can read and write 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.

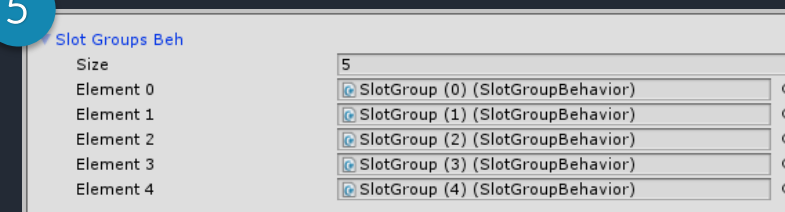
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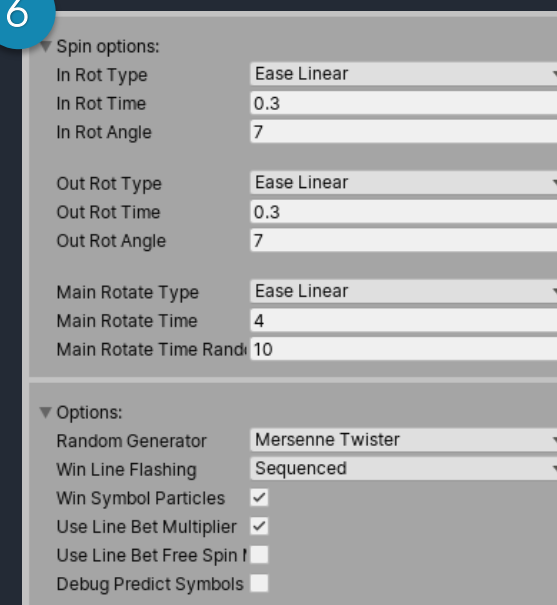
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5



6



- 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

Top Jump Target

2

Jackpots

Use Mini Jac Pot ☒

Mini Jack Pot Count

Use Maxi Jac Pot ☐

Use Mega Jac Pot ☐

Jack Pot Inc Value

Select Jackpot symbol

3

Level progress:

Use Line Bet Progress Multiplier ☒

Lose Spin Level Progress

Win Spin Level Progress

4

Probabilities:

reel / icon	A	10	9	Diamonds	J	K	Wild	Free Spin	Hearts	Q	Skatter	Bonus
reel #1	0.1666667	0.08333334	0.08333334	0.08333334	0.08333334	0.08333334	0	0.08333334	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	0.1428571	0.07142857	0.07142857
reel #5	0.07142857	0.07142857	0.07142857	0	0.1428571	0.07142857	0.1428571	0.07142857	0.1428571	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	any	any	any	10	0.158730
Payline #2	A	Wild	Wild	any	any	10	0.158730
Payline #3	A	A	Wild	any	any	10	0.079365
Payline #4	A	Wild	A	any	any	10	0.317460
Payline #5	A	A	A	A	any	50	0.011338
Payline #6	A	Wild	Wild	Wild	any	50	0.011338
Payline #7	A	A	Wild	Wild	any	50	0.005669
Payline #8	A	Wild	A	Wild	any	50	0.022676
Payline #9	A	Wild	Wild	A	any	50	0.011338
Payline #10	A	A	A	Wild	any	50	0.011338
Payline #11	A	A	Wild	A	any	50	0.005669
Payline #12	A	Wild	A	A	any	50	0.022676

5

Default Inspector

6

☒ **Win Controller (Script)**

Script

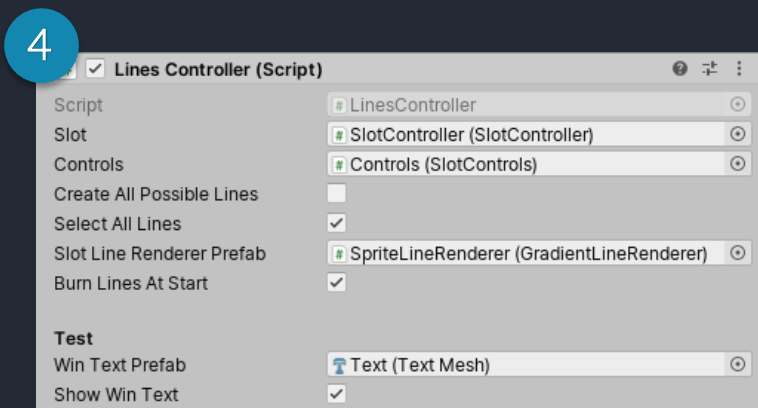
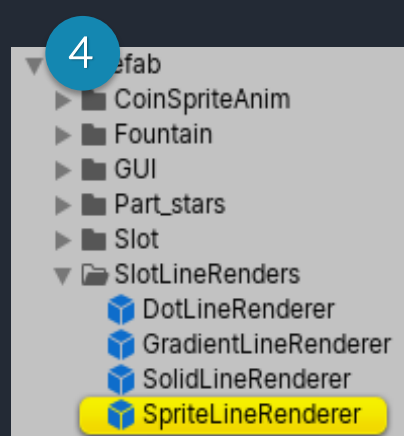
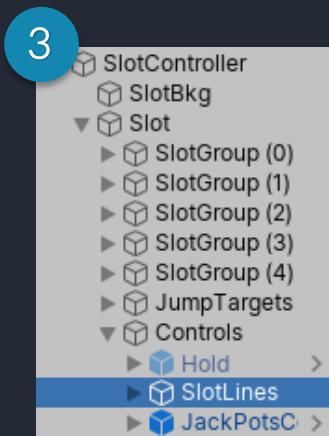
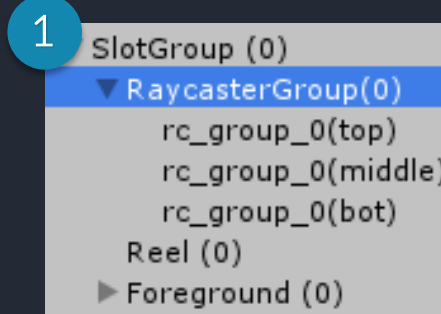
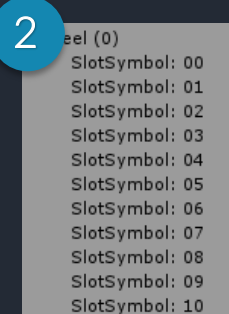
Lines Controller

Win Tag

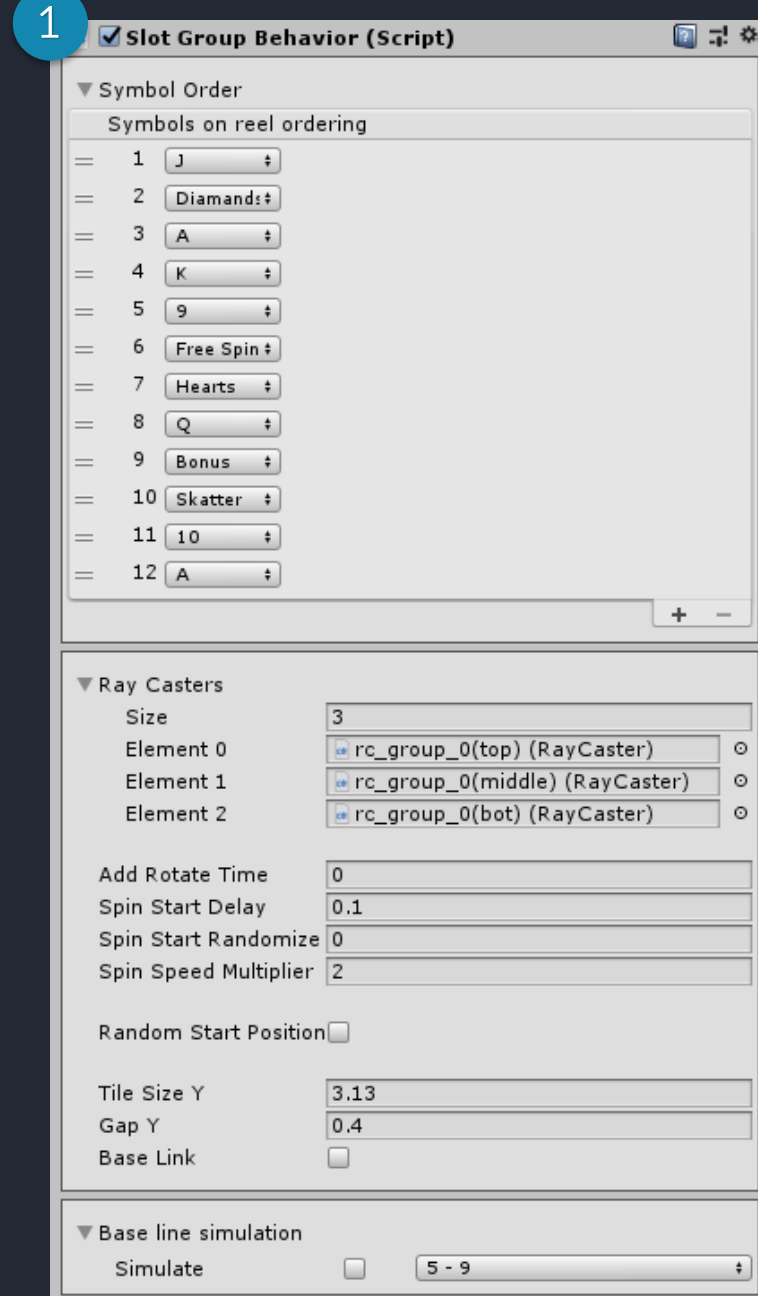
Line Win Show Time

1. Tween targets – transforms for winning symbols jumping.
2. Jackpot settings. Jackpot symbol, number of jackpot symbols on screen. You can use 3 jackpots – mini, maxi, mega.
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 (spriteseq, spritescale, spriteblink, spritejump), line win time.

Game scene scripts and settings



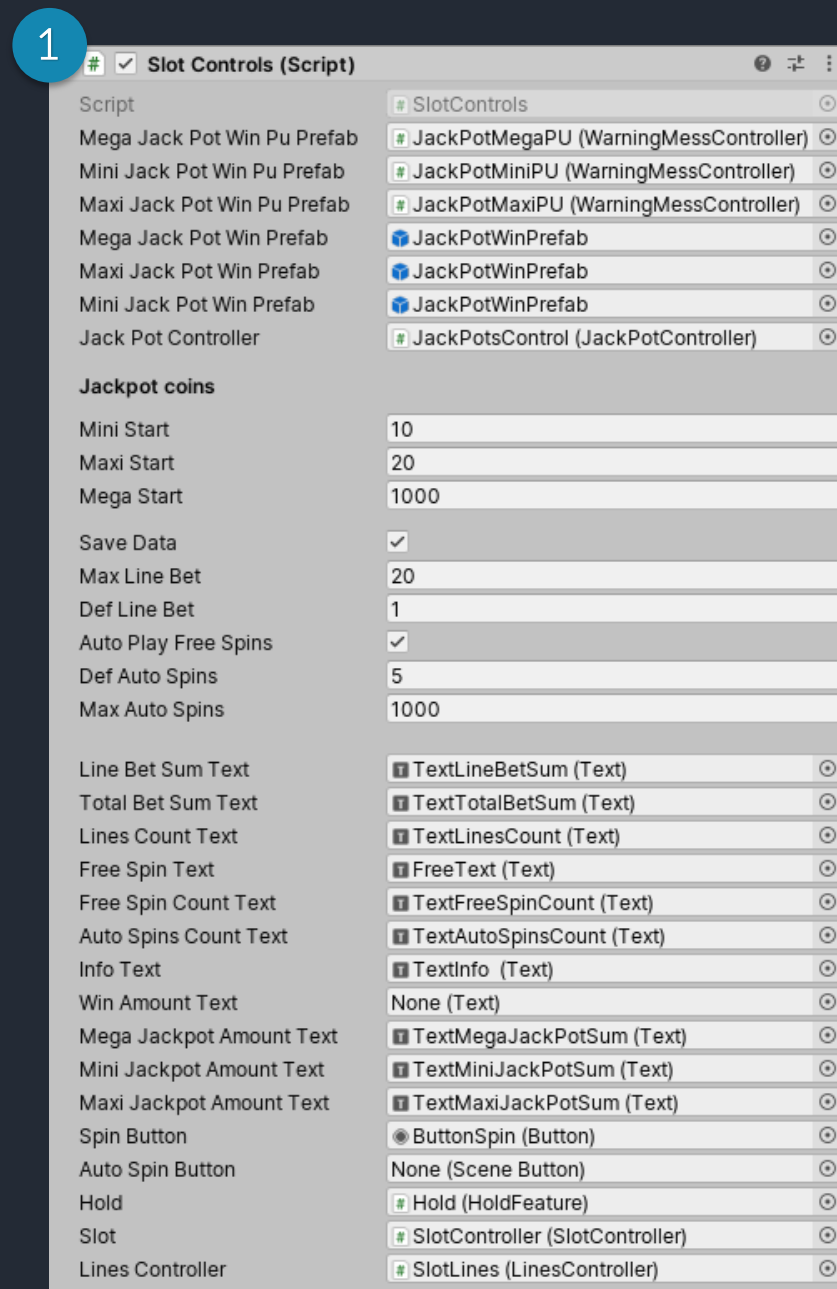
- Scene object SlotGroups – 5 slot groups for 5 reel game:
 - SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);
 - Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;
 - Raycasters top down order (base raycaster – bottom raycaster, used for baseline)
 - Additional spin timing
 - Random start position
 - Icon size and spacing
 - Base link – link to base line (see video 1-2-3-2-1 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 references to control buttons and textfields of the slot machine.
2. Jackpot feature control.
3. Hold feature control.



For more settings watch our video instructions:

1. How to Use -
<https://youtu.be/vfVvl8TQIVc>
2. Add Facebook, IAP, ADS -
<https://youtu.be/Jp0gvTCi7ts>
3. Create new game -
<https://youtu.be/EEhCWnuf0xk>

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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