Slot Machine Audio Kit I

Intro

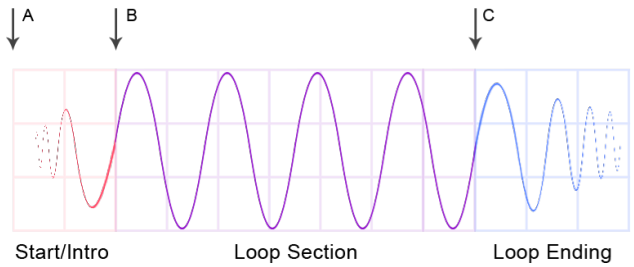
This doc will break down the mechanics of a basic slot machine audio system and explain how these assets can be applied to any slot machine game. Thank you for your purchase, please feel free to contact us if you have any questions or comments and we also offer quick turnaround times on custom sounds. Feel free to contact us at support@gameaudiokits.com for more information.

Audio File Format Included

- RAW 44.1 Stereo Microsoft WAVE Audio

Audio File Types

- One Shot – These are audio files that are intended to play once, these make up 99% of sound effects and are never noted in the file name.
- Start Loop (*figure A*) – This sound leads into the loop. The loop must start the instant this sound is finished playing, any gaps in between will be heard as a “pop” sound.
- Loop (*figure B*) - These are audio files designed to perfectly loop without flaws and are usually noted at the end of the file name. These files can only loop easy if they are in their raw (uncompressed) form. Most systems are unable to loop compressed files, like Unity, this is for a few reasons.
- End loop (*figure C*) - These are to be triggered immediately after the loop duration is complete. They provide a way of ending the action without an abrupt “off” of silence.



Loop trigger diagram

Other info:

The naming structure is there to guide you towards the basics, but these kits can mix and match sounds and still sound perfect. Think of these as more of a guideline than a rule. Words in *italics* in this doc reference a file name included in the kit.

Breakdown

I - User Interface Sounds

II – Slot Machine Sounds

III - Ambient Sounds

I - User Interface Sounds

These sounds should be very low in amplitude, as the player will hear them often and their intention should be more of subtle feedback rather than a sound effect.

Slot Machine 1 & 2 Sounds

- *ui 1 general select.wav*
  - Basic sound for button clicks and mundane actions
- *ui 2 negitive feedback.wav*
  - User trying to do an action not allowed
- *ui 3 add credit.wav*
- *ui 4 remove credit.wav*
  - Add and remove credit sounds are perfect for in-game currency adjustments in-game
- *ui 5 general start.wav*
  - Also works as: complete purchase, add funds, level up, bonus

II – Slot Machine Sounds

The action of the slot machine will be broken down into four sections:

1. Pull / Start – Initiate the slot machine sequence
2. Spin – Spinning of slot wheels
3. Spin Stoppers – Individual rows stopping while spinning, can be used for a reward or bonus
4. Payout – Payout sound when the player wins a prize
5. Payout Sweeteners – Layered sounds to create more excitement

1) Pull / Start

Any of these files can be used for a mechanical-style game or digital-style game. If you are creating a retro-style slot machine game I recommend you only use the general slot machine lever pull files.

- *slot machine lever pull style 1.wav*
- *slot machine lever pull style 2.wav*
- *slot machine lever pull style 3.wav*

These are two optional pull / start sounds for a modern-style slot machine. If used these will need a different implementation than the pull / start sounds above, this will be discussed in the next section.

- *slot machine 1 digital spin start.wav*
- *slot machine 2 digital spin start.wav*

2) Spin

Your selected spin loop should trigger when your first, “slot wheels spinning” animation(s) begins to play and it should abruptly end the instant the last animation(s) stops in the last row of slots. Make sure to stop the playback of the loop completely when your animation(s) end, as opposed to letting the audio file finish playing the loop one last time and then stop playing. Though you may have multiple rows, it is strongly suggested that only a single payback instance of a spin loop is used.

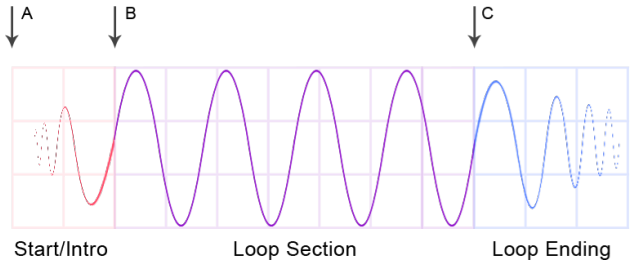
Basic mechanical spin loops styles; these can be used for a mechanical-style game or digital-style game.

- *slot machine spin mechanical loop style 1.wav*
- *slot machine spin mechanical loop style 2.wav*
- *slot machine spin mechanical loop style 3.wav*
- *slot machine spin mechanical loop style 4.wav*

Digital slot machine spin loop styles.

- *slot machine 1 spin digital spin loop style 1 fast.wav*
- *slot machine 1 spin digital spin loop style 1 slow.wav*
- *slot machine 1 spin digital spin loop style 2 slow.wav*
- *slot machine 1 spin digital spin loop style 2 fast.wav*
- *slot machine 2 spin digital spin loop style 1 fast.wav*
- *slot machine 2 spin digital spin loop style 1 slow.wav*
- *slot machine 2 spin digital spin loop style 2 fast.wav*
- *slot machine 2 spin digital spin loop style 2 slow.wav*

If you wanted to use the slot machine (1 or 2) digital spin sound, you will need to implement these differently. The file *spin start.wav* (star/intro A) must trigger playback of *digital spin loop.wav* (loop section B) immediately after it reaches the end, failure will result in pops from the gap in audio. Once the slot spin sequence is complete, you can then trigger *digital spin loop ending.wav* (loop ending C) to end the sequence smoothly. Alternatively you can just use a payout sound if you wish as well.



Loop Trigger Diagram

- *slot machine (1 & 2) digital spin start.wav*
- *slot machine (1 & 2) digital spin loop.wav*
- *slot machine (1 & 2) digital spin loop ending.wav*

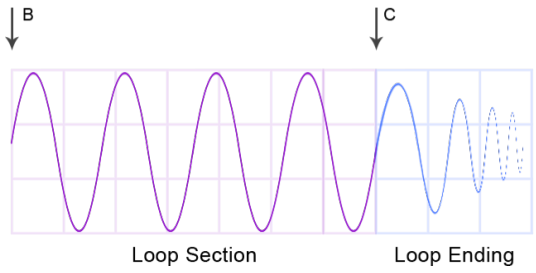
3) Spin Stoppers

When a single row in the slot machine stops, these one-shot sounds can trigger. These sounds are intended to show a valuable land, for example landing on a “cherry”, “777”, etc. These sounds should always be triggered in order, if you only have four rows just use sounds, row positive land 1-4 and so on for other combinations in sequential order. Optionally, they could be triggered every row-stop-instance to provide feedback, however it’s recommended that you keep their volume levels low in that instance - not to become an annoyance.

- *slot machine (1 & 2) row positive land 1.wav*
- *slot machine (1 & 2) row positive land 2.wav*
- *slot machine (1 & 2) row positive land 3.wav*
- *slot machine (1 & 2) row positive land 4.wav*
- *slot machine (1 & 2) row positive land 5.wav*
- *slot machine (1 & 2) row positive land 6.wav*

4) Payout Sounds

These loops are triggered immediately after your “Spin” loop has come to a stop. Ideally the total loop count would paly X times a multiple of the payout denomination, so the bigger/smaller the payout the longer/shorter the loop loops. You can also just simply set a handful of loop counts and trigger those based on the payout.



- slot machine *(1 & 2)* win large loop.wav
- slot machine *(1 & 2)* win large loop ending.wav
- slot machine *(1 & 2)* win med loop.wav
- slot machine *(1 & 2)* win med loop ending.wav
- slot machine *(1 & 2)* win small loop.wav
- slot machine *(1 & 2)* win small loop ending.wav

These coin loops can be played on their own for a payout. They can also be layered on top of the, modern slot machine win loop to play while your digital payout sounds play.

- slot machine general coin disp loop.wav
- slot machine general coin disp loop ending.wav

Various payout levels using older mechanics, perfect for retro slot machines or modern.

- retro slot machine win large loop.wav
- retro slot machine win large loop ending.wav
- retro slot machine win med loop.wav
- retro slot machine win med loop ending.wav
- retro slot machine win small loop.wav
- retro slot machine win small loop ending.wav

5) Payout Sweeteners

These are the sounds that enhance the winning experience. “Sweeteners” is commonly used in sound design to enhance sounds in various ways. Trigger these sounds at the same time as your Payout sounds (when the Spin cycle stops), but lower in volume than your payout sounds. The goal is to add a light layer to the background and not stand out with these sounds.

Three basic sweeteners with different levels of enthusiasm:

- slot machine win fx sweetener large.wav
- slot machine win fx sweetener med.wav
- slot machine win fx sweetener small.wav

These three crowd groupings should be put in separate bins and randomly selected from, in turn reducing repetitiveness every time there is a win.

- slot machine general crowd excited win small 1.wav
- slot machine general crowd excited win small 2.wav
- slot machine general crowd excited win small 3.wav

- slot machine general crowd excited win big 1.wav
- slot machine general crowd excited win big 2.wav
- slot machine general crowd excited win big 3.wav

The sympathetic loss sound is intended for a couple of things. These are small details but they give the player support and increase suspense. Listen to the demo for examples.

- Triggered occasionally (at random) when the player wins nothing.
- “Close calls” or anything that is close to winning.

- slot machine general crowd excited sympathetic loss 1.wav
- slot machine general crowd excited sympathetic loss 2.wav
- slot machine general crowd excited sympathetic loss 3.wav

III - Ambient Sounds
These simple loop files can play indefinitely, either while the player is gambling or while they are in a lobby. The environmental loops should be very low in volume, as to only enhance the playing experience.

- slot machine general casino ambient sound slow loop.wav
- slot machine general casino ambient sound busy loop.wav
- slot machine general casino ambient sound very busy loop.wav

Good luck with your game and if you have any additional questions email us at support@gameaudiokits.com