

SUPER SUMO

CERTIFICATION SPECIFICATION

File Name	Super Sumo
Author	Fantasma Games



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REVISION HISTORY			
Revision	Date	Changed By	Comments / Reason
1	01-11-2018	Ingela	Updated.
2	13-02-2018	Ingela	Updated.

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2 GAME DESCRIPTION

2.1 GAME NAME

Game Name – All Platforms	Super Sumo
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2.2 GENERAL INFORMATION

Game Type	
Game Theme	Asian
Reels	5 x 3
Ways/Paylines?	25
Progressive	No
Wild Symbol	Yes
Scatter Symbol	Yes
Bonus Trigger Symbol	Yes
Feature	Free Spins
Gamble	None
Free Games	Yes
Mobile Portrait Mode	Yes
1.	
2.	
3.	

2.3 PATENTS AND TRADEMARKS

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3 BUILD INFORMATION

3.1 GAME IDENTIFICATION

Module ID	TBA
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Game Build	Client ID	Internal Name
Desktop Download		
Desktop Online		
Mobile Online		
Android Air		
iOS Native		

4 STATISTICAL CHARACTERISTICS

4.1 STATISTICAL INFORMATION

Payout Percentage	96,35%
Volatility	Low/Medium
Standard Deviation	4.2
Total Hit Frequency	34,7%

4.2 MAXIMUM WIN UP TO VALUES

Win Up To – Coins Value	TBA
Win Up To – Credits Value	TBA

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4.3 BETTING CHARACTERISTICS

Recommended Coin Size	0.1, 0.25, 0.50, 1, 2, 5, 10, 25, 50 ,100
Default Coin Size	1
Nº. of Coins Allowed	100
Default Nº. of Coins	100
Max Bet	250 (currently 100 acc. to math)
Min Bet	0.05
Default Bet	1

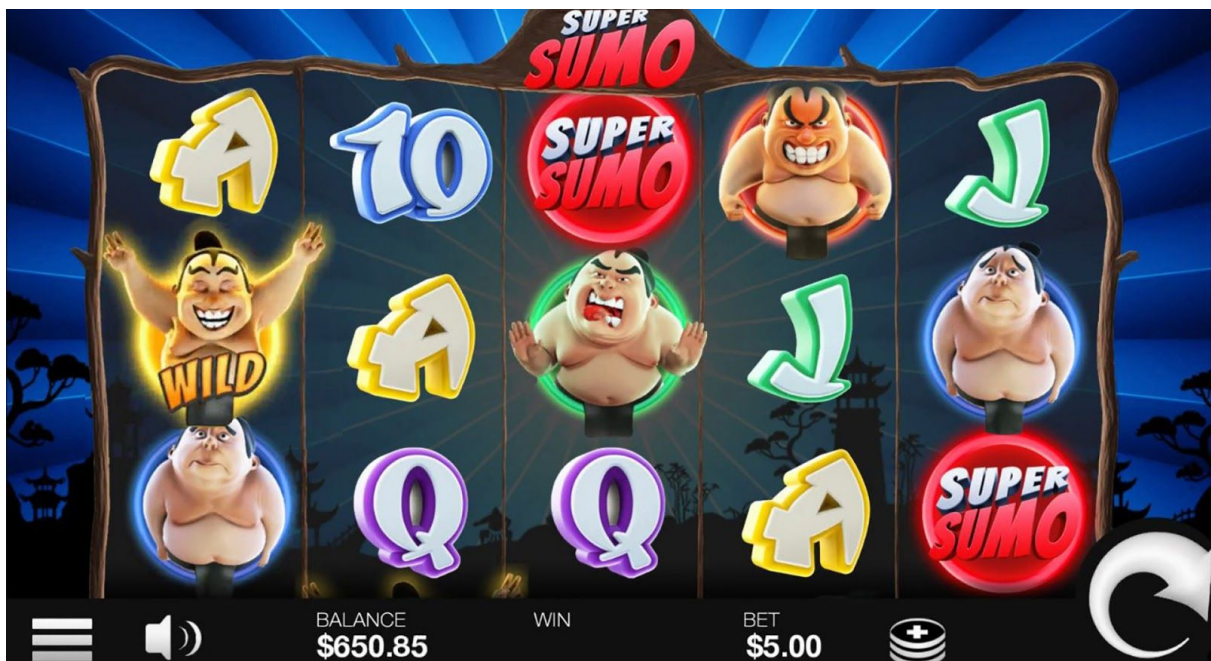
4.4 SYMBOL PAYS / LIST

Symbol Name (Reel Strip Order)	5 Pay	4 Pay	3 Pay	2 Pay	1 Pay
Wild					
High 1	500	75	35		
High 2	400	60	30		
High 3	300	50	25		
High 4	200	50	25		
Low 1	100	30	10		
Low 2	75	25	10		
Low 3	75	25	10		
Low 4	50	20	5		
Low 5	50	20	5		
Scatter					

5 GAME FEATURES

5.1 BASE GAME FEATURE INFORMATION

Feature Name	Respin
Trigger Condition	This feature is active in Base game only. For a screen having two or more Wilds, wins are paid as normal, then the Respin feature is activated. Wilds are locked, and the reels spin again, stopping on the random positions. This process is repeated until no new Wilds appear. Wins are paid for every respin. Respin reels have no Freespin symbols on them.
Feature Type	Respin



5.2 FREE SPINS FEATURE INFORMATION

Free Spins Feature	Yes
Trigger Condition	3 Freespin symbols anywhere on reels 1,3,5 trigger 8 free spins.
N° of Free Spins	Retrigger: 2 Freespin symbols anywhere on reels 1,3,5 add 3 free spins. 3 Freespin symbols anywhere on reels 1,3,5 add 8 free spins.
Multiplier	No
Retrigger (Recursion)	Yes

5.3 BONUS FEATURE INFORMATION

Feature Name	
Trigger Condition	
Feature Type	

6 GAME RULES

6.1 LINE RULES

- This game features 25 fixed Paylines.
- All wins pay left to right.
- All wins are multiplied by the bet per line.
- Only the highest win is paid per line.

6.2 WAY RULES

Symbol window consists of 5 reels (columns) and 3 visible rows.

There are 25 paylines which all cross each of the reels at exactly one of the three positions.

6.3 BASE GAME RULES

To play the game:

1. Choose the total bet amount. All 25 bet lines are active for each spin.
2. Spin the reels.

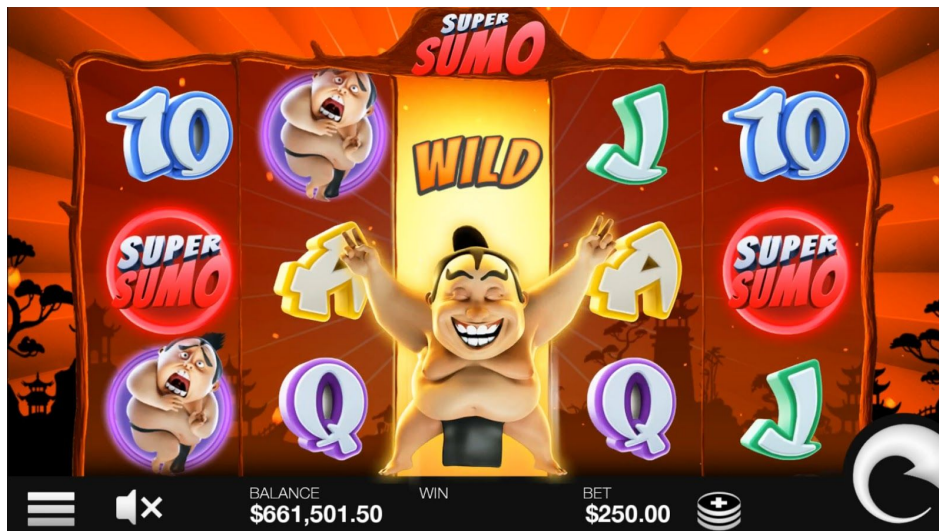
Base game is played with several reelsets, one of which is selected prior to each spin according to a weight table.

6.4 FREE SPINS RULES

- Free spins are triggered by 3 Freespin symbols appearing anywhere on reels 1, 3 and 5.
- 3 Freespin Symbols awards 8 Free Spins.

6.6 FREE SPIN RETRIGGER

- 2 Freespin symbols anywhere on reels 1,3,5 add 3 free spins.
- 3 Freespin symbols anywhere on reels 1,3,5 add 8 free spins.



7 IMAGES

7.1 INTRO/LOADING SCREEN

DESKTOP	MOBILE

Intro/Loading Screen

7.2 SETTINGS/MENU SCREEN

DESKTOP	MOBILE

Settings/Menu Screen

7.3 AUTOPLAY MENU SCREEN

DESKTOP	MOBILE

Autoplay Menu

7.4 PAYTABLES

DESKTOP	MOBILE

Paytable 1



DESKTOP	MOBILE
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Paytable 2



DESKTOP	MOBILE
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Paytable 3

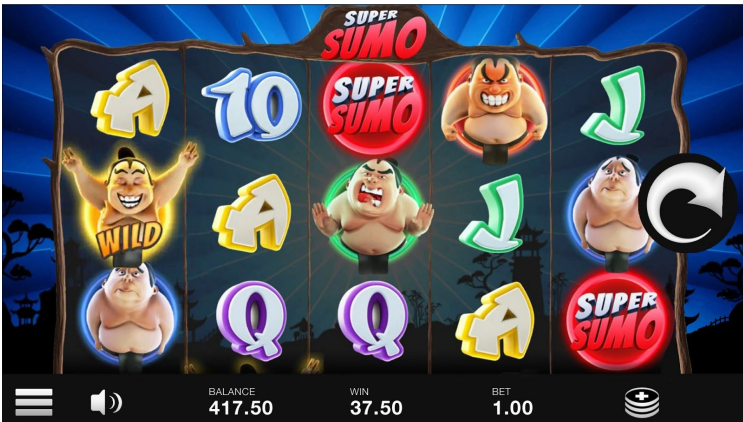


7.5 NEW FEATURES DIALOGUE

DESKTOP	MOBILE
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7.6 BASE GAME

DESKTOP	MOBILE
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7.7 FREE SPINS

DESKTOP	MOBILE
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7.8 BONUS FEATURE

DESKTOP	MOBILE
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DESKTOP	MOBILE
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8 COIN FOUNTAIN ANIMATION

- If applicable

9 BIG WIN BOX

- This is where you note the 'Big Win' tier animations, dependent on the win amount and relative to the player's TOTAL bet.
- Big Win occurs when the player has won at least 8 x times initial bet. Thereafter it transitions to Super Win at 12 x bet, and added Superwin at 20 x bet.





10 NEW FEATURES DIALOG

This is where you list any custom dialog used (either from V or game specific), also will be good to have them listed and example like Boundary invalid chip size dialogs, customized technical dialogs used if applicable.

Feature Dialog	WIN UP TO <CURRENCY INDICATOR> <VALUE>
	WIN UP TO <VALUE> COINS
	BONUS GAME NAME
	BONUS GAME FEATURES

Table: Feature Dialog Wording

11 COMPATIBILITY

11.1 DEVICES AND BROWSERS

These are all the devices that your game should support as of May 2017; this is subject to change as more devices hit the market.

<u>iOS Supported Devices</u>	<u>Android Supported Devices</u>	<u>Desktop + Web Browsers</u>
iPhone 5	Galaxy S4	UCS Desktop
iPhone 5C	Galaxy S4 Mini	Chrome 55+
iPhone 5S	Galaxy S5	iFrame support on Desktop
iPhone 6	Galaxy S6	IE 10
iPhone 6-Plus	Galaxy S6 Edge	IE 11
iPhone 6S	Galaxy S6 Edge +	Edge
iPhone 6S-Plus	Galaxy S7	Firefox 50 and up
iPhone SE	Galaxy S7 Edge	Mac OS – 10.11.1+/ Safari 9.0.1+
iPhone 7	Galaxy S8	Mac OS – 10.11.1+/Chrome 47.0+
iPhone 7-Plus	Galaxy Core Prime	
iPad Mini 2	Galaxy Note 1	
iPad Mini 3	Galaxy Note 3 (+Neo)	
iPad Mini 4	Galaxy Note 4	
iPad 3	Galaxy Note Edge	
iPad 4	Galaxy Note 5	
iPad Air	Galaxy Tab 4 10.1	

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iPad Pro's		
iPod Touch 6		

11.2 iFRAME SUPPORT

This is where you list the iFrame-supported resolutions. An iFrame is when a web page embeds another web page inside it. Operators use it so that they can have their own branding / menus around a game, instead of a game taking up a whole screen. As a web page in an iFrame you can't do certain things, this can make your page crash.

An example of iFrame usage can be found at:

https://www.w3schools.com/tags/tryit.asp?filename=tryhtml_iframe

11.3 SUPPORTED LANGUAGES

Here is where you list the languages that your game supports. 'Full' is used to describe when all strings are fully translated into that particular language, while 'Semi' means that only a few strings are translated.

<u>Language</u>	<u>Code</u>	<u>Full/Semi Translated</u>
English	en	Full
Danish	da	Full
Finnish	fi	Full

Chinese Simplified	zh	Full
Chinese-Traditional	zh-hant	Full
Norwegian	no	Full
Portuguese	pt	Full
Portuguese-Brazilian	pt-br	Full
Greek	el	Full
Russian	ru	Full
Japanese	ja	Full
Polish	pl	Full
Korean	ko	Full
Turkish	tr	Full
Spanish	es	Full
French	fr	Full
Dutch	nl	Full
Swedish	sv	Full
Croatian	hr	Semi

11.4 SUPPORTED CURRENCIES

Here is where you list the currencies that your game supports. You will be able to get the information you need to fill in any of these columns from the 'Game Integration into V Guide'. I have filled in some examples of what this should look like.

<u>No.</u>	<u>ID</u>	<u>ISO Code</u>	<u>ISO Numeric Code</u>	<u>ISO Name</u>	<u>Display Format</u>
1	9	GBP	826	British Pound	£#,###.##
2	26	EUR	978	Euro	€#.###,##

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3		USD	840	Dollar	\$#,###.##
4		PLN	985	Polish zloty	zł#,###.##
5		ARS	032	Argentine Peso	\$#,###.##
6		AUD	036	Australian Dollar	\$#,###.##
7		BGN	100, 975	Bulgarian lev	л B #,###.##
8		BRL	986	Brazilian real	R\$,###.##
9		CAN	124	Canadian Dollar	\$#,###.##
10		CHF	756	Swiss Franc	Fr.#,###.##
11		CLP	152, 992	Chilean Peso	\$#,###.##
12		CNY	156	Chinese Yuan	元#,###.##
13		CZK	203	Czech Koruna	Kč#,###.##
14		DKK	208	Danish Krone	kr.#,###.##
15		GEL	981	Georgian Lari	ლ#,###.##
16		HKD	344	Hong Kong Dollar	\$#,###.##
17		HRK	191	Croatian Kuna	kn#,###.##
18		HUF	348	Hungarian Forint	HUF#,###.##
19		ISK	352	Icelandic Króna	kr#,###.##
20		JPY	392	Japanese Yen	¥#,###.##
21		KRW	410	South Korean Won	₩#,###.##
22		LVL	428	Latvian Lats	Ls#,###.##
23		NOK	578	Norwegian Krone	kr#,###.##
24		RON	642	Romanian Leu	lei#,###.##
25		RUB	810, 643	Russian Ruble	₽#,###.##
26		SEK	752	Swedish Krona	kr#,###.##

27		SKK	703	Slovak Koruna	Sk#,###.##
28		THB	764	Thai Baht	฿#,###.##
29		TRY	792	Turkish Lira	₺#,###.##
30		UAH	980	Ukrainian Hryvnia	₴#,###.##

12 INTELLIGENT LOADING AND TRACKING

If applicable, describe the functionality here.

13 GAME ICONS

Icons needed for the different Platforms (H5, Viper + Redirector)



14 SOUNDS

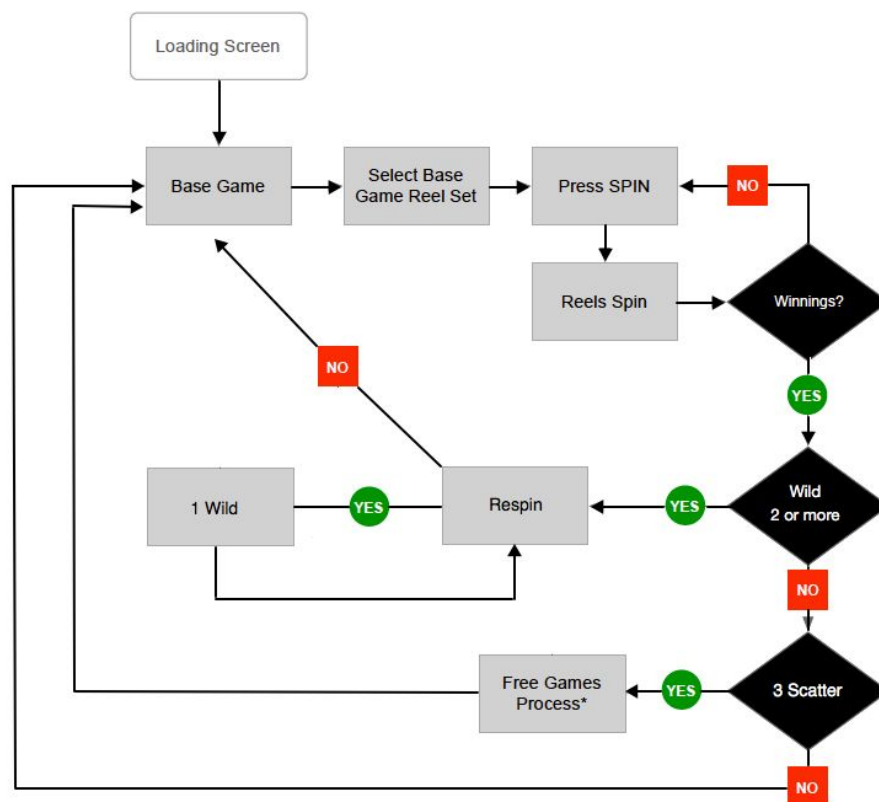
If you do not wish to include this in your spec doc, please put a link to the sound spec document in here and make sure you ship the document with your spec doc.

<u>File Name</u>	<u>Implementation</u>
Background_freespin.ogg	
background_normal.ogg	
background_respin_loop.ogg	

background_respin_start.ogg	
bigwin_loop.ogg	
bigwin_start.ogg	
coins_counting.ogg	
game_start.ogg	
intro_supersumo.ogg	
menyclick.ogg	
menyclick_higher.ogg	
reel_done.ogg	
spinnclick.ogg	
spinreelexciting.ogg	
superwin_loop.ogg	
superwin_start.ogg	
symbols_bonus.ogg	
wild_happy.ogg	
wilds_respin_triggered.ogg	
win_symbol_anger.ogg	
win_symbol_disgust.ogg	
win_symbol_fear.ogg	
win_symbol_sad.ogg	
win_symbol_supersumo.ogg	
win_symbols.ogg	

15 GAME FLOWCHARTS

Here you need to include flowcharts that show the game process. You can include a base game flowchart, as well as flow charts for any bonus features including Free Spins, Gamble, Pick Bonus, etc. like the example below.



Note: You do not need to include Game Flowcharts in your Spec, but they do give testers and developers a better understanding of how your game should work.