PLATIN GAMING
GAME DEVELOPMENT

[DRAGON HUNTER]

Game Info

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Document History

Version	Date	Author	Comment
1.0	{DATE}	{AUTHOR}	Initial Version

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GAME CARD

GAME NAME	**D**ragon Hunter
RTP	95.02%
LINES	10
REELS & ROWS	5x3
GAMBLE	Yes / Black - Red
SUPPORTED PLATFROMS	Android / iOS / Windows
GAME RESOLUTiON	1920x1080, 1280 x 720 or 1024 x 576 Custom values can be used as long as the aspect ratio is kept at 16:9
SUPPORTED BROWSERS	

SORT DESCRIPTION

A long time ago, dragons were fighting against the knights in shining armor. Some of them began to hide away where no one could find them, while others multiplied and gained more power so as to fight for their supremacy. Years after, in a cold village, inhabitants lived away from the dragon hunters; however, soon the bonds between two parallel worlds will meet and this will lead to a war between two worlds: dragons against combatants. Here the player can win against the dragon through one special weapon as only the powerful axe can defeat the dominant dragon.

This game definitely involves a lot of courage and massive action! Through your courage and thanks to the leading solid axe, you will be able to achieve your glory! Both the stunning colors and the several symbols offered will surely recompense your significant efforts. Dragon Hunter comes with 5-reels and multiple paylines.

1 GAME DESCRIPTION

Dragon Hunter is a 5-reel, 3-rows, 10-payline game. The number of lines is fixed.

The different symbols on each reel pay (according to the paytable) if the same symbol appears in a line from left to right. For instance, if symbol KING appears on the first, second and third position of line 5, this is awarded as a 3-of-a-kind KING win. Only the highest win of each line is awarded, and all wins are added together.
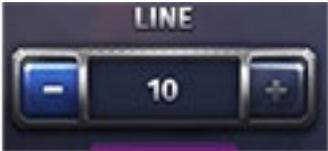
The game has two mutually exclusive Bonus features:

- Freespin Bonus feature: triggered by 3, 4 or 5 SCAT symbols appearing anywhere on the reels, awards 5, 10 or 15 freespins respectively. Additional freespins cannot be won during bonus feature.
- Super Freespin Bonus feature: triggered by 3 BONUS symbols appearing only on reels 1, 3, 5, awards a random number of freespins (5, 8, 10, 20, 30) with a randomly chosen win multiplier (2x, 3x, 5x, 7x, 10x, 20x times the win on the line). Additional Super Freespins cannot be won during bonus feature.

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Button	Image	Function
Main Controlbar Elements and Descriptiptions		
Autoplay Button		Opens autoplay settings.
Max Bet Button		Clicking this button starts a game round at the current coin value with the maximum bet level selected.
Gamble Button		Clicking this button start a gamble game
Spin Button		Starts a single spin using current bet settings.
Stop Button		Stops the spin quickly.
Collect Button		Clicking this button collect current earns, if has a win.

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Button	Image	Function
Main Controlbar Elements and Descriptiptions		
Quick Spin Button		Plays the game in quick spin mode.
Line Stepper	LINE 10	Clicking one of the numbered buttons changes the line values. To increase or decrease faster, the player can click and drag the slider below.
Coin Value Stepper	COIN 0.10 €	Clicking the left and right arrows increases and decreases the coin value. To increase or decrease faster, the player can click and drag the slider below.
NavigationBar		Allows navigating the paytable pages.
Toolbar Elements and Descriptions		
Button Name	**Button States**	Description
Fullscreen Button		Gets the game to the maximize / minimize.
Mute Button		Turn the sound off / on
Paytable Button		Opens the paytable
Help Button		Open game rules
Settings Button		Opens the game settings list.

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2 GAME OVERVIEW

2.1 Symbols

This game has the following graphical symbols:

	Hammer (WILD)		**Ace (ACE)**
	Red dragon with eggs (SCATTER)		**King (KING)**
	Green dragon with eggs (BONUS)		**Queen (QUEEN)**
	Lady (PIC1)		**Jack (JACK)**
	Dragon (PIC2)		**Ten (TEN)**
	Dragon hunter (PIC3)		

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2.2 Scatter Symbol

In the Base Game, 3 or more Scatter symbols trigger the free spins.

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2.3 Wild Symbol

The Wild symbol substitutes for any other symbols in the Base Game and Super Freespin Game, except for the Scatter, Bonus symbol.

2.4 Bonus Symbol

In the Base Game, 3 or more Bonus symbols trigger the bonus game, Bonus symbols only appears 1th, 3th, 5th columns. After bonus game, Super Freespin will start.

2.4 Denomination

The denomination of the game (value of 1 credit) is set to 0.01 €.

All currency related values in the game are always displayed and formatted according to the denomination, using the dot "." as separator for the cents (e.g. a win of one and a half euros will be displayed as 1.50).

2.5 Bet Options

The number of paylines on which the player can bet is variable between 1 and 10.

The total bet is defined as the number of paylines (1-10) multiplied by the bet-multiplier, which is the amount of credits bet on each payline.

Allowed values for the bet-multiplier are: 1, 2, 3, 5, 10, 15, 30, 50, 100, 200, 300, 500, 750, 1000

This corresponds to the following minimum and maximum bet:

Minimum bet: 0.01 €

Maximum bet: 100.00 €

2.4 Game Configuration

RTP : 95.02%

2.5 Paylines

Game has 10 Predefined paylines
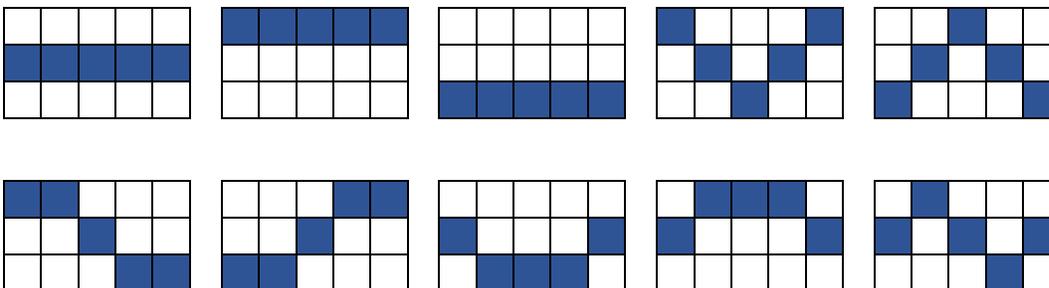
2.6 Paytable

The paytable shown in the game is dynamic: that is all values corresponds to the amount paid to the player for the selected bet.

3 RANDOM MODEL

In the base game the engine draws one random number in the [0-1) range to select a set of reels, then it uses 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the *[0, d-1]* domain where *d* is the length of the reel.

3.1 Freespins

If Free Spins Bonus is triggered, 5 random numbers will be used on every spin to select the stop positions for all 5 reels, each one of these numbers is drawn in the *[0, d-1]* domain where *d* is the length of the reel.

Example outcome with trigger: 0.3,6,3,4,1,1

3.2 Super Free Spin / Bonus

If the Super Free Spin Bonus is triggered, the engine draws one random number in the [0-1) range to select the number of freespins of the bonus according to the following table:

Prob. Ranges	N. Spins
[0 , 0.54]	5
(0.54 , 0.77]	8
(0.77 , 0.94]	10
(0.94 , 0.98]	20
(0.98 , 1]	30

Then the game will consume one random number in the [0-1) range to select the win line multiplier for the bonus game, according to the following table:

Prob. Ranges	Win Multiplier
[0 , 0.35]	2
(0.35 , 0.66]	3
(0.66 , 0.85]	5
(0.85 , 0.96]	7
(0.96 , 0.99]	10
(0.99 , 1]	20

On every spin the game engine will draw 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the *[0, d-1]* domain where *d* is the length of the reel.

Example outcome with trigger: 0.3,13,5,9,2,6

3.2 Gamble Feature

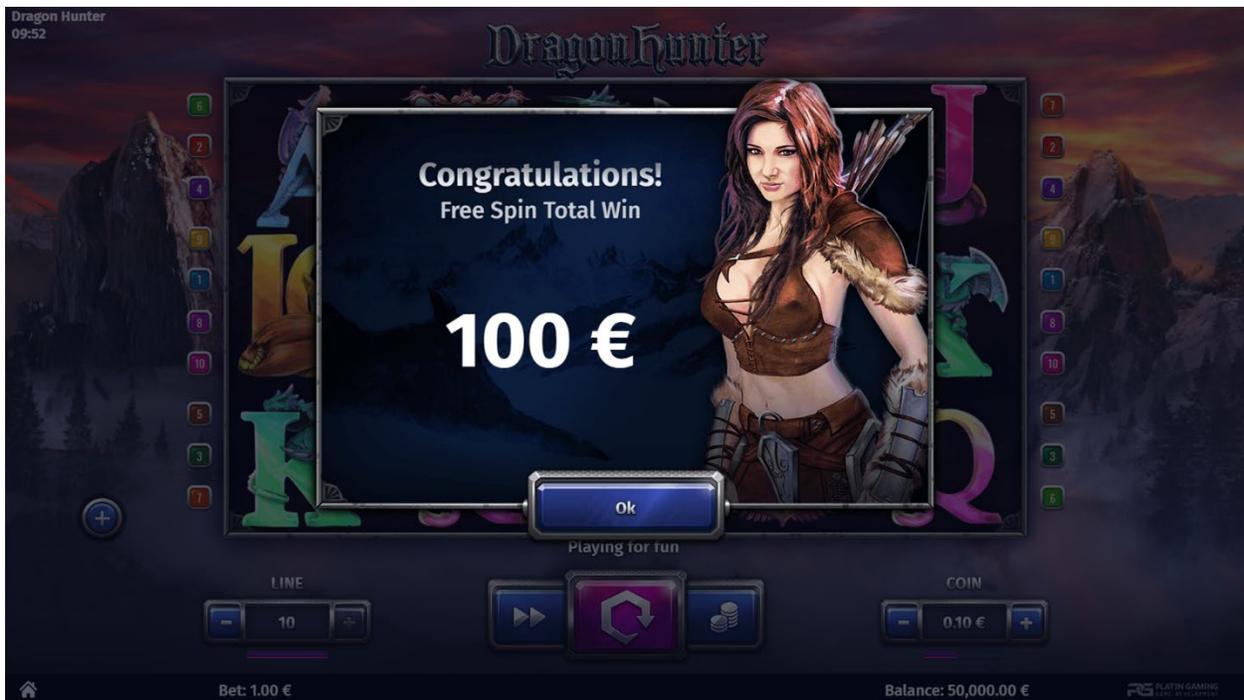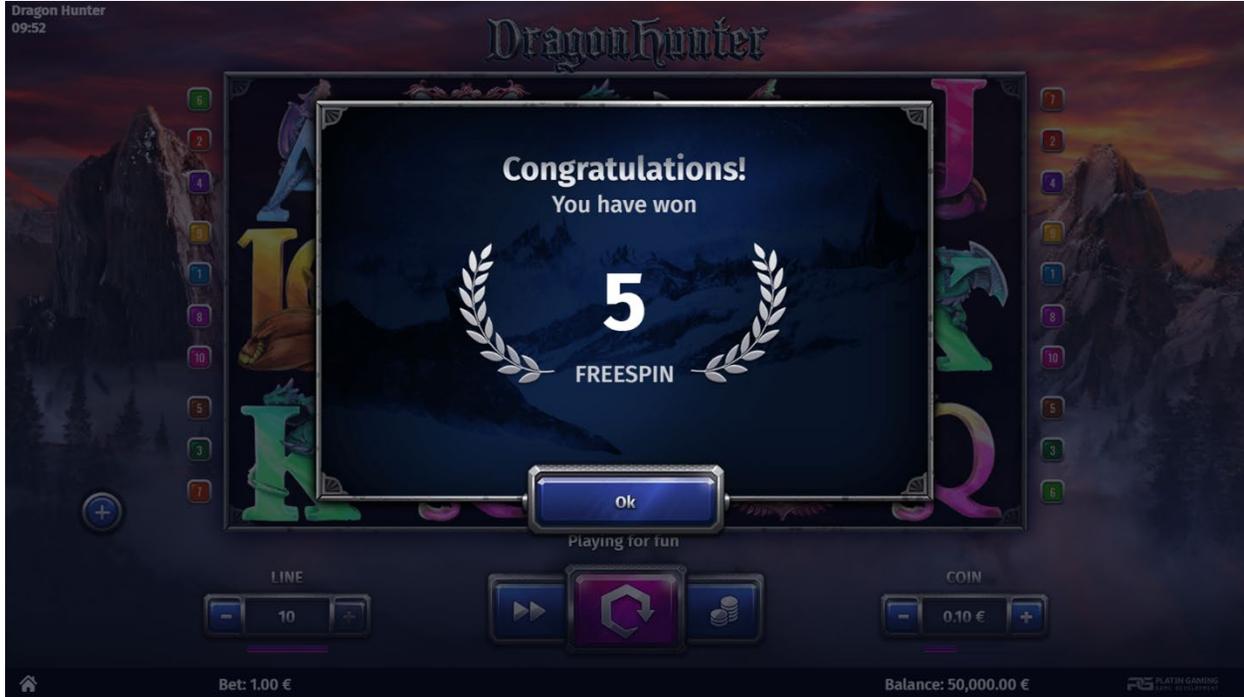To draw the outcome of the gamble feature one integer random number (0=gamble won, 1=gamble lost) is used.

4 SCREEN OF ALL GAME PHASES

4.1 Base Game

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4.2 Free Spins

4.3 Gamble

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5 INFORMATION AND HELP SCREENS

5.1 Paytable

5.2 Bonus

5.3 Rules